

Frostborn: The Broken Mage (Frostborn

Frostborn: The Broken Mage (Frostborn #8)

RIDMARK ARBAN is the Gray Knight, exiled and outcast, seeking to stop the return of the dreaded Frostborn. At last he has come to the perilous ruins of Khald Azalar, where the answer to his quest awaits. Assuming the master of Khald Azalar does not kill him first. MORIGNA was the Witch of the Hills. Now the dark magic within Morigna threatens to devour her. Unless Morigna can tame the power, it will transform her into everything she has always hated. MARA's father was a dark elven noble of terrible power. She escaped his grim realm, but now she must confront him once more, or join countless generations of his slaves in death. CALLIANDE has sought for answers since the day of the great omen heralding the return of the Frostborn. Her answers await in the darkness of Khald Azalar. But the truth might be more than she can bear...

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Cloak Games: Mage Fall

I was done with Lord Morvilind. But the war with the Archon Elves was finished with neither of us. Morvilind has one last job for me. One final heist to decide the fate of humans and Elves both. And if I screw this one up, the Void will devour both humanity and the Elves...

Frostborn Omnibus One

Combined for the first time in one volume are the first three books of the internationally bestselling FROSTBORN saga - FROSTBORN: THE GRAY KNIGHT, FROSTBORN: THE EIGHTFOLD KNIFE, FROSTBORN: THE UNDYING WIZARD, and the prequel novel FROSTBORN: THE FIRST QUEST. RIDMARK ARBAN was once a Swordbearer, a knight of renown. Now he is a branded outcast, stripped of his sword, and despised as a traitor. But he alone sees the danger to come, and undertakes the dangerous quest to stop the return of the Frostborn.

Frostborn: Excalibur (Frostborn #13)

Ridmark Arban is the Gray Knight, leading the defense of Amondhaim from the brutal Frostborn. Yet the realm of Amondhaim is riven with civil war. The false king Tarrabus has usurped the crown in the name of the shadow of Incariel, and the loyal lords must fight the ruthless rebels. Unless Ridmark can defeat Tarrabus and reunify Amondhaim, the Frostborn will prevail. But Tarrabus Carhaine, deadly and wicked, will not be defeated without terrible cost...

Frostborn: The Shadow Prison (Frostborn #15)

Ridmark Arban is ready to face the terrible Frostborn in a final battle. But even the mighty Frostborn themselves have been duped, for the shadow of Incariel has used them as its weapons. Unless Ridmark can defeat the Shadowbearer, the shadow of Incariel shall rise and devour the world for all time...

Frostborn: The Dragon Knight (Frostborn #14)

The realm of Andomhaim has been reunited, with a true High King ruling in Tarlion once more. But it is far too late. The host of the Frostborn marches to war, bringing terror and death in their wake, and a weakened Andomhaim is not strong enough to defeat them. Only the sword of the Dragon Knight has the power to drive back the Frostborn, and it is calling to Ridmark Arban. But the sword devours anyone bold enough to wield it...

Frostborn: The High Lords (Frostborn #10)

After losing his wife and his honor, Ridmark Arban the Gray Knight set out to stop the return of the malevolent Frostborn. He failed. Now the gates of ruin have been thrown open, and the Frostborn and their armies threaten to overthrow the High Kingdom. Only Ridmark stands in their way. Distrusted by his countrymen and broken by grief and loss, he will nonetheless show the Frostborn why the Gray Knight is the most feared warrior of the age. Or die trying...

Frostborn: The Gray Knight (Frostborn #1)

From the author of DEMONSOULED and THE GHOSTS, here is a new epic fantasy of high adventure, heroism, and daring deeds. A thousand years ago, the last grandson of Arthur Pendragon led the survivors of Britain through a magical gate to a new world, a world of magic and high elves, of orcs and kobolds and stranger, darker creatures. Now the descendants of the exiles rule a mighty kingdom, peaceful and prosperous under the rule of the High King. But a shadow threatens to devour the kingdom. RIDMARK ARBAN was once a Swordbearer, a knight of renown. Now he is a branded outcast, stripped of his sword, and despised as a traitor. But he alone sees the danger to come. CALLIANDE awakens in the darkness, her memories gone, and creatures of terrible power hunting her. For she alone holds the secret that can save the world...or destroy it utterly. The secret of the Frostborn.

