



Gauntlgrym

R.A. Salvatore

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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.

Gauntlgrym Details

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Author : R.A. Salvatore

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From Reader Review Gauntlgrym for online ebook

Kevin Xu says

The only reason I gave the book four stars instead of three is because the book ties up the past nicely enough for Drizzt to move on.

Shannon says

After many years of following Drizzt Do'Urden, the most recent book by RA Salvatore finds Bruenor and Drizzt on their own searching for Gauntlgrym. New characters are introduced as well as some older friends coming back for me (Jarlaxle specifically). Not sure exactly why, but I almost feel as if I'm losing interest the series. The writing is still spectacular, and I know that things could never remain the same as they were with the older books, but with so many changes happening and suddenly years and decades being lost between books and strangely, even within this book, I find that enjoying the Drizzt character may not be enough anymore. Especially considering the wild changes the character himself has gone through since the end of the third book in the Transitions trilogy. I will pick up the next book, as it seems that previous characters have been hinted at returning, and others may not have run their full course. Also, the introduction of one of the newer characters may breathe some life back into Drizzt and perhaps bring him back from the road he's begun to walk down (or could continue his descent down).

Nathan says

I am almost offended that this book has 4 stars. I have read and enjoyed all the Drizzt characters, but in this book Salvatore introduces a character who breaks his own world, is crazy annoying, and is quite obviously, the DM's girlfriend.

Drizzt has fought some badass stuff over the years, he's fought against Drow, Assassins, Dwarves, Demons, Liches, Undead of Every flavor. Hell, open a Monster's Manual and flip through it, Drizzt has probably killed whatever you turn to in there. (view spoiler). There is also a character named Barbarus in this book, who I was happy to see and is only vaguely disguised as clearly another character from this series. (view spoiler).

And then there's Dahlia, she out wits the witty characters and outfights the fighty characters. Her motivation? How did she get so badass? Years of training under the best weaponsmasters in the world? No. A life as a fugitive, constantly on the run and fighting guards every step of the way? No. She was raped by demons. That's her backstory. That's literally the only thing about this character's past that we know. And she outdoes every character she encounters in this book in everything.

She has a magic staff, that Salvatore rambles on and on about constantly. I would have preferred 1/3rd less talking about how she does a handstand on a magic stick, and 1/3rd more discussion on her past or anything else about her. It was bad enough that I hesitated buying the next book in the series, and since she appears in it and has even more screen time than in this one, I put the book down and am currently uncertain if I'm going to be reading any more of RA Salvatore's writing, which again as someone who has read every other

book he's written and given him 4-5 stars is pretty bad.

For the few things I DID like. He does a bunch of huge time jumps, like 10-15 years at the end of each chapter. Most people didn't like this, but I thought it did a good job of showing a world changing around these characters with extended lifespans. I also like the reappearance of Barbarus, and the descriptions and ideas in Gauntlgrym (some complaints I read called it a mines of moria knockoff, but I didn't get that, I thought it was awesome).

Some longtime characters won't be returning after this book, and met a very fitting end here, and the climax of the book, I thought, was great, but getting there was a serious chore. If you're a completionist or intend to read more of Salvatore's stuff you should probably give this a read since it has some major plot stuff, but if you read The Ghost King and liked it, you might want to consider that the end of the Drizzt series of books and close off on a highish note.

Heather Scott says

This is my first 1 star review. It is also the first book ever that I felt utterly compelled to skim pages and skip sections to finish. Once upon a time I really liked Salvatore's writing and was completely in love with the Drizzt story. But something has happened after the first few trilogies with Salvatore's style that has caused me to lose interest. And it isn't the character, as I still love Drizzt to pieces.

At any rate the single star is for Jarlaxle's presence. Without him, I probably couldn't of been arsed to even finish this thing. I try to keep my reviews spoiler free so I'll try to be as vague as I can. As always, YMMV.

