

# Frostborn: The Dragon Knight (Frostborn

## 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...

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## 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

Fantasy fans of Rick Riordan's Percy Jackson and John Flanagan's Ranger's Apprentice series will embrace this first novel in an adventure-filled, Viking-inspired series by a debut author. Meet Karn. He is destined to take over the family farm in Norrøngard. His only problem? He'd rather be playing the board game Thrones and Bones. Enter Thianna. Half human, half frost giantess. She's too tall to blend in with other humans but too short to be taken seriously as a giant. When family intrigues force Karn and Thianna to flee into the wilderness, they have to keep their sense of humor and their wits about them. But survival can be challenging when you're being chased by a 1,500-year-old dragon, Helltoppr the undead warrior and his undead minions, an evil uncle, wyverns, and an assortment of trolls and giants. Readers will embark on a sweeping epic fantasy as they join Karn and Thianna on a voyage of discovery. Antics and hair-raising escapades abound in this fantasy adventure as the two forge a friendship and journey to unknown territory. Their plan: to save their families from harm. Debut novelist Lou Anders has created a rich world of over twenty-five countries inhabited by Karn, Thianna, and an array of fantastical creatures, as well as the Thrones and Bones board game. Praise for Frostborn: "Future fans of Tolkien and George R.R. Martin can happily cut their serial-fantasy teeth on this first book of an eventual series." -Kirkus Reviews "A fun, fast-paced, and highly enjoyable tale." -Garth Nix, bestselling author of the Abhorsen trilogy "...a powerful, fast-paced tale... The setting is rich, the characters well-defined, and the danger ever-paramount." -Publishers Weekly, starred "...an excellent choice for readers new to the genre. The themes of staying true to oneself, teamwork, and

individuality will resonate with readers.\" -School Library Journal \"...this accessible fantasy brings together two very different children bound by common goals.\" -Booklist \"The most delightful fantasy I have read in ages. . . . Put me on the waiting list for book 2!\" -Amy Plum, international bestselling author of the Die For Me series

## **The Dragon's Shadow**

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.

## **Shield Knight: Ghost Orcs**

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**

Ridmark Arban has defeated both the mighty Frostborn and the evil of the Seven Swords, and now he only wishes to live quietly with his family. But Ridmark's oldest enemy, the Warden of Urd Morlemoch, has not forgotten him. And the Warden knows a dangerous secret. For the dragons are returning...

## **Dragontiarna: Knights**

Sir Tyrcamber Rigamond swore to defend the Empire, but the Empire is about to fall to the goblin hordes commanded by the malignant dark elven lord known as the Valedictor. The fate of the Empire lies in Tyrcamber's hands, and he will have only one chance to save mankind from enslavement at the hands of the dark elves. And that chance will cost Tyrcamber more than he can bear to pay...

## **Malison: Dragon War**

The histories of Old Earth record that in the Year of Our Lord 778, Charlemagne's rearguard under the command of Count Roland of the Breton March was ambushed and slain to a man. But Roland and his men were drawn through a magical gate, to a new and strange world of magic and deadly creatures. A world where every man, no matter what his estate or rank, no matter how poor or common or rich and influential, was born with the power of magic. But the magic of this world carries a deadly curse, and the price for abusing its power is ruinous. This, then, is the story of the kingdom they built, and the knight who would decide its fate.

## **Malison: Dragon Curse**

My name is Nadia, and I'm an errand girl. Except my boss is the High Queen of the Elves. And my errands for her involve spying on people. Or stealing things. Or hunting down monsters. Or, on occasion, killing people. But this time she wants me to solve a murder. And unless I find the killer, I'm going to be his next target...because dragons never forgive a murder.

## **Cloak of Dragons**

As the city of Cintarra groans in the iron fist of the Heptarchy's legions, Sir Niall of the Order of the Soulblade and the master thief Moriah Rhosmor join forces to fight the invaders. But the dark powers of the Heptarchy may be too strong for anyone to defeat...

