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Chapter 1 : iPhone SE 2 - Rumors, Specs, Features, Pricing, Release Date and Other Details You Wanted

*Disguises and Fantasy Faces Funstation (Workstations) [Christine Edwards] on theinnatdunvilla.com *FREE* shipping on qualifying offers. A complete how-to kit explores the ways that young readers can have fun with play makeup and contains all the materials and instructions needed to create such disguises as a sea monster.*

The character awakes to find the immediate location on fire. Their room is now an inferno. Although this is a dream sort of the character should not suspect this at first. Indeed, the choking, acrid smoke that claws at their lungs and the intense heat and furious crackling of burning walls and furniture, should seriously convince them this is real. They will feel pain and fear. If they die in the flames or as a result of leaping from a window if they were high up then they wake-up in a cold sweat, clutching their furiously beating chest. The following night the dream will happen again. Meanwhile, within the dream they become aware of horrible screaming coming from a nearby room. It sounds like a woman. If they go to the room where the sound is coming from, the inferno seems to be more intense here. Opening the door the character sees a room that does not correspond to what should be there. Instead the room is a chamber of dark, smoke-stained stone with strange, unsettling symbols daubed onto the walls in a substance that looks like molten lava; the symbols burn and slither across the walls. The woman is shielding her face with her hands as if trying to stare through the Sun to read what is on those pages; however, it is obvious that whatever protection she has employed is failing and the fire is now beginning to consume her flesh. As the character enters the woman will snap her face away from the book and drop her hands to stare at them. There is a look on her burned, melted features that is part-pleading and part-furious. Meanwhile the hot blast of flame does not diminish and rolling clouds of yellow and orange fire come sweeping along the ceiling towards the character. The book exudes an incredible aura of potent power; what secrets does it contain for the woman to risk such an agony to discover? The character will certainly be taking substantial damage from the heat of the flames at this point. They should make a decision: They literally vaporise on the spot. And then wake-up, screaming, shivering, layered in sweat. The next night the dream will happen again. Penetrating the flames to seek the truth - image source unknown. Saving the woman She clings onto the character for dear life, gasping for breath through heat-seared airways, lungs gurgling as they fill up with fluid. She is human but odd looking, like no race the character will have ever seen before whorls and other tribal patterns have been tattooed onto her badly burned face. Stepping out of the room the character should drag her outside, away from the fire that continues to rage through the building although from this moment the flames no longer do any damage. Outside on the street there is nobody else around; nobody -in the dream is taking any notice of the fire. The woman looks around at what is obviously a very alien and unfamiliar world to her; she is certainly from a different time and place in fact, a different dimension. She is however, rapidly dying strange colours pulse and glow through her veins, rising up to the surface of her charred skin to sparkle and evaporate. Then she takes a final, agonising breath, her chest heaves up sharply, her body stiffens and then she disintegrates into dust. The woman is or was a powerful sorcerer whose attempt to read the charred book led to her destruction. In her dying panic she created a blister of dream-reality that has randomly attached itself to the character. By saving her from the fire, the GM is free to decide what rewards comes through but here are some suggestions: The ash from her disintegrating body drifts onto the character and dissolves into them. The ash from her body glitters in the dream-light the character can grab handfuls of it as they begin to feel the dream ending. When they awake the ash is still in their hands heavy, hard and crunchy like grit. It can be used for some magickal purpose. Her ash clings to the character like something hot, smothering and irritating. They awake to find themselves carrying a curse that affects LUCK and skill checks. The dream does not recur now. Saving the Book The character staggers outside to find the world still asleep and nobody taking notice of the fire. However, shadowy forms can be perceived on the fringes of the area standing in street corners or in the middle of the road, watching from a vague distance. The book although badly burned, is still intact with

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layers of overlapping leather forming the binding, creating complex patterns; charred, the whole thing creaks like splintering wood when opened or closed. Before the character can think of doing anything else they awaken " and find the charred book clutched in their hands. What the book does and is capable of is down to the GM but here are some ideas: But the process of reading it requires a special operation in itself " and a ritual of fire. Regardless of what function the book can perform, it carries a sort of curse with it " which is the souls of all the people that have ever died trying to read it. These are the shadowy smoke-like figures who linger on the borders of awareness. At this point the fire has small flames licking other surfaces and a small amount of smoke. Putting out the fire at this point: Every round the GM should roll a 1d It is now filled with choking smoke and intense heat. This inferno is pushing in all directions and will begin to spread through the building unless defeated whilst still within this confined space. Putting the fire out at this point: The GM should keep rolling 1d20 every round. Gouts of fire, burning furniture, collapsing structures, all make movement very dangerous, and slower. To move through a part of a building caught by the inferno equivalent to 1 BS point , each character or group must roll 1d6 per round. If any clothed-location suffers 4 or more burn damage then those clothes burst into flames, delivering an automatic 1 hit-point burn damage per round. This includes the act of staying near the floor.

