

A Joust Of Knights The Sorcerers Ring 16 Morgan Rice

Jousting in Medieval and Renaissance IberiaParzivalA Dream of Mortals (Book #15 in the Sorcerer's Ring)King Arthur and the Knights of the Round TableA Quest of Heroes (Book #1 in the Sorcerer's Ring)The History of the Renowned Prince ArthurThe School Arts MagazineAt the JoustOutlines of Ancient and Modern HistoryThe Last KnightMedieval and Modern HistoryDid Castles Have Bathrooms?Kingdoms of Legend: Knights of FranceThe History of ChivalryThe Life of a KnightA Joust of Knights (Book #16 in the Sorcerer's Ring)Notes on Duels and DuellingThe New American CyclopaediaWar and ConflictThe Romance of King Arthur and His Knights of the Round TableKnightLancelot-Grail: The post-Vulgate Quest for the Holy Grail & the post-Vulgate Death of ArthurThe History of Chivalry; Or, Knighthood and Its TimesLogs for the Christmas fire, by J. Harris, H. J. Hatch, and J. F. T. WisemanWhen Knights Were BoldFrank Leslie's New Family MagazineGroovy Tubes: Knights and CastlesJoust of HonorThe Age of ChivalryThe Dukery RecordsEarly European HistoryNotes on Duels and Duelling Third editionTurned (Book #1 in the Vampire Journals)Roland Wright: At the JoustThe Gift of Battle (Book #17 in the Sorcerer's Ring)PerceforestThe World Displayed, in Its History and GeographyAn Oath of Brothers (Book #14 in the Sorcerer's Ring)Collections for a History of StaffordshireThe Readable Dictionary

Jousting in Medieval and Renaissance Iberia

Parzival

A Dream of Mortals (Book #15 in the Sorcerer's Ring)

King Arthur and the Knights of the Round Table

Was King Arthur real? How were castles built? Kids learn the answers to these and other questions in this stunning introduction to the world of medieval knights and castles. Includes a 24-page fact book, two classic games with instructions, a reversible game board, and 16 chess pieces. Full color. Pkg. Consumable.

A Quest of Heroes (Book #1 in the Sorcerer's Ring)

The bestselling creators of the Edge Chronicles deliver a second helping of knightly adventures for middle-graders, in which Lance becomes caught in a web of sorcery and secrecy that even he may not be able to untangle. Illustrations.

The History of the Renowned Prince Arthur

The School Arts Magazine

At the Joust

Roland, a scrawny, aspiring knight prone to hiccups, serving as a page in Twofold Castle, attends his first tournament, where knights from near and far take part in a full day of jousting.

Outlines of Ancient and Modern History

The Last Knight

Describes the job requirements, training, physical demands, and daily life of knights.

Medieval and Modern History

Did Castles Have Bathrooms?

This book traces the rise and fall of the joust in Iberia, between the late fourteenth and late sixteenth centuries, when it was supplanted by the more innocuous cane game and the spectacle of the bull-run. It focuses on three jousting treatises written by practising champions at the time: Ponc de Menaguerra's *Lo Cavaller* ('The Knight', 1493); Juan Quijada de Reayo's *Doctrina del arte de la cavalleria* ('Doctrine of the Art of Chivalry', 1548); and Luiz Zapata's *Del Justador* ('Of the Jousting', c.1589-93). It presents editions, with the first English translation, of these important texts, together with introductions and analytical study; there are also chapters on the arms and armour of the joust. It is richly illustrated with nearly 200 colour and black and white illustrations, many never previously published, which illuminate the sometimes complex technical terminology used by these authors, and provide further evidence of how weapons and armour were actually used. Noel Fallows is Professor of Spanish and Associate Dean, University of Georgia.

Kingdoms of Legend: Knights of France

The History of Chivalry

The Life of a Knight

Discusses the way war has been portrayed in painting, statuary, photography, film, music, and poetry.

