

# Ghost In The Pact (Ghost Exile

## Ghost in the Pact (Ghost Exile #8)

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...

## Ghost Vigil (World of Ghost Exile short story)

Kylon of House Kardamnos was once a lord and Archon of the Kyracian people. Now he is a homeless exile, aiding the Ghosts in their fight against the evil of Grand Master Callatas. The woman he loves lies suspended between life and death. And unless Kylon can defeat the nagataaru that hunt her, Caina Amalas might never awaken...

## The Ghost Halfling

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...

## Cloak of Wolves

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...

## Ghost in the Winds (Ghost Exile #9)

The Apotheosis has come at last, and it will shatter the world. CAINA is trapped in the ruins of an ancient necromancer's tomb. Unless she escapes the lethal trap, there will be no one to stop Grand Master Callatas from unleashing the Apotheosis. KYLON is desperate to save Caina's life. The deadly Red Huntress is coming for Caina, and only by the sacrifice of his own life can Kylon save Caina from the Huntress's blade. Or the Red Huntress might simply kill them both. CALLATAS is ready to call the Apotheosis and create a new humanity to replace the old. Of course, the old humanity will have to die first...every last man, woman, and child. And he will start with Caina Amalas.

## Ghost Exile Omnibus One

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...

## **Rail Gun**

The galaxy is at war, but wars are won and lost in the shadows. Sent to Mercator Station to stop a flow of weapons to a terrorist group, Jack March must keep all his wits about him. Because if he's not careful, he'll be the terrorists' next victim...

## **Shield Knight: Calliande's Tale**

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...

## **False Flag**

The galaxy is at war, but wars are won and lost in the shadows. When a terrorist bombing strikes the world of Calaskar, Jack March must work with another operative to track down the perpetrators. Because if he can't find the enemy, he might be their next target...

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

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 Windows Command Line Beginner's Guide - Third Edition**

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, and see how the Command Prompt overlaps with Windows PowerShell -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 processes from the command line. -And many other topics.

## **Ghost in the Cowl (Ghost Exile #1)**

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 Elder Shamans**

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, and at last he has come to the grim citadel ruled by the Elder Shamans. But the Elder Shamans do not part with their secrets willingly. And their most dangerous secret might mean Ridmark's death...

## **The Skull Trees**

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...

## **The Bone Orcs**

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 villagers. Or die in the attempt...

## **The Ruin Gate**

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...

## **Ghost in the Maze (Ghost Exile #2)**

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...

## **The Soulblade's Tale**

Nicodemus is a Swordbearer, sworn to use the enchanted soulblade Heartwarden to defend the realm of Andomhaim from all forms of dark magic. With Heartwarden's magic, Nicodemus must confront an orcish warlock, a creature of fell power and cunning. But Nicodemus will learn that treachery is more dangerous than any dark magic...

## **Ghost in the Amulet**

For all her life, Caina has run from the memory of her cruel mother. But her mother was merely the weakest member of a family of powerful and ruthless sorcerers. Now Caina has the Ring of the ancient necromancer-king Rasarion Yagar, and her aunt Talmania Scorneus is hunting for her. And to take the Ring, Talmania is

willing to kill Caina and everyone close to her...

## **Ghost in the Mask**

Caina Amalas is a nightfighter of the Ghosts, the spies and assassins of the Emperor of Nighmar, and through cunning and valor she has cast down both proud lords and mighty sorcerers. But a power darker than any she has ever faced is awakening. When a mad assassin armed with a sorcerous blade rampages through the Emperor's capital, Caina must track the weapon to its origin, a ruined city blighted by the folly of sorcerers, a city that holds weapons far more potent than mere blades. Weapons that can resurrect an ancient empire of dark sorcery to enslave the world anew...

## **Ghost in the Ashes**

Caina Amalas is a Ghost nightfighter, one of the elite agents of the Emperor of Nighmar, and she has defeated both corrupt lords and mighty sorcerers. As the Padishah of Istarinmul prepares to make peace with the Emperor, the Ghosts must keep the Padishah's ambassador safe from assassins. But when an escaped slave begs for Caina's help, she finds dark plots stirring in the shadows. Plots that threaten to devour the Empire and unleash terrible horrors.

## **Ghost in the Seal**

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...

## **Ghost in the Stone**

Caina Amalas is a Ghost nightfighter, an assassin and spy of the Emperor, and her cunning saved the city of Marsis from a brutal invasion. Now she must keep the war from becoming worse. The nobles of the Imperial city of Cyrioch plan to revolt, and assassins stalk the high lords of the Empire. Only Caina stand between the Empire and a ruinous civil war. But Caina faces a far more dangerous enemy than mere assassins. A enemy that whispers from the darkness of her own mind...

## **Cloak & Ghost: Rebel Cell**

My name is Nadia, and I'm a shadow agent of the High Queen of the Elves. But for some reason, the High Queen wants me to attend the birthday party of an Elven noble. Just in case there's trouble. And it's just my luck there's going to be more trouble than either of us expect...

## **Cloak & Ghost: Lost Gate**

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...

## **Cloak & Ghost: Blood Ring**

Caina Amalas meets Nadia Moran in this epic crossover novel from USA Today bestselling author Jonathan Moeller! My name is Nadia, and I'm a shadow agent of the High Queen of the Elves. When the High Queen sends me to take down a corrupt Congressman, it should be an easy job. Except someone else is coming after the Congressman. And Caina Amalas might be a powerful ally or a deadly enemy...

## **Cloak Games: Omnibus One**

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...

## **Exile of the Ghosts**

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.

## **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 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...

## **Frostborn: The Broken Mage (Frostborn #8)**

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...

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

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...

### **Frostborn: The Undying Wizard (Frostborn #3)**

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: The Shadow Prison (Frostborn #15)**

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...

### **Dragontiarna: Defenders**

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...

### **Frostborn: The Dwarven Prince (Frostborn #12)**

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 Dragon's Shadow**

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.

### **Dragontiarna: Wraiths**

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...

### **Cloak of Ashes**

My name is Nadia, and I'm a shadow agent of the High Queen of the Elves. I don't have many friends, but I look after the ones I do have...and I pay my debts. So when Hakon Valborg's teenaged granddaughter Lydia is arrested for the murder of her computer science teacher, I agree to help. But there's more going on here

than just murder. Because an ancient enemy of both humans and Elves just might have taken up residence in Lydia's high school...

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

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...

## **Frostborn: The Gray Knight (Frostborn #1)**

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.

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