

Reign Of Iron The Iron Age Trilogy

LEADERS ARE FORGED IN THE FIRES OF WAR Iron Age warriors Dug and Lova captured Maidun castle and freed its slaves. But now they have conquered it, they must defend it. A Roman invasion is coming from Gaul, but rather than uniting to protect their home, the British tribes battle each other - and see Maidun as an easy target. Meanwhile, Lova's spies infiltrate Gaul, discovering the Romans have recruited bloodthirsty British druids, and Maidunite Ragnall finds his loyalties torn when he meets Rome's charismatic general, Julius Caesar. War is coming. Who will pay its price? For more epic action from Angus Watson, check out: West of West Trilogy You Die When You Die The Land you Never Leave Where Gods Fear to Go The Iron Age Trilogy Age of Iron Clash of Iron Reign of Iron

Going to the Fae plane against Jared's orders has cost Mina dearly. Her decision haunts her as a new danger surfaces back on the human plane. The Grimms are fading from existence. To save her family's future, Mina Grime will have to travel to the past with the help of her Fae Godmother and a pair of magic shoes. She must go to the Story's very beginning, to the days before the dark prince's reign. But can she finish her quest before her time runs out, or will she be trapped in the past forever?

Iron Man finds himself marooned in a small colony on a remote planet! Life here seems perfect...but who's pulling the strings behind its delicate design? As Tony digs deeper for answers, a message from home warns him that Korvac is still a threat...but recovering from his many recent injuries means pain medication. Will Tony succumb to the temptation that has plagued him for years? Either way, Iron Man will soon face a cosmic showdown on the deck of Galactus' worldship. And if he manages to survive unscathed, he must battle Korvac's zealous and powerful disciples: the Controller, the Unicorn, Blizzard -- and a robotically enslaved Original Human Torch! Tony sure could use some friends right about now... COLLECTING: Iron Man (2020) 12-16

In this vivid fifty-year history of Germany from 1871-1918—which inspired events that forever changed the European continent—here is the story of the Second Reich from its violent beginnings and rise to power to its calamitous defeat in the First World War. Before 1871, Germany was not yet nation but simply an idea. Its founder, Otto von Bismarck, had a formidable task at hand. How would he bring thirty-nine individual states under the yoke of a single Kaiser? How would he convince proud Prussians, Bavarians, and Rhinelanders to become Germans? Once united, could the young European nation wield enough power to rival the empires of Britain and France—all without destroying itself in the process? In this unique study of five decades that changed the course of modern history, Katja Hoyer tells the story of the German Empire from its violent beginnings to its calamitous defeat in the First World War. This often startling

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narrative is a dramatic tale of national self-discovery, social upheaval, and realpolitik that ended, as it started, in blood and iron.

Edwards contends that Afghanistan's troubles derive less from foreign forces and the ideological divisions between groups than they do from the moral incoherence of Afghanistan itself.

As two lethal elemental gods set out to destroy Mytica, sworn enemies must become allies in the final fight to save the kingdoms in the thrilling conclusion to the Falling Kingdoms series by "New York Times"-bestselling author Rhodes. A one-of-a-kind kung-fu action epic directed by the inimitable Kaare Andrews! Danny Rand, Iron Fist, is haunted by the consequences of choosing death over life. But when he receives a message from his mystical homeland of K'un-Lun, he must return and relive his blood-soaked origin of betrayal and vengeance! The mystical city will be reduced to ruins, while Rand Tower will face a hostile takeover -very hostile! With the wolves at the door, and the villain behind it all terribly close to Danny's heart, will he be broken beyond repair? Or can he summon up the will to once again render his shattered hands like unto fists of iron? COLLECTING: IRON FIST: THE LIVING WEAPON 1-12