### **Shield Knight: Rebels**

For a thousand years, the woman called Third was an urdhracos, a slave of the dark elven lord called the Traveler. Now the Traveler is dead, and Third is free. But when she undertakes the quest to find the missing Shield Knight of Andomhaim, Third must face the bloody shadows of her past. Because if she does not, those shadows will devour her...

### **Shield Knight: Third's Tale**

Mara is the Queen of Nightmane Forest, ruler of the Anathgrimm orcs. She wishes for her people to live in peace, but nonetheless they desire war. But when a dispute between rival orcish headmen threatens to ignite a civil war, Mara must find a way to make peace, or else the Heralds of Ruin shall devour her people...

### **Shield Knight: Monarch**

Ridmark Arban is the Shield Knight of Andomhaim, the defender of the realm against dark magic. But years before he became the Shield Knight, he faced a deadly urdhracos in battle. If he can save her, she will become his loyal ally. But if he fails, she will kill him and everyone he loves...

### **Shield Knight: Ridmark's Tale**

CAINA AMALAS is the Ghost circlemaster of Istarinmul, the leader of the Emperor's spies in the city. With the aid of mysterious allies, she fights to stop the sinister plans of the ruthless Grand Master Callatas. But Callatas has spent two centuries preparing to remake humanity, and he will exterminate any who dare to oppose him. CLAUDIA ABERON DORIUS was once a sorceress of the Imperial Magisterium, yet now she is the wife of a high noble of the Empire. Civil war rips the Empire, and the rebel sorcerers have targeted her beloved husband for death. Claudia has no choice but to work with Caina, the woman she despises most in the world, to save her husband's life. But a danger comes that neither Caina nor Claudia have foreseen... KALGRI is the Red Huntress, the centuries-old assassin of legend. She has killed kings and princes, sorcerers and alchemists, young and old and rich and poor, and laughed at their screams and rejoiced at the tears of their families. She has slain countless innocents, and no one has ever stopped her. And her next target is Caina Amalas.

### **Ghost in the Hunt (Ghost Exile #3)**

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**

Knights, wizards, thieves, dragons, and epic heroes! Combined for the first time in one collection are all seventeen SHIELD KNIGHT short stories, adventures set in the world of FROSTBORN, SEVENFOLD SWORD, and DRAGONTIARNA! Follow the adventures of Ridmark Arban and his allies as they fight to defend the kingdoms of Andomhaim and Owyllain from the powers of dark magic.

## **Tales of the Shield Knight**

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 in the Cowl (Ghost Exile #1)**

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**

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**

Caina Amalas meets Nadia Moran in this epic crossover novel from USA Today bestselling author Jonathan Moeller! My name is Nadia, and I'm a shadow agent of the High Queen of the Elves. When the High Queen sends me to take down a corrupt Congressman, it should be an easy job. Except someone else is coming after the Congressman. And Caina Amalas might be a powerful ally or a deadly enemy...

### **Cloak & Ghost: Blood Ring**

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**

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...

### **Sevenfold Sword: Champion**

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**

Most of the world knows Caina Amalas as the director of private security contractor Ghost Securities. In truth, she's a shadow agent of the High Queen of the Elves. But while the Elves rule the Earth, there are still many wealthy and powerful humans...and Andromache Kardamnos is one of the richest and most cunning. When she needs a favor, it's hard to say no. But Andromache's favor involves stopping a nightmare creature from the Shadowlands. And to stop the creature, Caina will need the help of one of the most dangerous and unpredictable wizards she's ever met - her fellow shadow agent Nadia Moran...

## **Cloak & Ghost: Lost Gate**

My name is Nadia Moran, and I am a thief and a wizard bound in service to the cruel Elven noble Morvilind. If I don't follow Morvilind's bidding, my brother will die. But there are more dangers in the world than Morvilind. When rebel Elves launch an assault upon the High Queen, I'm caught between the rebels and Morvilind's implacable demands. One false step and I'm dead...