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Chapter 2 : Flickr: All theinnatdunvilla.com's tags

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Its been nearly two years since we have seen the successor, but rumors of the iPhone SE 2 have been floating around consistently, which only means that this year could be the year that Apple finally grants us a compact, but very capable smartphone. Here is a rumor roundup of the iPhone SE 2 that details its specifications, features, price tag and more information that you were seeking. While this might not make an astronomical difference when it comes to the viewing experience, the device could end up featuring a bigger battery and crisper resolution. Unlike the A11 Bionic, however, the A10 Fusion can either keep the performance cores, or the power-efficient cores active; it cannot keep all four cores running at the same time. This will not be a deal breaker by any means when it comes to the performance side of things because if you own an iPhone 7 or iPhone 7 Plus, you will know just how fast the iPhone SE 2 will end up being. Sticking to the tradition of not incorporating an expandable storage slot, the iPhone SE 2 will either come in the 32 or GB capacity variants. The storage will more than likely be based on the UFS 2. To charge and listen to media, you will have to take advantage of the Lightning connector or attach a pair of Bluetooth-enabled headphones or earphones. According to Japanese publication Mac Otakara, it has been confirmed that the headphone jack is not going to be present on the iPhone SE 2, which is a real shame. Speaking of charging, the iPhone SE 2 might end up being a blessing in disguise because rumor has it that the miniature iPhone is going to provide support for wireless charging. This means that the iPhone SE 2 is going to differ from its predecessor in materials by sporting a glass back. Beware though, because if you accidentally break the glass back, then Apple will be ready to replace it for you, but for a very hefty price. In short, this means that the iPhone SE 2 might get a capacitive home button that will also get the latest iteration of Touch ID. Another change that we might see on the upcoming phone is IP67 water-resistance. We also believe that the compact handset will get a 3D Touch display. It might not make sense to a lot of users since developers have not really taken advantage of the feature, but it is an addition that more or less prevents you from having to take a few extra steps when opening an app or completing an action on the smartphone. It is almost as if the iPhone SE 2 will get the iPhone 7 hardware from the camera front as well. Do keep in mind that due to the lack of a dual-camera, the phone will not have optical zoom and users will need to rely on digital zoom instead. Additionally, you will not be able to take advantage of Portrait Mode, which is available on models like the iPhone 7 Plus, iPhone 8 Plus and iPhone X. Whether Apple will be bringing in a software update to allow users to switch to Portrait Mode while using an iPhone SE 2 remains to be seen. For now, if you want to experience slightly better and exclusive camera features, we recommend grabbing the bigger-sized models. However, it is possible that Apple hosts an event this month and start selling the device as quickly as possible to secure a lower-priced smartphone market. Rumors also claim that thanks to some additions such as wireless charging, slightly better hardware, and a changed design, the iPhone SE 2 will carry a slightly higher price tag than its predecessor. If you want to check out the complete specifications that we think will be present on the iPhone SE 2, those have been listed below. Also, let us know down in the comments what features you think will be present in the upcoming iPhone. Apple A10 Fusion Processor: Quad-core, two Hurricane 2.

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eluded him. He lay in bed for nearly half an hour before accepting that sleep would not be coming this night, then sitting up and sliding silently out of bed. He gathered up his cloak and map, and left his shoes and fake glasses behind as he slipped out of the room and down the stairs. Memories of sitting around the fire with his friends, be it to study, plan, joke about, or play chess, drifted behind his eyes, and he walked away. Just as that first night, he ran through the halls in near-silence, his feet creating only the barest of taps across the stone of the castle. Where before, he had gone down, tonight he went up, leaping expertly from moving staircase to moving staircase and avoiding the trick steps through familiarity. He would change it all once the twins had gone, but not until then. The redheads had made plans to sleep in their room in Gryffindor tower for the next few weeks to spend time with Lee and be closer to himself. He suspected that they planned to leave very soon, but the secret tower was empty and silent as he entered it, all the same. He took off his cloak, throwing it over the back of a couch, and walked into the bedroom. He slipped out of his clothes, leaving him only in the armor, and tossed them onto the bed, throwing the metal band about his wrist to land atop them. He was hardly surprised when the armor adjusted to his glamourless form, the under armour twisting to halfway down his tail while the darker toppiece covered the topside of his tail over that same length. He paid it no mind at the moment however, and was soon setting the map atop the rest of it and sneaking into the secret room through the disguised door. He lifted the trap door open and leapt down, not bothering with the ladder, and landed with a soft thump below, the door above making a clattering noise as it fell closed. He followed his memory, slipping through the passages and tunnels past now-silent classrooms. There were magical torches throughout it all, but the light they gave was subpar at best, and he knew he would likely have much more trouble if not for his powerful vision. Soon he had hit the water again, and was swimming into the cavern from before. The runes pulsed with blue light as he entered, as though saying hello, and for a while he swam lazily, studying them with awe. If it had made it difficult to swim then he would have refused to wear it, Luna and her guilt-tripping be damned. He knew how some of these runes worked together, and what they did, and it started to paint an incomplete picture within his mind. He reached a hand into the soil, and barely an inch or two in his fingers brushed against stone. He pulled away, swimming along towards where the underwater doorway was, and occasionally sliding against and reaching out to touch the various plants. He slipped through the door unhurriedly, old magic touching his core as though to ask who he was before pulling back and buzzing against his skin with power. He swam above the steps, finding they went up quite a ways, and wondering how it was that he was still below ground. The water ended above him, and he could see light above it. He peeked carefully out of the water, doing his best to make as little noise as possible while his ears twitched; taking in sound and searching. The light above him was green in color, and he moved silently until he was walking up the steps and out of the water, eventually finding himself at the top of them, and in a new room. Unlike the rune-room, he could see the ceiling here, though, unlike the walls, it was not man-made, and looked like the ceiling of a cavern or cave, with stalactites pointing down at him threateningly. The walls themselves were simple stone, made perfectly flat and smooth by magic, though a great deal of it was covered in softly glowing green moss. The floor under his bare feet was much the same, and the moss covered it completely in thick patches; barely any of the floor could be seen at all. Directly across him was a door, untouched by time, and uncovered by the moss. He approached it slowly, reveling in the feeling of his feet and toes squishing into the moist plant, and finding that it pushed back up to make itself entirely unmarred by his footprints. It must be magical, then. The door was made, surprisingly, of stone, the large handle seeming to grow seamlessly out of it. He put a hand on it, and pulled, startled to find that it opened with relative ease. When his eyes had adjusted, he found himself looking around with awe. The room was not much larger than the moss-covered room, and the ceiling glowed with golden light, filling the room up with brightness.

