

Chapter 1 : Ghost Horse (Eclipse) by Patricia Rosemoor

Ghost Horse is a nice and spooky gothic flavored romance, an excellent way to spend an evening curled up on the couch with a good book. Recommended. 3 people found this helpful.

Indeed, by the time the world-famous adventures of The Phantom were first recorded in print more than six decades ago, the grim champion of justice had already been around for nearly years. The gentle Bandar pygmies, taking him to be a sea god of ancient prophecy, nursed him back to fitness and became his everlasting friends as the castaway faced his destiny, donned costume and mask and was reborn as the first of the Phantoms, scourge of predators everywhere. In time that son begat another, and thereafter that son begat again. After a while, there arose a dynasty of Phantoms, one after another, born into the legend then reared and rigorously drilled in the disciplines and the duties. Through the generations these eerily identical jungle lords have prowled an evil world in the cloaks of many identities, and none today, but the Bandar and a handful of other secret souls know that all are not one and the same. The modern Phantom is the 21st of the line. His only intimates have been the faithful Bandar, his great white horse Hero, his savage gray wolf Devil and his lovely American sweetheart Diana Palmer. Even the men of the Jungle Patrol, the paramilitary peacekeeping squad an ancestor had organized some years ago, have never seen the face of their mysterious commander in chief. From thieves and smugglers to cut-throat harbor rats to crazed dictators seeking to enslave free men, all have met the Phantom over 60 thrilling years, and all have tasted his wrath. Always changing with the whirlwind times around him, he has increasingly come to function as something of a United Nations troubleshooter-at-large, a shadowy trench-coated figure slipping in and out of modern Third World political intrigue. The fifth Phantom crossed swords with the pirate Blackbeard in the early s. The 16th appears to have put in some time as a Wild West cowboy. And succession is assured. Kit is the 21st to wear the mysterious purple costume of the Phantom. To the good people of the jungle, though, there has only been one Phantom, and the secret of his succession has been jealously guarded. Today, the Phantom wears the Skull Ring as a symbol of his quest to right wrongs and punish evildoers. His quest has taken him around the world, and legends continue to grow around him daily. When people speak of The Phantom, they talk of daring escapes and hair-raising adventures! They are almost as legendary as the famous masked man himself! This globe-trotting socialite was the first to discover that her boyhood friend, Kit Walker, was, in reality, the Phantom. The two have shared many adventures together, with the plucky young Diana matching him in his heroics. It was in when Diana married Kit and went with him to the Skull Cave to live.

Chapter 2 : In The Smoke And Din Issue #0 | Dark Horse Digital Comics

Find this Pin and more on Spirit/Ghost Horses That Intrigue us by Patricia Gross. This poem tells us to not cry for the loss of our horses, but after reading it we are all full of tears. This reminded me of my mare the recently passed away, she was the first horse that my true love of riding came from.

