

1: - GOLDEN DESTINY (Tapestry Romance, No. 88) by Saunders

GOLDEN DESTINY (Tapestry Romance, No. 88) by Jean Saunders. Pocket, Paperback. Good. some creasing and wear, good binding, no missing or clipped covers, older paperbacks may have yellowing/discoloration to pages, older glued bindings may be fragile and need to be handled with care.

In front of a crackling fire sat a woman, weaving a colorful tapestry as she hummed. The sparking embers kept the room bright, even as the moon rose high in the sky. It was full, and it shined brightly amongst the stars. Humming the song her mother had once sang to her, the woman sat back, sighing wearily. Then she smiled, resting her hands on her large, pregnant belly. Within the hour, her water broke. Five grueling hours later, she was blessed with a son. She smiled down at him, with his dark thatch of hair and already bright blue eyes. And so Merlin grew from a small baby to a boy. He was a happy child, almost smiling and laughing. His mother watched him with pride in her eyes. She knew he would eventually grow into a fine man. One day, as Merlin went to play with the other boys from the village, his mother sat with a few of the other women. They talked and tittered about their sons and daughters. She laughed as he embraced her by the waist. And at that moment, they were approached by the village healer, an old crone whose fingers were gnarled and sight was nearly gone. Filled with adventure and love, and magic. There you will find what it is you seek, and more. The crone kept on muttering, even as she walked away. A throne for the one who desires. And a war for one, or the kingdom of Albion shall be none. Even as he grew from a boy to a young man, he would sometimes wake up with those words ringing in his ears. OooOooO Iris could remember hearing a voice telling her stories when she was very little. The voice was deep and soothing, rocky like the ocean waves against the shores that she only traveled to once in her life. You are to meet the most powerful warlock and you are to be his guardian. In your eighteenth year, you will journey to the great kingdom of Camelot, and that is where you will meet the warlock Emrys. She has no magic! With my blessing, her powers will begin to grow as soon as she comes of age. She stayed in a small cottage with her mother and father. They told her she had an older brother but he had run off when he was young, when Iris was barely learning to walk. They never told her his name and for that, she do not know why. Her mother had named her Iris after the flower that bloomed in the forest near their home. She told Iris it stood for faith, hope, and wisdom; which is one of the things Iris could remember her mother teaching her as she grew from a girl to a young woman. The children in the village never played with Iris, so she stayed home with her mother to help her with chores. Her father was the town leader, who was revered for his own wisdom and kindness. Iris could still remember how he would smile down at her with his dark brown eyes and would call her his "precious flower". On the eve of her eighteenth birthday, their village was raided by slave traders and bandits, who killed and kidnapped many of their neighbors. When the slave traders carted her and a few other girls from the village away, the bandits burned what was left of their home to the ground. The other girls were screaming and crying, coughing as the smoke invaded their lungs. Iris stood there in shock as she felt a great build up of rage and hurt rise within her. The next thing Iris remembered was unleashing a loud cry, before a surge of power erupted from within her. The cages that held the girls exploded and everyone was thrown in the air, landing yards away. Iris stood there, panting, as she felt this electric, terrifying feeling hum along her skin. Iris looked down and saw a fragment of a mirror, which showed her reflection staring back at her, only the girl in the mirror had bright, copper colored eyes. Without thinking, she flung her hands forward and sent the men flying through the air again. Too late, she saw a flash out of the corner of her eye before an arrow pierced through the air, slicing across her left cheek. Iris cried out and turned as another was fired, except this one embedded itself in her side. Iris collapsed to her knees, clenching her side, and gritting her teeth. Tears streamed down her dirty cheeks as she saw a man approaching her. Iris looked up, her vision blurring, making him a dark outline. Iris coughed up some blood and spat at his feet. With one quick movement, Iris pulled the arrow from her side and struck him in the stomach. The man gasped and fell to the forest floor. Iris stood on shaky legs and looked around. The other men were still unconscious. She rushed over to the girls. There were four of them and she could not remember their names. They stirred and immediately cried out in fear, bursting into tears. Find shelter and tell them what happened.