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Disguises and Fantasy Faces Funstation by Christine Edwards, Denise Mountstephens, Sonia Canals (Illustrator) starting at \$ *Disguises and Fantasy Faces Funstation* has 1 available editions to buy at Alibris.

It is technologically advanced, with many of real-world modern inventions, such as cars, television, firearms, and cellphones. Their world is dominated by humans, who are the only major race other than a few nearly extinct species. It is economically, militarily, and politically dominated by a powerful conglomerate called the Shinra Electric Power Company, which profits from the use of machines known as Mako Reactor. The reactors siphon a special type of energy - called "Mako" - out of the Planet and convert it into electricity. One of the byproducts of the extraction and refinement of Mako energy is Materia, a concentrated form of Mako which allows the wielder to use its magical properties. Shinra is involved with many horrible genetic experiments, which have created many of the monsters that roam the Planet. All life originates from the Lifestream, and returns to it upon death. In short, the Lifestream is the sum of all the life that has ever and will ever walk upon the Planet. The process of extracting Mako energy literally drains the life of the Planet in order to generate electricity. Only a race called the Cetra, or the Ancients, are, according to legend, able to find it. However, the Cetra were all but driven to extinction by the "Calamity From the Skies", the alien creature Jenova. All are lost except for one, Aeris Gainsborough, whom Shinra has been trying to capture for years. The game opens in Midgar, and for the first few hours of gameplay the player can only travel within the city. Yet Cloud is plagued by psychic disturbances, and is far more than he seems. Along the way, Cloud is separated from the rest of the group and meets Aeris Gainsborough. Shinra captures Aeris and takes her to their Headquarters. At the first town the party comes to, Kalm, Cloud tells his tale of what happened five years ago, but his story is filled with holes and gaps. Sephiroth begins to look deeper into his past and the Jenova Project from which he was born. It was led by Professor Gast and the deranged Professor Hojo. What he finds drives him insane. Believing himself to be the last Ancient, Sephiroth begins to take revenge on humanity by burning Nibelheim to the ground. Cloud runs up to confront Sephiroth, but his recollection fails him before he can reach the end of the story. After hearing a rumor that a man in a black cape traversed to the Mythril Mine, the party sets out. The party hurries through the mines meeting the Turks on the way and to Junon where they save a young girl and her dolphin from a sea monster, which allows the party to stay the night. When they wake up, they are surprised to find Rufus Shinra holding his crowning ceremony in Junon. They figure they should get to the next continent to continue their search, so they must disguise as Shinra soldiers and board the cargo ship. However, Sephiroth also managed to stow away onboard the ship and killed virtually every member on board. Cloud and his party managed to locate Sephiroth as he materializes out of the floor. Cloud attempts to get answers out of Sephiroth about what he is attempting to do. However, Sephiroth leaves them and has Jenova Birth battle them, although not before cryptically remarking that "the time The party fights the Turks several times during the course of the game. In Gold Saucer they meet Cait Sith, a fortune teller robot who is secretly controlled by Reeve Tuesti, a Shinra Executive actually interested in doing good. Two secret characters, Vincent Valentine and Yuffie Kisaragi can join any time the player pleases. He sleeps beneath the Shinra Mansion in Nibelheim, in penance for his sins of failing to stop the Jenova Project. It can summon a giant meteor to crash into the Planet. Sephiroth is followed by a group of black-robed fanatics, the Sephiroth Clones. The Clones all gradually die out along their journey; none of them are actually able to reach Sephiroth. During their stay at Gold Saucer, Cloud goes on a date with one of his fellow party members. The game is rigged so that Aeris is the most likely candidate followed by Tifa, while Yuffie and Barret take conscious effort to achieve, and have a less serious tone. After the date, Cait Sith steals the Keystone and hands it over to Shinra. Inside the Temple of the Ancients, Sephiroth attacks the leader of the Turks, Tseng, seemingly to kill him. Due to a mistranslation, international players of Final Fantasy VII were told Tseng was in fact dead though the fact is he remains alive and reappears in later titles. Cloud and his

