

## Soul Of Tyrants Demonsouled Book 2

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...

MAZAEL 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.

The hordes of the Trichirabi invade the Grim Marches, and Mazael Cravenlock stands in their way. The Trichirabi have come seeking a shard of the Wraithaldr, the most powerful necromantic artifact ever forged. Lucan Mandragon once used the Wraithaldr to summon hordes of the undead, and he is desperate to redeem himself. But the creatures seeking the shard are more than a match for Lucan's power...

For fans of Robert E. Howard, David Gemmell, and Raymond E. Feist, here is the sequel to the critically praised "Demonsouled." Mazael, now Lord of Castle Cravenlock, has subdued the demonic power within his soul, though at terrible cost to himself. Yet peace remains elusive. Mazael's former overlord plans a war of pride. A corrupt order of militant knights scheme for brutal and bloody conquest. The serpent people and their followers plot a terrible vengeance upon Mazael and his sister. And a foe more terrible than any he has yet faced awaits. For Mazael was not the only child of the Old Demon...

Caina is a Ghost nightfighter, a spy and assassin of the Emperor of Nighmar. When a fellow nightfighter goes missing, Caina is the logical choice to find him. But the enemies of the Ghosts are waiting in the shadows...

CAINA AMALAS is out of time. She has risked too much for too long, and her enemies have finally closed around her. The Staff and Seal of Iramis have been found, and threaten to destroy the world with their sorcerous powers. The terrible Apotheosis of the evil Grand Master Callatas will succeed unless Caina makes one final sacrifice. Unless she makes the ultimate sacrifice...

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...

Caina Amalas has found the lost relics of Iramis, but with the relics comes deadly peril. For Grand Master Callatas is ready to work his terrible Apotheosis, and all he needs to unleash the dark power of the nagataaru is the Staff and the Seal of Iramis...once he takes them from Caina's dead hands. Yet if Caina and Callatas do not work together, they are doomed. For the last of the fearsome Great Necromancers, Kharnaces the Heretic, laid his sinister trap long ago, and its jaws now close around his former pupil Callatas. Unless the mighty sorcery of Kharnaces is defeated, he will unmake the world in his dark designs. Starting with Caina and Callatas...

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...

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.

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.

A story ten years in the making, here at last is the triumphant third book of the "Demonsouled" series. Mazaël, now Lord of Castle Cravenlock, faces his darkest challenge yet. A horde of inhuman fiends has descended upon the Grim Marches, slaying and killing. The priests of the serpent god lurk in the shadows, scheming vengeance upon Mazaël...and upon his family. But both the fiends and the priests of the serpent god serve another master, one who plots to seize the throne of the heavens itself, a foe that even Mazaël's skill and valor may not be able to defeat...

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...

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...

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...

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 Empire struggles for its survival against the dark elven hordes, and a new ally might mean victory or destruction. When the umbral elves offer to side with the Empire, Sir Tyrcamber Rigamond is sent to the Imperial Free City of Falconberg to help guard the Emperor's ambassador. But in the corrupt city of Falconberg, the treacherous politics of the merchant-lords might be more dangerous than the umbral elves themselves. And an ancient enemy might rise from the dust of the past...

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...

Sir Tyrcamber Rigamond swore to defend the Empire, but the Empire is about to fall to the goblin hordes commanded by the malignant dark elven lord known as the Valedictor. The fate of the Empire lies in Tyrcamber's hands, and he will have only one chance to save mankind from enslavement at the hands of the dark elves. And that chance will cost Tyrcamber more than he can bear to pay...

Caina Amalas is a Ghost circlemaster, leader of the Emperor's spies in Istarinmul. Yet the people of Istarinmul know her as the Balarigar, the daring master thief who challenged the corrupt lords and cruel princes of the city. And now Grand Master

Callatas, the most powerful sorcerer of Istarinmul, wants her dead, and without allies Caina will not survive. So when a legendary thief offers Caina a chance to rob Callatas himself, she has no choice but to join the venture. But no one has ever escaped the dark perils of Callatas's Maze...

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...

My name's Nadia, and I do favors for the High Queen Tarlia of the Elves. Tarlia is not the kind of woman who accepts no for an answer. So when the High Queen orders me to help a top investigator solve a murder, I have to do it. Even though I've spent most of my life on the run from the law. I don't like the investigator, and he doesn't like me. But that doesn't matter, because if we don't work together, the creatures we're hunting will kill us both...

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...

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...

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, 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...

MAZAEEL CRAVENLOCK has prevailed over terrible foes and now rules the Grim Marches with a firm hand. Yet ancient evils are stirring in the shadows, freed at last by Mazael's own deeds of valor. Unless Mazael fights with all his strength, the world will fall. ADALAR is weary of war, has seen too many friends and comrades die. Yet dark forces are stirring in the shadows, and unless Adalar defends his lost home, those

under his protection will perish. SIGALDRA is the last holdmistress of the Jutai nation, the final defender of her people. Now the darkness comes to devour the final remnant of Sigaldra's home and family. Even Sigaldra's courage may not be enough to turn aside the shadows. For the goddess has been freed at last, and her servants are eager to slay in her name...

"With Pathfinder RPG Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge levels. Pathfinder RPG Monster Codex is an indispensable companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary."--Back cover.

The boldness of the Shield Knight has won a respite for the realm of Andomhaim, but the Heralds of Ruin still threaten to unleash catastrophe. Ridmark Arban must prepare to face the Heptarchy and its legions of fanatic orcs, but the gathered forces of Andomhaim may not be enough to resist the iron fist of Warlord Agravhask. Tyrcamber Rigamond leads the men of the Empire against the Fallen Order, but the necromancers have prepared a sinister trap for him. One that might bring final victory for the Heralds of Ruin...

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.

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...

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.

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...

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...

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.

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...

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