

## Frostborn The Iron Tower Frostborn 5

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...

**MAZAEI CRAVENLOCK** has defeated the Malrag, 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.

Once banished by his father, Mazael Cravenlock is now a knight in service of Malden, Lord of Knightcastle. But Mazael has a dark destiny, and when a school of necromancers begins preying upon the people of Knightcastle, that destiny threatens to devour him...

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.
- 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 PDF files and office documents from the command line.
- And many other topics.

The Iron Tower

The Bone Orcs

The Windows Command Line Beginner's Guide - Second Edition

Exile of the Ghosts

Dragontiarna: Defenders

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 Kardamos 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 Madia Moran...

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...

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.

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 Khaid Azalar, where the answer to his quest awaits. Assuming the master of Khaid 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 Khaid Azalar. But the truth might be more than she can bear...

Frostborn: The Master Thief (Frostborn #4)

The Bronze Knight

Ghost in the Vault

Frostborn: The Gray Knight (Frostborn #1)

***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.***

***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...***

***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.***

***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.***

***The Dragon's Shadow***

***The Ruin Gate***

***Frostborn: The Broken Mage (Frostborn #8)***

***The Ghost Halfling***

***Dragontiarna Omnibus One***

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. But deadly predators rule the forest, and those predators seek Ridmark's death...

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...

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...

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.

The Dark Warden

Shield Knight: Ridmark's Tale

The Rune Knight

Ghost in the Council

Shield Knight: Ghost Orcs

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...

Sixteen years old, Calliande is a new-made Magistra 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...

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.

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...

Shield Knight: Apprentice

Shield Knight: Gavin's Tale

Cloak & Ghost: Lost Gate

Frostborn: The Iron Tower (Frostborn #5)

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, 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...

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...

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. For the Iron Tower was once home to an ancient evil, an evil that desires to claim the power in her blood...

Combined for the first time in one volume, here are the first three books in the internationally bestselling CLOAK GAMES series - CLOAK GAMES: THIEF TRAP, CLOAK GAMES: FROST FEVER, and CLOAK GAMES: REBEL FIST, and the bonus short story WRAITH WOLF. 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 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...

Mask of Dragons

Sevenfold Sword: Tower

Ghost in the Winds (Ghost Exile #9)

Dragontiarna: Wraiths

Champion of the Ghosts

**MAZAEI 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.

**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...**

**Antenora is the apprentice of the Keeper of Andomhaim, and she might be the only hope of the Keeper ever finding her way home.** But Antenora has made many enemies, and they are coming to take vengeance upon her...

**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...**

Ghost Exile Omnibus One

Tales of the Shield Knight

Shield Knight: Third's Tale

Ghost in the Throne (Ghost Exile #7)

The Sworn Knight

*Sixteen years old, Caina is a student of the Ghosts, the spies and agents of the Emperor of Nighmar, and from them she learns the arts of stealth and infiltration, of disguise and intrigue. If she survives, she will become a nightfighter, one of the elite agents of the Ghosts. For the Empire is in deadly danger, and needs the nightfighters of the Ghosts. Either Caina will become a nightfighter, or the enemies of the Empire will kill her... Originally published as the novellas GHOST DAGGER and GHOST THORNS, and the short stories GHOST CLAWS, GHOST LIGHT, and GHOST ARIA.*

*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.*

*The realm of Andomhaim reeks beneath the invasion of Warlord Agravahsk, and Ridmark stands in his path. Ridmark knows that Agravahsk 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...*

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

*Soul of Swords*

*Soul of Sorcery*

*Shield Knight: Calliand's Tale*

*Frostborn*

*Cloak Games: Omnibus One*

RIDMARK ARBAN was once an honored Swordbearer. Now he is a disgraced exile, outcast and alone. Yet he is still a warrior without peer, and when death cultists attack an innocent village, Ridmark must put himself to the test to save the villagers. Or die in the attempt...

Once banished by his father, Mazael Cravenlock is now a knight in service of Malden, Lord of Knightcastle...and Malden's wizard advisor, the cold and calculating Trocend. When Trocend sends Mazael to investigate rumors of dark magic, Mazael finds more than just rumors. Dark magic stirs in Knightcastle, and Mazael might be its first victim...

Combined for the first time in one volume are the first three books of the internationally bestselling DRAGONTIARNA series: DRAGONTIARNA: KNIGHTS, DRAGONTIARNA: THIEVES, DRAGONTIARNA: GATES, and the bonus short story SHIELD KNIGHT: THIRD'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...

Banished by his father, Mazael Cravenlock has spent the last six years wandering the realm as a landless knight, fighting for gold and his own amusement. But Mazael has a dark destiny, and that destiny threatens to devour him... Originally published as the short stories THE WANDERING KNIGHT, THE TOURNAMENT KNIGHT, THE RANSOM KNIGHT, THE BRONZE KNIGHT, THE RUNE KNIGHT, THE SERPENT KNIGHT, and THE DRAGON'S SHADOW.

The Linux Mint Beginner's Guide - Second Edition

**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...**

**The quest of the Seven Swords has brought the world to the edge of destruction. To defeat the evil of the Seven Swords, Ridmark must learn the secrets of their making. But the creator of the Swords is imprisoned within the dungeons of Urd Maelwyn, once the stronghold of the dark elven tyrant called the Sovereign. And those who enter the dungeons of Urd Maelwyn never return...**