I found the tale was utterly predictable from the get go, and for such a short book, it was far too full of choppy sounding combat. This is what I ended up skipping after the first few battles. Page after page of the book felt more like filler than plot. In fact, I'd wager the entire story could have been told in one well-written chapter. Instead, it is dragged across 300 pages without the substance to make it interesting. And its not that interesting things didn't happen, its just that they weren't written about. There was plenty of material to be expanded on, but Salvatore chose not to do so. Drizzt himself feels like little more than a cameo, and the ending made sure I wouldn't be bothering to pick up the next in the series. I just don't like the 'new Cattie-brie' - which is who this book was truly about.

And I hate to say it, with as much as I love a good redemption: Sometimes, its better for the bad guys to stay that way.

Travis says

Gauntlgrym by R. A. Salvatore- This is the first book in the Neverwinter trilogy as well as the twentieth novel in The Legend of Drizzt series. The next two books in the trilogy are yet to be named at the time of this review. The Legend of Drizzt series contains a number of trilogies and series and it all takes place in the Forgotten Realm universe of Dungeons and Dragons. The Dark Elf Trilogy (Homeland, Exile, and Sojourn), The Icewind Dale Trilogy (The Crystal Shard, Streams of Silver, and The Halfling's Gem), Legacy of the Drow (The Legacy, Starless Night, Siege of Darkness, and Passage to Dawn), Paths of Darkness (The Silent Blade, Spine of the World, Sea of Swords), The Hunter's Blades Trilogy (The Thousand Orcs, The Lone

Drow, and The Two Swords), and Transitions (The Orc King, The Pirate King, and The Ghost King) are all apart of The Legend of Drizzt series. Some other characters in the saga are found in The Sellwords trilogy (Servant of the Shard, Promise of the Witch King, and Road of the Patriarch) and The Cleric Quintet (Canticle, In Sylvan Shadows, Night Masks, The Fallen Fortress, and The Chaos Curse). R. A. Salvatore has also written a few other books set in shared universes. He has written two Star Wars based books, Vector Prime and Star Wars Episode Two: Attack of the Clones, and he has also written a book based on Tarzan called Tarzan: The Epic Adventures. R. A. Salvatore has also written a few books in his on created worlds, Ynis Aielle (Echoes of the Fourth Magic, The Witches Daughter, and Bastian of Darkness), Spearwielders Tales (The Woods Outback, The Dragon's Dagger, and Dragonslayer's Return), The Crimson Shadow (The Sword of Bedwyr, Luthien's Gamble, and The Dragon King), Demon Wars (The Demon Awakens, The Demon Spirit, The Demon Apostle, and Mortalis), Demon Wars: Second Saga (Ascendance, Transcendence, and Immortalis) and the Saga of the First King (The Highwayman, The Ancient, The Dame, and The Bear). He also co-wrote The Stone of Tymora (The Stowaway, The Shadowmask, and The Sentinels) with his son Geno Salvatore. Along with all that, he has written a few short stories. Gauntlgrym was released in October 2010 and is published by Wizards of the Coast.

Years have passed since Drizzt Do'Urden's life changed. His love, Catti-brie, is dead, along with his friend Regis. The dwarven kingdom of Mithral Hall's peace treaty with the orcish Kingdom of Many Arrows has held over the years and a peace is found in the land. His other friend, the king of Mithral Hall, Bruenor Battlehammer, is nearing the end of his life. However, Bruenor still has the fire in him to find the lost dwarven kingdom named Gauntlgrym, so he brings Drizzt, the battlerager Pwent, an orc named Jessa, and a gnome alchemist named Nanfoodle along with him. Years upon years pass by with no luck finding the place. Even after Jessa and Nanfoodle pass away, Drizzt and Bruenor continue the search. However, another group stumbles upon the forgotten city. A Thayan named Dahlia is searching for what powered the Hosttower, a treelike tower that housed wizards in Luskan before the cities fall. Her search for answers leads her to Jarlaxle and his dwarven friend Athrogate. Little do they know that it was Gauntlgrym that produced the Hosttower. Unknown to the group, unleash a primordial and with it, devastation. After years pass after the devastation, Drizzt and Bruenor are still on the search for the ancient dwarven stronghold. However, they may need the help of Jarlaxle and Athrogate to find it.

