

A Joust Of Knights The Sorcerers Ring 16 Morgan Rice

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Revenge of the Red Knight Cardboard Box Adventures

"A world made by the Eight Creators on which to play out their games of passion and power, Paradise is a sprawling, diverse, often brutal place. Men and women live on Paradise as do dogs, cats, ferrets, goats, and horses. But dinosaurs predominate: wildlife, monsters, beasts of burden--and of war"--Amazon.com.

The Gift of Battle (Book #17 in the Sorcerer's Ring) Encyclopaedia Britannica

After he escapes from the dungeon, Thor is horrified to learn of another assassination attempt on King MacGil. When MacGil dies, the kingdom is set into turmoil. As everyone vies for the throne, King's Court is more rife than ever with its family dramas, power struggles, ambitions, jealousy, violence and betrayal. An heir must be chosen from among the children, and the ancient Dynasty Sword, the source of all their power, will have a chance to be wielded by someone new. But all this might be upended: the murder weapon is recovered, and the noose tightens on finding the assassin. Simultaneously, the MacGils face a new threat by the McClouds, who are set to attack again from within the Ring. Thor fights to win back Gwendolyn's love, but there may not be time: he is told to pack up, to prepare with his brothers in arms for The Hundred, a hundred grueling days of hell that all Legion members must survive. The Legion will have to cross the Canyon, beyond the protection of the Ring, into the Wilds, and set sail across the Tartuvian Sea for the Isle of Mist, said to be patrolled by a dragon, for their initiation into manhood. Will they make it back? Will the Ring survive in their absence? And will Thor finally learn the secret of his destiny? With its sophisticated world-building and characterization, A MARCH OF KINGS is an epic tale of friends and lovers, of rivals and suitors, of knights and dragons, of intrigues and political machinations, of coming of age, of broken hearts, of deception, ambition and betrayal. It is a tale of honor and courage, of fate and destiny, of sorcery. It is a fantasy that brings us into a world we will never forget, and which will appeal to all ages and genders. It is 60,000 words. Book #3 in the series will be published soon.

At the Joust Deeds of Arms Series

Fresh insights into the development of the tournament as an opportunity for social display.

Jousting in Medieval and Renaissance Iberia Royal Armouries

Jousting is the most iconic form of mounted combat. For more than five hundred years, the sport itself, and the chivalric culture that surrounded it, took on almost mythical qualities. Here,

Tobias Capwell explains the glitz and glamour of a sport that attracted enormous popular audiences throughout the Middle Ages and the Renaissance. Though he deals almost exclusively with weapons and warriors, Capwell tells a story not of war and destruction, but of pageantry and valor. This is the story of the armor of peace.

The Red Knight Scholastic Inc.

Read About Knights, The Fierce Warriors Of Medieval Times In This Graphic Illustrated Book.

Medieval Jousts and Tournaments Red Fox

From Morgan Rice, #1 Bestselling author of THE VAMPIRE JOURNALS, comes the first book in a new trilogy of dystopian fiction. New York. 2120. American has been decimated, wiped out from the second Civil War. In this post-apocalyptic world, survivors are far and few between. And most of those who do survive are members of the violent gangs, predators who live in the big cities. They patrol the countryside looking for slaves, for fresh victims to bring back into the city for their favorite death sport: Arena One. The death stadium where opponents are made to fight to the death, in the most barbaric of ways. There is only one rule to the arena: no one survives. Ever. Deep in the wilderness, high up in the Catskill Mountains, 17 year old Brooke Moore manages to survive, hiding out with her younger sister, Bree. They are careful to avoid the gangs of slaverunners who patrol the countryside. But one day, Brooke is not as careful as she can be, and Bree is captured. The slaverunners take her away, heading to the city, and to what will be a certain death. Brooke, a Marine's daughter, was raised to be tough, to never back down from a fight. When her sister is taken, Brooke mobilizes, uses everything at her disposal to chase down the slaverunners and get her sister back. Along the way she runs into Ben, 17, another survivor like her, whose brother was taken. Together, they team up on their rescue mission. What follows is a post-apocalyptic, action-packed thriller, as the two of them pursue the slaverunners on the most dangerous ride of their lives, following them deep into the heart of New York. Along the way, if they are to survive, they will have to make some of the hardest choices and sacrifices of their lives, encountering obstacles neither of them had expected—including their unexpected feelings for each other. Will they rescue their siblings? Will they make it back? And will they, themselves, have to fight in the arena? ARENA ONE is Book #1 in the Survival Trilogy, and is 85,000 words.

Joust of Honor Morgan Rice

On the great influence of a valiant lord: "The companions, who see that good warriors are honored by the great lords for their prowess, become more determined to attain this level of prowess." On the lady who sees her knight honored: "All of this makes the noble lady rejoice greatly within herself at the

fact that she has set her mind and heart on loving and helping to make such a good knight or good man-at-arms." On the worthiest amusements: "The best pastime of all is to be often in good company, far from unworthy men and from unworthy activities from which no good can come." Enter the real world of knights and their code of ethics and behavior. Read how an aspiring knight of the fourteenth century would conduct himself and learn what he would have needed to know when traveling, fighting, appearing in court, and engaging fellow knights. Composed at the height of the Hundred Years War by Geoffroi de Charny, one of the most respected knights of his age, *A Knight's Own Book of Chivalry* was designed as a guide for members of the Company of the Star, an order created by Jean II of France in 1352 to rival the English Order of the Garter. This is the most authentic and complete manual on the day-to-day life of the knight that has survived the centuries, and this edition contains a specially commissioned introduction from historian Richard W. Kaeuper that gives the history of both the book and its author, who, among his other achievements, was the original owner of the Shroud of Turin.