Edit Two days pass without word from the Captain. The other riders are aloof, but Melry is friendly. Karigan is allowed to go to the stable to tend to Condor and do stable chores. Weapons continue to guard her. Karigan and Melry speak as Melry mucks out a stall. Melry tells her about the Eletian visitor. Karigan tells Mel about Somial. She is disappointed that the visitor is a different Eletian than Somial. Alton enters the stable. He is confident and dapper. He bows to her formally, Karigan returns the gesture. Alton is not put off by the weapons and seems friendly. Karigan asks about Shawdell. Alton knows little, but mentions rumours. Karigan wonders how the Eletians picked Sacordia to contact. A bell rings, and a rider arrives from an errand. Karigan wonders what important business the rider has; Melry explains that this is actually normal for a non-urgent message arrival. Alton does not know what his talent is. Captain Mapstone arrives, and tells Karigan she is to have an audience with the king. Karigan worries she will be thought a fraud. Riders that she passes smile at her. They arrive at the throne room, which is only occupied by Zachary, a dog, and weapons. She stops to pet the dog. Karigan notices the King is young, and finds him familiar for some reason. She feels sympathetic for his being trapped in the castle, away from the sea. The captain is dismissed. Zachary speaks of her clan, and Karigan is snappish. He calls her journey irrelevant and invites her to play intrigue. Karigan chooses green pieces. She is surprised by how plain his game set is. They play - Karigan loses very badly. Karigan is concerned that the king should have a better use for his time than playing board games. Two hours later, he defeats her and scolds her for how crummily she has played. He suggests that she should have given her messengers special abilities that Green Riders have. He tells her that it is impossible to win intrigue by following the rules, and that his portrait would have long ago been painted on the ceiling with the dead forebears if he did. He draws her attention to the space beside King Amigast that is reserved for him. He is intrigued that the moonstone lights for her but not anyone else, even Shawdell. Zachary pets Finder, commenting on how remarkable her story is. Karigan has an outburst, berating Zachary for the state of the roads, outlaws, and not leaving the castle. She bows and a weapon escorts her out of the throne room. She brushes past Lord Mirwell as she leaves. She returns to her room and finds Captain Mapstone waiting for her. Laren brings her food, and Karigan tells her about the meeting. Laren is amused by the outburst, laughing uproariously. Laren is somewhat baffled by the meeting, and the invitation. Karigan demands she be allowed to go home, but Laren says she must stay for the ball. They also want her to stick around so they can ask her about the Wild Ride. Laren tells Karigan she cannot give the brooch back, and she is a Green Rider whatever she does.

Chapter 3 : Ghost Horse by Patricia Rosemoor

*Ghost Horse [Patricia Rosemoor] on racedaydvl.com *FREE* shipping on qualifying offers. Ghost Horse by Patricia Rosemoor released on Jul 12, is available now for purchase.*

In this cyberpunk iteration of a possible future, computer technology has advanced to the point that many members of the public possess cyberbrains, technology that allows them to interface their biological brain with various networks. The level of cyberization varies from simple minimal interfaces to almost complete replacement of the brain with cybernetic parts, in cases of severe trauma. This can also be combined with various levels of prostheses, with a fully prosthetic body enabling a person to become a cyborg. The heroine of Ghost in the Shell, Major Motoko Kusanagi, is such a cyborg, having had a terrible accident befall her as a child that ultimately required that she use a full-body prosthesis to house her cyberbrain. This high level of cyberization, however, opens the brain up to attacks from highly skilled hackers, with the most dangerous being those who will hack a person to bend to their whims. Mobile Armored Riot Police: The Ghost in the Shell begins in , and features Section 9, led by Chief Daisuke Aramaki and Major Motoko Kusanagi, as they investigate the Puppeteer, a cyber-criminal wanted for committing a large number of crimes by proxy through "ghost hacking" humans with cyberbrains. As the investigation continues, Section 9 discovers that the Puppet Master is actually an advanced artificial intelligence created by a department of the Japanese government, taking up residence in a robot body. After destroying the latest host of the Puppeteer, Section 9 believes all is well, until the Major discovers the Puppet Master in her own mind. After this event, the Major leaves Section 9 to work as a private contractor, with the remaining members of the unit, Batou, Togusa, Ishikawa, Saito, Paz, Borma and Azuma, continuing their work as covert operatives, occasionally meeting up with the Major in her various guises. These stories were later collected under the name Ghost in the Shell 1. In , the Major, now known as Motoko Aramaki, works as a security expert for Poseidon Industrial, now an entity composed of multiple identities that she controls via the network in other prosthetic bodies that attack industrial spies, assassins, and cyber-hackers, solving various crimes, while still at her day job. These stories are collected under the title Ghost in the Shell 2: Creation and development[edit] While writing the manga, Masamune Shirow struggled to make it neither too complex nor too simple. Shirow requested that "Ghost in the Shell" be included on the title even if it was in small print. Man-Machine Interface manga was done digitally, which was difficult for Shirow because of troubles including a hard disk failure which resulted in the loss of 16 gigabytes of data, USB hardware troubles and reading manuals related to new application upgrades. Shirow considers the manga a completely different kind of work and not a true sequel of Ghost in the Shell. Man-Machine Interface follows what happens to the Major after she merges with the Puppeteer. Shirow drew the color pages on computer, in which he states was difficult to due to technical issues with his computer. In the "short-cut" version of the manga, Masamune Shirow made the color darker and softer, but used more contrasting colors in the "standard" version. Examples include concepts like the future of hacking techniques, in which a cyberbrain can be hacked to copy information without being detected. Shirow explains instances of spirit channeling in cyborgs with kiko energy. Shirow even wrote that this phenomenon may be related to the "hearing voices" in individuals that suffer from mental disabilities like schizophrenia. Cyborgs are shown consuming food, but Shirow noted that early in the development would have been pills or paste substance that would have both psychological and physical functions. The Fuchikoma robots also must consume in a sense, requiring replenishment of fluid for their neurochips every two months, but Fuchikoma are not entirely bio-robots. Shirow discussed in his notes how the family of Yano received notification of his death and what would be disclosed, but also notes strategic use and premature notifications exist for various purposes. The concepts of a 3-D viewing room was based on "crude" golf simulator technology. Shirow, who grew tired of "taking flak" over the pages, opted to remove them and reworked the previous page as necessary. Man-Machine Interface was penned by Shirow later. The box set also contained a booklet titled ManMachine Interface Inactive Module, a poster and a Fuchikoma robot action figure. The manga was published in July 23, , by Kodansha. It was later collected in a single volume in trade paperback format on October 10,

