



The Last Threshold

R.A. Salvatore

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In the final book of the #4 *New York Times* best-selling Neverwinter Saga, Drizzt Do'Urden navigates a winding path littered with secrets and lies. Tangled up in his companion Dahlia's dark secrets, the ties that once held her close to Drizzt threaten to tear as her bonds to his former foe, Artemis Entreri, continue to grow. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north—toward Icewind Dale. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home.

The Last Threshold Details

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From Reader Review The Last Threshold for online ebook

Adam Duclos says

This was a tough book to read... I'm a fan of the series, but I'm forced to admit that this book - and the last few books - were both boring and nonsensical.

Spoilers

The last seven books in the series have been a bit weird. You see, Salvatore set the entire series in the 'Forgotten Realms', a common campaign world for Dungeons and Dragons. By doing this, he put his story within a larger, ongoing story, and with that came a lot of preexisting people, locations and motivations that he wouldn't have to explain as much or come up with from scratch. It also came with a lot of preexisting rules though, ways that a fictional world works, that he had to work with. Now, it would have been easy to mire his story in game mechanics like so many other authors seem to, but the stories were more cinematic and invented more of the world than they relied on. Because of this, Salvatore somehow managed to tell his story the way he wanted to through several updates to the Dungeons and Dragons game seamlessly. The main character, Drizz't, and his friends were adventurers, mostly fighters, relying not on rules heavy magic but on fairly straightforward fighting... even their equipment was all unique, unaffected by anything outside the novels.

Here's the problem... Someone convinced him to deal with the switch to D&D 4.0 head on. Version 4.0 was pretty weird anyway... everything worked differently than before to more closely match computer games. The people in charge of the Forgotten Realms game world decided that they would have a 'major event', creating a 'Spellplague' to ravage the Realms, then advancing the timeline by a hundred years for a fresh start.

So, he wrote the 'Transitions' trilogy, supposedly to catch up to the new 'present'... especially because the prologue for the first book was of Drizz't, in the advanced timeline, hanging out with orcs and dwarves in the Mithril Hall environs, looking back on the intervening century or so, musing about all the crazy stuff that happened to the world in that time (all the events that became the new status quo in 4th edition). Except that it did catch up... the trilogy ended nowhere near the time that Drizz't was at in the flashback.

I would also say that there wasn't much tension in the books... since Drizz't was clearly alive and well with his panther sidekick in the future, there wasn't much the books could do to offer a threat to him. We did see that his wife was caught up in what might have been the beginnings of the Spellplague, then she and his halfling friend died, and their souls were carried away by a magical flying unicorn. This was sad, but then again, they would have both died of old age by fourth edition anyway. Salvatore also killed off a bunch of side characters, and some other characters from his 'Cleric Quintet' series.

So then he started with the most recent 'Neverwinter' series, which started just after the end of the 'Transitions' series, still not catching up to that flashforward. Drizz't and his friends King Bruenor and Pwent spent a lot of time searching for either the ancient city of Gauntlegrim or wherever the unicorn took Drizz't's wife. Neverwinter blew up, bad guys showed up, and Drizz't took a hot evil elf chick as his lover. Also, King Bruenor died and Pwent got turned into a vampire. The next few books involved sorting that all out and hooking back up with Drizz't's former arch nemesis, Artemis Entreri, while realizing that maybe it wasn't a great idea to start a relationship with an evil elf chick despite his plans on 'redeeming' her.

So this book starts out with Drizz't still trying to change the elf chick to be less evil, and realizing that maybe he doesn't even love her at all! So he agonized about that for the entire book, which was quite boring. Then they ran into Pwent, now a vampire, said hi, then left, which was boring. Then Drizz't's panther wouldn't come when called, but then it did. Then they saved a small town, which was boring. Then they were stalked by the evil elf chick's evil son, which was boring too. Finally the son kidnapped the mother... but then they were saved by a side character. Then the son told them that the panther was really hidden by a bad guy, and they fought their way to the bad guy's lair, which was exciting and shown on the book's cover. But then they all got captured for a year or so. Then Jarlaxle, another dark elf, broke them out, which was cool. Then they wandered north and fell asleep for eighteen years, which was boring. Two sets of bad guys were after them, and they fought it out amongst themselves, which was, while not boring, kinda lame. Then, once the good guys woke up, Drizz't finally, finally, broke up with the crazy elf chick, and she might have killed him in retaliation... but probably not. After all, they never did catch up to that flashforward, and there is another book coming out soon...