A Joust of Knights (Book #16 in the Sorcerer's Ring)

Notes on Duels and Duelling

The New American Cyclopaedia

War and Conflict

“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) THE GIFT OF BATTLE (Book #17) is the finale of the Bestselling series THE SORCERER’S RING, which begins with A QUEST OF HEROES (book #1)—a free download on Google Play! In THE GIFT OF BATTLE, Thor meets his greatest and final challenge, as he quests deeper into the Land of Blood to attempt to rescue Guwayne. Encountering foes more powerful than he ever imagined, Thor soon realizes he is up against an army of darkness, one for which his powers are no match. When he learns a sacred object may give him the powers he needs—an object which has been kept secret for ages—he must embark on a final quest to retrieve it before it is too late, with the fate of the Ring hanging in the balance. Gwendolyn keeps her vow to the King of the Ridge, entering the tower and confronting the cult leader to learn what secret he is hiding. The revelation sends her to Argon, and ultimately to Argon’s master—where she learns the greatest secret of all, one which may alter the destiny of her people. When the Ridge is discovered by the Empire, the invasion begins and, under attack by the greatest army known to man, it falls on Gwendolyn to defend, and to lead her people on one final, mass exodus. Thor’s Legion brothers, on their own, face unimaginable risks, as Angel is dying from her leprosy. Darius fights for his life beside his father in the Empire capital, until a surprise twist prods him, with nothing left to lose, to finally tap his own powers. Erec and Alistair reach Volusia, battling their way upriver, and they continue on their quest for Gwendolyn and the exiles, as they face unexpected battles. And Godfrey realizes that he must ultimately make a decision to be the man he wants to be. Volusia, surrounded by all the power of the Knights of the Seven, must put herself to the test as goddess and discover if she alone has the power to crush men and rule the Empire. While Argon, faced with his end of days, realizes the time has come to sacrifice himself. As good and evil hang in the balance, one final, epic battle—the greatest battle of all—will determine the outcome of the Ring for all time. With its sophisticated world-building and characterization, THE GIFT OF BATTLE 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 is the longest of all the books in the series, at 93,000 words! “Action-packed Rice's writing is solid and the premise intriguing.” —Publishers Weekly (regarding A Quest of Heroes)

The Romance of King Arthur and His Knights of the Round Table

Knights in armor weighed so much that they had to be lifted onto their horses. Medieval barbers doubled as dentists. Robin Hood stole from the rich to give to the poor. You may have heard these common sayings or beliefs before. But are they really true? Can they be proven through research? Let's investigate seventeen statements about the Middle Ages and find out which ones are right, which ones are wrong, and which ones stump even the experts! Find out whether King Arthur really ruled England during the Middle Ages! Discover whether a terrible plague killed millions of people! See if you can tell the difference between fact and fiction with *Is That a Fact?*

Knight

A highly readable version of this remarkable and largely unexplored work.

Lancelot-Grail: The post-Vulgate Quest for the Holy Grail & the post-Vulgate Death of Arthur

“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 DREAM OF MORTALS* is Book #15 in the Bestselling series *THE SORCERER'S RING*, which begins with *A QUEST OF HEROES* (book #1)—a free download! In *A DREAM OF MORTALS*, Thorgrin and his brothers struggle to break free from the grips of the pirates, and to continue their search for Guwayne at sea. As they encounter unexpected friends and foes, magic and weaponry, dragons and men, it will change the very course of their destiny. Will they finally find Guwayne? Darius and his few friends survive the massacre of their people—but only to find that they are captives, thrown into the Empire Arena. Shackled together, facing unimaginable opponents, their only hope for survival is to stand and fight together, as brothers. Gwendolyn wakes from her slumber to discover that she and the others have survived their trek across the Great Waste—and even more shocking, that they have come to a land beyond their wildest imagination. As they are brought into a new royal court, the secrets Gwendolyn learns about her ancestors and her own people will change her destiny forever. Erec and Alistair, still captive at sea, struggle to break free from the grips of the Empire fleet in a bold and daring nighttime escape. When odds seem at their worst, they receive an unexpected surprise that might just give them a second chance for victory—and another chance to continue their attack on the heart of the Empire. Godfrey and his crew, imprisoned once again, set to be executed, have one last chance to try to escape. After being betrayed, they want more than escape this time—they want vengeance. Volusia is surrounded on all sides as she strives to take and hold the Empire capital—and she will have to summon a more

powerful magic than she's ever known if she is to prove herself a Goddess, and become Supreme Ruler of the Empire. Once again, the fate of the Empire hangs in the balance. With its sophisticated world-building and characterization, A DREAM OF MORTALS 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. Book #16 in the series--A JOUST OF KNIGHTS--is now also available! "A spirited fantasyOnly the beginning of what promises to be an epic young adult series." —Midwest Book Review (regarding A Quest of Heroes) "A quick and easy read...you have to read what happens next and you don't want to put it down." —FantasyOnline.net (regarding A Quest of Heroes) "Action-packed Rice's writing is solid and the premise intriguing." —Publishers Weekly (regarding A Quest of Heroes)