Chapter 4 : Editions of Ghost Horse by Patricia Rosemoor

Ghost Horse (Eclipse) by Patricia Rosemoor - book cover, description, publication history.

It was extremely well-done in every aspect but one. IMO, this is his reaction to recent events -- showing the utter horror and non-stop violence of war. Patricia posted by Patricia Rosemoor at The first is Mr. Smith was a really good movie. I thought it was okay. Act I dragged, but once it got going, it had its moments. We were talking about really wow premises in the last blog -- well this movie had one, or so I thought. It had no impact. And so between that and the yawn of a first act, this was the least well-executed of the movies. What did you think of it? Patricia posted by Patricia Rosemoor at 3: I used to say from everywhere. Things on tv, in the newspaper, conversations with my friends. I want to be wowed by a story premise. Then some friends and I were talking about something else and "genetic memory" came up. Meaning, the heroine has memories passed down to her through her genes. My ears perked up -- I could use this. I need to be wowed by the story premise. Is it the story that important? Or is it simply the actual characters and the romance. What story premise can you think of that wowed you lately? Which is also true of the RS I write for Blaze. The difference here is that the relationship heats up and gets more detailed, while the suspense elements get less detailed no blood or gore. And when I write for Silhouette Bombshell, the romance takes a real back seat to a subplot, while the heroine steps up as center of the suspense story. So if you like Romantic Suspense, would you be drawn to try all of the above possibilities? Are you ready to mix it up a bit or do you like your RS to be more traditional? I thought I would try a "blog engine" to gather comments by readers. If you care to comment, I would be interested in knowing what kind of romantic suspense stories you like.

Chapter 5 : Intrigue - DominionStrategy Wiki

Editions for Ghost Horse: (Mass Market Paperback published in), (ebook published in), (Mass Market Paperback p.

Chapter 6 : Season 2 - Ghost Horse - Heartland

This Pin was discovered by Patricia Gross. Discover (and save!) your own Pins on Pinterest.

Chapter 7 : GR 26 - Intrigue and Invitation | Green Rider Wiki | FANDOM powered by Wikia

Tammy enjoys exploring the strengths of each medium she sculpts in - the freedom and spontaneity of raku fired clay, the strength and precision of bronze, the luminosity and intrigue of crystal - and complementing their weaknesses with the strengths of the others.

Chapter 8 : About | The Phantom

Get this from a library! Ghost horse. [Patricia Rosemoor] -- Hired to tutor his daughter for the summer, city girl Chloe Morgan kept her real reason for coming to Graylord Pastures a secret from rugged horse breeder Damian Graylord.

Chapter 9 : Season 2 - Ghost Horse - Heartland

Ghost Horse has 52 ratings and 5 reviews. Mojca said: Chloe Morgan moves into Graylord Pastures as a summer tutor for the thirteen-year old Nissa. But Ch.