I had a lot of problems with this book. First of all, the beginning was super boring and encompassed a rehash of a comic book tie in about Pwent being a vampire. If anything, this part was had even less info than the comic while still seeming unbearably long. You see, Pwent supposedly died a hero's death with his king in a previous book, but was really turned by crazy elf chick's former vampire lover! Drizz't find's him and lets him go, because he promises that he wants to kill himself by sitting out in the sun. Unsurprisingly, he changes his mind and goes underground.

Second, Salvatore uncharacteristically allows game stuff to creep into his book... at one point a medusa changes some of Drizz't's friends into stone and he is inconsolable... they are dead, and there is nothing he can do about it! Wait, what? He lives in a universe where people turn to stone and back all the time! There are plenty of ways to be turned to stone in the Realms, and plenty of magic spells to turn you back with no problems! He should know this... after all, he spent five years or so in magic school back in his home city! Even if the rules have changed because of fourth edition, he should still think that that was the case, because he hasn't learned differently since. Plus, when Jarlaxle comes to turn them back, he is worried that they'll die from the shock... what?

Third, Drizz't hasn't gotten any better at anything in all this time. I suppose he was atypical in the first place... the whole point was that he went through the same training everyone else got, yet somehow became the best fighter in the whole of his evil drow city (before realizing he was 'good' and coming to the surface). But come on... he's been fighting all this time on the surface, almost a century, and he hasn't improved much. Not only that, despite his constant adventuring, he never got any more interesting equipment. Jarlaxle is by far the more interesting when it comes to that! Worse though, is Entreri... as long as he's got his magic dagger, he's happy.

Fourth, this whole book feels like a place holder. Drizz't, the star of the show, the one who writes the consistently awful journal entries that grace the beginning of every section of every book (even the ones he's not actually in), barely does anything the whole book. He deigns to save a town at the beginning, but we only see the first night of that and the rest gets montaged away. Then he spends months on a ship because people in the story want him out of the way, and he's okay with that. What? He spent years aboard ship, and he even reminisces about it as they're leaving! He should have known they were taking too long on purpose. Then he spends a year as a captive, and totally gets Stockholm Syndrome for his warlock captor! What? Finally, they get home and instead of facing those who are after him he flees north to his old stomping grounds, where he falls into a magical 18 year sleep and all of his enemies fight each other instead of him! When he wakes up and finds out that its all over, and his enemies totally killed half a town trying to get at him, he uncharacteristically fails to feel guilty about it at all! This from a guy who could feel guilty about eating

breakfast! So, basically the book is just Drizz't wandering around a for a while and taking a nap.

Fifth, we find out that all of those journal entries, all hundred of them or so, are actually Drizz't talking to himself when he thinks no one is around. Heh.

Finally, there were a lot of weird plot threads that went nowhere and loose ends that weren't tied up. Did Effron the warlock keep that weird undead staff he picked up in the shadowfell, and if so, what possible use could it be to a warlock? Why didn't Entreri tell anyone when he found out the ship was taking them the long way on purpose? Why did the succubus in disguise use magic to track Entreri, then didn't do anything with it? Why does everyone let Valindra the crazy lich exist when she's at her most vulnerable? Why is it so tough for Drizz't to break up with crazy elf chick? What was the secret that Kimmurriel knew about the future from the mind flayers (was it, 'oh no, a new edition again?') Why did Errtu the demon come after Drizz't with fire again when he knows that he still has the super anti fire and demon weapon that can protect him and kill him in one hit? Was the group forced to sleep for 18 freakin years just so that the timeline would match up with fourth edition?

So at the end, I guess, even if Drizz't isn't a 'Chosen', he's at least favored by his goddess. They made it seem as if he'd been killed by crazy elf chick at the end, but we know from the flashback that he's alive and well. Plus, there is another book scheduled. You know, for a nature loving goddess, she could have warned Guen the panther what was going on... Poor cat was very sad!

All in all, a lot of lame stuff happened in this book that was way, way too detailed, and Drizz't barely did anything! He avoided any difficult conflict, got completely hosed by traps, tricked by warlocks, shunted aside by his friends and his goddess, and then beaten up by crazy elf chick and snatched away again.

