

Laws Of Ascension Mind S Eye Theatre

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Long Walk to Freedom - Nelson Mandela
2008-03-11

The book that inspired the major new motion picture Mandela: Long Walk to Freedom. Nelson Mandela is one of the great moral and political leaders of our time: an international hero whose lifelong dedication to the fight against racial oppression in South Africa won him the Nobel Peace Prize and the presidency of his country. Since his triumphant release in 1990 from more than a quarter-century of imprisonment, Mandela has been at the center of the most compelling and inspiring political drama in the world. As president of the African National Congress and head of South Africa's antiapartheid movement, he was instrumental in moving the nation toward multiracial government and majority rule. He is revered everywhere as a vital force in the fight for human rights and racial equality. LONG WALK TO FREEDOM is his moving and exhilarating autobiography, destined to take its place among the finest memoirs of history's greatest figures. Here for the first time, Nelson Rolihlahla Mandela tells the extraordinary story of his life--an epic of struggle, setback, renewed hope, and ultimate

triumph.

Red Roulette - Desmond Shum
2021-09-07

"THE BOOK CHINA DOESN'T WANT YOU TO READ."--CNN A riveting insider's story of how the Party and big money work in China today, by a man who, with his wife, Whitney Duan, rose to the zenith of power and wealth--and then fell out of favor. She was disappeared four years ago. News of this book led to a phone call from Whitney, proof that she's alive. As Desmond Shum was growing up impoverished in China, he vowed his life would be different. Through hard work and sheer tenacity he earned an American college degree and returned to his native country to establish himself in business. There, he met his future wife, the highly intelligent and equally ambitious Whitney Duan who was determined to make her mark within China's male-dominated society. Whitney and Desmond formed an effective team and, aided by relationships they formed with top members of China's Communist Party, the so-called red aristocracy, he vaulted into China's billionaire class. Soon they were developing the massive air cargo facility at Beijing International Airport, and they

followed that feat with the creation of one of Beijing's premier hotels. They were dazzlingly successful, traveling in private jets, funding multi-million-dollar buildings and endowments, and purchasing expensive homes, vehicles, and art. But in 2017, their fates diverged irrevocably when Desmond, while residing overseas with his son, learned that his now ex-wife Whitney had vanished along with three coworkers. This is both Desmond's story and Whitney's, because she has not been able to tell it herself.

Sufficiently Advanced Magic - Andrew Rowe 2017-04-23

Five years ago, Corin Cadence's brother entered the Serpent Spire -- a colossal tower with ever-shifting rooms, traps, and monsters. Those who survive the spire's trials return home with an attunement: a mark granting the bearer magical powers. According to legend, those few who reach the top of the tower will be granted a boon by the spire's goddess. He never returned. Now, it's Corin's turn. He's headed to the top floor, on a mission to meet the goddess. If he can survive the trials, Corin will earn an attunement, but that won't be sufficient to survive the dangers on the upper levels. For that, he's going to need training, allies, and a lot of ingenuity. The journey won't be easy, but Corin won't stop until he gets his brother back.

Laws of the Hunt - John Wick 1998-11

The World of Darkness is the setting for all of the games in the Storyteller series, and for several fiction books. Game books listed with this icon belong to specific game lines, but together contain information that applies to the entire World of Darkness. Sick of Kindred preying on your city? Sick of Garou and wraiths running riot through your streets? Help is here.

Laws of the Hunt provides what you need to hunt down everything from vampires to Risen, changelings to Glass Walkers. You might even live to tell about it. With rules for hunter character creation, and updated and revised Numina, *Laws of the Hunt* helps humans take back the night.

Mind's Eye Theatre Journal - White Wolf Games Studio 1999-03

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. The quarterly magazine of new rules, plots and ideas for Mind's Eye.

Ascension - Lauren Dane 2011-07-01
Published in electronic book format: June 2007.

Laws of the East - Peter Woodworth 2000-02

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. Rules for playing Asian vampires.