Hard Day's Knight Turner Publishing Company

Gallop into battle with Duke Godfrey of Bouillon, the courtly knight who led the armies of Christendom in the first Crusade, and watch in horror as he carries out one of the most brutal massacres in history. To preserve his life and honor on the chaotic battlefields of the Middle Ages, the knight required weapons and equipment of the very highest quality. You'll find detailed descriptions of medieval weapons and the technology that produced them, trace the many changes and innovations in body armor through the centuries, and discover surprising facts about the legendary war horses of the era. You'll also take an intriguing tour of the medieval castle; discover its multiple functions; and examine the advances in both castle building and siegecraft that continued throughout the era.

My Noble Knight Simon and Schuster

Explains the origin of tournaments and jousts, who participated and why they were so popular.

A Joust of Knights (Book #16 in the *Sorcerer's Ring*) Charlesbridge Publishing
All the thrills, spectacle, and excitement of tournament life in 43 realistic drawings: a free-for-all on an open battlefield, a dying knight receiving last rites, much more.

Knights Macmillan

Fairy tales were never this tough. Men in Tights never looked so good. At least that's Pepper Marsh's first impression when she attends the International Jousting Competition at London, Ontario's Renaissance Faire. An unemployed and unattached software engineer, Pepper has had enough of the computer geeks in her dating pool. She yearns for a man of yore. A man not afraid to stare death in the face and laugh at it. A man with a big lance.... Pepper's cousin promised to find her a knight in shining armor, on the condition that Pepper walk around in wench get-up. With her mind on her embarrassingly revealing bustier, Pepper promptly steps into the path of an oncoming steed...and is rescued by sexy Englishman Walker McPhail. Once the wild man of jousting, Walker has let a brush with death keep him out of the ring. Though his emotions are clad in an almost impenetrable armor, Pepper finds Walker infuriatingly sexy—and is about to go medieval on his heart...

The Making of a Knight Carson-Dellosa Publishing

Based on close reading of original sources, Fallows (Spanish, U. of Georgia) offers a detailed reconstruction of the history and practice of jousting, detailing techniques and injuries, styles of fighting, and all the parts of the arms and armor used, with frequent citing of original descriptions. As is typical for this publisher, the volume is beautifully produced, printed on good stock and well-illustrated with color and b&w plates. Notable is the inclusion of three 15th- and 16th-century jousting manuals, presented in full in side-by-side English and Spanish translation. A glossary and bibliography are provided. The Boydell Press is an imprint of Boydell & Brewer. Annotation ©2011 Book News, Inc., Portland, OR (booknews.com).

Knights Morgan Rice

"THE SORCERER'S RING has all the ingredients for an instant success: plots, counterplots, mystery, valiant knights, and blossoming relationships replete with broken hearts, deception and betrayal. It will keep you entertained for hours, and will satisfy all ages. Recommended for the permanent library of all fantasy readers." —Books and Movie Reviews, Roberto Mattos (regarding *A Quest of Heroes*) "[An] entertaining epic fantasy." —Kirkus Reviews (regarding *A Quest of Heroes*) "The beginnings of something remarkable are there." —San Francisco Book Review (regarding *A Quest of Heroes*) *A JOUST OF KNIGHTS* is Book #16 in the Bestselling series *THE SORCERER'S RING*, which begins with *A QUEST OF HEROES* (book #1)—a free download with over 500 five star reviews on Amazon! In *A JOUST OF KNIGHTS*, Thorgrin and his brothers follow Guwayne's trail at sea, pursuing him to the Isle of Light. But as they reach the ravaged isle and the dying Ragon, all may be just too late. Darius finds himself brought to the Empire capital, and to the greatest arena of them all. He is trained by a mysterious man who is determined to forge him into a warrior, and to help him survive the impossible. But the capital arena is unlike anything Darius has seen, and its formidable foes may be too intense for even he to conquer. Gwendolyn is pulled into the heart of the family dynamics of the royal court of the Ridge, as the King and Queen beg her for a favor. On a quest to unearth secrets that can change the very future of the Ridge and save Thorgrin and Guwayne, Gwen is shocked by what she discovers as she digs too deep. Erec and Alistair's bonds deepen as they sail further upriver, into the heart of the Empire, determined to find Volusia and save Gwendolyn—while Godfrey and his crew wreak havoc within Volusia, determined to avenge their friends. And Volusia herself learns what it means to rule the Empire, as she finds her precarious capital embattled from all sides. With its sophisticated world-building and characterization, *A JOUST OF KNIGHTS* is an epic tale of friends and lovers, of rivals and suitors, of knights and dragons, of intrigues and political machinations, of coming of age, of broken hearts, of deception, ambition and betrayal. It is a tale of honor and courage, of fate and destiny, of sorcery. It is a fantasy that brings us into a world we will never forget, and which will appeal to all ages and genders. *THE GIFT OF BATTLE* (BOOK #17 IN *THE SORCERER'S RING*), the finale of the *Sorcerer's Ring*, is now also available! And book #1 in Morgan Rice's new epic fantasy series, *RISE OF THE DRAGONS* (*KINGS AND SORCERERS*--BOOK 1), is now available! "A spirited fantasyOnly the beginning of what promises to be an epic young adult series." —Midwest Book Review (regarding *A Quest of Heroes*)