Nobel Laureate and two-time Booker prize-winning author of Disgrace and The Life and Times of Michael K, J. M. Coetzee tells the remarkable story of a nation gripped in brutal apartheid in his Sunday Express Book of the Year award-winner Age of Iron. In Cape Town, South Africa, an elderly classics professor writes a letter to her distant daughter, recounting the strange and disturbing events of her dying days. She has been opposed to the lies and the brutality of apartheid all her life, but now she finds herself coming face to face with its true horrors: the hounding by the police of her servant's son, the burning of a nearby black township, the murder by security forces of a teenage activist who seeks refuge in her house. Through it all, her only companion, the only person to whom she can confess her mounting anger and despair, is a homeless man who one day appears on her doorstep. In Age of Iron, J. M. Coetzee brings his searing insight and masterful control of language to bear on one of the darkest episodes of our times. 'Quite simply a magnificent and unforgettable work' Daily Telegraph 'A superbly realized novel whose truth cuts to the bone' The New York Times 'A remarkable work by a brilliant writer' Wall Street Journal South African author J. M. Coetzee was awarded the Nobel Prize for Literature in 2003 and was the first author to win the Booker Prize twice for his novels Disgrace and The Life and Times of Michael K. His novel, Foe, an exquisite reinvention of the story of Robinson Crusoe is also available in Penguin paperback.

Director Walt Becker (Van Wilder, Wild Hogs) makes his graphic novel debut with his sci-fi/fantasy tale of knights in a post-apocalyptic future! The world has been twisted into a rusting and forgotten dystopia - and a new type of knight rises from the ashes to make order out of chaos! Scripted by Michael Alan Nelson, the fan-favorite writer of Fall of Cthulhu. Cover by Warhammer artist Karl Richardson.

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Thalia knows three things; Her first name. That she barely escaped the clutches of the Septori with the help of a mysterious stranger. And that her run in with the Septori's iron butterfly machine did something to her. It changed her into something neither fully human nor Denai. Fearing her inner darkness and seeking answers to her past, Thalia finds refuge as a servant at the Citadel in Calandry, a school for the gifted Denai. When strange powers awaken within her she is forced to pretend to be one of them and goes from being a servant to student overnight. Her life becomes even more complicated when the handsome stranger who saved her from the Septori becomes her new fighting instructor. Thalia knows that the Septori are still looking for her, and they will stop at nothing to get her back. Dead or alive

In debut author Gwendolyn Clare's thrilling Ink, Iron, and Glass, worlds collide as Elsa unveils a deep political conspiracy seeking to unlock the most dangerous weapon ever created—and only she can stop it. Can she write a world gone wrong? A certain pen, a certain book, and a certain person can craft entirely new worlds through a branch of science called scriptology. Elsa comes from one such world that was written into creation, where her mother—a noted scriptologist—constantly alters and expands their reality. But when her home is attacked and her mother kidnapped, Elsa is forced to cross into the real world and use her own scriptology gifts to find her. In an alternative Victorian Italy, Elsa finds a secret society of young scientists with a gift for mechanics, alchemy, or scriptology—and meets Leo, a gorgeous mechanist with a smart mouth and tragic past. She recruits the help of these fellow geniuses just as an assassin arrives on their doorstep. An Imprint Book “The novel samples historical figures the way a hip-hop album might sample a classic riff: it opens a window to European history, lets in fresh air, and sends facts flying... This novel is a source of serious fun.” —School Library Journal (starred review) “This debut novel is fully realized steampunk-fantasy, offering an alternate history that deftly and creatively adopts the politics of 19th-century Italy to create a compellingly unique world.... Exciting and original.” —Kirkus (starred review) “Clare's debut is built upon an intriguing premise... A solid series starter featuring a competent, flawed heroine that's built for sf fans.” —Booklist “There's much more to uncover in the political machinations of each world, and a gasp-worthy ending ensures a sequel.” —BCCB

Master storyteller Howard Pyle at his best, incorporating fascinating historical information about life in a medieval castle, knighthood, and chivalry into the fast-moving and entertaining story of young Myles Falworth's fight to restore his family's rights and good name.

The David Gemmell Award-shortlisted author of Age of Iron returns with the second book in his epic West of West trilogy, in which a mismatched group of refugees must battle animals and monsters, an unforgiving land and each other as they cross a continent to fulfill a prophecy. Welcome to the Badlands... Newly and uneasily allied, two tribes from different worlds set off across the Ocean of Grass. Their mission is to fulfill a prophecy and take Ottar the Moaner west of west, to save mankind. In their way are the denizens of the Badlands, the most terrifying and powerful collection of murderers and monsters the world has ever seen. West of West You Die When You Die The Land You Never Leave For more from Angus Watson, check out: Iron Age Age of Iron Clash of Iron Reign of Iron

In the bloodiest conflict Europe had ever experienced, Amalia Elisabeth fought to save her tiny German state, her Calvinist church, and her children's inheritance. Tryntje Helfferich reveals how this embattled ruler used diplomacy to play the European powers against one another, while raising one of the continent's most effective fighting forces.

