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# Siege Of Shadows

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## CANTRELL RIVERS

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Siege of Shadows Simon and Schuster  
 If you love Conn Iggulden, Lindsey Davis and Steven Pressfield, you will love this breathtaking historical adventure, brimming with murder, betrayal, bloodshed and romance, from the pen of prizewinning author Tom Harper. 'Harper's portrayal of Byzantium and the intrigues that threaten its destruction is vivid and convincing.' -- Sunday Times  
 'Harper effortlessly draws the reader into an unfamiliar time bringing alive the characters and their motivations' -- Publisher's Weekly 'A must read' -- \*\*\*\*\*  
 Reader review 'Superb read. Thoroughly enjoyed it' -- \*\*\*\*\*  
 Reader review 'A real joy to read. Keeps you wanting to read more, gripping and exciting right to the end!'-- \*\*\*\*\*  
 Reader review  
 \*\*\*\*\*  
 \*\*\*\*\* BETRAYAL AND BLOODSHED. WHO WILL CONQUER?  
 August, 1098: after countless battles and sieges, the surviving soldiers of the first crusade are at last within reach of their ultimate goal - Jerusalem. But rivalries fester and new enemies are massing against them in the Holy Land. Demetrios Askiates, the Emperor's spy, has had enough of the crusade's violence and hypocrisy and longs to return home. But when a routine diplomatic mission leads to a deadly ambush, he realises he has been snared in the vast power struggles which underlie the crusade. The only way out now leads through the Holy City. From the plague-bound city of Antioch to the heart of Muslim Egypt, Demetrios must accompany the army of warlords and fanatics to the very gates of Jerusalem. But what awaits him there is an apocalypse of pillage, bloodshed and slaughter...Who will be the victor? Siege

of Heaven ends the Crusade trilogy.

Have you read The Mosaic of Shadows and Knights of the Cross?

**Siege and Storm** Simon and Schuster Deluxe Edition of A Threat of Shadows.

Ruin of Stars Orbit

\*io9's New Sci-Fi and Fantasy Books You

Need to Put On Your Radar Set in the

world of the Sword of Truth saga, the

ramifications of New York Times

bestseller Terry Goodkind's Shroud of

Eternity extend throughout all of the Old

World as familiar allies, dangerous

magic, and creatures created by twisted

sorcery all work at cross purposes to

either save or destroy Ildakar in Siege of

Stone The Sorceress Nicci, the Wizard

Nathan Rahl, and the young swordsman

Bannon remain in the legendary city of

Ildakar after a great internal revolt has

freed the slaves and brought down the

powerful wizards council. But as he fled

the city, capricious Wizard Commander

Maxim dissolved the petrification spell

that had turned to stone the invading

army of General Utros fifteen centuries

earlier. Now, hundreds of thousands of

half-stone soldiers from the ancient past

have awakened, led by one of the

greatest enemy commanders in history.