An idea formed in her mind. Iris stood and looked at them, a sense of knowing filling her veins. She was not sure where she was heading; all she knew was that she was trying to find something. Even though she was tired and her feet hurt, she carried on. The mountains were in bloom and the sun was warm and for that, she was grateful. Since the raid, Iris had nothing with her except a small blade and the clothes on her back. Soon enough, she came across a small stream and stopped to drink some of the cool water. She stared down at the water and at her reflection. Her hair was curly and wild, the color of flames. It fell in a tangled mess down past her shoulders, framing her dirt streaked face. She now had a scar from the arrow that cut her cheek, which she lifted a hand to. It served as a reminder of what happened and what she had lost. The injury to her side had healed over the few weeks she had traveled, but she knew there was a scar there too. Her eyes, a bright blue green color, were set and determined, if not a little impatient. She stared at herself before dashing a hand across the water, distorting her image. She was lost, hungry, and she had no idea where she was going. She was in desperate need of help. Iris looked up and gasped. About ten yards away, in the shadows of the caves, laid a giant, golden dragon. Its bright eyes scrutinized her as its massive head tilted slightly to the side. Startled, Iris jumped up and stared at the enormous beast. She felt adrenaline explode through her body but she was not afraid. The dragon blinked slowly. Iris narrowed her eyes. The dragon stood from its place in the cave and stepped towards her, towering over her with its immense height. Iris stared up boldly into its eyes. There was a time when dragons were not feared, but that was before Uther Pendragon saw us as monsters that needed to be slaughtered mercilessly. When you were born, I found your mother to tell her the story of your destiny. You told me stories before I could even walk." The dragon nodded. The last time I saw your mother and you was the last day I had my freedom. Iris narrowed her eyes again. The dragon lowered its great head so their eyes were at the same level. The dragon gave her a look that silenced her tongue. It is your destiny to harness that magic and learn how to use it, as well as conceal it, before you continue your journey. The dragon mirrored her movement, tucking its legs under its massive body. Your destiny lies in Camelot, where you will meet a young warlock named Emrys. His destiny is to ensure that Arthur lives so they can create peace between the five kingdoms. Your destiny is simple, Iris," the dragon said. Find Emrys and protect him from the dark forces that wish to destroy him and his power. But even Emrys cannot fight on his own against those who wish to do him harm.

2: Jean Saunders Book List - FictionDB

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Daniel Boone escorting settlers through the Cumberland Gap In the colonial era, before , the west was of high priority for settlers and politicians. The American frontier began when Jamestown , Virginia was settled by the English in In the earliest days of European settlement of the Atlantic coast, until about , the frontier was essentially any part of the interior of the continent beyond the fringe of existing settlements along the Atlantic coast. Only a few thousand French migrated to Canada; these habitants settled in villages along the St. Lawrence River , building communities that remained stable for long stretches; they did not simply jump west the way the British did. Although French fur traders ranged widely through the Great Lakes and mid-west region they seldom settled down. French settlement was limited to a few very small villages such as Kaskaskia, Illinois [8] as well as a larger settlement around New Orleans. Likewise, the Dutch set up fur trading posts in the Hudson River valley, followed by large grants of land to rich landowning patroons who brought in tenant farmers who created compact, permanent villages. They created a dense rural settlement in upstate New York, but they did not push westward. These areas remained primarily in subsistence agriculture, and as a result by the s these societies were highly egalitarian, as explained by historian Jackson Turner Main: The typical frontier society therefore was one in which class distinctions were minimized. The wealthy speculator, if one was involved, usually remained at home, so that ordinarily no one of wealth was a resident. The class of landless poor was small. The great majority were landowners, most of whom were also poor because they were starting with little property and had not yet cleared much land nor had they acquired the farm tools and animals which would one day make them prosperous. Few artisans settled on the frontier except for those who practiced a trade to supplement their primary occupation of farming. There might be a storekeeper, a minister, and perhaps a doctor; and there were a number of landless laborers. All the rest were farmers. North Carolina was representative. However frontier areas of that had good river connections were increasingly transformed into plantation agriculture. Rich men came in, bought up the good land, and worked it with slaves. The area was no longer "frontier". It had a stratified society comprising a powerful upper-class white landowning gentry, a small middle-class, a fairly large group of landless or tenant white farmers, and a growing slave population at the bottom of the social pyramid. Unlike the North, where small towns and even cities were common, the South was overwhelmingly rural. Land ownership brought a degree of independence as well as a vote for local and provincial offices. The typical New England settlements were quite compact and small—under a square mile. Conflict with the Native Americans arose out of political issues, namely who would rule. In the peace treaty of , France lost practically everything, as the lands west of the Mississippi river, in addition to Florida and New Orleans, went to Spain. Otherwise lands east of the Mississippi River and what is now Canada went to Britain. Steady migration to frontier lands[edit] Regardless of wars Americans were moving across the Appalachians into western Pennsylvania, what is now West Virginia, and areas of the Ohio Country , Kentucky and Tennessee. West of the mountains, settlements were curtailed briefly by a decree by the Royal Proclamation of However the Treaty of Fort Stanwix re-opened most of the western lands for frontiersmen to settle. Pioneers housed themselves in a rough lean-to or at most a one-room log cabin. The main food supply at first came from hunting deer, turkeys, and other abundant game. Clad in typical frontier garb, leather breeches, moccasins, fur cap, and hunting shirt, and girded by a belt from which hung a hunting knife and a shot pouch—“all homemade”—the pioneer presented a unique appearance. In a short time he opened in the woods a patch, or clearing, on which he grew corn, wheat, flax, tobacco, and other products, even fruit. Homespun clothing replaced the animal skins. Land policy[edit] The land policy of the new nation was conservative, paying special attention to the needs of the settled East. By the s, however, the West was filling up with squatters who had no legal deed, although they may have paid money to previous settlers. The Jacksonian Democrats favored the squatters by promising rapid access to cheap land. By contrast, Henry Clay was alarmed at the "lawless rabble" heading West who were undermining the utopian concept of a