Frostborn: The Dwarven Prince (Frostborn #12)

Ridmark Arban is the Gray Knight, and he leads the battle against the powerful and deadly Frostborn. But the Frostborn are winning, and without allies, the men of Andomhaim have no hope of victory. The power of the dwarves of Khald Tormen might turn the balance, but the dwarves face their own ancient enemy. And that ancient enemy has plans of his own for Ridmark...

Frostborn: The Dark Warden (Frostborn #6)

RIDMARK ARBAN is the Gray Knight, questing to stop the return of the terrible Frostborn to the High King's realm. For years he has sought the secret of the Frostborn, and now the answer is at hand within the walls of the cursed citadel of Urd Morlemoch. For the Warden of Urd Morlemoch knows the secret. CALLIANDE seeks for her past, her memory lost in fog. She seeks to stop the return of the Frostborn, but the secret of their defeat is trapped within her damaged memory. The truth of her past awaits within the walls of Urd Morlemoch. For the Warden of Urd Morlemoch knows who she really is. THE WARDEN has been imprisoned within Urd Morlemoch for centuries beyond count, his potent magic chained behind its walls. But his final game is almost complete. And worlds beyond count shall tremble before his power...

Frostborn: The World Gate (Frostborn #9)

The end of the quest is at hand. RIDMARK ARBAN has sought to stop the return of the evil Frostborn. Now the malignant wizard Shadowbearer is ready to summon the Frostborn once more. Unless Ridmark stops him, Shadowbearer shall cover the world in killing ice. SHADOWBEARER has spent a hundred thousand years preparing for the end of the world, and his victory is at hand. No mere mortal shall stop him.

Frostborn: The False King (Frostborn #11)

Ridmark Arban is the Gray Knight, leading the war against the malevolent Frostborn. After a year of battle, the war has ground to a bloody stalemate. Unless Ridmark can find new allies, the Frostborn will win through slow attrition. But the shadow of the Frostborn has fallen over all lands, and Ridmark might not live long enough to find new allies...

Frostborn: The Gorgon Spirit (Frostborn #7)

RIDMARK ARBAN is the Gray Knight. Outcast and exile, he seeks to stop the return of the terrible Frostborn to the realm of Andomhaim. At last he knows how the Frostborn shall return. A weapon of great magical power waits in a ruined dwarven city, a weapon with the power to stop the return of the Frostborn. Assuming the ruined city's guardians do not kill Ridmark first...

Cloak of Wolves

My name's Nadia, and I do favors for the High Queen Tarlia of the Elves. Tarlia is not the kind of woman who accepts no for an answer. So when the High Queen orders me to help a top investigator solve a murder, I have to do it. Even though I've spent most of my life on the run from the law. I don't like the investigator, and he doesn't like me. But that doesn't matter, because if we don't work together, the creatures we're hunting will kill us both...

The Windows Command Line Beginner's Guide - Third Edition

The Windows Command Line Beginner's Guide gives users new to the Windows command line an overview of the Command Prompt, from simple tasks to network configuration. In the Guide, you'll learn how to: - Manage the Command Prompt, and see how the Command Prompt overlaps with Windows PowerShell - Copy & paste from the Windows Command Prompt. -Create batch files. -Remotely manage Windows machines from the command line. -Manage disks, partitions, and volumes. -Set an IP address and configure other network settings. -Set and manage NTFS and file sharing permissions. -Customize and modify the Command Prompt. -Create and manage file shares. -Copy, move, and delete files and directories from the command line. -Manage processes from the command line. -And many other topics.

Shield Knight: Ghost Orcs

The realm of Andomhaim reels beneath the invasion of Warlord Agravhask, and Ridmark stands in his path. Ridmark knows that Agravhask is only the servant of the mighty Warden of Urd Morlemoch, and the realm must be ready to face its true foe. But the Warden knows that Ridmark can stop him, and has dispatched the Heralds of Ruin to slay the Shield Knight. Third of Nightmane Forest has seen the trap, and rushes to save her friend. If she fails, the Warden and his dark Heralds will triumph, and darkness will swallow the world...

Dragontiarna: Defenders

For all her life, Caina has served as a Ghost of the Empire, one of the Emperor's spies and assassins. Now the

Empire teeters on the precipice of ruin. If Caina cannot forge an alliance among the lords of the Empire, the brutal sorcerers of the Umbarian Order will enslave mankind. After they have taken their vengeance upon Caina...