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party find the Temple itself is the Black Materia and to make into a usable form, somebody must be left inside while the Temple shrinks. Cait Sith volunteers, and after an extended scene in which he speaks of noble sacrifice, he is destroyed once the Temple turns into a Materia sphere. As Cloud falls unconscious, another Cait Sith appears, exactly the same as the first perhaps mocking the trend in RPGs for characters to die and be resurrected. After this, Aeris permanently leaves the party to find an independent way to save the world from Meteor. Aeris travels to the Forgotten Capital, the lost city of the Cetra, where she plans to summon Holy, the ultimate White Magic and a counter to Meteor. Sephiroth savagely murders Aeris by impaling her through the torso with the Masamune in one of the most infamous and shocking scenes in Final Fantasy history. Sephiroth only taunts Cloud, telling him he should not act as though he has feelings. Floating up into the sky, the "Sephiroth" turns out to be Jenova. Cloud decides to continue on the journey to complete his revenge against Sephiroth, even knowing that he may lose control of himself again at any time. They move into the Crater, hoping to finish the battle. They are joined by Rufus and his gang, flying on the Highwind. After defeating "Sephiroth", Cloud and Tifa go alone, and Cloud also hands the Black Materia to one of the other party members in order to prevent himself from being tricked into giving it to Sephiroth again. Cloud along with Tifa then go up to confront Sephiroth. However, all they find is an illusion of the events that took place in Nibelheim five years ago. Sephiroth shows Cloud never having been in Nibelheim, his role in the story taken by Zack Fair. Furthermore, Sephiroth says that Cloud is not Cloud at all, but a facsimile created by Hojo, and a mere puppet. Around the same time, the party member that Cloud handed the Black Materia to earlier experiences a mental distress message from Tifa requesting his aid. As soon as the party member in question departs to the crater to aid Cloud and Tifa, "Tifa" reveals "herself" to be Sephiroth when chuckling that he not forget the Black Materia", and it is also revealed that the other party members ended up knocked out. As Sephiroth gains full control over Cloud he forces him to hand the Black Materia over, after which Cloud apologizes to Tifa for what he has done and falls into the Lifestream. Sephiroth uses the Black Materia to summon the Meteor, which causes the Planet to become violently self-protective, awakening its guardians, the Weapons, giant monsters of immense strength and destructive power. The party escapes on the Highwind and Tifa is knocked unconscious in the escape. Barret is caught as he tries to escape with the unconscious Tifa, and the both of them are taken to Junon. She finds a world in total chaos due to impending calamity floating in the skies. Meteor is visible in the sky as it moves towards the Planet a sign of the impending end of the world. To stop attacks against him, Sephiroth has surrounded the North Crater with a barrier. Rufus, trying to show Shinra still has some control over the situation, decides to use Tifa and Barret as scapegoats and publicly execute the pair in front of the entire world. Just before the execution can go through, a Weapon attacks though never stated in-game, this is the Sapphire Weapon. After damaging fort Junon, Shinra is able to Kill the weapon with a direct shot to the face with the sister ray. What remains of the party manages to sneak by during the attack to rescue Tifa and Barret, and steal the Highwind. Afterward, the party finds Cloud suffering from severe Mako Poisoning in the town of Mideel. Though Cloud is completely lost, Tifa decides to stay behind and watch over him. Lacking a better substitute, Cid Highwind becomes the party leader. In Mideel, the Ultimate Weapon crashes out of the Lifestream right in the middle of the town. She confirms that Cloud is the genuine article, though his mind had been damaged due to a variety of reasons. Despite all this, it turns out Cloud did indeed defeat Sephiroth during the Nibelheim incident, managing to overpower him and fling him into the Lifestream.

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Chapter 5 : Christine Edwards | LibraryThing

Christine Edwards, also known as Chrissie Michaels, was born in England and grew up in the suburbs of Melbourne, Australia. She works part-time as a secondary school teacher and has previously taught writing.

