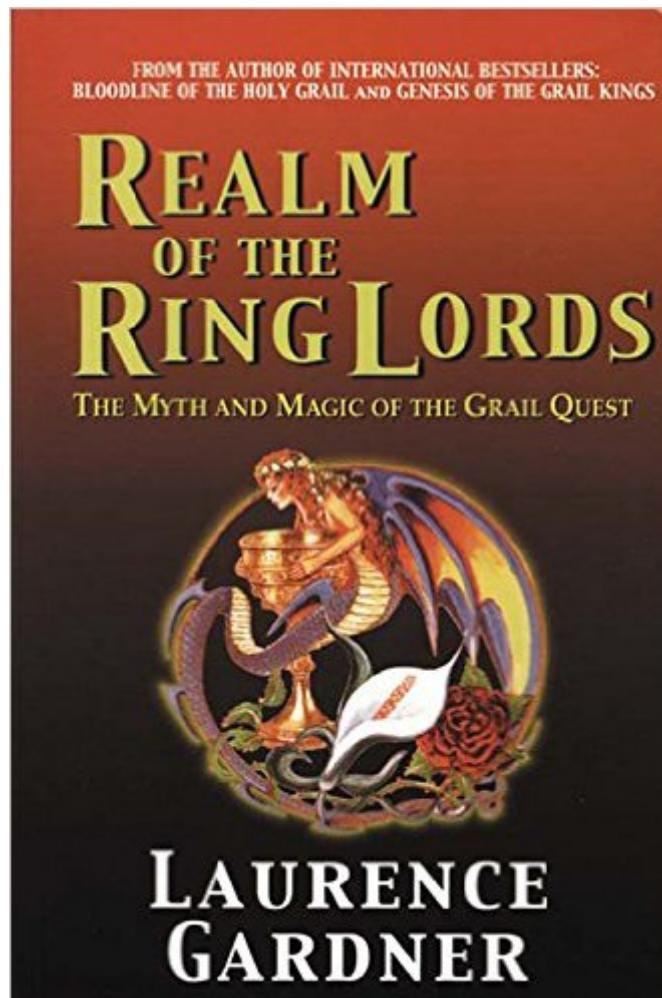


The book was found

Realm Of The Ring Lords: The Myth And Magic Of The Grail Quest



Synopsis

The magical history of the Ring Lords, alluded to in J.R.R. Tolkeinâ™s The Lord of the Rings, has been largely consigned to legend and half-remembered battles between good and evil. Shrouded in supernatural enigma, its legacy lives on in fascinating tales of fairies, elves, witches, and vampires. The most popular Grail stories relate to Arthurian tales of Guinevereâ™s golden Ring and the great iron-clad Ring of Camelotâ™the Knights of the Round Table. When this Ring was broken, the land fell into chaos and the forces of darkness reigned over the earth, starlight, and forest. Why do we sense deeper truths behind the mysteries of the Ring and the Grail? Why have their common enhancements been distorted and hidden? The ancient guardians of our culture have never featured positively in academic teachings, for they were the Shining Ones: the real progenitors of our heritage. Instead, their reality was quashed from the earliest days of Inquisitional suppression and the literal diminution of their figures caused a parallel diminishing of their history. In truth, however, the sovereign legacy of our culture comes from a place and time that might just as well be called Middle-earth as by any other name. It lingers beyond the twilight portal in the long distant realm of the Ring Lords.

Book Information

Paperback: 432 pages

Publisher: Fair Winds Press (January 1, 2003)

Language: English

ISBN-10: 1931412146

ISBN-13: 978-1931412148

Product Dimensions: 5.9 x 1.1 x 8.9 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.2 out of 5 starsÂ See all reviewsÂ (17 customer reviews)

Best Sellers Rank: #1,434,764 in Books (See Top 100 in Books) #89 in Books > Religion & Spirituality > New Age & Spirituality > Divination > Palmistry #843 in Books > Literature & Fiction > Mythology & Folk Tales > Mythology #4074 in Books > Politics & Social Sciences > Social Sciences > Folklore & Mythology