Can the next book be any better?

Update: I've read an interview with Salvatore where he says that all the questions will be answered. Clearly that did not happen.

<http://www.geeksofdoom.com/2013/03/01...>

Update: I have looked into the next book. Two things are clear.

First, that these recent books have indeed just been killing time until the next Dungeons and Dragons edition comes out. Called the 'Sundering', it sounds like it will undo a lot of the random crap that the 'Spellplague' brought in, and Salvatore's next book, 'The Companions', is going to be the first book in a six book loose set that are set against that backdrop. By all accounts, these will be books about 'people trying to get by while all sorts of crazy stuff goes on in the background', which seems pretty lame, considering how cool the Avatar trilogy was... that dealt with it's own story head on.

Second, that this book has already backslid story-wise. I have read a further spoiler for 'The Companions', and it turned out to be the opening journal entry that these books always have at the beginning of each section (that turns out to just be Drizz't talking to himself). In it, he is still agonizing over whether or not he should be taking a long lived elf's advice to deal with relationships with shorter lived races in small chunks, and start over fresh when they die. What the heck? He resolved that issue at the end of this book, 'The Last Threshold', when he flat out tells crazy elf chick that he rejects that theory and still loves his old wife! Lame.

Edit: I looked up the rules for petrification in fourth edition DnD, and it turns out that there is indeed a 'ritual'

available to fix the stony condition, and it does indeed come with a risk of death. However, it turns out that the medusa's own blood is a foolproof cure! Why didn't Jarlaxle find that out in his researches... he had already defeated the medusa, and it was right there on the floor!

Edit: I've finished the series. I'd been reading these books for decades, and they were around for at least a decade before I started! The remaining books are somewhat interesting, I guess, but start to delve too much into rules minutia, bring back all Drizzt's dead friends, and also each book has an inexplicable rape scene. They did move the book into 5th Edition DnD, and it didn't make a whole lot of sense even considering that. Finally, the series is over, because the company that puts out DnD has decided to stop commissioning novel series. It's a shame, but since it seemed like they'd been micromanaging them for a while, perhaps its for the best.

D.R. Johnson says

This book broke my heart as much as The Ghost King did.

I was nervous from the moment Dahlia put that black diamond in her ear, so it wasn't a complete shock that she was the one to 'kill' Drizzt, because we all know Drizzt would never defend himself against her. I loved that Artemis was the one that saved him, again not a shock, but very fitting. Amber could have saved him if Catti-brie's magic (or Meilikki's) hadn't have transported him to the top of Kelvin's Cairn.

It was Guen's long low moan into the night, (it's always Guen) that totally broke my heart. That was the point the tears really started to flow.

All that being said, this book didn't follow the normal rush of adventure that we expect from Drizzt's novels. Instead, everything was wrapped up in an anti-climactic way, which took the story in a different direction that I had originally expected.

At first I was disappointed that we didn't get the showdown with Efron that things seemed to be building up too, but then I really liked him as a character by the time they were in the Shadowfell, and was glad Salvatore decided to keep him around.

I, then, was eagerly anticipating the almost certain battle between Drizzt and Tiago, only to be denied that as well, but, again, I can't complain. I absolutely loved that Errtu mistakenly fought Tiago, and was banished once again cursing Drizzt's name. Although I doubt that Errtu would ever actually mistake the two, I overlooked this because of how much I appreciated the almost comedic turn of events.

There were a lot of scenes with Drizzt remembering the past, and I thoroughly enjoyed the walks down memory lane. Also, this book had to cover a lot of time, so Salvatore could set up for the release of the 5th addition. I was not aware of that during my reading, and had to look it up afterwards. It did feel a bit weird while I was reading, but now that I know the reason behind the push forward, I understand it a bit better.

Also, Artemis's character development was awesome. I think I'm ready to read another trilogy starring our favorite assassin.

Victor says

While the "Neverwinter" saga offers great opportunities for experimentation to both author and audience, this new alternative to the legend of Drizzt feels more like prune juice, you know when you have had enough.

I feel as if I am betraying the character, the author, and through them, the faithful audience that has followed Drizzt's exploits for the last 20+ years. But under these circumstance, I have decided to rate this entry with two stars because I feel this was an unnecessary entry to the Drizzt's canon.