The History of Chivalry; Or, Knighthood and Its Times

Logs for the Christmas fire, by J. Harris, H. J. Hatch, and J. F. T. Wiseman

When Knights Were Bold

"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 AN OATH OF BROTHERS is Book #14 in the Bestselling series THE SORCERER'S RING, which begins with A QUEST OF HEROES (book #1)—a free download on Google Play! In AN OATH OF BROTHERS, Thorgrin and his brothers emerge from the land of the dead, more driven than ever to find Guwayne, and set sail across a hostile sea, leading them to places beyond their wildest dreams. As they come ever-closer to finding Guwayne, they also encounter obstacles unlike ever before, obstacles which will test them to their very limits, which will call on all their training and force them to stand together as one, as brothers. Darius stands up to the Empire, boldly freeing one slave village after the next, amassing an army, as others rally to his cause. Facing off against fortified cities, against an army a thousand times his size, he summons all of his instincts and courage, determined to survive, determined to win, to strive for freedom at any cost, even at the cost of his life. Gwendolyn, with no other choice, leads her people into the Great Waste, deeper into the Empire than anyone has ever journeyed, on a quest to find the legendary Second Ring—the last hope for the survival of her people, and the last hope for Darius. Yet along the way she will encounter horrific monsters, worse landscapes, and an insurrection from amidst her own people that even she may not be able to stop. Erec and Alistair sail for the Empire to save their people, and along the way stop at hidden islands, determined to raise an army—even if it means dealing with mercenaries of questionable repute. Godfrey finds himself deep inside the city of Volusia and deep

in trouble as his plan goes from bad to worse. Imprisoned, set to be executed, finally, even he can see no way out. Volusia forges a pact with the darkest of sorcerers, and driven to even greater heights, she continues her ascent, conquering all who stand in her way. More powerful than ever, she will take her war all the way to the steps of the Empire Capital—until she is up against the entire Empire army, an army that dwarfs even her own, setting the stage for an epic battle. Will Thorgrin find Guwayne? Will Gwendolyn and her people survive? Will Godfrey escape? Will Erec and Alistair reach the Empire? Will Volusia become the next Empress? Will Darius lead his people to victory? With its sophisticated world-building and characterization, AN OATH OF BROTHERS 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. “[An] entertaining epic fantasy.” —Kirkus Reviews “Action-packed Rice's writing is solid and the premise intriguing.” --Publishers Weekly “The beginnings of something remarkable are there.” --San Francisco Book Review “A spirited fantasyOnly the beginning of what promises to be an epic young adult series.” --Midwest Book Review “A quick and easy read...you have to read what happens next and you don't want to put it down.” --FantasyOnline.net)

Frank Leslie's New Family Magazine

Describes the duties and privileges of a medieval knight in warfare and in service to a lord, and explores aspects of daily life such as clothing, apprenticeship, heraldry, and obedience to the chivalric code.

Groovy Tubes: Knights and Castles

Joust of Honor

The Age of Chivalry

The Dukery Records

Roland Wright has been a page at Twofold Castle for just a month and already he has impressed the King's bravest knights. Now Roland is off to his first tournament, where knights from near and far take part in a full day of jousting. He's only meant to be watching. But when the fearsome Little Douglas, a young page from another castle, throws down a challenge, things get serious. All too quickly, Roland is thrust into the action. It's all he can do to just stay on his feet. . . . From the Trade Paperback edition.