Criticisms:

1) Time Jumps. This is my major issue with Gauntlgrym, as well as any other book I read. I loathe time jumps. I am not a fan when a story jumps forty some odd years. I would have liked to see some of the adventures that Drizzt, Bruenor, Jessa, and Nanfoodle under took, I do hope that somewhere down the line there will be a short story involving one such adventure. I would have liked to see more of Drizzt and Bruenor failing at finding Gauntlgrym or their brief search for finding Catti-brie and Regis. I would have liked to see this, or even a chapter about some of these things. Now, I wouldn't have an issue if it was two or three years pass. I wouldn't even have that big of an issue with just one time jump. However, Gauntlgrym has two jumps. Two jumps that forcefully progress the story. While the first jump was about fifty years, the second is a more reasonable ten or so. However, this still bothered me. We never really see Dahlia's consequences for her actions she took in Gauntlgrym. We never see how Athrogate is effected, nor Jarlaxle. We do have little snippets, but there is so much more to be said. These jumps just make the story seem as through it was rushed. We have a lot of things happening, but nothing to really show for it aside from a line or two.

Praises:

1) Drizzt. Let me be honest here for a second. It's my opinion that after twenty-sum books, Drizzt Do'Urden has grown a little stale. Don't get me wrong, he still is great, but he never really seemed to undergo a major change that seems to last for an extended amount of time. Sure there were times were he let his savage side

take over (The Hunter's Blades Trilogy) and the life changing event that he underwent in The Ghost King. But for the past twenty-two years, he has hardly changed. That being said, Drizzt does undergo a shift in personality, albeit subtle. In fact, I barely noticed any major change until Jarlaxle pointed it out. Before, Drizzt only killed when it was necessary. Now he seems to enjoy it. It's almost like the 'Hunter' in The Hunter's Blades Trilogy, but with more control. It's almost like he's becoming more 'Drow'. It is nice to see that everything that Drizzt went through in his life thus far is finally affecting him. He may seem like the Drizzt we all know and love, but now there seems to be something more, and darker, growing in everyone's favorite drow.

2) Jarlaxle. Jarlaxle really surprised me. I knew that Jarlaxle does have a somewhat noble streak to him, but I am utterly at a loss for words about what he does. Sure, he's still the pragmatic drow that we've known from before, but now there seems to be more to him than what meets the eye. He seems to be more disparate and uncontrolled. The best example is his one on one interactions with Drizzt. To put it simply, Jarlaxle yells at Drizzt for being what he's become. I never would have thought that Jarlaxle would do such a thing. But that's just not all he does. There were other things in the story that I would have never have thought Jarlaxle would do. It was just a nice surprise to see more character depth to Jarlaxle.

3) Forward. I do like where the series seems to be heading. Now it seems like there will be little reminiscing of the past, and the legend of Drizzt is going in a new, exciting direction. I'm just excited to see what happens next.

Side Notes:

1) Valas Hune. It was nice to see one of the my favorite characters from The War of the Spider Queen series make a brief cameo.

2) Barrabus the Grey. I hope this isn't who I think it is. If it is, all I can say is that I'm disappointed.

3) Cover Art. The first thing I noticed about the cover art is that it's bright. It really catches your eye and draws it in. After so many recent Dungeons and Dragons based books having darker coloring, it's nice to see something bright. The action scene between Drizzt and Dahlia is pretty epic looking, although it doesn't happen in the novel. That kind of bothers me. It would have been wonderful to see Drizzt and Dahlia fighting one another. The only major issue I have is that Dahlia looks horrible. She doesn't look the least bit attractive. In fact, her face just doesn't look quite right, almost as though everything is just squished together. However, the cover art is definitely a nice, bright change and I do like it.

Overall: 4/5

Final Thoughts:

Gauntlgrym is good. I wouldn't really expect any less from a Drizzt novel. However, there is one problem that I still can't get over. I hate the time jumps. I absolutely hate it when things are skipped over that could have made an interesting couple of chapters. In fact, I would have rather have had this book as the second in the trilogy. The first book could have been some of the events leading up to Athrogate pulling the lever. Dahlia seemed to need a little more development, and we could have had some time getting to know Jessa and Nanfoodle. That said, the rest of the story was great. It's nice to finally see everything impacting Drizzt and a new, unexpected look at Jarlaxle. I'm really liking where this story is taking Drizzt. So should you pick it up? Yes. Definitely. Even if you're not a fan of Drizzt, it's well worth a read. However, you should have a little prior knowledge before jumping in.