law-abiding, stable middle-class republican community. Rich southerners, meanwhile, looked for opportunities to buy high-quality land to set up slave plantations. The Free Soil movement of the s called for low-cost land for free white farmers, a position enacted into law by the new Republican Party in , offering free acre 65 ha homesteads to all adults, male and female, black and white, native-born or immigrant. Map of the Wilderness Road by After winning the Revolutionary War , American settlers in large numbers poured into the west. In , American pioneers to the Northwest Territory established Marietta, Ohio as the first permanent American settlement in the Northwest Territory. It was later lengthened to reach the Falls of the Ohio at Louisville. The Wilderness Road was steep and rough, and it could only be traversed on foot or horseback, but it was the best route for thousands of settlers moving into Kentucky. In alone, Indians killed over travelers on the Wilderness Road. No Indians lived permanently in Kentucky [24] but they sent raiding parties to stop the newcomers. Johnson , who later became Vice president The War of marked the final confrontation between major Indian forces trying to stop the advance, with British aid. The British war goal included the creation of an independent Indian state under British auspices in the Midwest. The death in battle of the Indian leader Tecumseh dissolved the coalition of hostile Indian tribes. In general the frontiersmen battled the Indians with little help from the U. Army or the federal government. They rejected the British plan to set up an Indian state in U. They explained the American policy toward acquisition of Indian lands: The United States, while intending never to acquire lands from the Indians otherwise than peaceably, and with their free consent, are fully determined, in that manner, progressively, and in proportion as their growing population may require, to reclaim from the state of nature, and to bring into cultivation every portion of the territory contained within their acknowledged boundaries. In thus providing for the support of millions of civilized beings, they will not violate any dictate of justice or of humanity; for they will not only give to the few thousand savages scattered over that territory an ample equivalent for any right they may surrender, but will always leave them the possession of lands more than they can cultivate, and more than adequate to their subsistence, comfort, and enjoyment, by cultivation. If this be a spirit of aggrandizement, the undersigned are prepared to admit, in that sense, its existence; but they must deny that it affords the slightest proof of an intention not to respect the boundaries between them and European nations, or of a desire to encroach upon the territories of Great Britain. Then when population reached , the territory applied for statehood. Louis, Missouri was the largest town on the frontier, the gateway for travel westward, and a principal trading center for Mississippi River traffic and inland commerce but remained under Spanish control until The Louisiana Purchase of [edit] Thomas Jefferson thought of himself as a man of the frontier and was keenly interested in expanding and exploring the West. Between and the s, the federal government purchased the actual land from the Indian tribes then in possession of it. Additional sums were paid to the Indians living east of the Mississippi for their lands, as well as payments to Indians living in parts of the west outside the Louisiana Purchase. He charged Lewis and Clark to "explore the Missouri River, and such principal stream of it, as, by its course and communication with the waters of the Pacific Ocean; whether the Columbia, Oregon, Colorado or any other river may offer the most direct and practicable communication across the continent for the purposes of commerce". By , Astor had taken over independent traders to create a profitable monopoly; he left the business as a multi-millionaire in

3: Golden Destiny by Jean Saunders

*Golden Destiny has 1 rating and 0 reviews. IN BRITISH INDIA, ALEXANDRA FOUND A PRECIOUS LOVE AND A BLOODY REBELLION THAT THREATENED ALL HER DREAMS!*At se.

