

Soul Of Serpents Demonsouled Book 3

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...

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...

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...

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...

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...

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 Tyrcamber 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 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...

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...

"Banished for fifteen years, the wandering knight Mazael Cravenlock returns home at last to the Grim Marches, only to find war and chaos. His brother plans a foolish and doomed rebellion. His sister hopes to wed a brutal and cruel knight. The whispers speak of living corpses that stalk the night, of demons that lurk in darkness, and a sinister snake-cult that waits in the shadows. Yet Mazael's darkest enemy waits elsewhere. Within his own tainted soul ... "Back cover.

Mazael Cravenlock is now the liege lord of the Grim Marches, fighting to defend his lands from the numberless hordes of undead. Yet old enemies plot his demise, and a cunning assassin lurks in the shadows, preparing a deadly trap.

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...

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...

MAZAEEL CRAVENLOCK stands victorious over all his foes, and wishes nothing more than to live quietly in peace, overseeing his lands. Yet a relic of the ancient world, a thing of black sorcery, has been unearthed, a weapon that threatens to turn the Grim Marches to a realm of corpses. And Mazael's sins might return to devour him...ROMARIA

GREENSHIELD has mastered herself at last, the human and Elderborn halves of her soul in harmony. Free from her past, she travels north to start a new life in the Grim Marches. But now she faces a hunter that even she might not have the skill to overcome...LUCAN MANDRAGON is trapped in the netherworld between life and death, imprisoned by his own folly. Haunted by visions of his mistakes, tormented by memories of his past, Lucan finds himself the prey of a spirit

both mighty and corrupt. And the price to escape might consume all he has left...CORVAD burns with the blood and power of the Demonsouled. He will take up the sword of the Destroyer, and throw down the realms of men. And once he claims the ancient relic for himself, all the world shall be his...MOLLY has lost everything she holds dear, and has no reason left to live. There is only one cure for her loss, one vengeance she can take for her pain. The death of Mazael Cravenlock.

Some people have the Sight. Genevieve Scelan has the Scent. They call her "Hound," and with her unique supernatural sense Evie can track nearly anything—lost keys, vanished family heirlooms . . . even missing people. And though she knows to stay out of the magical undercurrent that runs beneath Boston's historic streets, a midnight phone call from a long-vanished lover will destroy the careful boundaries she has drawn. Now, to pay a years-old debt, Evie must venture into the shadowy world that lies between myth and reality, where she will find betrayal, conspiracies, and revelations that will shatter all she believes about herself and the city she claims as home. When the Hunt is on, the Hound must run . . .

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...

Mazael Cravenlock is the lord of the Grim Marches, and no one dares to attack his lands or the people under his protection. He has crushed every enemy...but it will take more than swords to defeat his new foe. When the dreaded necromancer Lucan Mandragon returns from the grave, Mazael will need to rally all his allies and followers to face the threat. But the things hunting Lucan are far more dangerous...

Soul of Serpents

There is no honor among thieves. My name is Nadia, and I'm a shadow agent of the High Queen of the Elves. That means I use magic to steal things for her. Now she wants me to steal a treasure from an Elven lord without him even realizing that it's missing. To pull it off, I'll need a crew. But there is no honor among thieves, and not even all the magic in the world can protect me from a blade in the back...

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...

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...

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.

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...

Here is a new story of a woman's fight against an ancient evil in a world of swords, sorcery, intrigue, and danger. When her life is torn apart by sorcery and murder, young Caina Amalas joins the Ghosts, the legendary spies and assassins of the Emperor of Nighmar. She learns the secrets of disguise and stealth, of assassination and infiltration. But even that might not be enough to save her. For the evil that destroyed her family seeks to devour the entire world... Available for free in ebook format.

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...

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...

"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.

MAZAEEL 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.

Mazael Cravenlock returns to the Grim Marches; yet with no new enemies to conquer, his Demonsouled blood threatens to blaze out of control. When a deadly new foe attacks, will Mazael rally the Grim Marches to victory? Or will he listen to the whispers in his blood and kill everyone who stands in his way? Meanwhile, Lucan Mandragon has returned from the spirit world, his magic and his will stronger than ever. His purpose is now clear, and a great mission lies before him, a quest to rid the world of a terrible evil. The utter destruction of the Demonsouled.

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...

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...

Combined in one volume for the first time, THE THIRD SOUL OMNIBUS TWO contains three thrilling stories of THE THIRD SOUL saga – THE OUTLAW ADEPT, THE BLACK PALADIN, and THE TOMB OF BALIGANT. When the sinister Adept Marsile attacks the Conclave and steals forbidden books, both the Knight of the Silver Blade Raelum and the Adept Carandis Marken must unite to defeat the renegade. Otherwise Marsile will resurrect a horror from a long-fallen empire, and all the world shall suffer...

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...

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.

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 hordes of the Trichirabi invade the Grim Marches, and Mazaël 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...

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...

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. 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...

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