Jeff says

A book written with joy and love for the characters portrayed: old friends, indeed, spanning 20-plus years of the author's life; a philosophical musing on Life, Purpose, and Fulfillment clothed in rich and fine garments

of Good vs Evil, High Adventure, Heritage and Tradition, Friendship and Love. RA Salvatore's *Gauntlgrym* will move you, I unabashedly assert, and will bring tears to your eye - tears of joy, of just reward - by the time you finish the epilogue.

I will only add, then say no more - for you should experience this read as a well-earned, joyous discovery much like a certain Dwarf King does when arriving, after a lifetime's faith and questing, at a particular throne room - that you will find humor, comfort, satisfaction, and pleasure in Mr. Salvatore's latest be you a long-time fantasy aficionado or newly come to the genre.

May we all be so blessed, after a long life well-lived, to have the opportunity to say, "I found it, Elf."

Gianfranco Mancini says

An epic quest.

Memorable characters.

Great fight scenes.

Friendship.

Duty.

Laughs.

Epicness.

Hero's journey ends.

New roads opening.

New life starts.

Tears.

Lots of tears.

Long live to the King.

Long live to King Bruenor.

Previous book of Drizzt saga made me cry like a baby, at the end of this one I was crying again.

This is high fantasy at its best.

Thank you, mr Salvatore.

Victor says

After reading the last couple of pages of "The Ghost King" I was overwhelmed with the sensation that any other Drizzt novel would have a great void. It is not something new, and Mr. Salvatore has hinted many times at a new direction for his Drizzt novel since the "Hunter's Blade" trilogy. I was not expecting changes would come so soon.

"Gauntlgrym" stands separate from other novels because this time we get the impression that Mr. Salvatore will explore different paths and different adventures in mind. At the beginning of Gauntlgrym, we get the notion and the inner struggle surrounding Drizzt and Bruenor, wondering about an uncertain future and shortly after both pass the first door of no return.

At the same time we are introduced to the Beautiful and deadly Dahlia Sin'felle, a promising young elf in the service of Szazz Tam, the lichlord of Thay. In the beginning chapters we are introduced to Dahlia's traumatic childhood, her despise of Herzgo Alegni, her hateful relationship with Sylora, another witch, who she is often competing and her custom of killing her lovers, male or female, once she has found no other use for them.

In an essence Gauntlgrym will explore the bounds Drizzt Do'Urden established for himself when he left Menzoberranzan more than a century before. We have the sensation he feels his life is forfeit and unfair and he is desperately trying to use his blades to drown his sorrow. No more is the Paragon of virtue that sees the world in black and white, right and wrong. The new outlook instilled in Drizzt's mind from the newcomer Dahlia, which is touched upon briefly in this book will play an important part in Drizzt's future in the books to come.

This is the first time that Salvatore uses a place as if it was a main character. Through the pages and the characters interactions we do get a feeling that Gauntlgrym is speaking to us. We can feel the holiness of the place and the desperate calls to help its inhabitants procure.

Another interesting detail was the use of nature as an important element in the story. Before, armies of drow, orc, ilithids, a dragon's horde and decious pirates would be the primary antagonist for our characters. That Salvatore used a natural phenomenon was very interesting and refreshing. It was a welcome addition that gave the novel an element of realism.

The only particular criticism I have is that the story begins, then jumps in time about 40 years, some events happen, and the story proceeds again forward in time ten years or so. The first jump in time seemed extremely unnecessary. By doing this Salvatore eliminates two characters that could have been presented in much better light (it is true that they do not contribute to the story, but a better demise would have been more glorious and satisfying to fans), it states that nothing interesting happened in the world in 40 years or so, much like 4E of D&D. The second time jump, albeit, more logical, still felt imposed to fans to set the story according to 4E conventions.