"The Last Threshold" continues the self-discovery journey by Drizzt and his group, and while Charon's Claw offered new possibilities and crossroads, "The Last Threshold" feels flat and devoid of life. The characters, protagonist and antagonist alike have lost their meaning and purpose, and act as if they have the obligation of going through the action, and not as catalyst for the events that unfold, which is rather disappointing because of the promising characteristics of each one.

Drizzt, looking for himself, does not look enough. We get the same Drizzt we are used to; the kind, benevolent, hopeful ranger, but this time, in a time in which his very life depends on his new relationships, we find a Drizzt devoid of spark, or if you want to call it, of soul. His participation is very disappointing.

His companions and rivals feel the same. Not once I felt that the book was following a particular direction. The plot was more leafs tossed, wherever direction the wind blows; several potential subplots were introduced, and their conclusion was left in the air, or in the case of an old nemesis, was resolved too uncanny it was unnecessary to be included. Nothing happens until after the first 120 pages, which is really, not good.

This is the lowest point in a continuum that was in need of a new direction, but was steered back to the same formula and the same elements. After *The Ghost King*, I felt it was a great opportunity to drive Drizzt into new and uncharted territory, and even after *Gauntlgrym* I felt excited and anxious to see how changes would pan out, but it was evident that it was the change I did not like. I find myself unable to point out one single element that I enjoyed about this book, and in the end, it had so much potential

Anthony Paolucci says

A Return to Form:

In my opinion, this is by far the best book in the series since before the "A Thousand Orcs" story arc. It possesses all the elements that drew me to this series in the first place. Quite simply put: the characters, and the humanization of (mostly) inhuman creatures. It was never the storylines that did it for me, not to take anything away from them. It was always the very human situations within a very nonhuman world. The issues these characters faced and overcame, or at times succumbed to, were ones to which anyone could relate. The dramatic and personal interaction between them, and the profound introspection, adds layers to this fantasy series that are very uncommon in this genre. Yes, Drizzt is a brilliant and alluring character. The walking contradiction, perpetually at odds with his own nature and race, is an exciting concept that is easy to become emotionally invested in. But it's the real-life scenarios and their base elements that make these stories relatable: family strife, romantic turmoil, existential dilemmas, all of which we as real people

confront and consider throughout our own lives. This is why I believe the “Game of Thrones” series has been so successful, and why it appeals to so many different people (both the books and show), not just for the great writing, but the human element. Otherwise, this fantasy series would not attract so many non-fantasy fans. In my experience with this genre, most people seem more drawn to the action and adventure element that fantasy promises. Salvatore himself has said that the combat scenes are his favorite ones to write—and it shows, but in my opinion, to a fault. Fans have said he writes the best combat scenes in the genre, but to me at least, his fight scenes sound more like a math problem than a dramatic and exciting situation. His descriptions are so particular and so precise, one might think it would be easy to envision what was occurring as it was happening. For me, however, it’s quite the opposite. They are so precise that if you’re unable to follow, or miss a single move, you become completely lost. I would rather read a simple combat scene, with flair and passion, than at what degree the angle a sword is being swung, and in which direction the fighter’s right foot is facing when the blade severs a specific artery on a very precise area of an opponent’s left forearm. Anyway, I digress. Another aspect of the series that lost me, many books ago, was the overabundance of characters, many whom could have been condensed for their similarities and uninteresting nature. The books were originally about Drizzt. The series is called “The Legend of Drizzt Do’urden.” He is the main draw, and he is who people mainly want to read about. Yet, by the time *A Thousand Orcs* comes around, he is just another character in a sea of many. The plots become awkward and complicated, and the villains so vast, that everything I loved about the series became lost in a tangled mess. This book goes back to those simpler times, when the book is more about the characters themselves and their personal tribulations (and there are far fewer to focus on at once). The story comes second, as in this case. I would rather walk around in their heads than in their world. I would rather experience this fantasy setting from the mind and not the sword of the character, because that is how the genre itself becomes more real to the reader. Otherwise, the story is a glorified and redundant *Dungeons & Dragons* adventure. What’s the point of killing the dragon and stealing the gold, if the point of doing so is one-dimensional and predictable? What spurred that character’s sense of adventure, and how does this victory affect them and their life afterward? The early Drizzt books answered those questions, and now we’ve come full circle. I sincerely hope that Salvatore remains on this path, where future Drizzt books are concerned.