Laws of Ascension Companion - Mike Boaz 2002-02

Traditions and Technocrats How does the Technocratic Union function? What special talents and procedures do its operatives study? Who are the Disparates? Why is their magic apart from the Tradition Council? Marauders and Nephandi, Technocrats and Traditionalists, Disparate mages and the magical beings they encounter --

the magical world's more than just the sum of the Council of Nine. Madmen and Malfeasance Here you'll find supplemental material for Mind's Eye Theatre's Laws of Ascension "TM," covering such topics as creating Technocracy characters and chronicles, traveling the Umbral byways, fighting the wiles of mythic creatures and dealing with the lost Disparate magical orders. Plus, a ton of new roles and some additional rule options to expand the potential of live-action Mage "RM" games. Trade-sized.

Convention Book - John Snead 2001-12 Reality is a lie invented by a technocratic enemy who has written history to it's liking. The truth is magic'ae the universe can be crafted with a simple working of your will. Mages have taught this truth throughout the ages, but the proponents of technology have crushed the mystic masters. Join the last stand in the war for reality. Mage: The Ascension places you in the midst of supernatural intrigues and inner struggles. The more secrets you learn, the more important your wisdom and power become. Mage drags spirituality and metaphysics screaming through the streets of a postmodern nightmare. Convention Books contain vital character information for players and Storytellers.

Mind's Eye Theatre Journal - White Wolf Publishing, Incorporated 2000-12 Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. The quarterly magazine of new rules,

plots and ideas for Mind's Eye.

Laws of the Wild - Thomas Stratman 1997-07

The Apocalypse is Back and It's Not Happy! Have you always felt uncomfortable playing live-action Vampire "RM" because It meant playing a dead thing? Ever had the itch to roleplay something with a pulse -- not to mention fangs, claws, Gifts and all the armaments of Gaia? Here's your chance to take back the night! Werewolves Are in the House! It's back! Laws of the Wild "TM" is a second edition of the live-action Werewolf "TM" rules presented in The Apocalypse "TM", the book that fans have wanted for years. With rules on how to play every tribe, breed and auspice, not to mention rules on totems, Gifts, rites, moots and every other aspect of Garou existence, laws of the Wild is the complete guide to live-action Werewolf roleplaying.

The Book of the Courtier - Baldassarre conte Castiglione 2022-08-21

"The Book of the Courtier" by Baldassarre conte Castiglione is a lengthy philosophical dialogue on the topic of what constitutes an ideal courtier or court lady, worthy to befriend and advise a Prince or political leader. Castiglione set the narrative of the book in his years as a courtier in his native Duchy of Urbino. It offers a poignantly nostalgic evocation with a reverent tribute to the friends of Castiglione's youth.

Mind's Eye Theatre Vampire - Nicole "Nycci" Daniels 2021-07-15

Mind's Eye Theatre: Vampire the Masquerade Volume 2 contains all-new content and tools to spark your imagination and fuel your stories. Containing all the promised material alluded to in Volume 2 Issue 1, we invite you to explore complex personal stories in a live-action setting that includes beautiful new

art, 6 new playable bloodlines, new disciplines, new techniques, dozens of rituals, and so much more! Claim your place in the night...before it claims you!

The Victorians - A.N. Wilson
2011-09-30

People, not abstract ideas, make history, and nowhere is this more revealed than in A. N. Wilson's superb portrait of the Victorians, in which hundreds of different lives have been pieced together to tell a story - one which is still unfinished in our own day. The 'global village' is a Victorian village and many of the ideas we take for granted, for good or ill, originated with these extraordinary, self-confident people. What really animated their spirit, and how did they remake the world in their view? In an entertaining and often dramatic narrative, A. N. Wilson shows us remarkable people in the very act of creating the Victorian age.