Nicci, Nathan, and Bannon have to help

Ildakar survive this unbreakable siege,

using all the magical defenses of the

legendary city. Even as General Utros

holds Ildakar hostage and also unleashes

his incredible army on the unsuspecting

Old World, an equally powerful threat

arises out in the sea. Nicci knows the

battle won't remain in the city; if she

can't stop this threat, two invincible

armies can sweep across the Old World

and destroy D'Hara itself. The Nicci

Chronicles 1. Death's Mistress 2. Shroud

of Eternity 3. Siege of Stone

Pursuit of Shadows Orion

It will take the Keepers of legend to save

Queensland. Too bad all they've got is one man haunted by his past, another who's a failure at magic, and an untrained girl. Mallon the Undying's reign of terror ended eight years ago when he entered the elven wood and never returned. The country of Queensland has shakily returned to normal, and the Keepers who helped defend her have returned to their own pursuits as historians, storytellers, and studiers of magic. But Mallon's moniker was truer than anyone knew. His followers still work to keep his ruthless ideas alive by abducting powerful children, sowing discord among the people, and nibbling away at Queensland's borders. Unfortunately, the only Keepers left between Queensland and destruction are: -Alaric, who betrayed everything he believed to save his wife - and still failed.-Will, a storyteller who's convinced his weak magic makes him useless.-And Sini, a former slave girl with unimagined power but no way to wield it. With the help of unsettling elves, gruff dwarves, sentient stones, and magical swords, Alaric, Will, and Sini will have to find a way to overcome their own weaknesses and face the growing shadows. Can the Keepers survive being hunted by dragons, attacked by frost goblins, and deceived by wizards? Or will Mallon's forces of destruction overwhelm them and the land they love? The complete trilogy of *The Keepers Chronicles* includes: *A Threat of Shadows*, *Pursuit of Shadows*, *Siege of Shadows*. *Mutant Empire* Hachette UK

Thieves, dangerous magic, and a weapon built with the power to destroy a god clash in this second novel of Gareth Hanrahan's acclaimed epic fantasy series, *The Black Iron Legacy*. "This is genre-defying fantasy at its very best...

Insanely inventive and deeply twisted" (Michael R. Fletcher). Enter a city of spires and shadows . . . The Gutter Miracle changed the landscape of Guerdon forever. Six months after it was conjured into being, the labyrinthine New City has become a haven for criminals and refugees. Rumors have spread of a devastating new weapon buried beneath the streets - a weapon with the power to destroy a god. As Guerdon strives to remain neutral, two of the most powerful factions in the godswar send agents into the city to find it. As tensions escalate and armies gather at the borders, how long will Guerdon be able to keep its enemies at bay? "A groundbreaking and extraordinary novel . . . Hanrahan has an astonishing imagination" (Peter McLean). The Shadow Saint continues the gripping tale of dark gods and dangerous magic that began with Hanrahan's acclaimed debut *The Gutter Prayer*.

Shadow and Bone Ven Devar Saga

From the award-winning author of *The Lie Tree*, "a delicious combination of historical adventure, coming-of-age tale, and supernatural intrigue" (Publishers Weekly, starred review). Sometimes, when a person dies, their spirit goes looking for somewhere to hide. Some people have space within them, perfect for hiding. Young Makepeace has learned to defend herself from the ghosts that try to possess her in the night, desperate for refuge, but one day a dreadful event causes her to drop her guard. And now there's a spirit inside her. The spirit is wild, brutish, and strong, and it may be her only defense when she is sent to live with her father's rich and powerful family. There is talk of civil war, and they need people like her to protect their dark and terrible family secret. But as she plans to escape and heads out into a

country torn apart by war, Makepeace must decide which is worse: possession—or death. “Darkly splendid . . . a wonderful, resonant narrative whose subtlety and insight will challenge, entertain and enchant.” —The Guardian  
 “A *Skinful of Shadows* is outlandishly creative and thoroughly blood-chilling. Her storytelling is visceral and unfurls at an exciting pace, making this novel a wonderful, weird and terrifying addition to her body of work.” —Shelf Awareness (starred review)  
 “A book that only Hardinge could write . . . [a] masterful and spooky historical fantasy.” —School Library Journal (starred review)  
 “Hardinge’s writing is stunning, and readers will be taken hostage by its intensity, fascinating developments, and the fierce, compassionate girl leading the charge.” —Booklist (starred review)  
 “Deliberate, impeccable, and extraordinary.” —Kirkus Reviews (starred review)