Salvatore has not been very good at uncovering information. Everytime he reintroduces a character, he is not very good at keeping mysteries, and this time the same happens. I wish that some characters were not revealed as easily as he does in this book.

I have to again give praises to the fighting scenes. If there is something that Salvatore excels the most in his books, is the detail of his swordfighting. One of the reasons why I enjoy Drizzt books is that I can get into a great fight anytime I want.

Another element I found very enjoyable was the equal division of character time. Drizzt was absent for many chapters, and although he is the main character, the other characters were competent and entertaining. Several old characters make an appearance and they do not dissappoint. Some of their interactions were the best on the book. I particularly expected more character development from Dahlia, but this is the first on a trilogy, we get to see more from her in future books.

A particular note must be made from the epilogue. I felt this was the most satisfying ending from a Drizzt book I have ever read. It does not matter if it is sad, it was great and gave me a sense of accomplishment.

Luke Van Wegen says

Not only did I grow up with the Drizzt novels but I can say that they got me through some hard times spent in hospital as a teenager going through back surgery. So I feel a strong kinship with the twin scimitar wielding drow ranger. The tales have got a little repetitive since the Silent Blade with all the characters seeming nothing more than high level player characters from a game of D&D. But that is what it is and long live Drizzt Do'Urden! Gauntlgrym continues taking Drizzt into a darker place as he outlives friends and family and must find a purpose in a changing world. The book brings together many of Salvatore's most beloved Realms characters including a subtle return of one who is sure to stir things up in the forthcoming novels. As usual with Salvatore the action scenes are vivid in their detail and hard hitting in their delivery. Unsure about the cover however as the promised scene portrayed never occured... An impossible chapter in the story of Drizzt for any fan to pass up.

Niki Hawkes - The Obsessive Bookseller says

Salvatore strikes again! I took a little break from this saga after The Ghost King (which ripped out my heart), but picking up Gauntlgrym after all that time felt like coming home.

Salvatore is known for his detailed hand-to-hand combat scenes, which pack a lot of excitement into his books. I have to say, after 20 or so novels of the same back-and-forth swordplay, I started to get a little... bored isn't the right word, but let's just say it lacks a bit of the thrill it once had for me. That said, I can't imagine a Drizzt book without intricate fight scenes, so you really can't win with me. ;P

Gauntlgrym's storyline required an unusual passage of time compared to others in the series, which was a cool change of pace that kept me interested throughout. I also loved the mix of new and old characters – the elf woman (cover image), among my new favorites.

Overall, Gauntlgrym (I am proud to say that I can finally spell it without having to look it up– go me!) was a fun installment and excellent continuation of the series. Although it was nowhere near my favorite of the saga, I'm still excited to start Neverwinter sometime soon.

Other books you might like:

Dragons of Autumn Twilight – Margaret Weis & Tracy Hickman

The Way of Shadows – Brent Weeks

The Demon Awakens – R. A. Salvatore

Magician: Apprentice – Raymond E. Feist

The Warded Man Peter V. Brett

Via The Obsessive Bookseller at www.NikiHawkes.com

Dan Young says

This book seemingly closed the door to some characters who I thought could have ended up being written back into the series. In that respect I am happy to have some closure and good deaths. I felt like the semi-main character that was introduced lacked significant back-story. But Jarlaxle and Athrogate in the book helps to offset an otherwise muddy and somewhat unnecessarily plot. But then again, perhaps it was muddy because I am a poor listener and chose to listen to this on audiobook?

Steaiii says

good god. this series needs to end.

Sensitivemuse says

Drizzt fighting? check. World run amok? check. Another story plot where lots of changes are going to happen? check. Yet another book that will please the majority of Drizzt fans all over the world. The last trilogy (Transitions) was one that took me a while to get used to. It could have been because of the drastic changes happening to Drizzt, or it could have been the writing style (I found some parts to be extremely slow) but Gauntlgrym calmed my fears and woes. I could not put down this book while I was reading it.

