

Frostborn The Dwarven Prince

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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...

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. 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.

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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 ready to face the terrible Frostborn in a final battle. But even the mighty Frostborn themselves have been duped, for the shadow of Incariel has used them as its weapons. Unless Ridmark can defeat the Shadowbearer, the shadow of Incariel shall rise and devour the world for all time...

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.

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

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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.

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 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 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

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darkness will swallow the world...

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, 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

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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...

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...

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...

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

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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.

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.

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...

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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...

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...

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.

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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...

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...

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...

The Linux Mint Beginner's Guide (Second Edition) will show

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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.

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...

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.

I risked my life to save my brother Russell. But I didn't realize that Russell would do the exact same thing for me. And when the Rebel sorcerers come for us both, Russell and I will have to fight alongside each other, or die together...

RIDMARK ARBAN is the Gray Knight, questing to stop the

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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...

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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.

My master made a deal with the devil, but I'm the one who has to pay. Two items I've stolen for the Rebels, and I only need to steal one more thing for them. Trouble is, it's in Last Judge Mountain, a secret military base left over from before the High Queen of the Elves conquered Earth. There are things in Last Judge Mountain that should never again see the light of day. And if I go into the mountain, I might never come out again...

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

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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 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 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.

The quest of the Seven Swords has been a trap all along. For the dark elven tyrant known as the Sovereign will use the power of the Swords to ascend to godhood and enslave the world for all time. And only Ridmark Arban stands in his way... Caina has made many enemies, and chief among

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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...

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...

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

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Calliande's first battle might also be her last...

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