#### *Curse of Shadows* Orbit

Can Sini keep her past from destroying everyone's future? Sini has finally found a family with the Keepers. After escaping from a childhood on the street and years of slavery, Sini's new life as a Keeper should be idyllic. But she can't shake the feeling she just doesn't belong. Not only because she's the first female Keeper in centuries. Her magic is too different to be useful. And Lukas, her foster brother who loved and protected her from the worst ravages of slavery, is now being accused of terrible things. When the Keepers are called to the capitol to address this threat, she finds herself once again out of place. As much as Sini doesn't want to believe it, the evidence is growing that Lukas is amassing an army along the southern border. He's using his magic to poison the minds of Queensland's people, and his dragon to

spread death and destruction. To save Queensland, Sini teams up with Will and Alaric to enlist the aid of the dwarves. Sini's magical powers finally begin to stir, but with a frightening intensity. Will Sini learn to control her magic, or will she lose everything to the brother she doesn't want to fight? *Siege of Shadows* is the third and final book in the engaging world of *The Keeper Chronicles*. Great for fans of Brandon Sanderson, Lindsay Buroker, and Robin Hobb! Buy the complete trilogy today - or get it free in Kindle Unlimited.  
*A Skinful of Shadows* Simon and Schuster

Upon arriving in the City of Shadow, Ven Devar, Scáth ShadowScorn, and their companions are met with an insurmountable siege. The city has been consumed by civil disputes as the royal family and ranking figures quarrel without end. Ven is left with no choice but to seek one of the ShadowScorn's few allies in the world atop the largest mountain in Litore. Scáth navigates political intrigue and significant personal loss as she becomes the person she was destined to be. Forcing Agan and Athvar to never let down their guard, for no one can trust anyone during *The Siege of Shadow*

#### Valley of the Shadow Wizards of the Coast

The evolution of the Arab empire is one of the supreme narratives of ancient history, a story dazzlingly rich in drama, character, and achievement. In this exciting and sweeping history—the third in his trilogy of books on the ancient world—Tom Holland describes how the Arabs emerged to carve out a stupefyingly vast dominion in a matter of decades, overcoming seemingly insuperable odds to create an imperial civilization. With profound bearing on the

most consequential events of our time, Holland ties the exciting story of Islam's ascent to the crises and controversies of the present.

Circle of Shadows Abacus Software

An African tightrope walker who can't die gets embroiled in a secret society's deadly gladiatorial tournament in this "bloodily spectacular" (Chloe Gong, New York Times bestselling author of *These Violent Delights*) historical fantasy set in an alternate 1880s London, perfect for fans of *The Last Magician* and *The Gilded Wolves*. As an African tightrope dancer in Victorian London, Iris is used to being strange. She is certainly an unusual sight for leering British audiences always eager for the spectacle of colonial curiosity. But Iris also has a secret that even "strange" doesn't capture... She cannot die. Haunted by her unnatural power and with no memories of her past, Iris is obsessed with discovering who she is. But that mission gets more complicated when she meets the dark and alluring Adam Temple, a member of a mysterious order called the Enlightenment Committee. Adam seems to know much more about her than he lets on, and he shares with her a terrifying revelation: the world is ending, and the Committee will decide who lives...and who doesn't. To help them choose a leader for the upcoming apocalypse, the Committee is holding the Tournament of Freaks, a macabre competition made up of vicious fighters with fantastical abilities. Adam wants Iris to be his champion, and in return he promises her the one thing she wants most: the truth about who she really is. If Iris wants to learn about her shadowy past, she has no choice but to fight. But the further she gets in the grisly tournament, the more she begins to remember—and the more she wonders if

the truth is something best left forgotten.

*Shadow Star* Random House

Two young companions, Totho and Salma, arrive at Tark to spy on the menacing Wasp army, but are there mistakenly apprehended as enemy agents. By the time they are freed, the city is already under siege. Over in the imperial capital the young emperor, Alvdan, is becoming captivated by a remarkable slave, the vampiric Uctebri, who claims he knows of magic that can grant eternal life. In Collegium, meanwhile, Stenwold is still trying to persuade the city magnates to take seriously the Wasp Empire's imminent threat to their survival. In a colorful drama involving mass warfare and personal combat, a small group of heroes must stand up against what seems like an unstoppable force. This volume continues the story that so brilliantly unfolded in *Empire in Black and Gold* - and the action is still non-stop.