The plot was most definitely a good read and as exciting as I thought it would be. The action is consistent with all of Salvatore's novels and I'm glad that has not changed. Drizzt has changed, whether for better or for worse we're still not sure. His development as a character is still wonderful to read and it's always amazing to see him develop - especially when you think he's already reached his limit (or maybe he has?) The pace was definitely faster than most of Salvatore's novels - yet that could be because I was just so engrossed with the overall plot and how the story was going.

Again, as usual it's always nice to see other beloved characters from Salvatore's other works to make an appearance. I've always enjoyed (and squeed) when Valas Hune came along as he's one of my favorite characters outside of Drizzt and his circle of friends also to note, Gromph also appears as well (another squee came from me when I read this part). So seeing a cameo appearance from him was nice to see in this book. There are new characters to add, and Dahlia of course, is the most fascinating one of all. I liked her personality and she was a strong character that could possibly be a potential fighting companion to fight alongside Drizzt, they did seem to fight along really well together. I am really looking forward to reading

more about her, as she seems to be a great idea for yet another plot for Drizzt to deal with.

Drizzt fans will be happy with this book. It opens up quite a few possibilities for Drizzt to explore, and with a new set of characters there's a lot more in store for him. There are also quite a few changes, and although it was sad to see some of the other characters go, I am hoping the new ones will keep Drizzt adventures going for yet another fantastic round. Fans will love this one, and newbies should read the entire Drizzt saga from the beginning in order to fully appreciate it. I can't wait for the next book!

?uboš says

milujem ten svet, hned sa pustím do ?alšieho dielu ♥

Kevin says

A decent attempt at honouring the ever growing legacy of Drizzt Do'Urden. Unfortunately the mere presence of the legendary drow does not make any tale a sure win. Constant leaps through time and between characters drowns the story, seemingly rushed and underwhelming. Salvatore has used this technique in the past but it is usually done with more flair and careful consideration. The discovery of the fable city of Gauntlgrym does not meet expectations at all, given the city has been mentioned time and time again throughout Salvatore's epics. Overall the story is well written and some characters can be genuinely loved or hated. The exploration of Drizzt through his dealings with loss and death are exceptional. His emotions appear more genuine than ever before. The death of Bruenor Battlehammer is a cruel way to end the first book in a trilogy, but has been a long time coming.

Overall an average read. Yet loyalty to Drizzt and friends can make transgressions bearable.

Stewart says

My first Salvatore and legend of drizzt book. I gave up about half way through. Mostly boring. Dull characters, boring battle writing, minimal plot. I'm usually pretty stubborn about finishing books I start reading, but this was such a waste of time and easy to put down, that I saw no reason to continue.

Forgotten Realms Queen says

At long last I was able to finish the first book in Salvatore's new Drizz't saga, Gauntlgrym.

It took me quite some time, almost three weeks, and for good reason.

See, I have invested at least ten years of my life to this series. I have followed the characters ever since Drizz't took his first steps out of the Underdark and onto the surface world, where eventually he would find dear friends and one great love in the dwarf Bruenor, his adopted human children Wulfgar and Cattie Brie,

Regis the halfling, and numerous other brave and noble men and women who have made their mark on his life and passed from it in one way or another.

That's what made reading this so hard. Wulfgar has been gone from the Companions of the hall for years before Gauntlgrym starts, and if you read the Collected Stories, you find out what has happened to him. Cattie Brie has been taken from her father and her husband in the Spellplague, and Meiliki took her soul into her realm along with Regis who was also lost in the same great cataclysm.

And now, with his children and his oldest friend dead, Bruenor has felt the calling of his final quest: find the ancient dwarven city of Gauntlgrym. So he abdicates his throne in Mithral Hall in quite the interesting and permanent manner, and he, Drizz't, Pwent and two other comrades of the Many Arrows/Battlehammer kingdoms are off and running.

Jarlaxle and Athrogate make an appearance once more and unwittingly aid in the search for Gauntlgrym, and we're introduced to a new character, an intriguing Thayan elven sorceress named Dahlia.