Princess - Gaelen Foley 2007-12-18
Dear Reader, I'm so proud to introduce Gaelen Foley, a captivating new writer who will sweep you away with this unforgettable story of forbidden love and wondrous destiny. Darius Santiago is the King's most trusted man, a master spy and assassin. He is handsome, charming, ruthless, and he has one weakness--the stunning Princess Serafina. She is all he has ever wanted and everything he cannot have. Serafina has worshipped Darius from afar her whole life, knowing that deep in the reaches of her soul, where she is not royalty but a flesh and blood woman, she belongs to this dangerous, untouchable man. Unable to suppress their desire any longer, they are swept into a daring dance of passion destined to consume them both until a deadly enemy threatens to destroy their new love. PRINCESS is historical romance at its best--full

of adventure, intrigue, and pageantry--from an amazingly talented new author whose storytelling career is just beginning. . . . Enjoy!
Shauna Summers Senior Editor The Ballantine Publishing Group
Hereditary Genius - Sir Francis Galton 1870

Star Shroud - Ken Lozito 2016-02-28
"After initial contact with an alien entity leaves Kaylan unconscious, she wakes up to discover that she's now in command of the Athena mission stranded in a star system far from Earth. The ship's computer is malfunctioning and former hacker and astronaut trainee, Zack Quick, is the only one who can fix it. If he can't figure out what's wrong, they have no hope of getting back home. In order to survive, the crew of the Athena must explore an alien star system to find the species that summoned them."--Back cover.

Diablerie - Dustin Browder 1997-04

Inside Greenwich Village - Gerald W. McFarland 2005-01-01

A vibrant portrait of a celebrated urban enclave at the turn of the twentieth century.

Liber Des Goules - The Book of Ghouls
- Glenys Ngaire McGhee 1997

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. The Mind's Eye rules for playing vampires' human pawns.

Necropolis Atlanta - Jennifer Hartshorn 1994-09-01

Rescue for the Dead - Jeffrey A.

Trumbower 2001

Christianity is a religion of salvation in which believers have always anticipated some type of post-mortem bliss. This belief in salvation for the faithful has usually meant non-salvation for others. This text examines the establishment of this view.

World of Darkness Core Rulebook - 2004-08-01

The world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with *Vampire: The Requiem*, *Werewolf: The Forsaken* and *Mage: The Awakening*.

The Testament of Gideon Mack - James Robertson 2007-01-18

The Testament of Gideon Mack is James Robertson's acclaimed novel exploring faith and belief. For Gideon Mack, faithless minister, unfaithful husband and troubled soul, the existence of God, let alone the Devil, is no more credible than that of ghosts or fairies. Until the day he falls into a gorge and is rescued by someone who might just be Satan himself. Mack's testament - a compelling blend of memoir, legend, history, and, quite probably, madness - recounts one man's emotional crisis, disappearance, resurrection and death. It also transports you into an utterly mesmerising exploration of the very nature of belief. 'Fascinating, extraordinary, strange, rich' Sunday Telegraph

'Overwhelmingly compassionate and thought-provoking. Demands another read' Irvine Welsh, Guardian 'Hugely enjoyable, very funny, deeply refreshing . . . its touch of devilry makes it even more of a joy' Herald 'Fabulous . . . a work of the highest literary quality' Scotland on Sunday 'Astonishingly accomplished, utterly compelling from start to finish . . . could well be the best novel

published anywhere this year' Big Issue 'James Robertson is a brilliant novelist. It's a long time since I read a novel in which the contemporary notions of faith and belief were so frankly tested' Ali Smith James Robertson is the author of the novels *The Fanatic*, *Joseph Knight*, *The Testament of Gideon Mack*, *And the Land Lay Still* and *The Professor of Truth*. *The Testament of Gideon Mack* was longlisted for the 2006 Man Booker Prize, picked by Richard and Judy's Book Club, and shortlisted for the Saltire Book of the Year award, and *And the Land Lay Still* was the winner of the Saltire Book of the Year Award 2010.