Through weary eyes, the young man could see flecks of dust drifting through his vision, reflected white against the monitor. The words beyond them were becoming unfocused, and the blinking cursor taunted him. Even with the threat of deadlines looming over his head, everything he wrote came out sounding phoney and forced. He pushed himself back in his chair and set his glasses onto the desk with a heavy sigh. Just beyond the window, the full moon watched, hanging in silence. When the phone rang at 9: Briefly, he considered ignoring it but thought better of the idea. Ilya would not have taken the hint. Answering the call, he pressed the receiver to his ear and caught the tail end of a muffled conversation. She was more than audible in the background, telling him to say hi for her. Ilya skipped the greetings and got straight to the point. He gave one more glower to the offending computer screen before standing to pace the room. The space felt smaller than it usually did. Green felt his frown deepen. This is like some once in a lifetime thing or whatever. Maybe chill out for once and do something fun? He knew this, but a vague sense of doubt rolled over him and shook his resolve. He still had textbooks to read and practice problems to do. His shoulders sagged as he slid down into his chair and got back to work. Each day seemed more monotonous than the last, but he took comfort in routine. Flipping through his agenda once or twice throughout the morning, Green read and reread the notes meticulously penned in multicoloured inks. Black for homework, blue for tests, red for application dates. Those he could handle. They were a breadcrumb trail along the one-way road to university success. Ilya showed up late to English, holding a coffee and asking to borrow a pen. He waited until after receiving it to tease Green with the information that even Blue had gotten a date to prom. When the only response Ilya got was a sharp kick to the chair, he laughed loud enough for the teacher to shoot them both a scathing look. Green then watched as the other spent the rest of class happily buried in his notebook, 23 wasting ink to scribble what looked like cats in the margins. At the ring of the bell, they parted ways once again. Despite the stale air, Green appreciated the seclusion. He ate his box of leftovers and watched with mild fascination as Ilya finished off a bag of gummy sharks while texting cutesy stickers to Kyla. Green was quiet as he rattled out a sheepish laugh and crouched to shuffle the papers into his timeworn messenger bag. His eyes were bright despite the dark circles that bruised his lower lids. There was a nice lady at the bus stop, and she let me pet her dog! He turned towards Green with wide, expectant eyes. All he needed to do was rearrange his study schedule, to rewrite a few days in his agenda. It was simple, yet the crossed-out passages looked so ugly compared to what they were before. It was a youthful version of his father that stared back at him, complete with brooding eyes, thick brows, and perpetual frown. Despite working from home, his father often seemed more like the shadow man that lived down the hall than a parental figure. As a child, Green often found bits and pieces of the man littered around the house in the form of broken liquor bottles and cigarette butts. Lately, those had been replaced by tea strainers and sleeping pills. On an impulse, he lifted an arm to sniff at the fabric, but all he could smell was detergent and the sweat of his own palms. Maybe the desire for solitude was a hereditary trait. Faintly, he wondered if his father had gone to prom. His books lay untouched, neatly stacked on his nightstand, as he buttoned up a dusty olive dress shirt complete with black dress pants and shoes. He combed his hair, flipped through his agenda once more, and asked his mother for help with his tie. Even his father made a guest appearance, his hair a lot greyer than Green remembered. Prom was held in the school gymnasium. A lump of dread grew in his stomach as he checked in and took his seat at one of the grey-clothed tables near the back. He watched Ilya flick his peas at a squealing Blue, and Kyla wave her hands at her friend, Callie, seemingly in a heated argument about flip phones. To Green, their smiles looked effortless as they enjoyed their time, unbothered by the ebbing sunlight. Among them, he felt out of place, but as he made polite conversation with the group, Green noticed Cerise sitting at a different table. When the dishes were finally

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cleared and the lights dimmed, the others dispersed, heading towards either the dance floor or desserts. Green watched as they left him behind, remaining in his seat on the excuse that he was feeling sick. He stayed for as long as he felt was polite, and by the time he looked back up from his phone, the crowd had thinned considerably. Green thought about leaving without saying goodbye but decided against it. Blue seemed surprised to see him. Blue still clutched the plastic cup as he plodded across the patchy field towards the bleachers on the far end. Green followed behind, hands tucked in his pockets as they climbed the steps and settled on the top bench among peeling paint and splintered wood. A lull fell over the two like a blanket, too warm for the summertime. Blue just shrugged, taking a swig of his drink before setting it down beside him. As he talked, Green noticed a pungent smell coming from his direction. He recognized it, clinging to the sleeves of a conjured image of his father when his hair was still black. Green swallowed against the familiar ache in his chest. Was he wasting his time? Blue seemed taken aback. Their shoulders bumped as Blue leaned into him, voice becoming hushed. Why were you so scared of this anyway? He wanted Blue to know this, but the words stuck in his throat as their eyes met. He wanted to go home to the safety of stacked notebooks and multicoloured pens: They watched him, a silent council waiting for a believable answer. In a few years, none of this would mean anything anyway. Would it even matter? His vision became blurred by frustrated tears. Maybe that could be okay too if he kept an eye on it. In her seven-year-old eyes was eternity, the past already painful and beautiful, the future destined to be complicated, filled with the doubts and disappointments we all share. At all these milestones and the many forgotten to time there remained the black-and-white school photo from grade one. It still looked new. She would take it out from that drawer at home look into her eyes and note the angle of the head the straight back the Mona Lisa smile with that ambiguous mouth and seek solace, confirmation, inspiration of some sort, to find something in that touchstone for uncertain times; the original her at first pulling now pushing her forward as only someone bound to you from the beginning can do. In the next room, a steady dun dun di. He wants to get his timing just right. Or with, was it with love? In , he was They had met through friends. She had long blonde hair and dark brown eyes. She was quiet and mild-mannered, wife material. He obsessed over her, he scared off all the others; he staked his claim. On her birthday, he filled her bedroom with balloons and stole her heart. Then I think about what they could have meant to her, my mom, these 23 years. Or with, could it be with love? In , she was 27 years old. They were married in a little Catholic church, with me as their flower girl. Then they honeymooned in Disneyland. They moved into a little white house with blue trim and a lush green yard. I love my dog and the sunset. And sleep, I love sleep. What have they meant to me, these 23 years? No excuse for a Dad! I hate you, they hate you!