Early European History

“A breathtaking new epic fantasy series. Morgan Rice does it again! This magical

saga reminds me of the best of J.K. Rowling, George R.R. Martin, Rick Riordan, Christopher Paolini and J.R.R. Tolkien. I couldn't put it down!" --Allegra Skye, Bestselling author of *SAVED* From #1 Bestselling author Morgan Rice comes the debut of a dazzling new fantasy series. *A QUEST OF HEROES (BOOK #1 IN THE SORCERER'S RING)* revolves around the epic coming of age story of one special boy, a 14 year old from a small village on the outskirts of the Kingdom of the Ring. The youngest of four, the least favorite of his father, hated by his brothers, Thorgrin senses he is different from the others. He dreams of becoming a great warrior, of joining the King's men and protecting the Ring from the hordes of creatures on the other side of the Canyon. When he comes of age and is forbidden by his father to try out for the King's Legion, he refuses to take no for an answer: he journeys out on his own, determined to force his way into King's Court and be taken seriously. But King's Court is rife with its own family dramas, power struggles, ambitions, jealousy, violence and betrayal. King MacGil must choose an heir from amongst his children, and the ancient Dynasty Sword, the source of all their power, still sits untouched, waiting for the chosen one to arrive. Thorgrin arrives as an outsider and battles to be accepted, and to join the King's Legion. Thorgrin comes to learn he has mysterious powers he does not understand, that he has a special gift, and a special destiny. Against all odds he falls in love with the king's daughter, and as their forbidden relationship blossoms, he discovers he has powerful rivals. As he struggles to make sense of his powers, the king's sorcerer takes him under his wing and tells him of a mother he never knew, in a land far away, beyond the Canyon, beyond even the land of the Dragons. Before Thorgrin can venture out and become the warrior he yearns to be, he must complete his training. But this may be cut short, as he finds himself propelled into the center of royal plots and counterplots, ones that may threaten his love and bring him down—and the entire kingdom with him. With its sophisticated world-building and characterization, *A QUEST OF HEROES* 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 82,000 words. Book #2 in the series, *A MARCH OF KINGS*, is now available, too. "Grabbed my attention from the beginning and did not let go. This story is an amazing adventure that is fast paced and action packed from the very beginning. There is not a dull moment to be found." --Paranormal Romance Guild {regarding *Turned*} "Jam packed with action, romance, adventure, and suspense. Get your hands on this one and fall in love all over again." --vampirebooksite.com (regarding *Turned*) "A great plot, and this especially was the kind of book you will have trouble putting down at night. The ending was a cliffhanger that was so spectacular that you will immediately want to buy the next book, just to see what happens." --The Dallas Examiner {regarding *Loved*}

Notes on Duels and Duelling Third edition

Maximilian I (1459–1519) skillfully crafted a public persona and personal mythology that eventually earned him the romantic sobriquet "Last Knight." From the time he became duke of Burgundy at the age of eighteen until his death, his passion for the trappings and ideals of knighthood served his worldly ambitions, imaginative strategies, and resolute efforts to forge a legacy. A master of self-

promotion, he ordered exceptional armor from the most celebrated armorers in Europe, as well as heroic autobiographical epics and lavish designs for prints. Indeed, Maximilian's quest to secure his memory and expand his sphere of influence, despite chronic shortages of funds that left many of his most ambitious projects unfinished, was indomitable. Coinciding with the 500th anniversary of Maximilian's death, this catalogue is the first to examine the masterworks that he commissioned, revealing how art and armor contributed to the construction of Maximilian's identity and aspirations, and to the politics of Europe at the dawn of the Renaissance. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 14.0px Verdana}

Turned (Book #1 in the Vampire Journals)

Describes the customs of feudalism and knighthood as well as life in the castles, manors, monasteries, and towns of the middle ages. Grades 5-8.

Roland Wright: At the Joust

"A book to rival TWILIGHT and VAMPIRE DIARIES, and one that will have you wanting to keep reading until the very last page! If you are into adventure, love and vampires this book is the one for you!" --Vampirebooksite.com (Turned) The #1 Bestselling series! THE VAMPIRE JOURNALS, comprising 11 books, tells the story of 18 year old Caitlin Paine, who finds herself uprooted from her nice suburb and forced to attend a dangerous New York City high school when her Mom moves again. Before her new romance can blossom, Caitlin suddenly finds herself changing, into something she does not understand. A love between the races will risk both of their lives, and will force them to decide whether to risk it all for each other

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

"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)

Perceforest

The World Displayed, in Its History and Geography

An Oath of Brothers (Book #14 in the Sorcerer's Ring)

Parts one and two of Lancelot cover Lancelot's boyhood and his admission to Arthur's court, where he falls immediately in love with Guenevere. The adventures and quests which follow, including his friendship with the tragic Galehaut, take us to the point where he becomes a companion of the Round Table. --Book Jacket.

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