

Silent Order Master Hand

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...

The galaxy is at war, and the raids of pirates can bring empires crashing down. When Jack March interrupts a raid of the brutal Agotanni Pirates, he soon realizes that the pirates have stolen an ancient superweapon of lethal power. Unless they are stopped, the pirates will auction off the weapon to the highest bidder. And whoever holds the weapon can slaughter billions at a whim...

The quest of the Seven Swords has freed the shadows to prey upon mankind. Ridmark has learned that the sorceress Cathala holds the secret of the Seven Swords, and quests to free her from the grasp of an imprisoning spell. But the Maledicti priests know of Ridmark's quest, and plot to stop him with a deadly new weapon. For how can a knight fight the shadows in his mind?

All my life I've carried out the Elven archmage Morvilind's dangerous missions. But now the game has spun out of Morvilind's control. Because the Rebel warlord Nicholas Connor has seized the Sky Hammer nuclear doomsday weapon, and he's going to burn Earth and rebuild human civilization in his own twisted image. And unless I stop Nicholas, my brother and billions of other people are going to die.

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...

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 am in serious trouble. Bad enough that Lord Morvilind is forcing me to work with the Rebels. Even worse, the murderous Rebels want me dead. But this time, the Rebels want me to rob a bank. Specifically, the Royal Bank itself, the best-defended building in North America. And unless I do something really clever, I'm going to take the fall for the heist of the century...

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...

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.

CAINA AMALAS is a nightfighter of the Ghosts, one of the elite agents of the Emperor of Nighmar. She has defeated powerful sorcerers and corrupt lords, freed slaves and overthrown great evils. But now someone has begun slaughtering the Ghosts of the Imperial capital, and the killer is wearing her face. And this time, saving the Empire might cost her everything... ARK

is a man of many roles – father and husband, Ghost and veteran, blacksmith and Champion of Marsis. But when the circlemasters of the Ghosts order him to hunt down the renegade Caina Amalas, Ark must make a choice between his family and the woman who saved his life and children... THE MOROAICA is the ancient sorceress of legend and terror, and after two thousand years of toil, she is ready. She shall destroy the world and remake it in a better image, ending suffering and pain forever. She will rip open a gate to the heavens, cast down the gods from their thrones, and make them pay for all the suffering of mankind. Or so she thinks...

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...

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...

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.

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...

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 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 Tyrcomber 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...

Caina has a deadly problem. Specifically, she carries the Ring of Rasarion Yagar, a relic created by the tyrannical necromancer-king who once ruled Ulkaar. The deadly sorcerers of the malevolent Umbarian Order wish to seize the Ring for themselves, as do the sinister priests of the ruthless Temnoti cult. And to make matters worse, the Ring is not the only powerful relic of Rasarion Yagar. And unless Caina can escape her foes, the wielders of those relics will kill her... 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...

The galaxy is at war, and an ancient enemy has returned from the darkness of interstellar space. When Jack March is attacked by an unknown alien vessel, he soon realizes that the alien warship is just the vanguard of a far more powerful invading force. All that stands between the alien fleet and the Kingdom of Calaskar is the daring plan of a mercurial Lord Admiral. And unless March can carry out that plan, all of human civilization might be devoured by the alien force...

RIDMARK ARBAN is the Gray Knight, banished and outcast from the High King's realm. Yet Ridmark alone sees the danger. The dread Frostborn shall return, and unless Ridmark can warn the realm, the Frostborn will entomb the world in ice forever. CALLIANDE wields mighty magic. Yet her memory is gone, her past forgotten. But her foes remember, and they are coming for her. GAVIN is the son of the praefectus of the village of Aranaeus, and men and women and children are disappearing from their homes as shadowy, bestial shapes prowl through the forest. Yet no one will heed Gavin's warnings of other creatures stirring in the darkness. Creatures that feast upon the souls of their victims...

I'm an illegal wizard, an expert thief, and an occasional killer. So robbing the mansion of the Elven noble Lord Castomyr should prove no challenge at all. Except another thief has an eye on Lord Castomyr's treasures, a thief with magical abilities I don't understand. And unless I outwit this master thief, I'll be the one left holding the bag...and among the Elves, the punishment for theft is death.

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...

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...

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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.

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...

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...

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...

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... 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...

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.

My name is Nadia, and I'm an errand girl. Except my boss is the High Queen of the Elves. And my errands for her involve spying on people. Or stealing things. Or hunting down monsters. Or, on occasion, killing people. But this time she wants me to solve a murder. And unless I find the killer, I'm going to be his next target...because dragons never forgive a murder.

I saved the world and tens of millions of lives. All it cost was my sanity. But sane or not, Lord Morvilind has work for me to do. This time, he wants me to work with the brutal and murderous Rebels. And unless I'm clever, the Rebels will start their revolution with my death...

The quest of the Seven Swords has unleashed catastrophic war. Ridmark Arban is the Shield Knight, the only Swordbearer in the realm of Owyllain. He is allied with the noble King Hektor Pendragon, who fights to reunify the Seven Swords and to end the destructive war they have unleashed. But the tyrannical King Justin Cyros is marching to war against Hektor, and King Justin knows the secret of the malevolent New God, a secret that will kill everyone in Owyllain. Starting with Ridmark and his family...

Caina has hated the Imperial Magisterium, the Empire's college of magi, for all her life...and the magi hate and fear her right back. But the Magisterium has much bigger problems right now, and the First Magus is willing to make a deal. If Caina can find the root cause of a mysterious string of suicides, the Magisterium will leave her in peace. Except the suicides are actually murders. And unless Caina is clever, she'll be the murderer's next victim...

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...

MAZAEL 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... 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... 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...

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