*Siege and Storm: Chapters 1-5* Orbit

In *Shadow Moon* and *Shadow Dawn*, George Lucas, creator of *Star Wars*, and Chris Claremont, author of the bestselling *X-Men* adventures, created a new world of myth, magic, and legend unlike any before. Now they bring their epic trilogy to an unforgettable conclusion in a novel of blazing imaginative brilliance... Elora Danan has done the unthinkable. She has slain the dragons that were the embodiment of the soul of Creation. It was a desperate act—the only way to save the dragons from the Deceiver, who would have used them to rule the Realms. Yet in Elora's possession are two last dragon eggs. To protect them, Elora spellbinds herself to her faithful companions Thorn Drumheller, the Nelwyn sorcerer and her

sworn guardian, and Khory Bannefin, the long-dead woman warrior whose body is inhabited by a demon's offspring. It is a dire spell that ensures none of them will betray their cause...even at the cost of their lives. And if one of them dies, the magic of the eggs is lost forever.

Pursued through a land of shadow predators by the dreaded Black Rose, the Deceiver's commando assassins, Elora and her allies must reach the free city-state of Sandeni. There they will be reunited with old friends: the brownies Franjean and Rool, the eagles Anele and Bastian, and the young warrior-scribe Luc-Jon. But Sandeni is besieged by mighty armies fueled by the Deceiver's sorcery, warrior wizards, and engines of evil magic. With defeat all but certain, Elora must convince the Sandeni people to continue the fight. What she doesn't tell them is that the greatest enemy lies within her. For the Deceiver is her own dark twin from a potential future of unimaginable evil...an evil that lies dormant in Elora's soul. And the only way Elora can stop the future is to befriend an enemy whose insatiable appetite for destruction could destroy all of Creation. Or is that, too, part of the Deceiver's plan? Seamlessly weaving together the many strands of this rich tapestry, *Shadow Star* is guaranteed to satisfy its many fans...and leave them breathless.

[Valley of the Shadow](#) HarperCollins

The Effigies must uncover the connection between Saul, Blackwell, and the Phantoms before it's too late in this epic conclusion to the Effigies trilogy. The world is in chaos. After Saul's strike on Oslo—one seemingly led by Maia herself—the Effigies' reputation is in shambles. Now they're being hunted by nations across the globe, grouped in with the very terrorists they've been trying to

stop. With Maia's resurrected twin, June, carrying out vicious attacks across the world, everyone believes Maia is a killer. Belle has gone rogue, Chae Rin and Lake have disappeared, and the Sect is being dismantled and replaced by a terrifying new world order helmed by Blackwell. As for Saul, his ultimate plan still remains a mystery. And Maia? No one has seen or heard from her in weeks. It's all somehow connected—Saul, Phantoms, the Effigies, everything. But if the Effigies can't put the pieces together soon, there may not be much left of the world they've fought so desperately to save.

[Beyond The Shadows](#) Tor Books

Berlin, 1922: A city of fading beauty plagued by unemployment and rampant inflation becomes home to a growing number of refugees. Esther Solomonova survives by working as secretary to her fellow Russian émigré, "Prince" Nick, a scheming cabaret owner. Always on the prowl for a deal, Nick smells money when he hears of a woman in an asylum claiming to be the Grand Duchess Anastasia, daughter of the Russian Czar, the lone member of her family to escape assassination by the Bolsheviks. Enlisting a highly suspicious Esther, Nick plans to prepare the woman—known as Anna Anderson—to claim the Romanov fortune. But Anna is being hunted. Or so she claims. At first Esther believes Anna's fears to be just in her imagination—until innocent people around them begin to die. Together with a German police officer, a dogged inspector named Schmidt, Esther tries to discover who wants Anna dead—and why. Yet the deeper she and Schmidt dig, the more they realize that their own lives are at risk. Deeply atmospheric, peopled with rich, complex characters, *City of Shadows* is an enthralling novel.