The word daemon , which was an agent related to unexpected events, came to be similar to the word moira. If someone broke his boundaries, thus getting more than his ordained part, then he would be punished by law. Kismet , the predetermined course of events in the Muslim traditions, seems to have a similar etymology and function: Arabic qismat "lot" qasama, "to divide, allot" developed to mean Fate or destiny. In the Republic of Plato , the three Moirai sing in unison with the music of the Seirenes. Lachesis sings the things that were, Clotho the things that are, and Atropos the things that are to be. Listen Fates, who sit nearest of gods to the throne of Zeus, and weave with shuttles of adamant, inescapable devices for counsels of every kind beyond counting, Aisa , Clotho and Lachesis , fine-armed daughters of Night , hearken to our prayers, all-terrible goddesses, of sky and earth. Send us rose-bosomed Lawfulness, and her sisters on glittering thrones, Right and crowned Peace, and make this city forget the misfortunes which lie heavily on her heart. The priests and the priestesses had considerable influence upon the world of the living. Births are recorded in such shrines, and the Greek legend of conception and birth in the tomb "as in the story of Danae - is based on the ancient belief that the dead know the future. Such caves were the caves of Ida and Dikte mountains in Crete , where myth situates the birth of Zeus and other gods, and the cave of Eileithyia near Knossos. In Mycenaean religion Aisa or Moira was originally a living power related with the limit and end of life. At the moment of birth she spins the destiny, because birth ordains death. Everything which has been spun must be winded on the spindle, and this was considered a cloth, like a net or loop which captured man. The appearance of the gods and the Moirai may be related to the fairy tale motif, which is common in many Indo-European sagas and also in Greek folklore. The fairies appear beside the cradle of the newborn child and bring gifts to him. Their power could be sustained by witchcraft and oracles. At the birth of Hercules they use together a magic art, to free the newborn from any "bonds" and "knots". Much of the Mycenaean religion survived into classical Greece , but it is not known to what extent Greek religious belief is Mycenaean, nor how much is a product of the Greek Dark Ages or later. Finley detected only few authentic Mycenaean beliefs in the 8th-century Homeric world. Though the world is dominated by a divine power bestowed in different ways on men, nothing but "darkness" lay ahead. Life was frail and unsubstantial, and man was like "a shadow in a dream". Originally they did not indicate a power which led destiny, and must be considered to include the "ascertainment" or "proof". The unexpected events were usually attributed to daemons , who appeared in special occurrences. In that regard Moira was later considered an agent, like the daemon of Pre-Greek religion. It may be considered that they "broke the order". The most certain order in human lives is that every human should die, and this was determined by Aisa or Moira at the moment of birth. If someone died in battle, he would exist like a shadow in the gloomy space of the underworld. In a passage in Iliad , Apollo tries three times to stop Patroclus in front of the walls of Troy , warning him that it is "over his portion" to sack the city. In the Iliad , Zeus knows that his dearest Sarpedon will be killed by Patroclus , but he cannot save him. Using a pair of scales he decides that Hector must die, according to his aisa destiny. His attitude is explained by Achilles to Priam , in a parable of two jars at the door of Zeus, one of which contains good things, and the other evil. Zeus gives a mixture to some men, to others only evil and such are driven by hunger over the earth. This was the old "heroic outlook". In Odyssey , she is accompanied by the "Spinners", the personifications of Fate , who do not have separate names. Agamemnon claims that he is not responsible for his arrogance. He took the prize of Achilles , because Zeus and Moira predetermined his decision. Thetis the mother of Achilles warns him that he will not live long because mighty fate stands hard by him, therefore he must give to Priam the corpse of Hector. The Moirai represent a power to which even the gods have to conform. They give men at birth both evil and good moments, and they punish not only men but also gods for their sins. Ananke necessity is the primeval goddess of inevitability who is entwined with the time-god Chronos , at the very beginning of time. They represented the cosmic forces of Fate and Time, and they were called sometimes to control the fates of the gods. The three