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But can he leave this world to its turmoil? I have been giving this story some time and thought and I feel that it can be a major story focus for me for the new few weeks and months while I update my other stories at a slower pace. But will be updated. Now I have another announcement, User: Syndicate and Bleach Crossover. He is looking for any willing authors to take up this challenge. For anyone interested please contact him and see if you are willing to take up the challenge and prove your worth as a writer. Also a passed one thousand reviews, that is a new achievement for me. Reviews as at the bottom and it is nearly Christmas, gonna be fun times ahead. New Friends, Worse Enemies. Jaina looked down at the badge that sat upon her workstation, staring at it with an intent frown. She had never come across anything like it before, for all her knowledge on the magical, this object simply stumped her. For one thing she should have realized that she was not dealing with anything that was connected to the arcane. Ichigo had told her that his world held no magic, a statement that would likely bring up much debate among scholars on what a world would be like without magic. But aside from that her investigation into the device had borne some fruit, although not much. The first thing was that the device seemed to possess a deep reservoir of spiritual energies, enough that if released could actually cause substantial damage to this tower. Precautions had been made, but unless the badge was damaged the energies were safely contained. But it was the second discovery that intrigued her the most. The badge may be of spiritual origin but it was in fact very advanced technology, a mixture between spiritual magic and technology. Something she had not expected to see, not from spiritual entities at all. Almost on all occasions when researching into the spiritual realm and the beings within it has always returned that they are deeply connected to nature and specific magics. But there is absolutely no mention of technology, even the most archaic of machinery is not known of in mythology. But this also proved to be an issue, she had absolutely no idea how this object could function. She needed to find someone that could not only figure out the inner workings of the device but also have knowledge on the spiritual. Both cases would be tricky, although she was certain that she knew of a few Techno-mages that may be able to help. While the Arcane only dwells in manipulation of the world around it, there are certain branches of magic can delve into the spiritual medium. She was certain that if the specific functions of the device were uncovered it would not be difficult to work on that. The sooner she learns of the devices function the better, if it was connected to his world somehow it may work in setting up a portal that can locate his world. Ichigo Kurosaki and Adelina have returned, they also bring with them Galen Runecrest and his apprentice Caren Willmourne," the Attendant said, moving in behind the Queen of Theramore and giving a small bow. Jaina rose from her seat and turned, happy that they had returned early. She had not expected them back after only three days, it would seem that finding Galen had not been a major issue. She could send a letter out to Ironforge tomorrow and see about getting in contact with some of the Gnomeregan Techno-mages. For now she would see about advancing her research into the arcane and dimensional gateways. Entering her private chamber she waited patiently for her guests to arrive, and in less than two minutes they were already moving through the door. Another thing she found interesting with Ichigo, his lack of formalities when it came to speaking with people. She did not mind it actually, one of his more admirable and tolerable quirks, it was nice to speak with someone candidly even if most had been him making demands. But the few more pleasant conversations had been quite informative. She just hoped that the future was going to be more productive than irritating as the previous had been. Jaina smiled, he was also not much for introductions either, made him a little more interesting when talking too as well. She then turned to the man in question, his surprise at the bluntness of the Shinigami was not missed, and he turned to Jaina and greeted her warmly. I hope that your excursion in Redridge was not as grim as I had heard," Jaina responded, his disappearance for two weeks could not have been pleasant. Caren stood beside her master, and when Jaina