Following Queen Lyric's daring sacrifice, darkness reigns in the Seelie Realm. Despite the investigation of the Seelie Realm Tribunal, Alena maintains control of Winter while Ivy prepares herself for battle in the mortal realm. With Lochlan's help, Ivy will train to control her magic and her emotions, along with other skills required of a Winter queen. But with Bear's recent marriage to Slaine, keeping her heart in check could be the most challenging obstacle of all. With alliances forged, protections granted, and promises made, Ivy finds herself the leader of a

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rebellion with the power to take back the Winter Court and restore balance to the Seelie Realm. But with Bear's status as a new Seelie Prince and marriage to Slaine, Ivy's battle plans could put her at odds with those she loves most. Ivy has vowed to win her kingdom back, but at what cost? Filled with friendship, adventure, and romance, Reign of Darkness is the fourth installment of the best-selling Iron Crown Faerie Tales series. Pre-order your copy today.

The launch of an LGBT fantasy duology that follows a talented necromancer who must face down a deadly nemesis who has learned how to turn her magic into a weapon.

Wicked faeries and fantastic danger... Welcome to book one of the new trilogy in New York Times bestselling author Julie Kagawa's Iron Fey fantasy series, as infamous prankster Puck finally has a chance to tell his story and stand with allies new and old to save Faery and the world. For fans of Holly Black and Cassandra Clare! "YOU MAY HAVE HEARD OF ME..." Robin Goodfellow. Puck. Prankster, joker, raven, fool... King Oberon's right-hand jester from A Midsummer Night's Dream. The legends are many, but the truth will now be known, as Puck finally tells his own story and faces a threat from a time before Faery began. A threat that brings him face-to-face with a new enemy...himself. With the Iron Queen Meghan Chase and her prince consort, Puck's longtime rival Ash, and allies old and new by his side, Puck begins a fantastical and dangerous adventure not to be missed or forgotten. Evenfall is coming, and with it a reckoning that even their combined powers and wits may not vanquish, as a shadow falls over the lands of Faery and the world slips into chaos.

THE IRON FEY: EVENFALL BOOK 1

The truth behind the mystery of European history's most famous prisoner. It is time his story was retold for a new audience.

"An utterly absorbing account of one of history's most momentous battles" (Forbes) that not only changed the Civil War but the future of all sea power—from acclaimed popular historian Richard Snow, who "writes with verve and a keen eye" (The New York Times Book Review). No single sea battle has had more far-reaching consequences than the one fought in Hampton Roads, Virginia, in 1862. The Confederacy, with no fleet of its own, took a radical step to combat the Union blockade, building an iron fort containing ten heavy guns on the hull of a captured Union frigate named the Merrimack. The North got word of the project, and, in panicky desperation, commissioned an eccentric inventor named John Ericsson to build the Monitor, an entirely revolutionary iron warship. Rushed through to completion in just one hundred days, it mounted only two guns, but they were housed in a shot-proof revolving turret. The ship hurried south from Brooklyn, only to arrive to find the Merrimack had already sunk half the Union fleet—and would be back to finish the job. When she returned, the Monitor was there. She fought the Merrimack to a standstill, and, many believe, saved the Union cause. As soon as word of the fight spread, Great Britain—the foremost sea power of the day—ceased work on all wooden ships. A thousand-year-old tradition ended and the naval future opened. Richly illustrated with photos, maps, and

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engravings, Iron Dawn “renders all previous accounts of the encounter between the Monitor and the Merrimack as obsolete as wooden war ships” (The Dallas Morning News). Richard Snow brings to vivid life the tensions of the time in this “lively tale of science, war, and clashing personalities” (The Wall Street Journal).

A group of three young thieves are pulled into a centuries old magical war between ancient beings, mages, and humanity in this wildly original debut epic fantasy. Enter a city of saints and thieves . . . The city of Guerdon stands eternal. A refuge from the war that rages beyond its borders. But in the ancient tunnels deep beneath its streets, a malevolent power has begun to stir. The fate of the city rests in the hands of three thieves. They alone stand against the coming darkness. As conspiracies unfold and secrets are revealed, their friendship will be tested to the limit. If they fail, all will be lost, and the streets of Guerdon will run with blood. The Gutter Prayer is an epic tale of sorcerers and thieves, treachery and revenge, from a remarkable new voice in fantasy.

