

Promethean The Created Core Rulebook Second Edition

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Prometheus in the Nineteenth Century -

Caroline Corbeau-Parsons 2017-12-02

"On Zeus' order, Prometheus was chained to Mount Caucasus where, every day, he was to endure his liver being devoured by a bird of prey - his punishment for bringing fire to mankind.

Through the impulse of Goethe, his fortune went through radical changes: the Titan, originally perceived as a trickster, was established both as a creator and a rebel freed from guilt, and he became a mask for the Romantic artist. This

cross-disciplinary study, encompassing literature, the history of art, and music,

examines the constitution of the Prometheus myth and the revolution it underwent in 19th-

century Europe. It leads to the Symbolist period - which witnessed the coronation of the Titan as a prism for the total work of art - and aims to re-establish the importance of Prometheus amongst other major Symbolist figures such as Orpheus."

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.

Magnum Opus - Joseph Carriker 2007-01-01

Laudato Si' - Pope Francis 2020-10-06

Laudato Si' is Pope Francis' second encyclical which focuses on the theme of the environment.

In fact, the Holy Father in his encyclical urges all men and women of good will, the rulers and all the powerful on earth to reflect deeply on the theme of the environment and the care of our

planet. This is our common home, we must take care of it and love it - the Holy Father tells us - because its end is also ours.

Antagonists - Pamela Collins 2004

Blood and Iron - Elizabeth Bear 2008

Seeker, a woman enchanted by the Faerie Queen and forced to kidnap human children for the pleasure of her mistress, goes after her latest prey, a Merlin, a child possessing a limitless magic that could tip the ultimate balance of power. Reprint.

The Rebel - Albert Camus 2012-09-19

By one of the most profoundly influential thinkers of our century, *The Rebel* is a classic essay on revolution. For Albert Camus, the urge to revolt is one of the "essential dimensions" of human nature, manifested in man's timeless Promethean struggle against the conditions of his existence, as well as the popular uprisings against established orders throughout history. And yet, with an eye toward the French

Revolution and its regicides and deicides, he shows how inevitably the course of revolution leads to tyranny. As old regimes throughout the world collapse, *The Rebel* resonates as an ardent, eloquent, and supremely rational voice of conscience for our tumultuous times.

Translated from the French by Anthony Bower.

New Horizon Player's Guide 2nd Edition - Michal Lysek

Vampire the Masquerade Storyteller Screen Role Playing Game - 2021-04

Demon - White Wolf Publishing 2001-12-01

My Time Among the Stars - Bill Bridges 2015-01-07

It is the dawn of the sixth millennium and the skies are darkening, for the suns are fading. Humans reached the stars long ago, building a republic of high technology and universal emancipation - and then squandered it, fought

over it, and finally lost it. A new Dark Age has descended on humanity, for the greatest of civilizations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. This is the universe of the Fading Suns. My Time Among the Stars collects the journals of Guissepe Alustro, a priest traveling the Known Worlds in the aftermath of the Emperor Wars and the beginning of the reign of Alexius I. Alustro encounters nobles, priests, mercenaries, aliens, knights, starships, psychics, lost worlds, ancient artifacts, and the Dark Between the Stars. His journals reveal the adventures, intrigues, mysteries, and spiritual yearnings of humankind many millennia from now. Alustro's journals were originally featured as the prologues for the Fading Suns series of sourcebooks, each of which presented new knowledge about a facet of the universe. All of them are collected here for the first time, as transcribed for pre-Diasporan readers by Bill

Bridges (World of Darkness, Werewolf: the Apocalypse, Mage: the Awakening, Promethean: the Created).

Playing God? - Ted Peters 2014-04-04

Since the original publication of *Playing God?* in 1996, three developments in genetic technology have moved to the center of the public conversation about the ethics of human bioengineering. Cloning, the completion of the human genome project, and, most recently, the controversy over stem cell research have all sparked lively debates among religious thinkers and the makers of public policy. In this updated edition, Ted Peters illuminates the key issues in these debates and continues to make deft connections between our questions about God and our efforts to manage technological innovations with wisdom.