Mind's Eye Theatre - Jason Andrew 2013-12-18

It's a new night! *Mind's Eye Theatre: Vampire The Masquerade* is a new edition of a classic game that draws on more than two decades' worth of material from the iconic World of Darkness setting. The rules are designed and adapted specifically for the Live Action Roleplay environment, while maintaining the fidelity of the original game. Whether you're a veteran player or discovering live-action roleplaying for the first time, this book contains everything you need to create and play a vampire character or create your own live-action chronicle. All the clans. All the bloodlines. All the disciplines. This is a complete game, containing everything you need to enjoy *Vampire The Masquerade* in one of its most

thrilling formats...plus an updated and unique storyline, designed specifically for Live-Action Vampire: The Masquerade, in which players and Storytellers can develop their own chronicles.

Camarilla Guide - Jason Carl 2000-04

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. New rules and tricks specifically for Camarilla vampires. A supplement to Laws of the Night (Revised).

Laws of Ascension - Martin Hackleman 2001-02

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character.

Finally, the definitive guide for playing Mage: The Ascension as a live-action game. Nine Traditions, nine Spheres and all of the Abilities, Attributes and storytelling ideas you can handle! Everything from the Tellurian to the Technocracy, with all the material you need to begin your own quest for Ascension in Mind's Eye Theatre.

The Ascension Papers - - Zingdad 2014-07-16

The Ascension Papers is your invitation to step into the power of your divine, limitless self! To move into right relationship with all that you truly are, and therefore into

right relationship with all of life. If you accept the invitation, then you'll be able to join in the co-creation of the most wondrous future reality imaginable... a whole new life in a whole new world in a grand, golden age! An age in which we all know that we are One with each other, One with Life, One with the planet and One with the Divine. An age in which we are all awakened to our true Creator-Nature. We are the ones we have been waiting for! So... what are you still waiting for? The Ascension Papers is your invitation. Are you ready to accept it? Could this be your journey Home?

Ascension - Caris Roane 2010-12-28

Alison Wells is no ordinary woman. Born with supernatural powers, she can never make love to a man without putting him in grave danger. But when her special vision reveals a glorious muscled man soaring overhead on mighty wings, she feels an overwhelming attraction she cannot resist—even as he tells her: "I have come for you. Your blood belongs to me." Kerrick is a vampire and a warrior who has fought his hunger for a woman's love for the past two hundred years. As a Guardian of Ascension, he is sworn to protect Alison from the death vamp armies who crave her blood and her power. But Kerrick has cravings of his own—a forbidden longing to open his heart and veins to Alison. To share his blood...satisfy his thirst...and seal their fates forever. Ascension is the first in Caris Roane's paranormal romance series that Romantic Times calls "a series with epic potential."

Mind's Eye Vision - Keagan Caea 2020-11-14

We live in a world of shadows and illusions, and of lies and deception. Finding our way through this stifling darkness requires that we learn how to recognize fraudulent distortion in all its forms. Shunning any and every

preconceived notion that has been planted, and giving ourselves the ability to truly understand our own truth. This is what we call MIND'S EYE VISION, which is the ability to see with the mind and not only the eyes. And is something that is critical to our wellbeing for while the eyes sees mostly illusions, an awaken mind has the ability to see through all deception. This book has been written with one sole purpose, which is to remove the veil has placed over our eyes, and to break the chains that have been used to shackle our minds. It is a very short book consisting of only three chapters, but the words that lie within are sharper than the blade of a razor. Each chapter is separated into what the author conveniently call keys, because they are the keys to conquests for anyone who manages to attain mastery of them, and must thus be carefully articulated for they will only serve to sharpen the mind. One has to tread very carefully for knowledge of this caliber has the ability to blow minds to oblivion, and is ultimately dependent on the individual's level of enlightenment, something that negates the effect of the shock and softens the blow of what is revealed. As individuals we must learn how to comprehend the nature of the world we live in, to develop a heighten sense of things, and to see people and organizations for what they really are and not what they present themselves as. Accomplishing this will demand self discipline, and a conviction that will strengthen our resolve by ensuring that we deduce the truth behind our own history. A history that must be extrapolated from the wisdom that is attained through evidence, and one that will allow us TO KNOW THY ORIGINS, TO KNOW THY SELF, and TO KNOW THY ENEMY.

From Blood and Ash - Jennifer L.