Ursula says

RTC

Sal-vation says

Two stars seems harsh, and I’m definitely using the goodreads “it’s ok” two stars as opposed to other, harsher interpretations, but the great parts of this book are completely undermined by the shitty parts.

First and foremost, Salvatore’s depiction of Drizzt’s “death” is touching, and the character’s struggle with the past was honest, if not necessarily what I’m looking for in a Drizzt book. I can’t deny it was extremely poignant - “This is the way the world ends: Not with a bang but a whimper.”

However, I felt that Dahlia and Drizzt’s relationship was a completely inadequate catalyst for her role as his final opponent, and that totally marred the event for me. This is how I expect high-school break-ups to go, not heroes with seven or eight notches in their “save-the-world” belts.

In a lot of ways, I feel like Drizzt essentially committed suicide by refusing to defend himself; surely he could have done a better job subduing her than trying to hug her mid-combat. But he'd lost his teeth by this time and you know, maybe that's the whole point and I should be lauding Salvatore for effectively making me feel as dirty as the situation warrants.

In general, I didn't like Dahlia's character, although I thought that her reunion with Effron was great. In fact, it was very hard to reconcile the Dahlia that was making progress with the son she threw off a cliff, with the Dahlia that responds to getting dumped by throwing her lover off a cliff.

She suffers from the same problem I have with a lot of Salvatore's characters - they hang on to their baggage way, way too long. Entreri was guilty of this as well, and so I was very happy with his role in this book (i.e., shedding some of that baggage).

And as others have said, the last two parts of the book come across as so rushed that it really hurts the pacing of the story. Time just absolutely flies by and Salvatore doesn't do a good job of making you feel like the world is still turning. As a result, the characters who are not imprisoned/petrified/asleep/otherwise in hiding - and this unfortunately includes the reader - seem like they're just sitting on their hands waiting for the little red bar on the loading screen to finish.

So ultimately, this book probably deserves three stars and I'm just not admitting it.

Khurram says

This story is about redemption. It is a lot slower paces then the first 3 book in the series. Many fewer battles but after the first books that is understandable. Drizzt's new band of companions joined together against a common enemy. Now that he has been vanquished now what do they do? Drizzt comes up with a plan, but first he and Dahlia must solve the mystery of a creature ripping apart goblins and other local predators. This creature could be something from Drizzt's past. This story is better told in Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales.

Now Drizzt sets his plan in motion of trying to give his band a purpose. He thinks of Port Llast. A rival port from Luskan, which has suffered as just as much or more during the Battle with the Host tower and the Spell plague. The people living here have number under 200 and dwindling rather than the 1000 plus a few decades before. Drizzt want to stand for something again not just live battle to battle. Also to choose his battles to fight. By leading by example he thinks he can install the same beliefs into his comrades. Some are more easily convinced then others, to some it is foreign concept. Drizzt is forced to look at his relationship with Dahlia and recognise that is it for what it is. Dahlia is forced to face her past and issues. This is the good part of the book. Now from part 3 of the book onwards the book changes unfortunately not for the better.

Drizzt and his 5 companions do on a quest to save Guenhwyvar form the powerful wizard Draygo Quick. Sounds good so far, let just say it does not go so well. Enter the real hero Jarlaxle. I said in book one he was acting more like Drizzt then Drizzt himself. Now he fully steps up to the role of hero. We also learn some of his history. Next Drizzt returns to the Icewind Dales. Where he encounters a certain enchanted forest with an "auburn haired witch and Halfling companion".

Now I appreciate the character development but I do feel disappointed about the 3 confrontation that had

been teased during the course of the series that never happened. Not just did they not happen but it was the way in which they were avoided that was most annoying. These did nothing to enhance the character of Drizzt except to make him look at best ordinary at worst useless. There is a literal cliff hanger ending which will be addressed in the next book *The Companions: The Sundering, Book I*.

