

Frostborn Excalibur Frostborn 13

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: Excalibur (Frostborn #13) Azure Flame Media, LLC

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...

Ruari is the best physician in the Empire, the most skilled wielder of the Heal spell. But when war engulfs the Empire and her husband is threatened, even physicians will have to fight...

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...

Two master thieves. One dangerous prize. Caina has the ancient Sword of the Iron King, one of the five relics that could return the necromancer-king to torment mankind once more. But Caina knows where the Iron King's Dagger is hidden, and if she and Countess Kalthane can steal the weapon from its malevolent keepers, two of the five relics will be unable to harm anyone. There's just one problem. The Dagger is hidden in the grim halls of the Iron King's castle. And sinister guardians lurk in the castle's shadows...

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 Tyrcomber 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.

The gates between worlds have been thrown open, and armies of invaders have come forth to threaten the realm of Andomhaim. Ridmark Arban is the Shield Knight of Andomhaim, and he and all his allies stand in the invaders' path. But it will take more than swords & magic to win the victory. For Ridmark's foes are led by the Heralds of Ruin, and behind the Heralds is the dark power of the Warden of Urd Morlemoch...

The quest of the Seven Swords will unmask treachery. Ridmark Arban is the Shield Knight, questing to stop the rise of the evil New God. The sorceress Cathala, imprisoned within magical stone, holds the lore of the creator of the Seven Swords. But dark powers are stirring in the Serpent Marshes, and Cathala has secrets of her own. Secrets that might kill Ridmark and his friends...

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...

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.

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.

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.

The quest of the Seven Swords threatens to summon the malevolent New God...but other dark powers might seize the New God's throne. Ridmark Arban is the Shield Knight, questing to rescue his friends from the cruel dvargir slavers of Najaris. But the slavers' sinister master is far more powerful than a mere merchant, and his knowledge might destroy both the Shield Knight and the New God...

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...

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...

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...

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...

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...

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...

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...

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...

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...

War comes for an unprepared squire. Gareth Arban wants to become a knight and win glory enough to marry the girl he loves. But death is the other face of glory. When invaders sweep out of the north wielding mighty dark magic, it will take more than a squire's bravery to stop them...

Ridmark Arban is the Shield Knight, the defender of the realm of Andomhaim. The realm is at peace after a long and terrible war, but dark powers threaten other lands. And when a mad elven wizard comes to the High King's court, Ridmark finds himself fighting not only for his own life, but for the lives of his family. For the quest of the Seven Swords has begun...

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...

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.

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.

The quest of the Seven Swords kills anyone foolish enough to seek its secret. Ridmark Arban is the Shield Knight, but he is the only Swordbearer in the realm of Owyllain. That means he is the only warrior capable of defending Owyllain from the forces of dark magic. But the powers of darkness have servants in Owyllain, servants who are more than willing to put a dagger in Ridmark's back...

Rilmael is the Guardian of the elven city of Cathair Kaldran, and for fifteen thousand years he has defended the world from the powers of dark magic. And often those Rilmael helps know nothing of his involvement. Or of the cost it exacts upon him...

A dark sorceress begins a quest that will lead her to ultimate power or final destruction. Azalmora is a priestess of the Seven Temples, one of the brutal rulers of the Heptarchy. But like all the priestesses, she desires to ascend, to become a true urdmordar and rule a realm of her own. When the armies of the Heptarchy attack Andomhaim, Azalmora discovers the secret of her ascension at last. But Azalmora might perish before she can fulfill her quest. For only the most ruthless will possess the magic of the Dragonskull...

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...

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...

I've made a lot of mistakes in my career as a master thief and illegal wizard, but I've been able to avoid the consequences. But now the consequences have caught up with me I owe a favor to the powerful Knight of Grayhold, and the time has come to pay up. And unless I do something clever, repaying that favor is going to get me killed...

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...

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...

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...

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...

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.

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...

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...

[Copyright: 6aece376d3e7640066bcbb805de043cf](https://www.amazon.com/dp/B000000000)