Armentrout 2020-03-30

Captivating and action-packed, *From Blood and Ash* is a sexy, addictive, and unexpected fantasy perfect for fans of Sarah J. Maas and Laura Thalassa. A Maiden... Chosen from birth to usher in a new era, Poppy's life has never been her own. The life of the Maiden is solitary. Never to be touched. Never to be looked upon. Never to be spoken to. Never to experience pleasure. Waiting for the day of her Ascension, she would rather be with the guards, fighting back the evil that took her family, than preparing to be found worthy by the gods. But the choice has never been hers. A Duty... The entire kingdom's future rests on Poppy's shoulders, something she's not even quite sure she wants for herself. Because a Maiden has a heart. And a soul. And longing. And when Hawke, a golden-eyed guard honor bound to ensure her Ascension, enters her life, destiny and duty become tangled with desire and need. He incites her anger, makes her question everything she believes in, and tempts her with the forbidden. A Kingdom... Forsaken by the gods and feared by mortals, a fallen kingdom is rising once more, determined to take back what they believe is theirs through violence and vengeance. And as the shadow of those cursed draws closer, the line between what is forbidden and what is right becomes blurred. Poppy is not only on the verge of losing her heart and being found unworthy by the gods, but also her life when every blood-soaked thread that holds her world together begins to unravel. Reviews for *From Blood and Ash*: "Dreamy, twisty, steamy escapism. Take me back!" -New York Times bestseller Wendy Higgins "Jennifer Armentrout has the power to control my emotions with every word she writes. From swooning to crying to racing through the pages to find out what happens

next, I couldn't stop reading about Hawke and Poppy, and you won't be able to either." - Brigid Kemmerer, New York Times Bestselling Author of A Curse So Dark and Lonely "Action, adventure, sexiness, and angst! From Blood and Ash has it all and double that. So many feels and so many moments it made me cheer for the character. Read. This. Book! You'll be obsessed!" - Tijan NYT bestselling author "From Blood and Ash is a phenomenal fantasy novel that is filled to the brim with danger, mystery and heart melting romance. I loved every single second of it and I couldn't get enough of this new fantastical world. A heart stopping start to what is clearly going to be a stunning series, perfect for both those who love fantasy and those who are new to the genre. A must read." Kayleigh, K-Books "If you think you are ready for From Blood and Ash, think again. Jennifer L. Armentrout has woven a new fantasy universe that will leave you reeling. Filled with action, heart wrenching twists and the most delicious romance, this unputdownable novel comes with a warning: keep a fan close by, because the temperatures are about to rise." Elena, The Bibliotheque Blo "In this exciting new novel by Jennifer L. Armentrout, she introduces a fantastical world filled with immense detail, and characters who are poignant and fierce, Jennifer truly has out done herself!" - BookBesties "From Blood and Ash is a fantastic fantasy that will hook you immediately from the very first page! I loved every single moment and all of the characters are ones you will fall in love with! Jennifer L. Armentrout has done it again with her amazing writing skills and lots of detail! Get this book immediately!!!" - Amanda @Stuck In YA Books "Jennifer has stepped into the fantasy genre with this absolutely amazing novel.

With characters you will love and more than a few twists and turns, get ready for one amazing adventure." - Perpetual Fangirl "This magnificent book has so many pieces in it: fantasy, mystery, forbidden romance, supernatural, lies, deceit, betrayal, love, friendship, family. And so, so, so many secrets your head will be spinning. Jennifer L. Armentrout has created another masterpiece that I will be rushing to buy, and will be telling everyone to read it ASAP!" ~Jeraca @My Nose in YA Books "From Blood to Ash is the first high fantasy book from Jennifer L Armentrout, but hopefully not the last. Like all her other works, her ability to create worlds, create swoon worthy men, and feisty strong female characters is amazing. Fantasy, mystery, romance, betrayal, love, and steamy scenes, this book has it all." - Lisa @ The Blonde Book Lover "From Blood & Ash is everything we love about JLA's fantasy writing...pumped up on steroids. There's epic world building and plot twists, a strong female lead, a swoon worthy book hottie, a steamy forbidden love story, and side characters that can't help but steal your heart. My mind was blown by the end of this book." - Kris S. (frantic4romantic) "Step into an exciting new fantasy world by Jennifer L. Armentrout, From Blood And Ash takes you on a fantastic ride with twists and turns galore. Characters you will love to laugh and cry with. A phenomenal start to an exciting new series." - Lori Dunn an avid reader "From Blood and Ash was everything I wanted in a high fantasy novel. The myths, the legends, the epic romance, and an adventure that will keep you on your toes beginning to end. I couldn't put the book down. Truly a brilliant start to what I believe will be yet another amazing series by Jennifer L. Armentrout."