Gianfranco Mancini says

[
Building Tiago's menace made Salvatore add a book to his previously scheduled trilogy and then he just made Drizzt's party avoid it by a 18 years time travel to make him suicide not defending against an hysterical Dahlia... That and knowing that fan favourite dark elf is coming back in next books sucked all of the pathos from an otherwise very good novel.
(hide spoiler)]

Cheryl Minekime says

I don't know if I can properly review this book without spoiling it for some folks but perhaps it will suffice to say I hope "The Last Threshold" isn't the last threshold.

An interesting synopsis and a love of elves led me to read "The Dark Elf Trilogy" (Homeland, Exile, Sojourn) almost 10 years ago although I was totally unfamiliar with Dungeons & Dragons and the Forgotten Realms setting. I was hooked before the end of the first chapter. I then spent the next 18 months reading every Drizzt Do'Urden book that was extant at that time [about 16-17 books], in chronological order, one right after the other. I actually felt bereft when I finished the last one and had to wait almost a year for the next one to be published and this love affair eventually led me to read other unrelated books set in the Forgotten Realms. Since that time, another 7 Drizzt books have been released, "The Last Threshold" being the latest. It has been an interesting, oftentimes thrilling journey. But like the Real World, time marches on. Things change, not always for the better and like we mere humans, R.A. Salvatore's beloved characters must change and adapt with the changing Realms. Mr. Salvatore is playing in a sandbox not his own and not under his control. Through a series of triumphs and tragedies, he has led Drizzt and company through the shifting landscape of the Time of Troubles and the Spellplague and now the Sundering lies on the horizon.

With all that being said, "The Last Threshold" is a fitting conclusion to the "Neverwinter Saga" and perhaps even to the "Transitions Trilogy" before it. But that doesn't mean I have to like it. The ending of "The Last Threshold" felt rushed to me and felt both satisfying and not, if that's possible. I can only take comfort in believing that it was as difficult, if not more so, for Mr. Salvatore to write this book (and "The Ghost King" previously) as it was for me to read it. Mr. Salvatore has been quoted recently, saying that he knew people would be upset by this book but he's "at peace" with "The Last Threshold" and I hope that in time, I will also make peace with it as well. His next book, "The Companions" is due to be released in August, barely 3 months away as I write this and I wait hopefully for it. I don't want this journey to end.

End note to Mr. Salvatore: Thanks, Bob... you made me cry... again. But I trust you enough to continue making this journey with you and can only hope and imagine where it will lead from here...

Artemas says

[Entreri got alot of page time ... and was finally reunited with his jeweled dagger. (hide spoiler)]

Searska GreyRaven says

Wow. This was probably the best slow-motion train-wreck I've ever read, and I mean that in a totally complimentary way. The downward spiral wasn't constant, the drama felt heart-achingly realistic, and that final resolution...yikes. If I didn't know that there was more to the story, I would have cried. A fantastic conclusion to the Neverwinter saga.

Steven says

I'm glad that I read this book as it is a nice conclusion to a character that I've been following since my Sophomore year in high school. There are many literary issues involved with this book that are, as a whole, second to the purpose of the story but it was enough to drop my review to only 2 stars.

This book doesn't do anything new and opens many doors for R.A. Salvatore to write new series or focus on other characters but that's not a saving grace--it's a hindrance. Salvatore seems to have focused on the future potential of characters he's introduced (or re-introduced as the case may be) that are pale comparisons to characters from the worlds of modern Fantasy authors such as Brent Weeks or Joe Abercrombie.

Artemis Entreri is the one character of Salvatore's that I can begrudge the attitude and style that so resembles those two authors' work but the rest, even with their somewhat valid reasons for their actions, come across as blatant attempts at reaching a new crowd. That whole anti-hero, gritty, troubled personae.

Anyway, if you've been reading the series and were as irritated as I was by the end of Charon's Claw, then, by all means, read this and finish what you started a while ago. If you hadn't begun the Neverwinter Saga, I'd suggest not.

Eric Smith says

The fourth and final book of the Neverwinter saga serves as more of a wrap up for the series and for many of the characters within the series than anything else. It becomes very apparent that Salvatore is merely prepping things for the massive changes that will carry over from the Sundering six book event that is starting this year where everything in the Realms is going to be shaken up yet again. I can't say I'm upset by this since I did enjoy reading about most of these characters and how their characters have developed since being introduced but still couldn't shake the feeling that he was having us fly right along to where things were left at the end of the book.