Ghost in the Council

The galaxy is at war, but wars are won and lost in the shadows. Sent to Mercator Station to stop a flow of weapons to a terrorist group, Jack March must keep all his wits about him. Because if he's not careful, he'll be the terrorists' next victim...

Rail Gun

The galaxy is at war, but wars are won and lost in the shadows. When a terrorist bombing strikes the world of Calaskar, Jack March must work with another operative to track down the perpetrators. Because if he can't find the enemy, he might be their next target...

False Flag

Lucan Mandragon is the Dragon's Shadow, the most powerful wizard of the Grim Marches. His brother hates him, his father regards him as a weapon, and the nobles distrust him...but they all fear his magic. And when Lucan's lost love Tymaen falls ill, stricken by a deadly poison, there is no one else who can save her. But to save Tymaen, Lucan will have to plumb the secrets of a master necromancer...and face a trap that even his power cannot overcome.

The Dragon's Shadow

Sixteen years old, Calliande is a new-made Magistria of the Order, a wielder of the powerful magic of the Well of Tarlion. With the hordes of the Frostborn invading the realm of Andomhaim, every one of the Magistri is needed in battle. But Calliande's first battle might also be her last...

Shield Knight: Calliande's Tale

Gavin is a Swordbearer of Andomhaim, far from the deadly War of the Seven Swords in Owyllain. But the war is coming even to the walls of the High King's city of Tarlion. And Gavin's family might be the first victims of the new battle...

Shield Knight: Gavin's Tale

Caina has made many enemies, and chief among them is Lord Corbould Maraeus, the most powerful noble in the Empire of Nighmar. But the Empire is facing dire peril, and Corbould needs all the allies he can find. If Caina can find a missing ambassador, Corbould is willing to forego his vengeance against Caina. Except no mere political intrigue has snared the missing ambassador. For the ancient evils in the forgotten Vault of the Moroaica are awakening...

Ghost in the Vault

My name is Nadia, and I'm a shadow agent of the High Queen of the Elves. I don't have many friends, but I look after the ones I do have...and I pay my debts. So when Hakon Valborg's teenaged granddaughter Lydia is arrested for the murder of her computer science teacher, I agree to help. But there's more going on here than just murder. Because an ancient enemy of both humans and Elves just might have taken up residence in Lydia's high school...

Cloak of Ashes

Ridmark Arban is the Shield Knight of Andomhaim, and he has always gone into battle alongside the deadly Third of Nightmane Forest. But now Third finds herself trapped in a strange new world of deadly magic. Unless Third learns to master the dangers of this new world, they will destroy her. Or the Heralds of Ruin will find her and kill her...

Dragontiarna: Wraiths

RIDMARK ARBAN was once an honored Swordbearer. Now he is a disgraced exile, outcast and alone. To redeem himself, he seeks the secret of the return of the Frostborn, and at last he has come to the grim citadel ruled by the Elder Shamans. But the Elder Shamans do not part with their secrets willingly. And their most dangerous secret might mean Ridmark's death...

The Elder Shamans

Combined for the first time in one volume are the first three books of the internationally bestselling GHOST EXILE saga - GHOST IN THE COWL, GHOST IN THE MAZE, GHOST IN THE HUNT, and the bonus short story GHOST RELICS. Caina Amalas was a nightfighter of the Ghosts, the spies and assassins of the Emperor of Nighmar, and through her boldness and cunning saved the Empire and the world from sorcerous annihilation. But the victory cost her everything. Now she is exiled and alone in the city of Istarinmul, far from her home and friends. Yet a centuries-old darkness now stirs in Istarinmul, eager to devour the city and the world itself. And Caina is the only one that stands in its way...

Ghost Exile Omnibus One

Combined for the first time in one volume are the internationally bestselling novels SEVENFOLD SWORD: CHAMPION, SEVENFOLD SWORD, SWORDBEARER, and SEVENFOLD SWORD: WARLORD, along with the bonus novella SHIELD KNIGHT: THIRD'S TALE. Ridmark Arban is the Shield Knight, the defender of the realm of Andomhaim. The realm is at peace after a long and terrible war, but dark powers threaten other lands. And when a mad elven wizard comes to the High King's court, Ridmark finds himself fighting not only for his own life, but for the lives of his family. For the quest of the Seven Swords has begun. And the quest will kill anyone foolish enough to seek its secret...