-Sabrina, Books Are My Life "Jennifer L. Armentrout takes her first step into the high fantasy genre with From Blood and Ash. A story of forbidden love, lies, secrets, and betrayal - it will leave you wanting more after the very last page." - Love Just Is Books "From Blood and Ash is like reading my favorite book for first time." - Raquel Herrera "With From Blood and Ash, Jennifer Armentrout successfully takes on the genre of high fantasy, proving, once again, that she is a master of her craft. Filled with epic adventure, forbidden romance, deceit, lies, and betrayal, FB&A draws you in from page one and refuses to let go!" - Erica, The Rest Just Falls Away "Jennifer L. Armentrout comes through once again with From Blood and Ash as it kept me enthralled throughout the full book. You won't be able to put down this epic story once you start." - Julalicious Book Paradise "From Blood and Ash strikes the perfect balance between fantasy and romance elements leaving the world feeling alive and full while allowing the relationship between the main characters feeling real and authentic." - Nads Book Nook, Nadine Bergeron "Be prepared to spend your whole day reading From Blood and Ash. Once you start reading this high fantasy novel, you won't want to put it down." - Love Book Triangle "From Blood and Ash is absolutely breath taking. JLA does what she does best by creating a fantastical world filled with romance, lies, betrayal, adventure and all things we love and expect from JLA characters that melt our hearts and steal our hearts and souls. I cannot wait for the next one!" - Pia Colon "From Blood and Ash, Jennifer L. Armentrout brought to life a high fantasy that is enthralling. Another masterful addition to my collection. Get ready to stay on your toes from start to

end." - Amy Oh, Reader by the Mountains "From Blood and Ash is the first high fantasy novel by Jennifer L Armentrout and she absolutely nails it. This is fantasy for skeptics and unbelievers because it makes you want to be a fantasy fan! This page turner makes you want to devour it in one night and at the same time savor every detail. Heart stopping and inspiring and grips you from page one." - Tracy Kirby "An intriguing puzzle of a world, a ruthless hero, a determine heroin, and a plot that will keep you up late, this book is one of the best I've read this year." - Valerie from Stuck In Books "From Blood and Ash, a thrilling high fantasy that packs a punch, each page will leave you wanting more!" - Tracey, Books & Other Pursuits *Ascension* - Jacqueline Koyanagi 2013 Place of publication transcribed from publisher's web site.

Laws of the Hunt - Jason Carl 2002-05 A Shining Beacon of Hope For as long as there have been monsters who stalk the shadows and prey upon mortals, brave people have stood against the darkness. Some call on the powers of Heaven and their faith, some study the mystical paths, some research great tomes of knowledge and some wield the resources of their governments, while the rest have only their knowledge, their courage and their hope. Is any of it enough? Alone in the Night **Laws of the Hunt Revised Edition** contains all the material that players and Storytellers need for creating, playing and running mortal characters in Mind's Eye Theatre "TM" -- from the members of the Inquisition and Arcanum, to enigmatic sorcerers and psychics, to the soul-deadening Autumn People. Here are systems specific to mortals, from spirit summoning to sickness. Here, at last, is your chance to take back the night.