The end of the book by the way just makes me want to pick up his next book The Companions and get right

in to where this is going but unfortunately there are still a few months to go to get there. If you are a Drizzt fan this is a must read even if you may not have liked the previous books in the Neverwinter saga and if you don't know who Drizzt Do'Urden is then go pickup a book called The Crystal Shard, you've got some reading to do.

Olivia says

It is a sad day indeed that I am giving a Drizzt book 2 out of 5 stars. In the multitude of books about Drizzt from Salvatore, I have never once been disappointed or bored. The characters were always personal, the action exciting, the plot tight... I don't know what Salvatore was smoking when he wrote this, but I am highly saddened that Drizzt's story ends with such poor display.

****MAJOR SPOILERS****

Once I discovered this would be Drizzt's last book, I expected nothing but what I'd seen before: greatness. I was sorely mistaken. Not only was the plot scattered, random, and completely pointless, but also the insight into Drizzt himself seemed to disappear. This is the end! The last hoorah! But the humdrum storyline drug on, through more painful Dahlia-drama (curse that witch), more pointless connections with Entreri, more painful attempts to make Effron likable, and then-- It happened.

The last frickin' straw.

I don't give a rat's butt what Salvatore does after this, I will never EVER forgive him for the BS crap he pulled at the end of this beloved saga.

He killed Drizzt.

I imagine, that like me, you're thinking that Drizzt goes out in a blaze of glory, protecting friends, rescuing people, etc... Or does he go the tragic hero way where a betrayal kills him or he dies for mistaken morals? No. He dies because FRICKIN DAHLIA has a hissy fit when Drizzt says he cannot be with her because he will forever love Cattie. Despite whole books and chapters describing how she doesn't truly love him and that her love is based on obsession, sexual desire, and a disturbing murder complex to kill all former lovers, she has a hissy fit and attacks Drizzt. Being the suddenly PUSSY CAT person that he NEVER EVER was or is, Drizzt doesn't defend himself at all and lets her BEAT THE EVER-LOVING SNOT out of him. And then he goes back to Bruenor's Climb and dies alone.

The rage I felt when I finished this load of crap manuscript not fit for a 1st draft cannot be described without a multitude of crude words. Drizzt's true, deep, beautiful, intriguing, steady yet growing, amazing spirit and soul that has kept us reading since the beginning... disappears. His character is hardly ever delved into despite the fact that this is a huge turning point in his life. After doing random chores for the entire book, getting randomly captured for a year and then sleeping for another 18 under a spell, being hunted by a group of drow whose initial purpose and ultimate ending is never explained, and having random drama fights that lead nowhere... Salvatore kills off his main character with as much honor and respect as people give pigeon droppings on a car.

It was crap. And I expected more from Salvatore, especially in regards to Drizzt's finale.

So, if you're like me, you'll pretend this book never happened, Drizzt ditched Dahlia-frickin-stupidhead, they all went their separate ways and Drizzt continued to be awesome and happy and alive. The end.

Ryan says

I've thought more than once about not reading this series anymore but I just can't do it! I've been reading about Drizzit since I was in middle school (I'm in my 40's) and is one of the reasons I got into fantasy and

science fiction books (Salvatore, Weis and Hickman, Brooks, Feist). I have to see it through to the end. I understand they are not the greatest of books but I don't care. On to The Companions. I thought this was the best book of the Neverwinter saga. You can't replace Catti-brie!

Marc says

Caution: This review contains spoilers.

After 20+ books spread out over 20+ years, we finally come to end of the Drizzt Do'Urden storyline. Unfortunately, this book ended with more of a whimper than a bang, especially for a character who has survived hundreds of deadly encounters over the years.

The story continues from shortly after the end of "Charon's Claw" and some of the plotlines carry over...but then just dry up. I would have preferred if R.A. Salvatore had not re-introduced them at all as they just served the purpose of taking up a few pages. I mean, what was the whole point of re-introducing Thibbledorf Pwent as a vampire only to have him commit suicide (assumedly)? The first third or so of the book is filled with lots of Drizzt and Dahlia trying to figure out their relationship, especially now that it's a bit of a threesome with the return of Artemis Entreri. Toss in Dahlia's crippled offspring, Effron, and you have a whole lot of characters pissing and moaning about their lives. Fortunately, Jarlaxle and the drow of House Baenre are around to add some intrigue and humor, as well as push the plot forward.

