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Charon's Claw (later known simply as Claw) was a magical sword and gauntlet designed to battle wizards. It was once wielded by the highly skilled assassin Artemis Entreri. It was assumed destroyed in 1463 DR. It was confirmed not to have been destroyed and was retrieved and is back in the possession of Artemis Entreri.

Charon's Claw (sword) | Forgotten Realms Wiki | Fandom

Charon's Claw is a novel set in the Forgotten Realms campaign world by R. A. Salvatore released on August 7, 2012. This is the third book in the Neverwinter Saga and follows the adventure of Drizzt Do'Urden and Dahlia. The resurrected Artemis Entreri also joins the team.

Charon's Claw (novel) - Wikipedia

Charon's Claw is the third book in the Neverwinter Saga and the twenty-fifth installment in the Legend of Drizzt series.
• Author: R A Salvatore
• ISBN:9780786963621
• Format:Paperback
• Publication Date:2013-02-05

Dungeons & Dragons Forgotten Realms Novel: Neverwinter ...

The Last Threshold. Source: Amazon.com product listing. Charon's Claw is third novel of The Neverwinter Saga by R.A. Salvatore . ". In the conclusion to the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to herald a final battle for freedom.

Charon's Claw (novel) - Forgotten Realms Wiki

"Dungeons & dragons, Forgotten realms"--Cover. In this third installment of the New York Times–bestselling Neverwinter Saga, Drizzt draws his sword once more for the sake of his friends. Drizzt and Dahlia Sin'felle have defeated the sorceress Sylora Salm, but Dahlia's thirst for revenge is far from slaked.

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And then there’s the way Entreri looks at Dahlia, causing Drizzt to wonder if the cunning assassin is still more foe than friend. Charon's Claw is the third book in the Neverwinter Saga and the twenty-fifth installment in the Legend of Drizzt series. Customers Who Bought This Item Also Bought

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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.

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Charon's Claw : R. A. Salvatore : 9780786963621

The Final Book in the Dungeons & Dragons Neverwinter Trilogy is now on sale. R.A. Salvatore presents "Charons Claw". In the 3rd book of the #4 New York Times...

R.A. Salvatore's Charons Claw - Trailer

This book starts off where Neverwinter, Book 2 (Forgotten Realms) leaves off Drizzt and Dahlia Sin'felle going to confront Herzgo Alegni. On the way they fight through ambushes and even gain some unexpected allies. Meanwhile a Drow force has taken over Gauntlgrym.

Charon's Claw: Neverwinter Saga, Book III (Dungeons ...

(Redirected from Charon's Claw) Forgotten Realms is a campaign setting for the Dungeons & Dragons (D&D) fantasy role-playing game. Commonly referred to by players and game designers alike as "The Realms", it was created by game designer Ed Greenwood around 1967 as a setting for his childhood stories.

Forgotten Realms - Wikipedia

Book III of the Neverwinter Saga, Charon's Claw builds on the foundations that R.A. Salvatore built in Gauntlgrym and Neverwinter, adds in some new problems and then sets the book on a furious pace that keeps you turning pages.

Book Review: Charon’s Claw – Neverwinter Saga Book III ...

forgotten, horror-infested ruins in their wake. A LAND OF MAGIC When the goddess of magic was murdered, a magical plague of blue fire—the Spellplague—swept across the face of Faerûn, killing some, mutilating many, and imbuing a rare few with amazing supernatural abilities.

CHARON’S CLAW

Charon's Claw is the third book in the Neverwinter Saga and the twenty-fifth installment in the Legend of Drizzt series.

Drizzt Do'Urden and Dahlia Sin'felle

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 I "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 I "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 I From the Hardcover edition.

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 Icedwind 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 I "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 I "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 I

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 are plunged headlong into battle.

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.

R.A. Salvatore, best-selling author of the Legend of Drizzt, unveils the backstory of the Witch King—the lich whose powerful magic ensnares Jarlaxle and Artemis Entreri in the Sellswords trilogy. As part of his scheme to rule the Bloodstone Lands, Zhengyi the Witch King offers a black dragon life immortal in exchange for allegiance. But black dragons cannot be so easily bought. Unwilling to take no for an answer, Zhengyi hatches a plan to force the dragon into battle—with battle lines drawn inside the dragon's own lair. In this action-packed novella, Legend of Drizzt fans can find out more about the events leading up to Promise of the Witch King (Sellswords Trilogy, Book II) and new fans can find out why Booklist calls Salvatore the "best series writer working in the Forgotten Realms."

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.

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.

"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.

When Captain Deudermont comes to the aid of the city of Luskan, which has become a safe haven for the Sword Coast's most dangerous pirates, dark elf Drizzt Do'Urden is drawn into the struggle to save the city from itself, in a fantasy adventure that will change the Forgetten Realms world forever. 200,000 first printing.

To her, to her dying breath, you were the untouchable one, the one whose flesh her dagger could not penetrate. THE ASSASSIN A cold and emotionless killer for whom every soul has a price, even his own, embarks on a path to find out just how high that price can be. THE MERCENARY A dark elf of limitless guile dares to

challenge a king, and carve for himself a place in the inhospitable World Above. ILNEZHARA and TAZMIKELLA are ancient dragons of great power, accustomed to easily manipulating the humans around them. But not all humans are so easily led. When they pushed Entreri and Jarlaxle into the heart of the Bloodstone Lands, not even they could have imagined the strength of the human assassin's resolve, or the limitless expanse of the drow mercenary's ambition.

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