

Book report: drizzt do'urden essay



**ASSIGN
BUSTER**

Drizzt Do'Urden's stories are set in the Forgotten Realms campaign setting for Dungeons & Dragons. He is my favorite character because he is not afraid of anything at all. He is the most famous character in all of the Dungeons & Dragons series. Drizzt Do'Urden son of the spider queen was told that he would serve his mother's evil doings and he had no choice for about 20 years (in drow years he would be like 16). He finally set off in to the UnderDark which is the most dangerous place in the Underworld it has creatures like Hook-Horrors, Elementals, and Goblins ect.

He lived in the the UnderDark for 30 more years. Drows can live up to 200 years old, and are usually all evil. But Drizzt is a really a rare drow while his eyes are lavender, normal drows eyes are red or green. Drow used to be high elves in the really really old days but were punished by the gods because they keep killing the other elves.

The drows skin is grey because they are so close to the core of their world so they are used to the heat but their powers get drained in direct sunlight.

Drizzt is the first drow to actually make it out of the UnderDark and get on to the outside world in direct sunlight. The character has been a mainstay for author R. A.

Salvatore, appearing in his novels for over 20 years. Drizzt is a drow who acts against the drow stereotype, favoring friendship and peace over hatred and violence. His unusual personality creates the conflict that allows Salvatore to create so many novels with stories about courage and friendship. Drizzt fights the dark traits that are inherent in the drow.

Salvatore uses Drizzt to represent issues of racial prejudice, particularly in The Dark Elf Trilogy. For instance, Drizzt is concerned that if he and his love Cattie-Brie (a human) have children, their offspring will face hostility from both races. Drizzt is also troubled by the lifespan discrepancy between himself and Cattie-Brie. Drizzt was created by happenstance. In 1987 R.

A. Salvatore sent Mary Kirchoff, then managing editor of TSR's book department, a manuscript for what would become his 1990 novel Echoes of the Fourth Magic. She liked it, but asked if he could rewrite it to take place in the Forgotten Realms. She sent him Darkwalker on Moonshae by Douglas Niles, the only novel at the time set in the Forgotten Realms. Salvatore sent her a proposal for a sequel to Darkwalker, but Kirchoff sent back a large map of the Forgotten Realms and told him she wanted a new story set in a different part of the Realms. After two weeks of phone calls, Salvatore found a spot on the map that was not already designated for another project, and he located Icewind Dale there.

According to Salvatore, the book was “ set on the Moonshae Isles. When he found out how big the Realms were, he moved the story a thousand miles to the north. ” Salvatore created Drizzt on the spur of the moment. He was under pressure to create a sidekick for Wulfgar in the Icewind Dale series. Salvatore had sent an early version of The Crystal Shard (what would become his first published novel) to TSR, and one day Kirchoff called him. She was on her way to a marketing meeting concerning the book, and informed him that they could not use one of the characters.

He asked for time to think, but she was already late for the meeting. Off the top of his head, Salvatore said he had a Dark Elf. Kirchoff was skeptical, but Salvatore convinced her it would be fine because he was just a sidekick. She asked his name, and he replied Drizzt Do'Urden. She asked if he could spell it, and he said “ not a chance”.

Recalling Drizzt's creation in an interview, Salvatore said, “ I don't know where it came from. I guess that Gary Gygax just did such an amazing job in creating the drow elves that something about them got stuck in the back of my head. Thank God! ” Although many readers have assumed that Drizzt is based on one of the many Dungeons ; Dragons role-playing campaigns that the author has played, this is not the case. Salvatore's main influences were classical literature and works of J.

R. R. Tolkien. “ I like to think of Drizzt as a cross between Daryth from Darkwalker on Moonshae and Aragorn from The Lord of the Rings.

” Salvatore calls Drizzt “ the classic romantic hero—misunderstood, holding to a code of ideals even when the going gets tough, and getting no appreciation for it most of the time. ” He is the most courageous and interesting character in the Dungeons & Dragons series and that is why I chose to write about him.