WARRIOR QUEENS AND ROMAN INVADERS DO BATTLE IN THE FINAL VOLUME OF THIS THRILLING EPIC FANTASY TRILOGY. Caesar's soldiers have murdered, massacred and pillaged their way through Gaul and loom on the far side of the sea, ready to descend upon Britain - with them are an unstoppable legion of men twisted by dark magic. Somehow Queen Lowa must repel the invasion, although her best general is dead and her young druid powerless. She faces impossible odds, but when the alternative is death or slavery, a warrior queen will do whatever it takes to save her people. EVERY EMPIRE HAS ITS DOWNFALL.

At the outbreak of the Civil War, North and South quickly saw the need to develop the latest technology in naval warfare, the ironclad ship. After a year-long scramble to finish first, in a race filled with intrigue and second guessing, blundering and genius, the two ships -- the Monitor and the Merrimack -- after a four-hour battle, ended the three-thousand-year tradition of wooden men-of-war and ushered in "the reign of iron." In the first major work on the subject in thirty-five years, novelist, historian, and tall-ship sailor James L. Nelson, acclaimed author of the Brethren of the Coast trilogy, brilliantly recounts the story of these magnificent ships, the men who built and fought them, and the extraordinary battle that made them legend.

This book pursues an enduring puzzle that has stumped historians for centuries and seduced novelists and filmmakers down to this day. Who was the man who wore an iron mask and was kept in prison for years during the reign of the Sun King, Louis XIV? Paul Sonnino brilliantly traces his decade-long quest to solve the mystery.

In an alternate 1950s, mechanically gifted fifteen-year-old Aoife Grayson, whose family has a history of going mad at sixteen, must leave the totalitarian city of Lovecraft and venture into the world of magic to solve the mystery of her brother's disappearance and the mysteries surrounding her father and the Land of Thorn.

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Chappie is a punked-out teenager rejected by his mother and abusive stepfather. Out of school and in trouble with the police, he drifts through crash pads, dooper squats, and malls until he finally settles in an abandoned school bus with Rose, a seven-year-old child, and I-Man, an exiled Rastafarian who will dramatically change his life. Together they begin an amazing journey...

You die when you die . . . You can't change your fate -- so throw yourself into battle, because you'll either win or wake up drinking mead in the halls of your ancestors. That's what Finn's people believe. But Finn wants to live. When his settlement is massacred by a hostile nation, Finn plus several friends and rivals must make their escape across a brutal, unfamiliar landscape, and to survive, Finn will fight harder than he's ever fought before. The David Gemmell Award-nominated author of Age of Iron returns with You Die When You Die -- an epic fantasy adventure in which a mismatched group of refugees battle animals and monsters, determined assassins, an unforgiving land and each other as they cross a continent to fulfil a prophecy. "I loved every second of it . . . More please, as soon as is humanly possible!" -- The Eloquent Page "Hugely entertaining." -- SFX "A rip-roaring, swiftly paced adventure set in a sprawling and beautifully detailed world . . . sure to win the devotion of plenty of fans." -- RT Book Reviews "The first book in Watson's new fantasy trilogy is raw, violent, and gritty . . . You Die When You Die blurs the lines between hero and villain into who lives and who dies. He who survives another day wins for the moment; tomorrow might be another story." -- Booklist

'The Last Viking is a masterful and pulse-pounding narrative that transports the reader into the middle of the action.' Carl Gnam, Military Heritage Harald Sigurdsson burst into history as a teenaged youth in a Viking battle from which he escaped with little more than his life and a thirst for vengeance. But from these humble origins, he became one of Norway's most legendary kings. The Last Viking is a fast-moving narrative account of the life of King Harald Hardrada, as he journeyed across the medieval world, from the frozen wastelands of the North to the glittering towers of Byzantium and the passions of the Holy Land, until his warrior death on the battlefield in England. Combining Norse sagas, Byzantine accounts, Anglo-Saxon chronicles, and even King Harald's own verse and prose into a single, compelling story, Don Hollway vividly depicts the violence and spectacle of the late Viking era and delves into the dramatic events that brought an end to almost three centuries of Norse conquest and expansion.

Set in the backdrop of France, this novel is one of the masterpieces of Dumas. An intriguing and complex plot captures the life of a Bastille prisoner who is related to the French Royalty. The mysterious events are entangled to create a fast-paced, action-packed novel that also reflects some facts of that era. Captivating!

