

Frostborn The Gorgon Spirit Frostborn 7

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...

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.

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...

CAINA AMALAS is out of time. She has risked too much for too long, and her enemies have finally closed around her. The Staff and Seal of Iramis have been found, and threaten to destroy the world with their sorcerous powers. The terrible Apotheosis of the evil Grand Master Callatas will succeed unless Caina makes one final sacrifice. Unless she makes the ultimate sacrifice...

Dragontiarna: Defenders

Ghost in the Surge

Ghost in the Cowl (Ghost Exile #1)

Cloak & Ghost: Blood Ring

Ghost in the Flames

The Apotheosis has come at last, and it will shatter the world. CAINA is trapped in the ruins of an ancient necromancer's tomb. Unless she escapes the lethal trap, there will be no one to stop Grand Master Callatas from unleashing the Apotheosis. KYLON is desperate to save Caina's life. The deadly Red Huntress is coming for Caina, and only by the sacrifice of his own life can Kylon save Caina from the Huntress's blade. Or the Red Huntress might simply kill them both. CALLATAS is ready to call the Apotheosis and create a new humanity to replace the old. Of course, the old humanity will have to die first...every last man, woman, and child. And he will start with Caina Amalas.

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...

CAINA AMALAS is the Ghost circlemaster of Istarinmul, leader of the Emperor's spies in the city. She has defeated powerful foes, but more dangerous enemies lie before her. A sorcerous catastrophe threatens to destroy Istarinmul, and the only the mysterious sorceress Annarah, last loremaster of lost Iramis, knows how to stop it. To rescue Annarah and save Istarinmul, Caina must brave the Inferno, the hellish fortress of the sinister Immortals. But those who enter the Inferno never return...

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 Stone

Frostborn: The World Gate (Frostborn #9)

Ghost in the Amulet

Ghost in the Tower

The Linux Mint Beginner's Guide - Second Edition

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...

Mazael, now Lord of Castle Cravenlock, has subdued the demonic power within his soul, though at terrible cost to himself. Yet peace remains elusive. Mazael's former overlord plans a war of pride. A corrupt order of militant knights scheme for brutal and bloody conquest. The serpent people and their followers plot a terrible vengeance upon Mazael and his sister. And a foe more terrible than any he has yet faced awaits. For Mazael was not the only child of the Old Demon...

Caina has a deadly problem. Specifically, she carries the Ring of Rasarion Yagar, a relic created by the tyrannical necromancer-king who once ruled Ulkaar. The deadly sorcerers of the malevolent Umbarian Order wish to seize the Ring for themselves, as do the sinister priests of the ruthless Temnoti cult. And to make matters worse, the Ring is not the only powerful relic of Rasarion Yagar. And unless Caina can escape her foes, the wielders of those relics will kill her...

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 Kardannos 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...

Ghost in the Hunt (Ghost Exile #3)

Ghost in the Council

Ghost in the Winds (Ghost Exile #9)

Ghost in the Vault

Frostborn: The False King (Frostborn #11)

Caina Amalas cheated death and escaped certain doom. So did her mortal enemy, the sorcerer Cassander Nilas. Now the city of Istarinmul teeters on the brink of civil war and sorcerous annihilation. Unless Caina summons all her bravery and cunning, Cassander's dark spell will kill millions of people. Starting with the people she loves...

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...

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...

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...

Frostborn: The Gorgon Spirit (Frostborn #7)

Ghost in the Inferno (Ghost Exile #5)

Cloak & Ghost: Lost Gate

Soul of Swords

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...

MAZAEL CRAVENLOCK is the last hope. As castle after castle falls to the runedead horde, Mazael must lead his armies to victory...or the world shall fall into darkness forever. And Mazael must stop his father's dark plans. No matter what the cost to himself. LUCAN MANDRAGON wields the relics of a forgotten empire, the runedead his to command. Soon he shall destroy the Demonsouled and free the world of their curse forever. No matter who he has to kill to do it. SKALATAN is the strongest of the serpent priests, and soon he will become stronger still. For he shall claim the power of the Demonsouled and become the new god of the serpent people. And then all men will bow before the serpent god. THE OLD DEMON is ready at last. For centuries he has plotted and manipulated kings and lords. Now he shall seize the power of the Demonsouled for himself, and become the new god. And all the world will be his to torment.

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.

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: The High Lords (Frostborn #10)

Ghost in the Glass

Shield Knight: Ghost Orcs

Frostborn: Excalibur (Frostborn #13)

Frostborn: The Dark Warden (Frostborn #6)

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...

MAZAEL CRAVENLOCK is the last of the Demonsouled, and has defeated every enemy who ever challenged him. Yet in the sinister Prophetess of Marazadra, he faces a subtle foe unlike any other adversary. And unless Mazael's masters the Prophetess's deadly game, the dark goddess Marazadra will rise in blood and terror...

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...

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...

Ghost in the Seal

Cloak & Ghost: Rebel Cell

The Dragon's Shadow

Frostborn: The Broken Mage (Frostborn #8)

Dragontiarna: Wraiths

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...

The Linux Mint Beginner's Guide (Second Edition) will show you how to get the most out of Linux Mint, from using the Cinnamon desktop environment to advanced command-line tasks. In the Guide, you will learn how to: -Install Linux Mint. -Use the desktop environment. -Manage files and folders. -Manage users, groups, and file permissions. -Install software on a Linux Mint system, both from the command line and the GUI. -Configure network settings. -Use the vi editor to edit system configuration files. -Install and configure a Samba server for file sharing. -Install SSH for remote system control using public key/private key encryption. -Install a LAMP server. -Install web applications like WordPress. -Configure an FTP server. -Manage ebooks. -Convert digital media. -And many other topics.

Caina is now a Ghost nightfighter, with the cunning of an elite spy and the skill of a master assassin. But this time, it might take more than that to keep her alive. Caina has been sent to hunt a murderous pyromancer, a master of fiery sorcery, and she soon discovers that more is at stake than just a few murders. Because if she doesn't find the pyromancer soon, the entire world might burn. Starting with her...

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...

The Gorgon Spirit

Frostborn: The Dragon Knight (Frostborn #14)

Frostborn: The Dwarven Prince (Frostborn #12)

Soul of Tyrants

Soul of Sorcery

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...

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...

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...

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...

Frostborn Omnibus One

The Ghost Halfling

Ghost in the Throne (Ghost Exile #7)

Ghost Exile Omnibus One

Frostborn: The Iron Tower (Frostborn #5)

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...

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...

MAZAEAL CRAVENLOCK has defeated the Malrags, and returned to the Grim Marches in triumph. Yet with no new enemies to conquer, his Demonsouled blood threatens to blaze out of control. When a deadly new foe attacks, will Mazael rally the Grim Marches to victory? Or will he listen to the whispers in his blood and kill everyone who stands in his way? RIOTHAMUS is the apprentice of the Guardian, the arcane defender of the barbarian Tervingi nation. Driven from their homes by the Malrag hordes, the Tervingi must find a new homeland. Will Riothamus help lead the Tervingi to safety? Or will the Tervingi nation be destroyed to the last man, woman, and child? LUCAN MANDRAGON has returned from the spirit world, his magic and

his will stronger than ever. His purpose is now clear, and a great mission lies before him, a quest to rid the world of a terrible evil. The utter destruction of the Demonsouled.

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...

Mask of Dragons

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...

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.