

Frostborn: Excalibur (Frostborn

Frostborn: Excalibur (Frostborn #13)

Ridmark Arban is the Gray Knight, leading the defense of Andomhaim from the brutal Frostborn. Yet the realm of Andomhaim 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 Andomhaim, the Frostborn will prevail. But Tarrabus Carhaine, deadly and wicked, will not be defeated without terrible cost...

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 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 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 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.

Ghost in the Amulet

For all her life, Caina has run from the memory of her cruel mother. But her mother was merely the weakest member of a family of powerful and ruthless sorcerers. Now Caina has the Ring of the ancient necromancer-king Rasarion Yagar, and her aunt Talmania Scorneus is hunting for her. And to take the Ring, Talmania is willing to kill Caina and everyone close to her...

Sevenfold Sword: Sovereign

The quest of the Seven Swords has been a trap all along. For the dark elven tyrant known as the Sovereign

will use the power of the Swords to ascend to godhood and enslave the world for all time. And only Ridmark Arban stands in his way...

Cloak & Ghost: Rebel Cell

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...

Sevenfold Sword: Guardian

The quest of the Seven Swords nears its end, and dark powers rise to seize the world. Ridmark Arban has learned the terrible secret at the heart of the Seven Swords. Now he need only escape Urd Maelwyn, the grim city ruled by the dark elven tyrant known as the Confessor. But few who enter Urd Maelwyn ever leave alive. And the Maledicti priests will kill to protect the secret of the Seven Swords...

Ghost in the Cowl (Ghost Exile #1)

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...

Silent Order: Wraith Hand

The galaxy is at war, but secret weapons can change the destiny of empires. When Jack March steals a sinister mind-control machine from the ruthless Final Consciousness, he needs to get the device to his superiors in the Silent Order. But the Final Consciousness will burn entire civilizations to get the machine back. Starting with Jack March...

Ghost in the Hunt (Ghost Exile #3)

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.

Cloak & Ghost: Blood Ring

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...

Ghost in the Ring

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

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

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

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

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

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, 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

CAINA AMALAS is a nightfighter of the Ghosts, one of the elite agents of the Emperor of Nighmar. She has defeated powerful sorcerers and corrupt lords, freed slaves and overthrown great evils. But now someone has begun slaughtering the Ghosts of the Imperial capital, and the killer is wearing her face. And this time, saving the Empire might cost her everything... ARK is a man of many roles – father and husband, Ghost and veteran, blacksmith and Champion of Marsis. But when the circlemasters of the Ghosts order him to hunt down the renegade Caina Amalas, Ark must make a choice between his family and the woman who saved his life and children... THE MOROAICA is the ancient sorceress of legend and terror, and after two thousand years of toil, she is ready. She shall destroy the world and remake it in a better image, ending suffering and pain forever. She will rip open a gate to the heavens, cast down the gods from their thrones, and make them pay for all the suffering of mankind. Or so she thinks...

Ghost in the Surge

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

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

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

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...

Cloak Games: Mage Fall

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 Dragon Knight (Frostborn #14)

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...

Frostborn: The Broken Mage (Frostborn #8)

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 urdhracons 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

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 Omnibus One

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 legions of the Heptarchy have invaded Andomhaim, and Ridmark Arban stands in their way. But without aid, Andomhaim cannot defeat the Heralds of Ruin. To seek out the weaknesses of his foes, Ridmark must travel into the depths of the Heptarchy to seek out the mysterious wizard called the Master of Keys. But the brutal rulers of the Heptarchy will not allow Ridmark to escape their grasp...

Dragontiarna: Visionary

The tide of war engulfs two worlds. Ridmark has liberated Cintarra from the dark legions of the Heptarchy. But the Heralds of Ruin now march upon Cathair Kaldran, which holds a source of unimaginable power. And if the Heralds claim that power, countless worlds will burn to ashes. To defeat them, Ridmark must take up a weapon that might consume him. Once again he must wield the Sword of the Dragon Knight...

Dragontiarna: Warden

War grips two worlds as heroes rise to challenge the sinister Heralds of Ruin. In the realm of Andomhaim, Ridmark Arban leads the armies of the High King against the brutal legions of the Heptarchy. A daring ruse might defeat the might of Warlord Agravhask, or it will bring Andomhaim crashing down in ruin. In the Empire, the armies of the reunified Empire move to challenge the sinister necromancers of the Order of Blood. But Tyrclamber Rigamond has battled the Master of the necromancers before, and he fears a deadly unseen trap. For behind the Heptarchy and the Order of Blood are the Heralds of Ruin, and they will burn worlds at the command of the Warden of Urd Morlemoch.

Dragontiarna: Storms

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

The boldness of the Shield Knight has won a respite for the realm of Andomhaim, but the Heralds of Ruin still threaten to unleash catastrophe. Ridmark Arban must prepare to face the Heptarchy and its legions of fanatic orcs, but the gathered forces of Andomhaim may not be enough to resist the iron fist of Warlord Agravhask. Tyrclamber Rigamond leads the men of the Empire against the Fallen Order, but the necromancers have prepared a sinister trap for him. One that might bring final victory for the Heralds of Ruin...

Dragontiarna: Crowns

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

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 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, guarded by the mysterious Elder Shamans of Qazaluuskan Forest. But only the kobolds of the Dagger Jaws tribe know where to find the Elder Shamans. To learn their secrets, Ridmark must complete a task for the vicious kobolds. And kobolds never keep their promises to humans...

The Dagger Jaws

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, guarded by the mysterious Elder Shamans of Qazaluuskan Forest. But the Shamans hold their secrets tightly, and their guardians might kill Ridmark before he draws near...

The Skull Trees

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