

# Frostborn: The Iron Tower (Frostborn

## **Frostborn: The Iron Tower (Frostborn #5)**

RIDMARK ARBAN is the Gray Knight, questing to stop the return of the terrible Frostborn to the High King's realm. Yet the soulstone, the instrument of the return of the Frostborn, has been stolen by a ruthless cult and secured within the grim fortress of the Iron Tower. And Ridmark must risk everything to retrieve it. MARA wishes only to live peacefully. Yet her father was a dark elven wizard of power, and his shadow-tainted blood flows through her veins, threatening to transform her into a monster. Yet that is not the greatest danger she faces. For the Iron Tower was once home to an ancient evil, an evil that desires to claim the power in her blood...

## **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 Master Thief (Frostborn #4)**

RIDMARK ARBAN is the Gray Knight, outcast and exiled from the High King's realm. Yet he alone sees the danger of the terrible Frostborn, the creatures that will sheathe the world in ice and quench all life. But none of the lords of the realm believe his warnings. And his enemies want him dead...and the secret allies of the Frostborn wish to silence him forever. As old foes and new enemies close around him, Ridmark must fight for his life. Or else the Frostborn will return, bringing eternal ice and darkness with them.

## **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 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...

## **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 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.

## **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 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 Ghost Halfling**

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, a secret guarded by the mysterious Elder Shamans of Qazaluuskan Forest. On the outer edges of the Qazaluuskan Forest, Ridmark finds himself caught in a battle between two dangerous foes. And both foes might mean his death...

## **The Skull Trees**

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...

## **Ghost in the Pact (Ghost Exile #8)**

Caina Amalas has found the lost relics of Iramis, but with the relics comes deadly peril. For Grand Master Callatas is ready to work his terrible Apotheosis, and all he needs to unleash the dark power of the nagataaru is the Staff and the Seal of Iramis...once he takes them from Caina's dead hands. Yet if Caina and Callatas do not work together, they are doomed. For the last of the fearsome Great Necromancers, Kharnaces the Heretic, laid his sinister trap long ago, and its jaws now close around his former pupil Callatas. Unless the mighty sorcery of Kharnaces is defeated, he will unmake the world in his dark designs. Starting with Caina and Callatas...

## **Ghost Mimic**

Caina Amalas is the Ghost circlemaster of Istarinmul, the leader of the Emperor's spies in the city. Powerful enemies hunt for her, and Caina must ever be on the lookout for new allies. So when she stumbles across a plot to assassinate an influential emir, Caina must save his life. Otherwise the plot might kill the Ghosts of Istarinmul...

## **The Soulblade's Tale**

Nicodemus is a Swordbearer, sworn to use the enchanted soulblade Heartwarden to defend the realm of Andomhaim from all forms of dark magic. With Heartwarden's magic, Nicodemus must confront an orcish warlock, a creature of fell power and cunning. But Nicodemus will learn that treachery is more dangerous than any dark magic...

## **Ghost in the Forge**

Caina Amalas is a Ghost nightfighter, a spy and agent of the Emperor, and time and time again she has overcome mighty foes through boldness and cunning. But even her boldness might not be enough to stop the coming destruction. A secretive cabal of sorcerers has created a weapon so powerful that its wielder will have dominion over the entire world - and the weapon is for sale to the highest bidder. Unless Caina unravels the sorcerers' secrets, uncounted millions will perish in the weapon's wrath. Starting with her...

## **Windows 10: 101 Tips & Tricks**

Windows 10: 101 Tips & Tricks gives users an overview of Windows 10, from using the Start Menu and Desktop to more advanced troubleshooting techniques. In this book, you'll learn how to: -Master the Start Menu. -Use virtual desktops in Task View -Get the most out of the Desktop. -Use the power of File Explorer. -Connect Windows 10 to networks. -Create and eliminate user accounts. -Install powerful apps from the Windows Store. -Employ Task Manager to tame your PC. -And many other tasks.

## **Frostborn: The Undying Wizard (Frostborn #3)**

RIDMARK ARBAN is the Gray Knight, and he quests for the ruined citadel of Urd Morlemoch, seeking a way to stop the return of the dreaded Frostborn. For if he does not find a way to stop them, the Frostborn shall entomb the world in ice forever. MORIGNA is the cunning Witch of the Hills, feared and mistrusted by the townsmen of Moraime. Yet darker things stir in the hills. A trap that might devour both her and the Gray Knight...