Moirai are daughters of Ananke. Clotho and Lachesis besides Poseidon with his trident, and presumably Atropos besides Artemis with the moon crescent. Roman sarcophagus, Louvre. Pausanias mentions an ancient role of Eileithia as "the clever spinner", relating her with destiny too. As goddesses of death they appeared together with the daemons of death Keres and the infernal Erinyes. In earlier times they were represented as only a few—perhaps only one—individual goddess. In the *Odyssey* vii. At Delphi, only the Fates of Birth and Death were revered. Some Greek mythographers went so far as to claim that the Moirai were the daughters of Zeus—paired with Themis "Fundament", as Hesiod had it in one passage. Whether or not providing a father even for the Moirai was a symptom of how far Greek mythographers were willing to go, in order to modify the old myths to suit the patrilineal Olympic order, [56] the claim of a paternity was certainly not acceptable to Aeschylus, Herodotus, or Plato. Despite their forbidding reputation, the Moirai could be placated as goddesses. Brides in Athens offered them locks of hair, and women swore by them. They may have originated as birth goddesses and only later acquired their reputation as the agents of destiny. According to the mythographer Apollodorus, in the *Gigantomachy*, the war between the Giants and Olympians, the Moirai killed the Giants Agrios and Thoon with their bronze clubs. Only Zeus, the chief sky-deity of the Myceneans is close to Moira, and in a passage he is the being of this power. Zeus appears as the guider of destiny, who gives everyone the right portion. The belief fatalism was that if they die in battle, they must die, and this was rightly offered according to fate. Base of a lampstand in front of the Supreme Court of the United States, Washington Even the gods feared the Moirai or Fates, which according to Herodotus a god could not escape. It is to be expected that the relationship of Zeus and the Moirai was not immutable over the centuries. In either case in antiquity we can see a feeling towards a notion of an order to which even the gods have to conform. At least the temple of Corinth contained statues of them: There is a sanctuary of Themis, with an image of white marble; adjoining it is a sanctuary of the Moirai Moirae, Fates, while the third is of Agoraios Agoreus, of the Market Zeus. Zeus is made of stone; the Moirai Moirae, Fates have no images. Among them was notably the altar in Olympia near the altar of Zeus Moiragetes, [70] a connection to Zeus which was also repeated in the images of the Moirai in the temple of Despoine in Arkadia [71] as well as in Delphi, where they were depicted with Zeus Moiragetes Guide of Fate as well as with Apollon Moiragetes Guide of Fate. At a distance along it, in my opinion, of twenty stades, to the left on the other side of the Asopos [river], is a grove of holm oaks and a temple of the goddesses named by the Athenians the Semnai August, and by the Sikyonians the Eumenides Kindly Ones. On one day in each year they celebrate a festival to them and offer sheep big with young as a burnt offering, and they are accustomed to use a libation of honey and water, and flowers instead of garlands. They practise similar rites at the altar of the Moirai Moirae, Fates; it is in an open space in the grove. In Roman mythology the three Moirai are the Parcae or Fata, plural of "fatum" meaning prophetic declaration, oracle, or destiny. The English words fate native *wyrd* and fairy magic, enchantment, are both derived from "fata", "fatum". They set up the laws and decided on the lives of the children of men. It seems that originally all of them were Disir, ghosts or deities associated with destruction and destiny. The notion that they were three may be due to a late influence from Greek and Roman mythology. The Valkyries choosers of the slain, were originally daemons of death. They were female figures who decided who will die in battle, and brought their chosen to the afterlife hall of the slain. They were also related with spinning, and one of them was named Skuld debt, guilt. In the scene of Kerostasie Keres are the "lots of death", and in some cases Ker destruction has the same meaning, with Moira interpreted as "destiny of death" *moira thanatoio*: In Anglo-Saxon culture *Wyrd Weird* is a concept corresponding to fate or personal destiny literally: Their creation was influenced by British folklore, witchcraft, and the legends of the Norns and the Moirai. She may be related to the Hindu goddess Lakshmi, who was the personification of wealth and prosperity, and associated with good fortune. The independent spinster has always inspired fear rather than matrimony: Outside of Europe[edit] A section of the Egyptian Book of the Dead written on papyrus showing the "Weighing of the Heart" in the Duat using the feather of Maat as the measure in balance. The word is the proper name of the divinity Asha, the personification of "Truth" and "Righteousness". The term is now interpreted abstractly as "cosmic order", or simply as "truth", [98] although it was never abstract at the time. The word is the proper name of the divinity Maat, who was the goddess of harmony, justice, and truth represented as a young

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woman. It was considered that she set the order of the universe from chaos at the moment of creation. Her feather was the measure that determined whether the souls considered to reside in the heart of the departed would reach the paradise of afterlife successfully.

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5: American frontier - Wikipedia

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7: To Love a Sorcerer Chapter 1: Prologue, a merlin fanfic | FanFiction

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8: Moirai - Wikipedia

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9: Tapestry Romance | Awards | LibraryThing

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