Saturnine Night - Joseph D. Carriker 2007-03-01

The Language Game - Morten H. Christiansen
2022-02-22

Forget the language instinct—this is the story of how we make up language as we go. Language is perhaps humanity’s most astonishing capacity—and one that remains poorly understood. In *The Language Game*, cognitive scientists Morten H. Christiansen and Nick Chater show us where generations of scientists seeking the rules of language got it wrong. Language isn’t about hardwired grammars but about near-total freedom, something like a game of charades, with the only requirement being a desire to understand and be understood. From this new vantage point, Christiansen and Chater find compelling solutions to major mysteries like the origins of languages and how language learning is possible, and to long-running debates such as whether having two words for “blue” changes what we see. In the end, they show that the only real constraint on communication is our imagination.

Requiem for Rome - Russell Bailey 2007

[Frankenstein](#) - Mary Shelley 2017-04-28

The original 1818 text of Mary Shelley's classic novel, with annotations and essays highlighting its scientific, ethical, and cautionary aspects. Mary Shelley's *Frankenstein* has endured in the popular imagination for two hundred years. Begun as a ghost story by an intellectually and socially precocious eighteen-year-old author during a cold and rainy summer on the shores of Lake Geneva, the dramatic tale of Victor Frankenstein and his stitched-together creature can be read as the ultimate parable of scientific hubris. Victor, “the modern Prometheus,” tried to do what he perhaps should have left to Nature: create life. Although the novel is most often discussed in literary-historical terms—as a seminal example of romanticism or as a groundbreaking early work of science fiction—Mary Shelley was keenly aware of contemporary scientific developments and incorporated them into her story. In our era of synthetic biology, artificial intelligence, robotics,

and climate engineering, this edition of Frankenstein will resonate forcefully for readers with a background or interest in science and engineering, and anyone intrigued by the fundamental questions of creativity and responsibility. This edition of Frankenstein pairs the original 1818 version of the manuscript—meticulously line-edited and amended by Charles E. Robinson, one of the world's preeminent authorities on the text—with annotations and essays by leading scholars exploring the social and ethical aspects of scientific creativity raised by this remarkable story. The result is a unique and accessible edition of one of the most thought-provoking and influential novels ever written. Essays by Elizabeth Bear, Cory Doctorow, Heather E. Douglas, Josephine Johnston, Kate MacCord, Jane Maienschein, Anne K. Mellor, Alfred Nordmann

Vampire the Masquerade 5th Ed Core Rulebook Role Playing Game - 2021-04

Dancers in the Dusk - David Brookshaw 2009
"For use with the World of Darkness rulebook"--
P. [4] of cover.

The Equinox Road - Matthew McFarland 2008

Pandora's Book - Justin Achilli 2006-10-01
Included in this collection are vols. distributed
as well as published by White Wolf Pub.

They Came from Beneath the Sea! - Matthew
Dawkins 2020-04-15

They Came From Beneath the Sea! Vendor Item
No: THEY001 ISBN/UPC:
00850003541129 MSRP: \$50.00

US Manufacturing Country of Origin: CANADA

Aberrant - White Wolf Publishing 1999-07-01
Gods once wielded this kind of power. Now it's
ours. The forces of the universe respond to our
will and we shape a world in our image. We are
the celebrities, the heroes, the villains, the
legends, the shining icons of our times. We are
novas, and we will bring about a new golden
Age... and you will like it. Golden age -- or Hell

on Earth? To the residents of the Trinity Universe, the 21st century was a monstrous era when mad gods ran rampant across the world. But is this truth -- or OpNet propaganda? What was the Age of Aberrants really like? Find out the truth. It's not what you expect. Aberrant is a core rulebook and prequel to the Trinity science-fiction game. Set in the early 21st century, before the devastating war against humanity, this new complete roleplaying game allows you to be one of these doomed beings of vast power, and to experience their struggles to avoid the coming cataclysm.

Demon Players Guide - David Carroll
2003-07-01

Winning in FastTime - John A. Warden
2002-01-01

Night horrors - Meiko DaButcher 2022-10-04
Frightening stories from The Mark of everything that is scary that is the dark of night..... feel free

to be scared and terrified when you read this creepypasta horror stories. Just in time for Halloween.