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turned to look at her she corrected her posture and appeared to school herself for the introduction. Ichigo had to wonder what the point is, he understood ceremony, but this was like an informal visit. No need for such decorum. Galen is only known to take on those who he sees to become masters of their craft, and will likely rise to prominence," Jaina replied, smiling at the young magi. It would seem that she was susceptible to flattery, at least from those she respects. Anytime he said she did something interesting she just brushed it off with something along the lines as it is something she can do. You are too kind Lady Proudmoore," Caren replied, giving an awkward and likely unneeded courtesy as she tried to recollect herself. As she moved back a bit to take her seat Ichigo looked at her funny, she was still blushing and looking a little flustered and trying to not seem too spooked. He guessed that it was not often she was given a compliment; guess there was a crack in that hard shell of hers. He knew that would annoy her, call it childish but this girl kind of reminded him of Ishida with the way she acts so prim and proper. That annoys the hell out of him, so by that regards he has all rights to screw with this girl as much as he wants. It would certainly improve his mood. All she did was glare at him before taking her seat with her Master. Ichigo and Adelina followed suite before Jaina took the final seat. It was a tense few second of silence before the meeting started; Ichigo knew that this would be a hard battle for him. Because he had to convince a guy that he was from another world and that he needed his help. This would take some time to convey and explain and she would best get it started as soon as possible, any catching up can wait for the moment. They would be working alongside each other on this, and she would do best to leave that to another day. For now it was about her project in sending Ichigo back to his world. Although that is what Ichigo thought, but then he realized that he may not believe them and think that Jaina is pulling a prank. He is actually a Primal Deity from a world called Earth," Jaina said. Although he would suspect that saying the same thing on earth is unbelievable, aliens is a better option than another race of Humans. So maybe making him out to be a different race would make it more believable. I think I will need a more in-depth explanation. Questions were asked and answers were given to the best of both their ability, with only the substitute failing to bring up the deeper details of his world. Yet in the entire conversation not a word of protest was made by either mage, although it is likely that Caren was maintaining her silence until her master made his verdict. If Galen did not support them than the portal would likely be delayed, meaning he would not be able to shave off years of time in getting back home. It is intriguing, and also seemingly unlikely. He may not be a major science whiz but he knew that even in similar environments two similar species diverge while existing in those environments. That is the reason that there existed such diverse Human traits, from skin color to physical appearance. His Asian traits being one of the enigmas of this world, he is completely unique here because he grew up in a completely separate environment. But the fact that there are two distinct species that are biologically the same yet possess no major physical and biological differences is suspicious. It would either mean that these two worlds have had previous contact, or that the Humans from one world may have been brought to the other. Either case is impossible to prove without anything to back it up. That there is the problem, while his word was there and also the testimony from Quintis and Shandris he was not from this world. But still getting others to believe it was going to be hard to do. His physical appearance, his badge and even his powers are vastly different from anything on Azeroth. He is most certainly different. This gives me cause to suspect, but it is the fact he is an actual deity that shows he is not normal," Jaina replied. Besides Kami mean spirit rather than god. But he guessed why these people thought him as such; his powers were certainly on a level above that of a normal person. Only rumors of the Wildhammer Clan of Dwarves in the Highlands. Would make sense that to fill the void you would harness this power. But for you to possess so much, and claim to be Human, I find that hard to believe," Galen replied, making the substitute raise a brow at the statement. This is why she wanted him here; Galen was a foremost expert on actual Troll lore and history and knows much of their race and practices. Including the Loa that they worship, he knew much about their species in general and what they were. He likely knew exactly what kind of entity Ichigo was and also the fact that he harnesses all this spiritual power could only mean he was a powerful spiritual entity. This may not prove that he is from another world, but proving him to be an entity such as a

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Loa would show that he is more than just some insane young man. I think some are just souls of the dead, I mean Rukia told me she died one hundred and fifty years ago," Ichigo replied. For a moment Ichigo thought maybe he was missing something very crucial he should know about. He shook it off, he was certain that it was nothing he should worry about right now. If it came up again he might look into it but for now he had other things to worry about. But then he got an idea on why she wanted his help, he smiled slightly as he realized exactly why she wanted him of all people. They are some of the most dangerous and unique items that the Humans, along with other races, of Azeroth have ever used and harnessed. For good or for ill, they have their history in shaping the world in a way none could remember save for the myths that surrounded them. Galen was silent for a moment as he glanced at the substitute Shinigami, he could tell that the boy was desperate. It would seem that he held a firm belief that his presence could make their mission to create a portal back to his world speed up. He did not know if that was possible, but he was certain that the artefacts in his possession would be useful in aiding in the process.

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Chapter 7 : Lovecraft | David J Rodger | Science Fiction & Dark Fantasy | Page 2

The Charmed Enchanted Book by Christine Edwards starting at \$ The Charmed Enchanted Book has 1 available editions to buy at Alibris.

You only need four colours to colour a map, if you do it right. They proved it with computers. But the psychologist told me I need to focus on things in the real world and not get distracted by thoughts. I need to notice. I sniff the floor. It smells like damp plasterboard. I look at the shadows cast out by the school chair and the arts table. This is no- ticing instead of what usually happens. Maybe it already is. Why do you cut when you can peel back the layers one by one to inspect the light-dark stripes of green and white flesh, and the skin is peeling back and away as the tears run down your cheeks? The rasp of onion skin crinkled is the rasp of skin scratched. My left hand scrabbles rodent-esque to some unheard piper, so I watch it, count the swing of the thumb front-back front-back light-dark light-dark. Green-red- blue and any combination thereof: My room is fitted with yellow curtains on rails stuck to the ceiling by magnets. Then, some special cells turn them into signals heading to the occipital cortex. I have a paper bag and some string so I tie the bag to the curtain and begin to count out corn kernels from my plate into the bag. My insides squirm at that. Two raindrops are holding hands as they trek down the window. They make me gag. Instead I will try again to think Yellow. I ask for the Yellow Pages because maybe I can read it and that will teach me how to think Yellow Thoughts. The nurse gives me a strange look but she gets a copy.