## **Frostborn: The Eightfold Knife (Frostborn #2)**

RIDMARK ARBAN is the Gray Knight, banished and outcast from the High King's realm. Yet Ridmark alone sees the danger. The dread Frostborn shall return, and unless Ridmark can warn the realm, the Frostborn will entomb the world in ice forever. CALLIANDE wields mighty magic. Yet her memory is gone, her past forgotten. But her foes remember, and they are coming for her. GAVIN is the son of the praefectus of the village of Aranaeus, and men and women and children are disappearing from their homes as shadowy, bestial shapes prowl through the forest. Yet no one will heed Gavin's warnings of other creatures stirring in the darkness. Creatures that feast upon the souls of their victims...

## **The Iron Tower**

RIDMARK ARBAN is the Gray Knight, questing to stop the return of the terrible Frostborn to the High

King's realm. Yet the soulstone, the instrument of the return of the Frostborn, has been stolen by a ruthless cult and secured within the grim fortress of the Iron Tower. And Ridmark must risk everything to retrieve it. MARA wishes only to live peacefully. Yet her father was a dark elven wizard of power, and his shadow-tainted blood flows through her veins, threatening to transform her into a monster. Yet that is not the greatest danger she faces. For the Iron Tower was once home to an ancient evil, an evil that desires to claim the power in her blood...

## **Ghost Lock (World of Ghost Exile short story)**

Caina Amalas is the Ghost circlemaster of Istarinmul, the leader of the Emperor's spies in the city. When desperate refugees uncover a lost relic of deadly sorcery, Caina must keep the relic out of the hands of the cruel Umbarian Order. Otherwise the Umbarians will use the relic to destroy the Empire...

## **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...

## **Shield Knight: Rebels**

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...

## **Dragontiarna: Storms**

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: Visionary**

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: Warden**

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: Crowns**

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. Tyrcamber 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...

## **Tales of the Shield Knight**

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.

## **Shield Knight: Monarch**

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...

## **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.

## **A Knight of the Sacred Blade**

YOU MUST REMEMBER ALLY WESTER is about to start college, and she wants nothing more than to do well in her studies. But the nightmares of the winged shadows, the flying hunters, will not stop haunting her. KYLE ALLARD needs to turn a quick buck, right now. So when a wealthy Senator offers him a high-paying job, he knows only an idiot would turn it down. He never dreamed it would mean blood on his hands. ARRAN BELPHON is the last Knight of the Sacred Blade. With his homeland destroyed and no other hope, he embarks on a desperate quest to find the one man who can defeat the darkness. A quest that will take him into the darkness of the TOWER OF ENDLESS WORLDS...

## **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...

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

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 urdhacos 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...

## **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...

## **Chromebook: 101 Tips & Tricks For Chrome OS**

CHROMEBOOK:101 TIPS & TRICKS gives new users an overview of Chrome OS on a Chromebook laptop computer, from using the Chrome browser and Google Drive to more advanced techniques. In this book, you'll learn how to: -Master the Chrome web browser on a Chromebook. -Create documents, spreadsheets, and presentations in Google Drive. -Get the most out of the desktop environment. -Use the power of the Files application -Connect a Chromebook to wireless networks and Bluetooth devices. -Create and eliminate user accounts. -Install powerful apps and extensions from the Chrome Web Store. -Manage local storage space and keep a Chromebook from filling up. -And many other tips.

## **Ghost Nails (World of Ghost Exile short story)**

Caina Amalas is the Ghost circlemaster of Istarinmul, the leader of the Emperor's spies in the city. Deadly danger stalks her at every turn, and Caina needs all the allies she can find. So when someone tries to murder a powerful magistrate under the roof of one of her allies, Caina must act. Because if she doesn't, the killer may come for her next...

## **Ghost Keeper (World of Ghost Exile short story)**

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 seeks to find the legendary Staff and Seal of Iramis, mighty artifacts of sorcerous power, before her enemies claim them. A mysterious collector of ancient relics might have the answers she seeks. Or Caina's bones might gather dust in his collection forever...

## **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 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...

## Ghost in the Tower

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...

## Shield Knight: Calliande's Tale

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...

## 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...

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