She's looking to be Drizz't's mirror character. She's a wood elf (I think, not quite sure on that one) with a tortured and troubled past, who goes on to commit dastardly deeds for the archlich Szass Tam and the Thayan empire, only to have a change of heart at the last possible minute, doubt herself for the next half of the book, and finally redeem herself by the end. I've had a sneak peek at Neverwinter, the next book in the Neverwinter Saga, and it seems that she and Drizz't are going to have the starring roles on the next round.

The one thing that held me back from reading it faster than I did is because I know what happens to Bruenor. If you're a follower of Drizz't and Salvatore, you've most likely heard along the grapevine that Bruenor dies in Gauntlgrym. Alas, this is true. By the end of Gauntlgrym, Drizz't is once again alone in the world. In a few short score of years, Drizz't has lost the family that he found and loved. First Wulfgar, then Cattie Brie and Regis, and now Bruenor have all passed on from his life, leaving him free to choose his own roads once again, without consideration for anyone else.

That is actually the premise of the next book. Drizz't dealing with the death of all he has loved, and the freedom he has found. And of course with the lovely Dahlia at his side. As you read through his reactions and observations of the female elf, that fact becomes pretty obvious, and I think could have been put off for at least one more book. Give him a little more angst before showing his curiosity about the next potential love interest.

I think the biggest thing that bothered me was the destruction of Neverwinter. Neverwinter Nights on PC was THE thing that got me into the Forgotten Realms. It has been a staple in my reading and gaming life for over ten years now, and poof. It's gone. It will be rebuilt, of that there is little doubt as the first steps towards such a goal are being taken less than halfway through the book, but it will never be the same. The Jewel of the North is gone forever.

I loved Gauntlgrym for bringing me back to Drizz't and Bruenor, and letting us go on one last adventure together. But I hate it just as much for taking some very old, very dear friends from me, Bruenor isn't the only one we lose here. I knew it was bound to happen eventually, it's just unfortunately been sooner rather than later thanks to 4th edition D&D. But I'll rant about that later.

I'm not sure what else I can say here that won't get me lynched for spoilers, so I'll end it with this: Farewell Bruenor Battlehammer. You have seen the last of Faerun, but Faerun will never forget you. Roll on old friend, roll on.

Ursula says

My Rating

4 stars

Book Series

Book 20 of *Legend of Drizzt* series (30+ books).

My Thoughts

Honestly, *Gauntlgrym* feels like a bit of a recycled plot. In book 5, the main characters search for an ancient dwarven stronghold. In *Gauntlgrym*, the main characters search for an ancient dwarven stronghold. Hmmm.

Then there's the fact that there isn't a very good backstory... well, there isn't a backstory other than the fact that there is a place called Gauntlgrym and the characters want to find it. It's the trophy of the book.

Dahlia was a good addition to the cast. I liked that Dahlia was morally gray. My only two complaints with Dahlia was her backstory (I want more backstory than "was raped"...) and her weapon was difficult to visualize. I imagine it as nummchucks with magnets.

I know I just complained a lot and didn't justify the 4 stars... so how about I explain some good things...

There's a few different character paths woven. There's Bruenor and Drizzt who stick together, there's Dahlia, there's Barrabus, and there's Jarlaxle and Athrogate who mostly stick together. These four groups/individuals interweave their storylines together and I was impressed by how easy it was to follow along with what was going on. Also it was fun to try to see different characters try to back-stab or work together, and seeing their relationships from different angles.

Drizzt is getting bloodlust. I early Drizzt (*Homeland* especially), but I like that R.A. Salvatore is mixing it up and showing a different side of Drizzt. I hope Drizzt goes back to peaceful Drizzt, but wouldn't mind a couple more books of killing machine Drizzt.

I would say 90% of R.A. Salvatore books that I've read, the second half of the book I enjoyed more than the first half. That was true with this book. The second half things were moving and the story got intense in a good way. Despite the lack of a good backstory for *Gauntlgrym*, it's hard to rate a book badly when it has a great ending.

Conclusion

Slow beginning, but things got good.

Suvi says

Nyt kyllä voisi jonkun lapsuus olla pilalla.

Melissa ♥ Dog/Wolf Lover ♥ Martin says

The last few books have broken my heart and made me happy here and there. I don't like change ?
