

## *Frostborn The False King Frostborn 11*

**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...**

**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...**

**MAZAEEL 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. 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...**

**Frostborn: The Dragon Knight (Frostborn #14)**

**Shield Knight: Ghost Orcs**

**Ghost in the Council**

**The Sworn Knight**

**Dragontiarna Omnibus One**

*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...*

*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...*

*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...*

*The Dragon's Shadow*

*The Bone Orcs*

*Mask of Dragons*

**Frostborn: The False King (Frostborn #11)**

**Dragontiarna: Wraiths**

*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 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 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 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...*

**Shield Knight: Gavin's Tale**

Frostborn: The Broken Mage (Frostborn #8)

Frostborn: The Dwarven Prince (Frostborn #12)

Frostborn: The Dark Warden (Frostborn #6)

Soul of Sorcery

**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 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.**

**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...**

**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...**

**Cloak & Ghost: Lost Gate**

**Frostborn**

**The Linux Mint Beginner's Guide - Second Edition**

**The Ghost Halfling**

**Shield Knight: Calliande's Tale**

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 Nadia Moran...

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 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...

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 World Gate (Frostborn #9)

Frostborn Omnibus One

Sevenfold Sword: Guardian

Ghost in the Vault

Shield Knight: Ridmark's Tale

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...

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.

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, 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...*

*Sevenfold Sword: Necromancer*

*Malison: Dragon Curse*

*Ghost Exile Omnibus One*

*The Ruin Gate*

*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 lord must fight the ruthless rebels. Unless Ridmark can defeat Tarrabus and reunify Andomhaim, the Frostborn will prevail. But Carhaine, deadly and wicked, will not be defeated without terrible cost...

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 artifact, Corbould is willing to forego his vengeance against Caina. Except no mere political intrigue has snared the missing artifact. For the ancient evils in the forgotten Vault of the Moroaica are awakening...

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 village. The attempt...

Fantasy fans of Rick Riordan's Percy Jackson and John Flanagan's Ranger's Apprentice series will embrace this first in a new adventure-filled, Viking-inspired series by a debut author. Meet Karn. He is destined to take over the family farm in Mordor. What's his only problem? He'd rather be playing the board game Thrones and Bones. Enter Thianna. Half human, half frost giant, she's tall to blend in with other humans but too short to be taken seriously as a giant. When family intrigues force Karn and Thianna into the wilderness, they have to keep their sense of humor and their wits about them. But survival can be challenging. Being chased by a 1,500-year-old dragon, Helltoppr the undead warrior and his undead minions, an evil uncle, wyverns, and an assortment of trolls and giants. Readers will embark on a sweeping epic fantasy as they join Karn and Thianna on a quest for discovery. Antics and hair-raising escapades abound in this fantasy adventure as the two forge a friendship and journey across a new territory. Their plan: to save their families from harm. Debut novelist Lou Anders has created a rich world of over two dozen countries inhabited by Karn, Thianna, and an array of fantastical creatures, as well as the Thrones and Bones board game. For Frostborn: "Future fans of Tolkien and George R.R. Martin can happily cut their serial-fantasy teeth on this first in an eventual series." -Kirkus Reviews "A fun, fast-paced, and highly enjoyable tale." -Garth Nix, bestselling author of the Arden trilogy "...a powerful, fast-paced tale... The setting is rich, the characters well-defined, and the danger ever-paramount." -Publishers Weekly, starred "...an excellent choice for readers new to the genre. The themes of staying true to oneself and individuality will resonate with readers." -School Library Journal "...this accessible fantasy brings together two very different children bound by common goals." -Booklist "The most delightful fantasy I have read in ages. . . . Put me on the waitlist!" -Amy Plum, international bestselling author of the Die For Me series

*Excalibur*

*The Windows Command Line Beginner's Guide - Second Edition*

*Dragontiarna: Defenders*

*Exile of the Ghosts*

*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.*

*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 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 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 Skull Trees*

*Soul of Swords*

*The False King*

*Frostborn: The High Lords (Frostborn #10)*

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

*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...*

*The quest of the Seven Swords has put terrible power in the hands of madmen. The Necromancer of Trojas wields the Sword of Death, and with it he has summoned a vast host of the undead. Unless Ridmark Arban can stop him, the undead horde will conquer all the realm of Owyllain. But the city of Trojas holds other secrets. And one of those secrets might kill Ridmark and destroy Owyllain...*

*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...*

*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...*

*Cloak Games: Rebel Fist*

**Frostborn: The False King (Frostborn #11) Azure Flame Media, LLC**

**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.**