LEGENDS AREN'T BORN. THEY'RE MADE. Dug Sealskinner is a down-on-his-luck mercenary traveling south to join up with King Zadar's army. But he keeps rescuing the wrong people. First Spring, a child he finds scavenging on the

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battlefield, and then Lova, one of Zadar's most fearsome warriors, who has vowed revenge on the king for her sister's execution. Now Dug's on the wrong side of the thousands-strong army he hoped to join -- and worse, Zadar has bloodthirsty druid magic on his side. All Dug has is his war hammer, one small child, and one unpredictable, highly-trained warrior with a lust for revenge that might get them all killed . . .

"An impressive combination of diligence and verve, deploying Ackerman's deep stores of knowledge as a national security journalist to full effect. The result is a narrative of the last 20 years that is upsetting, discerning and brilliantly argued." —The New York Times "One of the most illuminating books to come out of the Trump era." —New York Magazine

An examination of the profound impact that the War on Terror had in pushing American politics and society in an authoritarian direction For an entire generation, at home and abroad, the United States has waged an endless conflict known as the War on Terror. In addition to multiple ground wars, it has pioneered drone strikes and industrial-scale digital surveillance, as well as detaining people indefinitely and torturing them. These conflicts have yielded neither peace nor victory, but they have transformed America. What began as the persecution of Muslims and immigrants has become a normalized, paranoid feature of American politics and security, expanding the possibilities for applying similar or worse measures against other targets at home. A politically divided country turned the War on Terror into a cultural and then tribal struggle, first on the ideological fringes and ultimately expanding to conquer the Republican Party, often with the timid acquiescence of the Democratic Party. Today's nativist resurgence walked through a door opened by the 9/11 era. *Reign of Terror* will show how these policies created a foundation for American authoritarianism and, though it is not a book about Donald Trump, it will provide a critical explanation of his rise to power and the sources of his political strength. It will show that Barack Obama squandered an opportunity to dismantle the War on Terror after killing Osama bin Laden. That mistake turns out to have been portentous. By the end of his tenure, the war metastasized into a broader and bitter culture struggle in search of a demagogue like Trump to lead it. A union of journalism and intellectual history, *Reign of Terror* will be a pathbreaking and definitive book with the power to transform how America understands its national security policies and their catastrophic impact on its civic life.

"The queen of living history" (Lucy Worsley) returns with an immersive account of how English women sparked a worldwide revolution—from their own kitchens. No single invention epitomizes the Victorian era more than the black cast-iron range. Aware that the twenty-first-century has reduced it to a quaint relic, Ruth Goodman was determined to prove that the hot coal stove provided so much more than morning tea: it might even have kick-started the Industrial Revolution. Wielding the wit and passion seen in *How to Be a Victorian*, Goodman traces the tectonic shift from wood to coal in the mid-sixteenth century—from sooty trials and errors during the reign of Queen Elizabeth I to the totally smog-clouded reign

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of Queen Victoria. A pattern of innovation emerges as the women stoking these fires also stoked new global industries: from better soap to clean smudges to new ingredients for cooking. Laced with uproarious anecdotes of Goodman's own experience managing a coal-fired household, this fascinating book shines a hot light on the power of domestic necessity.

A 2019 Rainbow Book List Selection An action-packed tale full of romance, royalty, and adventure, inspired by the story of Anastasia. Perfect for fans of *Six of Crows*, *Cinder*, and the cult classic television show *Firefly*. Seventeen-year-old Ana is a scoundrel by nurture and an outlaw by nature. Found as a child drifting through space with a sentient android called D09, Ana was saved by a fearsome space captain and the grizzled crew she now calls family. But D09—one of the last remaining illegal Metals—has been glitching, and Ana will stop at nothing to find a way to fix him. Ana's desperate effort to save D09 leads her on a quest to steal the coordinates to a lost ship that could offer all the answers. But at the last moment, a spoiled Ironblood boy beats Ana to her prize. He has his own reasons for taking the coordinates, and he doesn't care what he'll sacrifice to keep them. When everything goes wrong, she and the Ironblood end up as fugitives on the run. Now their entire kingdom is after them—and the coordinates—and not everyone wants them captured alive. What they find in a lost corner of the universe will change all their lives—and unearth dangerous secrets. But when a darkness from Ana's past returns, she must face an impossible choice: does she protect a kingdom that wants her dead or save the Metal boy she loves?

