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Forgotten-Realms-Lore—The Drow (Dark-Elves-of-D-u0026D)-Live in world that rejects integrity [Book 3] Dungeons Fantasy AudiobookR. A. Salvatore - Neverwinter Saga Book Trailer The Last Threshold Forgotten Realms
The Last Threshold is the fourth and final novel of The Neverwinter Saga by R.A. Salvatore . ". 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.

The Last Threshold | Forgotten Realms Wiki | Fandom
The Last Threshold takes this to an extreme. It drones on with a lackluster, boring plot that just kind of clumsily flops about without going anywhere. There really is no legitimate plot at all; it's just a series of garbled side stories. The side stories are constant and nagging.

Amazon.com: The Last Threshold (The Legend of Drizzt ...
The Last Threshold is a novel by R. A. Salvatore set in the Forgotten Realms campaign setting, and is the fourth book in the Neverwinter Saga. It was released on March 5, 2013.

The Last Threshold - Wikipedia
The Last Threshold is the newest novel in R. A. Salvatores Drizzt series. So much has happened in these novels since Salvatore first introduced Drizzt and his companions. In The Ghost King and Gauntlgrym Drizzt lost his companions of many years. Over the last two novels he has built up a new group of friends.

The Last Threshold (Forgotten Realms: Neverwinter, #4 ...
The Last Threshold is the fourth book in the Neverwinter Saga and the twenty-sixth installment in the Legend of Drizzt series. Customers Who Bought This Item Also Bought Charon's Claw (Neverwinter Saga #3) by R. A. Salvatore

The Last Threshold by R. A. Salvatore, Paperback | Barnes ...
The Last Threshold (Forgotten Realms: Neverwinter, #4; Legend of Drizzt, #23) 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.

The Last Threshold (Neverwinter #4) read online free by R ...
The Last Threshold (Forgotten Realms: Neverwinter, #4; Legend of Drizzt, #23) Published March 5th 2013 by Wizards of the Coast. Hardcover, 384 pages. Author (s): R.A. Salvatore.

Editions of The Last Threshold by R.A. Salvatore
Fantasy author R.A. Salvatore discusses his latest book, The Last Threshold, and the evolution of the Forgotten Realms universe and tabletop gaming. Fantasy author R.A. Salvatore can't remember how...

A Conversation With R.A. Salvatore - Part One: The Last ...
Buy The Last Threshold (Dungeons & Dragons Forgotten Realms Novel: Neverwinter Saga) by R.A. Salvatore (ISBN: 9780786963744) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

The Last Threshold (Dungeons & Dragons Forgotten Realms ...
Ahrrogate was a dwarven warrior of some reputation in the Bloodstone Lands and later in the North.2 He later became a companion of Jarlaxle and an agent of Bregan D'aerthe.5
1 Description
2 Personality
3 History
3.1 Background
3.2 Bloodstone Lands
3.3 The Pirate King
3.4 The Ghost King
3.5 Neverwinter Saga
4 Habitation
5 Skills
6 Possessions
7 Relationships
7.1 Jarlaxle
7.2 Thibbledorf Pwent
7 ...

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The Last Threshold: Neverwinter Saga, Book IV (Dungeons & Dragons Forgotten Realms Novel: Neverwinter Saga) Hardcover – 8 Mar. 2013 by R. A. Salvatore (Author)

The Last Threshold: Neverwinter Saga, Book IV (Dungeons ...
This latest installment in New York Times best-selling author R.A. Salvatore's beloved fantasy saga, The Companions moves Salvatore's signature hero Drizzt into a new era of the Forgotten Realms. As Drizzt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life - the friends now known as the Companions of the Hall.

The Last Threshold by R. A. Salvatore | Audiobook ...
This book, The Last Threshold, marks the end of that particular emotional and spiritual journey, a crossroads decided, where the choices are resolved and the consequences play out, sometimes brutally. MP: You ' ve written a lot of other Forgotten Realms books. How was writing this one a different experience for you, if at all?

Interview with R.A. Salvatore — author of Neverwinter Saga ...
Idle Champions of the Forgotten Realms. ... For armored enemies one attack has to reach a certain damage threshold before it removes a block. Any other attacks are fruitless. If it's non-armored hit-based then, no, damage doesn't matter. ... Last edited by MehZhire; Apr 5 @ 8:20pm #5. Reaver79 Apr 5 @ 8:48pm Cheers #6 < -> Showing 1-6 of 6 ...

Armored enemies :: Idle Champions of the Forgotten Realms ...
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DRIZZT — The Art of Todd Lockwood
King Pinch (Forgotten Realms: The Nobles, Book 1) by David Cook 189 copies: Order: Lady of Poison by Bruce R. Cordell 123 copies: Order: The Last Mythal by Richard Baker 28 copies: Order: The Last Threshold by R. A. Salvatore 218 copies, 1 review: Order: The Legacy by R. A. Salvatore 1,708 copies, 9 reviews: Order: Legacy of the Drow by R. A ...