There are stretches which will remind you of some of the Drizzt books of old, but too much of the book contains little to no action. When it looks like Drizzt will just sort of fade off into the sunset, two plotlines pop up and converge...for almost no purpose other than to add a bit of action to the last part of the book. Now, I'm not sure if this is truly the last time we'll see Drizzt, but it more than likely is in his present form. Barring some divine intervention, all of the Companions of Icewind Dale are no longer. That's not to say Jarlaxle, Artemis Entreri, Dahlia, Effron and a few others might appear in their own series down the road, but if so, it will be without me. I'm done, and while Drizzt didn't go out like the hero he was (a broken nose, a crack in the head, a fall from a short cliff, a broken leg and that's it) there is no denying he's been one of the greatest characters to ever grace the pages of the Forgotten Realms. R.A. Salvatore is to be richly applauded for giving us such a wonderful run with Drizzt, but like all good things, this run had to end.

Greg Strandberg says

I was not impressed with this book when I first started it. I felt they should have probably ended this series at 3 books.

Like many of the recent Salvatore books, it got better around page 150. I could have done without a lot of the sailing around.

It really picked up when they went to Draygo's castle. I like the imprisonment angle. Maybe we're getting rid of some miscellaneous characters too.

There was some good build-up to the end, but then we didn't really get the battle we were promised. Instead we get a demon battle that seemed rushed and a lot more of that dream sequence stuff dealing with lost

companions.

The ending was unfulfilling, but like many of these, you feel you have to read the next one. I guess I will, but gosh, seems like the last 50 pages of this were not very good.

Kimberly says

I always have a hard time reviewing this series, with Drizzt. I love the character and all of his trials and I always enjoy the companions. But with this series I became intimidated by R.A. Salvatore's writing! It took me quite some time to even begin Gauntlegrym just because I knew that some of what the book would hold things that I did not want to read! Now that is an amazing author, to me anyhow. I put that off for a year until the second of this series came out. I owned both books by then and decided to read..finally. I do love this series, no matter if the reading was a bit painful at first. This book particularly, I did enjoy. It seemed to not have as much action as the other books. Oh there was plenty of fighting, but this book seemed to be more about closure on a number of things more than it was about defeating any actual evil. I was happy about one thing in this book *SPOILER ALERT* I was happy he finally kicked Dahlia to the curve! I just really never liked her, I understood her issues and the kind of person she was, but I still just really disliked her manner and how she was especially in this book. I was really hoping that she would see how ignorant her whole "ear ring" thing was, but alas, she did not and in the end she disgusted me more so than she did when her character was first introduced. She fights well and that is about all I can say for her. The end of this book had me definitely wanting the next one, where ever that may lead, and back to square one at the same time dreading the arrival of it. Salvatore is my favorite author because of the way I feel about his books and that his writing can actually illicit the response that it does with in myself! If you love epic, and I mean EPIC fantasy, than you will love this series and all the others before it. I will always recommend his books and this series as a MUST READ!

ReadingWench says

I was so excited to read The Last Threshold by R. A. Salvotore. This is book 4 in the Neverwinter saga and follows Drizzt Do'Urden and his companions as they travel towards Icedwind Dale. Salvatore writes a great story that can capture your interest and draws you in.

While I really enjoyed the story, I was a bit disappointed at the ending. It seemed like it was written in a hurry and any outstanding storylines were resolved. Unless you are familiar with the whole series, this book left you with questions, such as will there be another Drizzt book? Where did he go? Is that truly Drizzt's death?

Overall it was a good story but not the most favorite of mine.

Kevin Winters says

A fantastic addition to the tales of Drizzt! I give this four out of five stars because of the slow start, the book didn't really sink its teeth into me until the later half of the second part. However, once they were in, they

didn't come out until I finished. I suppose I COULD complain about the seemingly excessive amount of time skipping, I mean the book takes place over 21 years, but that's not Salvatore's fault. He had to prepare Drizzt for the upcoming Sundering after all. The ending is somewhat openish since we only get closure for Drizzt but not Entreri or Dahlia, but I guess that gives us a good reason to continue reading doesn't it?