*Ruin and Rising* Entangled: Teen  
The capital has fallen. The Darkling rules Ravka from his shadow throne. Now the nation's fate rests with a broken Sun Summoner, a disgraced tracker, and the shattered remnants of a once-great magical army. Deep in an ancient network of tunnels and caverns, a weakened Alina must submit to the dubious protection of the Apparatus and the zealots who worship her as a Saint. Yet her plans lie elsewhere, with the hunt for the elusive firebird and the hope that an outlaw prince still survives. Alina will have to forge new alliances and put aside old rivalries as she and Mal race to find the last of Morozova's amplifiers. But as she begins to unravel the Darkling's secrets, she reveals a past that will forever alter her understanding of the bond they share and the power she wields. The firebird is the one thing that stands between Ravka and destruction--and claiming it could cost Alina the very future she's fighting for. *Ruin and Rising* is the thrilling final installment in Leigh Bardugo's *Grisha Trilogy*.

*Shadows* Prometheus Books

A thrilling new fantasy series full of magic and betrayal—from Evelyn Skye, *New York Times* bestselling author of the *Crown's Game* series. Sora can move as silently as a ghost and hurl throwing stars with lethal accuracy. Her gemina, Daemon, can win any physical fight blindfolded and with an arm tied around his back. They are apprentice warriors of the Society of Taigas—marked by the gods to be trained in magic and the fighting arts to protect the kingdom of Kichona. As their graduation approaches, Sora and Daemon look forward to proving themselves worthy of belonging in the elite group—but in a kingdom free of violence since the Blood Rift Rebellion

many years ago, it's been difficult to make their mark. So when Sora and Daemon encounter a strange camp of mysterious soldiers while on a standard scouting mission, they decide the only thing to do to help their kingdom is to infiltrate the group. Taking this risk will change Sora's life forever—and lead her on a mission of deception that may fool everyone she's ever loved. Love, spies, and adventure abound as Sora and Daemon unravel a complex web of magic and secrets that might tear them—and the entire kingdom—apart forever.

**In Sylvan Shadows** Simon and Schuster

The Apocalypse does not end. The Changed will grow in numbers. The Spared may not survive. Even before the EMPs brought down the world, Alex was on the run from the demons of her past and the monster living in her head. After the world was gone, she believed Rule could be a sanctuary for her and those she'd come to love. But she was wrong. Now Alex is in the fight of her life against the adults, who would use her, the survivors, who don't trust her, and the Changed, who would eat her alive. Welcome to *Shadows*, the second book in the haunting apocalyptic *Ashes Trilogy*: where no one is safe and humans may be the worst of the monsters.

**The Shadow of What Was Lost** Spectra

Maia and the other Effigies seek out the true origins of the Phantoms that terrorize their world in this thrilling follow-up to *Fate of Flames*. 6 x 9. *Fate of Flames* Henry Holt and Company (BYR)

Following the end of World War II, France attempted to reassert control over its colonies in Indochina. In Vietnam, this

was resisted by the Viet Minh leading to the First Indochina War. By 1954, the French army was on the defensive and determined to force the Viet Minh into a decisive set-piece battle at Dien Bien Phu. Over the past five decades, Western authors have generally followed a standard narrative of the siege of Dien Bien Phu, depicting the Viet Minh besiegers as a faceless horde which overwhelmed the intrepid garrison by sheer weight of numbers, superior firepower, and logistics. However, a wealth of new Vietnamese-language sources tell a very different story, revealing for the first time the true Viet Minh order of battle and the details of the severe logistical constraints within which the besiegers had to operate.

Using these sources, complemented by interviews with French veterans and research in the French Army and French Foreign Legion archives, this book, now publishing in paperback, provides a new telling of the climactic battle in the Indochina War, the conflict that set the stage for the Vietnam War a decade later.

[The Gathering Dark](#) Abrams

Hunted across the True Sea and haunted by the lives she took on the Fold, Alina must try to make a life with Mal in an unfamiliar land, all while keeping her identity as the Sun Summoner a secret. This edition of the second novel of the Grisha Trilogy the follow-up to the "New York Times" bestseller "Shadow and Bone" includes bonus content.

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