

Frostborn Omnibus One

MAZAEEL 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...

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.

Frostborn Omnibus One Azure Flame Media, LLC 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...

Cloak Games: Omnibus One

Soul of Sorcery

Mask of Dragons

Ghost in the Glass

Frostborn Omnibus One

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...

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...

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.

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...

Exile of the Ghosts

Frostborn: The Dragon Knight (Frostborn #14)

Ghost Exile Omnibus One

Frostborn: The Gray Knight (Frostborn #1)

The Ghosts Omnibus One

Epic tales of adventure and heroism! RIDMARK ARBAN is the Gray Knight, questing to stop the

return of the terrible Frostborn to the High King's realm. Yet he did not undertake the quest alone. Here are the tales of those who accompanied him into the terrible dangers of his quest... Originally published as the novellas THE KNIGHT'S TALE, THE PALADIN'S TALE, THE MAGE'S TALE, THE THIEF'S TALE, THE SOLDIER'S TALE, and THE ASSASSIN'S TALE, and the short stories THE ORC'S TALE and THE SOULBLADE'S TALE.

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...

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...

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. Tales of the Shield Knight

Dragontiarna: Defenders

The Linux Mint Beginner's Guide - Second Edition

Ghost in the Cowl (Ghost Exile #1)

Excalibur

A forbidden book of spells brings only madness. The Family of the Shadow Hunters fights dark creatures from the Shadowlands. Since I'm married to a Shadow Hunter, I help them out with my magic. But when the Shadow Hunters pursue a renegade summoner to rural Tennessee, not even their skill and my magic might be enough to win the day... 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... 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...

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...

The Windows Command Line Beginner's Guide - Second Edition

Frostborn: The Broken Mage (Frostborn #8)

Frostborn: The Knight Quests

Dragontiarna: Wraiths

Frostborn: The Dwarven Prince (Frostborn #12)

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... 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.

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. 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: Excalibur (Frostborn #13)

Shield Knight: Gavin's Tale

Cloak Games: Frost Fever

Cloak Games: Mage Fall

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...

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...

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.

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...

Shield Knight: Apprentice

Ghost in the Inferno (Ghost Exile #5)

Ghost in the Vault

Cloak & Ghost: Lost Gate

Shield Knight: Ghost Orcs

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...

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...

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...

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 recover from his potentially 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...

Frostborn: The Dark Warden (Frostborn #6)

Shield Knight: Calliande's Tale

Cloak Games: Rebel Fist

Dragontiarna Omnibus One

Junkyard Wolves

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...

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...

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...

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...

Frostborn: The Iron Tower (Frostborn #5)

The Sworn Knight

Ghost in the Council

Frostborn: The High Lords (Frostborn #10)

Ghost Night Omnibus One

A heroine begins an epic quest! Combined for the first time in one volume are the first three books of the internationally bestselling GHOST NIGHT series - GHOST IN THE RING, GHOST IN THE GLASS, GHOST IN THE AMULET, and the bonus short story GHOST EYE. Caina Amalas was once a deadly Ghost nightfighter, a spy and agent of the Emperor of Nighmar. Now she only wishes to live quietly with her husband. But civil war grips the Empire, and Caina's skills are needed against the cruel sorcerers of the malevolent Umbarian Order. And Caina has a dangerous connection to the Umbarians. For Caina's mother had many secrets, secrets that might yet kill Caina herself...

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..

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.

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 Dragon's Shadow

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...

I want freedom, and I want power.

Unfortunately for me, I have little enough of either. To make matters worse, my baby brother Russell is dying of a rare magical disease, and the only one who can cure him is the cruel Elven archmage Morvilind. And if that wasn't bad enough, Morvilind demands a steep price for his cures. Specifically, he wants me to steal treasures for him, and this time he's sent me to steal a priceless relic from the ambassador of the frost giants. And the frost giants never forget a grudge...

MAZAEEL 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.