France is aflame with rumors of witchcraft and treachery. Who will be burn for their transgressions? Find out in this haunting original novel based on the hit CW television show, *Reign*. Something sinister has been sweeping the villages surrounding the French court. Rumors of Satan's horsemen traveling the countryside and claiming the souls of villagers have sent the people reeling into a religious frenzy and soon fear and suspicion lead them to accuse a young girl of witchcraft. After the prisoner is brought to the palace for questioning, Mary, Greer, Kenna, and Lola work to prove her innocence. But there are others who will stop at nothing to see the girl and her secrets silenced forever...

NEW YORK TIMES BESTSELLER • Pierce Brown's relentlessly entertaining debut channels the excitement of *The Hunger Games* by Suzanne Collins and *Ender's Game* by Orson Scott Card. "Red Rising ascends above a crowded dystopian field."—USA Today **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY ENTERTAINMENT WEEKLY, BUZZFEED, AND SHELF AWARENESS** "I live for the dream that my children will be born free," she says. "That they will be what they like. That they will own the land their father gave them." "I live for you," I say sadly. Eo kisses my cheek. "Then you must live for more." Darrow is a Red, a member of the lowest caste in the color-coded society of the future. Like his fellow Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that humanity reached the surface generations ago. Vast cities and lush wilds spread across the planet. Darrow—and

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Reds like him—are nothing more than slaves to a decadent ruling class. Inspired by a longing for justice, and driven by the memory of lost love, Darrow sacrifices everything to infiltrate the legendary Institute, a proving ground for the dominant Gold caste, where the next generation of humanity's overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society's ruling class. There, he will stop at nothing to bring down his enemies . . . even if it means he has to become one of them to do so. Praise for Red Rising "[A] spectacular adventure . . . one heart-pounding ride . . . Pierce Brown's dizzyingly good debut novel evokes The Hunger Games, Lord of the Flies, and Ender's Game. . . . [Red Rising] has everything it needs to become meteoric."—Entertainment Weekly "Ender, Katniss, and now Darrow."—Scott Sigler "Red Rising is a sophisticated vision. . . . Brown will find a devoted audience."—Richmond Times-Dispatch Don't miss any of Pierce Brown's Red Rising Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

I dreamed up a sexy fantasy man. And the iron fae prince has somehow become a chaotic reality. College and exams are a thing of the past and cruel Queens and dark magic are now trying to kill me on the daily. All because a seer says a true heir to the crown exists: A lost child. A girl. Just like me. That makes me a target. A threat. A dead woman walking. Unluckily for me, the asshole iron fae prince is more than happy to risk my fragile soul it seems. He plays a deadly game with my life and all he gives in return is a heartbreaking smile and a touch that blazes sparks right to my core. His games can't be played forever. It'll all come crashing down eventually. Because soon he'll see I'm either just a college girl lost in this royal mess of a kingdom... Or I'm the rightful Mortal Queen. NOTE: This is a sexy, enemies to lovers paranormal romance with mysterious fae magic that will come to life as much as the sizzling tension between those enemies and lovers! This series is recommended for readers 18 and over due to intense heat level.

Ivy Hawthorne has always felt like an outsider, but now she is starting to wonder who—and what—she really is. She can see people's auras. Animals watch her wherever she goes, and worst of all, sometimes her dreams actually come true. But recently, things have gone from strange to downright bizarre. The animals have started following her. Strangers have started watching her. And when she gets angry or upset, inexplicable things are bound to happen. But the craziest thing of all is the sudden arrival of Barrett Forbes, a mysterious transfer student who finds her fascinating. The more she gets to know Barrett, the more she learns about the dark truth behind her lonely, isolated childhood. As she digs deeper into her past, Ivy discovers the shocking realities about her lineage and where her destiny lies. Filled with magic, romance, and mystery, *The Thorn Princess* is the first book in Bekah Harris' captivating new series, the Iron Crown Faerie Tales.

Men of Iron is an 1891 novel by the American author Howard Pyle, who also illustrated it. Set in the 15th century, it is a juvenile "coming of age" work in which a young squire, Myles Falworth, seeks not only to become a knight but to eventually redeem his father's honor. In Chapter 24 the knighthood ceremony is presented and described as it would be in a non-fiction work concerning knighthood and chivalry. Descriptions of training equipment are also given throughout

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