Sevenfold Sword: Omnibus One

The quest of the Seven Swords has freed the shadows to prey upon mankind. Ridmark has learned that the sorceress Cathala holds the secret of the Seven Swords, and quests to free her from the grasp of an imprisoning spell. But the Maledicti priests know of Ridmark's quest, and plot to stop him with a deadly new weapon. For how can a knight fight the shadows in his mind?

Sevenfold Sword: Shadow

I am in serious trouble. Bad enough that Lord Morvilind is forcing me to work with the Rebels. Even worse, the murderous Rebels want me dead. But this time, the Rebels want me to rob a bank. Specifically, the Royal Bank itself, the best-defended building in North America. And unless I do something really clever, I'm going to take the fall for the heist of the century...

Cloak Games: Hammer Break

I'm an illegal wizard, an expert thief, and an occasional killer. So robbing the mansion of the Elven noble

Lord Castomyr should prove no challenge at all. Except another thief has an eye on Lord Castomyr's treasures, a thief with magical abilities I don't understand. And unless I outwit this master thief, I'll be the one left holding the bag...and among the Elves, the punishment for theft is death.

Cloak Games: Shadow Jump

Caina Amalas is a nightfighter of the Ghosts, the spies and assassins of the Emperor of Nighmar, and through cunning and valor she has cast down both proud lords and mighty sorcerers. But a power darker than any she has ever faced is awakening. When a mad assassin armed with a sorcerous blade rampages through the Emperor's capital, Caina must track the weapon to its origin, a ruined city blighted by the folly of sorcerers, a city that holds weapons far more potent than mere blades. Weapons that can resurrect an ancient empire of dark sorcery to enslave the world anew...

Ghost in the Mask

Here for the first time in one volume are the first three books of the internationally bestselling THE GHOSTS saga - CHILD OF THE GHOSTS, BLADE OF THE GHOSTS, GHOST IN THE FLAMES, and the bonus short story GHOST ARIA. When her life is torn apart by sorcery and murder, young Caina Amalas joins the Ghosts, the legendary spies and assassins of the Emperor of Nighmar. She learns the secrets of disguise and stealth, of assassination and infiltration, and grows from a frightened child to a Ghost nightfighter, a woman who can face the most terrible foes and prevail through boldness and cunning. But even that might not be enough to save her. For the evil that destroyed her family seeks to devour the entire world...

The Ghosts Omnibus One

The gates between worlds have been thrown open, and armies of invaders have come forth to threaten the realm of Andomhaim. Ridmark Arban is the Shield Knight of Andomhaim, and he and all his allies stand in the invaders' path. But it will take more than swords & magic to win the victory. For Ridmark's foes are led by the Heralds of Ruin, and behind the Heralds is the dark power of the Warden of Urd Morlemoch...

Dragontiarna: Gates

All my life I've carried out the Elven archmage Morvilind's dangerous missions. But now the game has spun out of Morvilind's control. Because the Rebel warlord Nicholas Connor has seized the Sky Hammer nuclear doomsday weapon, and he's going to burn Earth and rebuild human civilization in his own twisted image. And unless I stop Nicholas, my brother and billions of other people are going to die.

Cloak Games: Sky Hammer

The quest of the Seven Swords kills anyone foolish enough to seek its secret. Ridmark Arban is the Shield Knight, but he is the only Swordbearer in the realm of Owyllain. That means he is the only warrior capable of defending Owyllain from the forces of dark magic. But the powers of darkness have servants in Owyllain, servants who are more than willing to put a dagger in Ridmark's back...

Sevenfold Sword: Swordbearer

The High Queen of the Elves has conquered Earth, but I don't care about that. I don't care about the High Queen, or the Rebels seeking to overthrow her. All I care about is getting my baby brother the treatments he needs to recover from his potentially fatal disease...and those treatments have a steep price. Fortunately, I have magic of my own, and I'm a very, very good thief. Unfortunately, the powerful Elven lord Morvilind has a hold over me. If I don't follow his commands, my brother is going to die. Of course, given how

dangerous Morvilind's missions are, I might not live long enough to see my brother's death...

Cloak Games: Thief Trap

The quest of the Seven Swords has put terrible power in the hands of madmen. The Necromancer of Trojas wields the Sword of Death, and with it he has summoned a vast host of the undead. Unless Ridmark Arban can stop him, the undead horde will conquer all the realm of Owyllain. But the city of Trojas holds other secrets. And one of those secrets might kill Ridmark and destroy Owyllain...

Sevenfold Sword: Necromancer

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