World of Darkness Second Sight - 2006-05-01

Prometheus Rising - Robert Anton Wilson
2016-05-23

Prometheus Rising describes the landscape of human evolution and offers the reader an opportunity to become a conscious participant. In an astoundingly useful road map infused with humor and startling insight, Robert Anton Wilson presents the Eight Circuits of the Brain model as an essential guide for the effort to break free of imprinted and programmed behavior, Bob writes, "We are all giants, raised by pygmies, who have learned to walk with a perpetual mental crouch. Unleashing our full stature-our total brain power-is what this book is all about." The Robert Anton Wilson Trust Authorized Hilaritas Press Edition

Hunter - White Wolf 2011-10-05

Werewolf Storytellers Handbook - 1997-12-31

Vampire - Andrew Bates 1997-05-01

A sourcebook for Vampire: The Dark Ages offers information on new bloodlines and their mystical disciplines, the roads of the Cainites, and other details about paganism and medieval Europe necessary to enhance play of the role playing game

Whiskey and Water - Elizabeth Bear 2007

Ending an age-old war at great cost to himself, Matthew the Magician has been left physically crippled, with his power shattered, but when he finds a young woman brutally murdered by a Fae creature, he must use his role as protector of New York City to bring her killer to justice before his former mentor, Jane Andraste, uses the crime to justify more violence. Original.

Chronicles of Darkness the Contagion

Chronicle - 2020-11

A Crossover Chronicle for all the Chornicles of Darkness lines

Ink and Steel - Elizabeth Bear 2008

With playwright and spy Kit Marley dead, the victim of murder, dramatist William Shakespeare unsuccessfully takes on the Promethean Club's secret battle against sorcerers out to destroy England, until Marley, resurrected by Faerie enchantment, comes to his aid, but first Kit must find the traitor responsible for his death.

Original.

Shadowrun Anarchy - Catalyst Game Labs

2016-11-30

Shadowrun Remains One Of The Most Beloved Gaming Settings Of All Time. The Cyberpunk-Crossed-With-Fantasy Setting Has A Wide And Enduring Appeal, And Anarchy Provides Rules For A New Style Of Play In This Great World. Storytelling Come To The Fore In This Book, Allowing Gamemasters And Players To Work Together To Craft A Fun, Fast-Moving Gaming Experience. Whether You'Re Brand New To Tabletop Role-Playing Or A Long-Time Shadowrun Player Just Looking For A Different

Way To Enjoy Your Favorite Setting. Shadowrun: Anarchy Offers A Fun, Fantastic Storytelling Game.

Instrumental Data for Drug Analysis, Second Edition - Terry Mills, III 1992-09-17
Compiled with the most sophisticated chromatographic and spectrometric instruments available, this complete and self-contained seven-volume reference provides forensic, toxicology, and clinical laboratories with up-to-date information on 1,600 drugs and drug-related compounds-one of the largest collections of analytical data generated from a single source. Instrumental Data for Drug Analysis contains timely, quality data presented in a large, easily usable format. It is an essential reference in the libraries of all toxicology, analytical chemistry, and forensic specialists and laboratories.

World of Darkness Chicago - Kraig Blackwelder 2005

Dark Ages Mage - Bill Bridges 2002-09-01
Fantasirollespil.

Changeling - Justin Achilli 2007

"For use with the World of Darkness rulebook"--
P. [4] of cover.

Autumn Nightmares - Jess Hartley 2007

ANTHEM - Ayn Rand 2021-01-01

Hailed by The New York Times as "a compelling dystopian look at paranoia from one of the most unique and perceptive writers of our time," this brief, captivating novel offers a cautionary tale. The story unfolds within a society in which all traces of individualism have been eliminated from every aspect of life — use of the word "I" is a capital offense. The hero, a rebel who discovers that man's greatest moral duty is the pursuit of his own happiness, embodies the values the author embraced in her personal philosophy of objectivism: reason, ethics, volition, and individualism. Anthem anticipates the themes Ayn Rand explored in her later

masterpieces, *The Fountainhead* and *Atlas Shrugged*. *Publisher's Weekly* acclaimed it as "a diamond in the rough, often dwarfed by the superstar company it keeps with the author's more popular work, but every bit as gripping, daring, and powerful." *Anthem* is a dystopian fiction novella by Ayn Rand, written in 1937 and first published in 1938 in England. It takes place

at some unspecified future date when mankind has entered another dark age characterized by irrationality, collectivism, and socialistic thinking and economics. Technological advancement is now carefully planned (when it is allowed to occur at all) and the concept of individuality has been eliminated.