Customer Reviews

This as a well researched and notated book with clear explanations of a very complicated subject. Gardener's "Realm of the Ring Lords" takes the reader on a journey beginning in Transylvania, Egypt and ancient Sumeria and arriving in the modern Western world, with frequent stops through

the UK, France, Germany and many other European and Asian stops along the way. This book details how the tales of fairies, dragons pixies, gnomes, and elves all derive from the same source: a specially bred race of people called the nephilim who rose to prominence thousands of years before Christ and left their imprint on cultures all around the world. The author demonstrates how legends of the Grail, the Lord of the Rings, stories of the Elven-home and so on, are all inextricably linked and, ultimately stem from the same sources, being different tellings of, and using different symbols to, tell the same stories. Of great importance to me in a work of this kind, which challenges many long held belief systems and "authorized history", is a good list of sources. Laurence Gardner delivers in this respect as well, not failing to back up his claims with a lot of other sources the reader can refer to. While I don't necessarily agree with all that Gardner states, I can say that he makes many valid points that shed new light, and make room for new ideas about, many of the concepts that people take for granted in every day life and society. For anyone interested in dragons, fairies, gnomes, vampires, werewolves; pixies, elves, mermaids, swan-maidens and grail knights and The Lord of the Rings, you can find many interesting answers here. For lovers of history, culture and linguistics, this book is a treasure trove. However, if you're looking for a fantasy-fiction story or some sort of continuation of Tolkien's Middle Earth, this is not the place to find it.

I am a huge fan of Heinrich Schlieman...the brilliant, multilingual, millionaire, entrepreneur, adventurer who everyone thought was completely mad...until, that is, he found the ancient city of Troy. When others asked him, "How did you know it would be there?", he answered, "I have known all my life...ever since I read Homer's Iliad." My point is, the ancient legends, myths and archetypes that have shaped our disparate cultures throughout the millennia, may actually have a basis in fact. At least, that's what Laurence Gardner argues and he does a wonderful job (in the way only Laurence Gardner can) of weaving myth and fact into another compelling history of humanity. As a linguist and psychologist, I am charmed by his etymological and character analyses. Throughout my reading of this book (and I have read it probably three times now), I repeatedly experienced moments when I felt as though I was reading something I already knew, but could not recall ever learning. So much of it makes so much sense! Still, with all my high praise, it is not a book for the uninitiated. Those who are unfamiliar with Tolkien (the rare person I presume) or those who have no interest in ancient, polytheistic Mythologies, legends of fairies, pixies and elves, vampire and werewolf myths or have no interest in learning about ancient people and geographies should probably steer clear. Those readers, on the other hand, who wish to be challenged on their existing beliefs, who long to look at maps and understand the mystery/history behind the established,

"victor's" history... those are the readers who would most likely enjoy this book. I have read every book written by Laurence Gardner (save one), and I find myself going back, rereading, dog-earing, highlighting and taking notes on this book and "The Lost Secrets of the Sacred Ark" more than any of his others. That is not meant to discredit his other works, rather to emphasize my strong personal preference for this particular achievement. If you have enjoyed Laurence Gardner's work in the past, by all means, get this book. Read it critically...don't believe everything you read...and you will learn something new...even if you have felt you have known it all your life!

[Download to continue reading...](#)

Realm of the Ring Lords: The Myth and Magic of the Grail Quest Magic Cards: Magic the Gathering - 33 Killer Tips from a Magic Master! (Magic Cards, Magic the Gathering, Magic Decks, Magic the Gathering Tips, Magic Card Tips, How to Play Magic, Magic) Lancelot-Grail: 2. The Story of Merlin: The Old French Arthurian Vulgate and Post-Vulgate in Translation (Lancelot-Grail: The Old French Arthurian Vulgate and Post-Vulgate in Translation) From Round Table to Grail Castle: Twelve Studies in Arthurian and Grail Literature in the Light of Anthroposophy Romance of the Grail: The Magic and Mystery of Arthurian Myth (The Collected Works of Joseph Campbell) The Playful Prince: A Dragon Lords Story: Lords of the Var, Book 2 The Savage King: A Dragon Lords Story: Lords of the Var, Book 1 The Lords of the Realm: The Real History of Baseball One Realm Beyond (Realm Walkers) The Grail: From Celtic Myth to Christian Symbol The Engagement Ring: How to Choose the Perfect Engagement Ring and Get It Right First Time The Ring of Fire (Young Samurai, Book 6): The Ring of Fire The E-Myth Architect (E-Myth Expert) Myth-ion Improbable: Myth Adventures, Book 11 The E-Myth Financial Advisor (E-Myth Expert) GMAT Sentence Correction Grail 3rd edition GMAT Critical Reasoning Grail The Holy Grail: A Manifesto on the Zohar Grail: Book Five in the Pendragon Cycle FOREX THE HOLY GRAIL

[Dmca](#)