The Dinosaur Lords Hal Leonard Corporation

Miles Cameron weaves an epic tale of magic and mercenaries, war and depravity, politics and intrigue in this action-packed debut fantasy *The Red Knight*. Twenty eight florins a month is a huge price to pay, for a man to stand between you and the Wild. Twenty eight florins a month is nowhere near enough when a wyvern's jaws snap shut on your helmet in the hot stink of battle, and the beast starts to rip the head from your shoulders. But if standing and fighting is hard, leading a company of men -- or worse, a company of mercenaries -- against the smart, deadly creatures of the Wild is even harder. It takes all the advantages of birth, training, and the luck of the devil to do it. The Red Knight has all three, he has youth on his side, and he's determined to turn a profit. So when he hires his company out to protect an Abbess and her nunnery, it's just another job. The abby is rich, the nuns are pretty and the monster preying on them is nothing he can't deal with. Only it's not just a job. It's going to be a war. . . If you're a fan of Mark Lawrence, John Gwynne, or Brian McClellan you won't want to miss out on this intricate, epic debut fantasy.

A Knight's Own Book of Chivalry Courier Corporation

The Renaissance is best known as an age of artists - Michelangelo, da Vinci, Titian and Holbein - but it is also the age of the noble patrons who challenged their painters and sculptors to create great art. These patrons were knights, military leaders and jousters. They played a central role in the story of another great Renaissance story, that of the armourer. 0Here, Tobias Capwell continues his history of jousting seen through surviving artefacts in the collection of the Royal Armouries. He reveals how the jousts and tournaments of the Renaissance transported knightly combat into a kind of performance art, with demonstrations of aristocratic skill and nerve, of superhuman strength and superlative horsemanship - and of cutting-edge equipment.

Igraine the Brave Morgan Rice

One of the earliest great stories of English literature after *Beowulf*, *Sir Gawain* is the strange tale of a green knight on a green horse, who rudely interrupts King Arthur's Round Table festivities one Yuletide, challenging the knights to a wager. Simon Armitage, one of Britain's leading poets, has produced an inventive and groundbreaking translation that "helps] liberate *Gawain* from academia" (*Sunday Telegraph*).

Tournaments John Wiley & Sons

Presents sound effects, textual explanations, and detailed pop-up illustrations of such medieval scenes as a hectic battlefield, a busy courtyard, a rich feast, an exciting joust, and a dramatic siege.

Joust! Tyndale House Publishers, Inc.

Over 1 million sold in series! In this Imagination Station adventure, Patrick and Beth find themselves as guests in a beautiful castle in 15th-century England. Through a series of events, the steward of Lord Darkthorn's castle finds the cousins with three artifacts collected in their previous adventures: the stone, the cup, and the golden tablet. They are accused of being thieves and locked in jail. Beth escapes and discovers the identity of the real thief, leading to a jousting contest with a surprising

outcome. Set during the War of the Roses in England, *Revenge of the Red Knight* will teach readers about the Crusades, the integrity of knights and the vows they took, and why men would choose to risk their lives to fight for Christianity.

Sorcerer's Ring Bundle (Books 16 and 17) Keeper Shelf Books

Written by the King of Portugal-a renowned master horseman, hunter and joustier-and dedicated to his queen-this amazing book examines the knightly art of horsemanship, is a unique glimpse into the world of medieval equitation, hunting and knightly combat with the lance and sword. No where else in literature are details of historical jousting technique offered. Interwoven with this advice the Portuguese king reveals a keen sense of character as he examines the knight's soul during the frightening moments on unruly mounts and under the crushing impact of a of a heavy lance during the joust, when knights thundered against one another to earn renown and prestige. At this moment, he says, there is no hiding from one's self, and in this and other tests is a knight's mettle truly tested. Bem Cavalgar an important work on techniques surrounding the equestrian arts of the 15th century, and is a critically important work of chivalric literature, a knightly handbook that must stand with Geoffrey de Charny's *Book of Chivalry* or Ramon Lull's *Book of Knighthood and Chivalry*.

Arms and Armour of the Medieval Joust Troubador Publishing Ltd

Layne Fletcher, the only girl in a family of three boys, has grown up learning to use a sword and joust. When her brother is found unconscious before an important tournament, Layne takes his place on the jousting field against Griffin Wolfe, the undefeated jousting champion. When he is unhorsed by a slip of a woman who is not a knight, he demands retribution. A medieval romance novel