## **Cloak Games: Rebel Fist**

My name is Nadia, and I'm a shadow agent of the High Queen of the Elves. But for some reason, the High Queen wants me to attend the birthday party of an Elven noble. Just in case there's trouble. And it's just my luck there's going to be more trouble than either of us expect...

## **Cloak & Ghost: Rebel Cell**

An ancient evil. A treacherous king. A mystery going back to the fall of the gods... In the heart of Vandar, as dark forces close in, Elyon, a gifted Bladeborn knight, fights for his family's survival in a world on the brink of war. In the beleaguered northlands of Tukor, a servant girl with a mysterious past is forced on the run by a treacherous lord, propelling her on a journey that will change her world forever. From the Shadowfort, an ancient power is unleashed, one that will set into motion a series of events that will bring the world to its knees. With the world on the verge of chaos and countless lives at stake, a new First Blade must be selected, but obstacles stand in the way. Alliances are broken. Enemies are born. Only the strong will survive. Follow this epic tale where the battle for land, power, and the divine gifts of the Fallen Gods will shape the fates of all

## **The Song of the First Blade**

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**

I saved the world and tens of millions of lives. All it cost was my sanity. But sane or not, Lord Morvilind has work for me to do. This time, he wants me to work with the brutal and murderous Rebels. And unless I'm clever, the Rebels will start their revolution with my death...

## **Cloak Games: Tomb Howl**

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**

Caina Amalas is a Ghost nightfighter, an assassin and spy of the Emperor, and her cunning saved the city of Marsis from a brutal invasion. Now she must keep the war from becoming worse. The nobles of the Imperial city of Cyrioch plan to revolt, and assassins stalk the high lords of the Empire. Only Caina stand between the Empire and a ruinous civil war. But Caina faces a far more dangerous enemy than mere assassins. A enemy that whispers from the darkness of her own mind...

## **Ghost in the Stone**

Caina has hated the Imperial Magisterium, the Empire's college of magi, for all her life...and the magi hate and fear her right back. But the Magisterium has much bigger problems right now, and the First Magus is willing to make a deal. If Caina can find the root cause of a mysterious string of suicides, the Magisterium will leave her in peace. Except the suicides are actually murders. And unless Caina is clever, she'll be the murderer's next victim...

## **Ghost in the Tower**

The quest of the Seven Swords will unmask treachery. Ridmark Arban is the Shield Knight, questing to stop the rise of the evil New God. The sorceress Cathala, imprisoned within magical stone, holds the lore of the creator of the Seven Swords. But dark powers are stirring in the Serpent Marshes, and Cathala has secrets of her own. Secrets that might kill Ridmark and his friends...

## **Sevenfold Sword: Sorceress**

Caina Amalas is the Ghost circlemaster of Istarinmul, the leader of the Emperor's spies in the city. She is a master of stealth and disguise, and faces foes of terrible power. Combined for the first time in one volume, here are twelve tales of Caina's adventures in Istarinmul: Ghost Price, Ghost Sword, Ghost Vessel, Ghost Nails, Ghost Mimic, Ghost Lock, Ghost Keeper, Bound To The Eye, Blood Artists, Ghost Arts, Ghost Vigil, and Ghost Relics.

## **Exile of the Ghosts**

Caina has made many enemies, and chief among them is Lord Corbould Maraesus, 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**

I risked my life to save my brother Russell. But I didn't realize that Russell would do the exact same thing for me. And when the Rebel sorcerers come for us both, Russell and I will have to fight alongside each other, or die together...

## Cloak Games: Blood Cast

Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called 'magic' of the past to create a promising future. Numenera: Character Options is a supplement for Numenera and provides new options for Numenera characters. In addition to new descriptors and foci, Numenera: Character Options offers new mutations, new non-human races, new esoterics, new fighting moves, and new tricks of the trade. It also introduces new kinds of descriptors, expanding the concept to include character origins and negative traits, along with new rules for customizing characters, switching descriptors and foci, and more!

## Numenera Character Options

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