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The Pneumatic Gas Seat Easily And Effectively Adjusted From Seat To Desk On Workstation. Degree Swivel Wheel And Chair Can Be More Flexible In The Working Space. Degree Swivel Wheel And Chair Can Run Smoothly On Floor.

Shadow of the Tomb Raider was officially unveiled yesterday at an event in London which we were fortunate enough to attend. Those of you that have watched any of the Tomb Raider films will be happy to know that this rebooted series is completely separate from the games. Developed by Crystal Dynamics, players journeyed with Lara as she set out on her first expedition to find the lost kingdom of Yamatai. Two years later, the developers followed up with Rise of the Tomb Raider, introducing the infamous Trinity organization, an ancient group that wants to control the world. Human Revolution and Deus Ex: There was a presentation at the event which explained the three stages the Tomb Raider games have gone in so far: You can even see this evolution in the box art of the games, which goes to show the developers had a set plan right from the beginning. This preview will run through the forty-five-minute long demo. If you are trying your best to avoid spoilers before the game launches in September then you should turn away right now. Shadow of the Tomb Raider begins in Cozumel, Mexico, with Lara discussing future plans with Jonah yes, the same Jonah from the two previous games. Jonah seems concerned about the injuries Lara has suffered from a previous adventure, but she seems completely unphased by any potential damage to her body. Lara has come to the conclusion that Trinity has misinterpreted ancient texts. She believes whatever mysterious artifact the organization is after is actually in Peru, not Mexico. The game begins with a short eavesdropping section as you follow Dominguez, a man suspected to be the leader of Trinity. Dominguez fears Lara may be in the area, ordering his men to be on the lookout for a woman matching her description. Shadow of the Tomb Raider also reintroduces the climbing axe, this time sporting one in each hand. As this is mostly the beginning section of the game, tutorial messages appeared on the environment as Lara scaled across the rocky surface. The axes allow Lara to both swing across platforms and rappel down to safe areas. The new environment is incredibly dangerous, featuring numerous corpses littered across the area. As I mentioned before, this tomb is extremely dangerous, to the point where it looks as though it has been made purely to kill anyone who enters it. As in the previous games, players should expect to perform a number of quick time events QTEs at any given point. About to jump towards a climbable rocky surface? Be prepared to stabilize yourself with a QTE. After climbing on a number of unstable objects, finally, a puzzle came along to stop me in my tracks. You have to pull down a cart and place it on an object that you can turn. Doing this allows you to turn the cart so you can pull it up a slight incline. The extra momentum on the cart can now smash through a barrier, granting you access to the next area. This key belongs to a powerful ancient Maya God of creation and destruction, and as you can imagine nothing good can come of this. Lara grabs the key which is in the shape of a dagger and stumbles upon some Trinity members. These henchmen have been told to initiate Project Blackout, in other words, kill all local workers. Now we are able to play the combat sections of the game, beginning with a stealth sequence. Survival instincts activated by pressing in the right stick displays the jungle surroundings as cover, allowing you to weave in and out of sight. Using the bow, Lara is able to take down enemies with ease while saving some of the local architects from an almost certain death. At this point, Lara has pulled out a gun as that seemed more suitable for the job. Thankfully, all of the enemies were located right next to giant red barrels which made their demise all the more enjoyable. Dominguez tracks Lara down, snatching the dagger from her. He asks her to hand over the Ik Chel a silver box that pairs with the dagger, but soon realizes she does not have it. Unexpectedly, Dominguez allows Lara to live, stating that she has caused the apocalypse to occur. Trinity plans to recreate the world using the dagger and silver box, a world free from sin and weakness. By taking the key of Chak Chel from the tomb, Lara began the death of the sun, causing the apocalypse. As Trinity set off to leave, the tsunami begins, destroying everything in its path. All you can do is avoid bumping into wrecked houses as Lara wades through the water in hopes of making her way to higher ground. Traveling

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through the water displays the number of lives the tsunami has already taken, showing large amounts of dead bodies along the way to safety. Before Lara can finally take a moment to digest things, she is unable to stop herself from watching a young boy cry for help before falling into the rushing water. Jonah reassures Lara that this destruction was not necessarily caused by her actions and that the pair should be focusing on the lives that can be saved right now. The final scene ends on Lara watching the town as it is ravaged by the tsunami. Performance-wise, you can expect roughly the same experience as in Rise of the Tomb Raider. Shadow of the Tomb Raider looks stunning, featuring detailed environments, a good amount of motion blur and a cinematic frame rate. That being said, there is a chance the game could feature a performance mode featuring an unlocked frame rate, though I could not find any option for this in this build of the game. We know there are numerous natural disasters to face as well as several deadly tombs to explore, this may be the most exciting chapter of the Tomb Raider series so far. [Share](#) [Tweet](#) [Submit](#) [Related](#).

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The Boslic woman maintained a workstation on the starboard curve of the circular bridge, but during the course of active operations, she often vacated her panel and took up a position beside the command chair.