[The 48 Laws of Power](#) - Robert Greene

2000-09-01

Amoral, cunning, ruthless, and instructive, this multi-million-copy New York Times bestseller is the definitive manual for anyone interested in gaining, observing, or defending against ultimate control – from the author of *The Laws of Human Nature*. In the book that *People* magazine proclaimed “beguiling” and “fascinating,” Robert Greene and Joost Elffers have distilled three thousand years of the history of power into 48 essential laws by drawing from the philosophies of Machiavelli, Sun Tzu, and Carl Von Clausewitz and also from the lives of figures ranging from Henry Kissinger to P.T. Barnum. Some laws teach the need for prudence (“Law 1: Never Outshine the Master”), others teach the value of confidence (“Law 28: Enter Action with Boldness”), and many recommend absolute self-preservation (“Law 15: Crush Your Enemy Totally”). Every law, though, has one thing in common: an interest in total domination. In a bold and arresting two-color package, *The 48 Laws of Power* is ideal whether your aim is conquest, self-defense, or simply to understand the rules of the game.

Forthcoming Books - Rose Army 2001

Belgic Confession -

Prince Charming - Gaelen Foley
2006-04-25

"There is star quality in this writer!" raves the *Romantic Times* about gifted author Gaelen Foley. Her love stories are filled with glorious settings, stunning characters, and unforgettable passion. Destiny casts its hand one perfect moonlit night when Ascencion's most elusive highwayman, the Masked Rider, chooses the wrong coach to rob. For inside is Rafael, the prince of the kingdom, renowned for his hot-blooded pursuits

of women and other decadent pleasures. The failed raid leaves the equally notorious Masked Rider wounded and facing a hangman's noose. Then Rafe realizes his captive criminal is Lady Daniela Chiaramonte, a defiant beauty who torments him, awakening his senses and his heart as no woman has before. Dani can only wonder if she's been delivered to heaven or hell once she agrees to marry the most desirable man in the Mediterranean--until forces of treachery threaten to destroy their tenuous alliance and bring down the throne itself. . . .

Mind's Eye Theatre - 2005

A modern gothic live-action storytelling game

The Confessions of Young Nero - Margaret George 2017-03-09

In the Roman Empire no one is safe from the sting of betrayal: man, woman - or child. As a boy, Nero's royal heritage becomes a threat to his very life, first when the mad emperor Caligula tries to drown him, then when his great aunt attempts to secure her own son's inheritance. Faced with shocking acts of treachery, young Nero is dealt a harsh lesson: it is better to be cruel than dead. While Nero idealizes the artistic and athletic principles of Greece, his very survival rests on his ability to navigate the sea of vipers that is Rome. Most lethal of all is his own mother, Agrippina, whose only goal is to control the empire. But as her machinations earn her son a title he is both tempted and terrified to assume, Nero's determination to escape her thrall will shape him into the man he was fated to become - an Emperor who became legendary. With impeccable research and captivating prose, *The Confessions of Young Nero* by Margaret George is the story of a boy's ruthless ascension to the throne. From innocent youth to infamous

ruler, his is an epic tale of the lengths to which man will go in the ultimate quest for power and survival.

The Pirate Prince - Gaelen Foley
2006-04-25

On a calm moonlit night, as the scent of jasmine and pine embraced the island of Ascension, the pirate prince Lazar di Fiori returns with lethal grace to avenge what was stolen from him: his kingdom, his birthright, his soul. . . . Allegra Monteverdi, the daughter of Lazar's sworn enemy, proves an uncommonly powerful adversary. She throws herself on his mercy, her courage and beauty touching his cold, unforgiving heart. He agrees to spare the lives of her family--but only if Allegra

sails away with him as his captive. For his quest for vengeance still burns fiercely, and he will settle for nothing less than Allegra's body and soul. Alone at sea with this dark, intriguing man, moving between seduction and fear, Allegra gazes into eyes as deep and mysterious as the night and sees who this pirate really is. Lazar--the prince of her childhood dreams. Though he was rumored to be murdered years ago, she always believed someday he would return. But it will take more than her love for this pirate prince to bring peace to her beloved home. For Lazar must face the demons of his shattered past--if he is to forge the destiny that is theirs to claim. . . .