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 (a)wain 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. Praise for the Neverwinter Saga: " Absolutely profound." —Paul Goat Allen, BarnesandNoble.com " Masterfully written, thrillingly unpredictable, and everything a Drizzt Do ' Urden fan could hope for. You ' ll be hanging on the words till the very end ... and then begging for more." —GamesFiends.com " Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout " —Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book 1 " Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story. " —The SFF Hub on Gauntlgrym, Neverwinter Saga Book 1 " A quick read with some very satisfying fight scenes. It ' s also deeply layered with emotional atmosphere " —California Literary Review on Gauntlgrym, Neverwinter Saga Book 1

Drizzt and his elf companion Dahlia realize that they may have to break the law if they are ever going to help those the law has abandoned, and soon are making new enemies and plunging headlong into battle.

In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to aid his friends. His lover, Dahlia Sin ' felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizzt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon ' s Claw, Alegni ' s sentient sword, dominates Entreri ' s movements—if not his mind. And then there ' s the way Entreri looks at Dahlia. Can Drizzt trust his old foe? Praise for the Neverwinter Saga: " Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout " —Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book 1 " Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story. " —The SFF Hub on Gauntlgrym, Neverwinter Saga Book 1 " A quick read with some very satisfying fight scenes. It ' s also deeply layered with emotional atmosphere " —California Literary Review on Gauntlgrym, Neverwinter Saga Book 1 From the Hardcover edition.

" The Companions is the best novel [R.A.] Salvatore has ever written. It ' s insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore ' s most ambitious work to date. " —Paul Goat Allen, BarnesandNoble.com " After a quarter of a century, R.A. Salvatore just keeps getting better and better, and The Companions is another masterful leap forward for one of the greatest fantasy epics of all time. " —Philip Athans, best-selling author of Annihilation and The Haunting of Dragon ' s Cliff This latest installment in New York Times best-selling author R.A. Salvatore's beloved fantasy saga, The Companions moves Salvatore's signature hero Drizzt into a new era of the Forgotten Realms. As Drizzt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life—the friends now known as the Companions of the Hall. Meanwhile, the first stirrings of the Sundering begin.

The best-selling author of The Ghost King presents the first installment in a trilogy that brings together the Drizzt saga and the Neverwinter Nights video-game franchise. Reprint. Video game tie-in.

R.A. Salvatore ' s New York Times best-selling saga continues as dark elf Drizzt Do ' Urden returns to Gauntlgrym with old friends by his side once again, as they seek to rescue Bruenor ' s loyal shield dwarf-turned-vampire. But not only do Drizzt and his allies face a perilous journey through the Underdark and the dangers of the undead that lie within, but they must cross through a colony of drow, who would like nothing better than to see Drizzt Do ' Urden dead.

Drizzt joins Bruenor on his quest for the fabled dwarven kingdom of Gauntlgrym: ruins said to be rich with ancient treasure and arcane lore. But before they even get close, another drow and dwarf pair stumbles across it first: Jarlaxle and Athrogate. In their search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can ' t stop it on their own. They ' ll need help, and from the last people they ever thought to fight alongside again: Drizzt and Bruenor.

From New York Times bestselling author R. A. Salvatore comes a new trilogy and adventure of Drizzt and fantasy ' s beloved characters from Dungeons & Dragons ' Forgotten Realms. After the settling dust of the demon uprising and two years of peace, rumblings from the Menzoberranzan drow have Jarlaxle nervous. Worried his allies may be pulled into a Civil War between the great Houses, he is eager to ensure Zaknafein is armed with weapons befitting his skill, including one in particular: Khazid ' hea. A powerful artifact, the sword known as " Cutter " has started wars, corrupted its users, and spilled the blood of many, many people. Nonetheless—or maybe because of that—the rogue Jarlaxle and a small group of friends will go on an expedition looking for the weapon ' s last wielder, Doom ' wielle, in the freezing north, for she may be the key to unlocking the sword ' s potential...and perhaps the key to preventing the bloodshed looming over the Underdark. And as they explore the top of the world, Drizzt is on a journey of his own—both spiritual and physical. He wants to introduce his daughter Brie to Grandmaster Kane and the practices that have been so central to his beliefs. But, having only recently come back from true transcendence, the drow ranger is no longer sure what his beliefs mean anymore. He is on a path to determining the future, not just for his family, but perhaps the entire northlands of the Realms themselves. Two different roads. On one, Jarlaxle and Zaknafein are on a quest to find pieces that could offer salvation to Menzoberranzan. On the other, Drizzt seeks answers that could offer salvation to not just his soul, but all souls. And no matter the outcome of either journey, the Realms will never be the same again.

Don't miss the gripping conclusion to Salvatore's New York Times best-selling Transitions trilogy! When the Spellplague ravages Faerûn, Drizzt and his companions are caught in the chaos. Seeking out the help of the priest Cadderly—the hero of the recently reissued series The Cleric Quintet—Drizzt finds himself facing his most powerful and elusive foe, the twisted Crenshinibon, the demonic crystal shard he believed had been destroyed years ago.

Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders. Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, its certain death ever to set foot there again. But Drizzt Do'Urden and his companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

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