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Critical Role: Vox Machina--Kith & Kin - Marieke Nijkamp 2021-11-30

NATIONAL BESTSELLER • Explore the past of Critical Role's daring half-elf twins, Vex'ahlia and Vax'ildan, in this original prequel novel to their adventures with Vox Machina. Vex and Vax have always been outsiders. A harsh childhood in the elite elven city of Syngorn quickly taught them not to rely on others. Now, freed from the expectations of their exacting father and the scornful eyes of Syngorn's elves, the cunning hunter and the conning thief have made their own way in the world of Exandria. The twins have traveled far and experienced great hardship. But with the help of Vex's quick wit and Vax's quicker dagger, they've always kept ahead of trouble. Now, unknown perils await them in the bustling city of Westruun, where the twins become entangled in a web spun by the thieves' guild known to many as the Clasp. Trapped by a hasty deal, Vex and Vax (along with Vex's faithful bear companion, Trinket) set out into the wilds to fulfill their debt to the infamous crime syndicate. As the situation grows more complicated than they ever could have imagined, for the first time Vex and Vax find themselves on opposite sides of a conflict that threatens the home they have carried with each other for years. Written by #1 New York Times bestselling author Marieke Nijkamp, *Critical Role: Vox Machina—Kith & Kin* follows a brand-new adventure that delves into the twins' unexplored history, and returns to some of the iconic moments that forged Vox Machina's most unbreakable bond.

Jat 365 - James Arnold Taylor 2013-11-19

"Everyday is a new opportunity to do something that will bring you closer to your dreams!" - James Arnold Taylor Known to his fans as "JAT", Actor and Ambassador of Inspiration, James Arnold Taylor now offers you 365 days of his positivity in this book adapted from the pages of his on-line social media accounts. With JAT 365 there's no computer or smart phone required to pursue your daily goals and life long dreams! This simple, easy to read and use book allows anyone (of just about any age) to start the next 365 days with a positive thought, then challenge yourself to accept, forward and practice it, as well as journal your own impressions of it on every page along with James. You can achieve more in your life by daily applying positive thought patterns and disciplines. JAT 365 can be an excellent tool in your endeavor to conquer negativity by leaving little space in your mind to dwell on it. James is a firm believer in this from his own life experiences and wants to share his positivity with all who read this book. James Arnold Taylor is one of Hollywood's most sought after and versatile Voice-Actors. Heard daily on TV, radio, internet, in video games, film and more. Known for his wide vocal range spanning characters from the likes of Johnny Test to Obi-Wan Kenobi, and Fred Flintstone, as well as a world wide motivational speaker and entertainer, James is devoted to lifting others and their potentials up. *Spring's Symphony* - Heather Killingray 2001-01-01

My First I Can Draw - Make Believe Ideas Ltd 2021-05-04

A how-to-draw book, with over 100 animals and objects!

The Interactive Past - Angus A. A. Mol 2017-05-15

The Interactive Past brings together a diverse group of thinkers -- including archaeologists, heritage scholars, game creators, conservators and more -- who explore the interface of video games and the past in a series of unique and engaging writings.

Brids of Prey - Anonymous 2019-03-13

This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate)

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Savage Moon - Cassie Edwards 2002

Misshi Bradley finds herself powerfully drawn to Soaring Hawk, a fierce Indian warrior who shows her a passion like she has never known, and as love blossoms between them, she soon discovers that his father is the one who had destroyed her family and must put her trust in Soaring Hawk to help her overcome the tragedies of the past. Original.

Tal'Dorei Campaign Setting Reborn - Matthew Mercer 2021-12-31

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tome is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

American/Medieval Goes North - Gillian R. Overing 2019-10-07

"One of the great virtues of *American/Medieval Goes North* is its wide range of contributors with fascinatingly diverse relationships to the main terms of analysis. There are academic scholars, poets, filmmakers, tribal elders, teachers at various levels; there are Indigenous people, people from settler colonial cultures, expats, immigrants. Their analytic and imaginative encounters with the North catch at the intensely symbolic and political charge of that locus. At a time when Medieval Studies cannot afford to ignore the period's popular uptake - cannot continue with business as usual in the face of white supremacists' brazen appropriations of the Middle Ages - this volume points to new possibilities for grappling with the uneasy relationships between the 'American' and the 'medieval'." - Prof Carolyn Dinshaw, New York University

X/1999 - CLAMP (Mangaka group) 1998

Japan's greatest seer, the blind prophet Hinoto, has foretold the end of the world. At the center of her prophecy is a young man named Kamui Shiro, who possesses startling psychic powers. Although Kamui's future seems to have been predetermined from his birth, he has a choice--save the earth, or destroy it.

Foundations of Computer Science - Behrouz A. Forouzan 2007-12

Based on the ACM model curriculum guidelines, this text covers the fundamentals of computer science required for first year students embarking on a computing degree. Data representation of text, audio, images, and numbers; computer hardware and software, including operating systems and programming languages; data organization topics such as SQL database models - they're all [included]. Progressing from the bits and bytes level to the higher levels of abstraction, this birds-eye view provides the foundation to help you succeed as you continue your studies in programming and other areas in the computer field.-Back

cover.

Elder Scrolls - Chelsea Monroe-Cassel 2019-03

Feast on all of the delicious offerings found in the world of Skyrim in this beautifully crafted cookbook based on the award-winning game The Elder Scrolls V: Skyrim Immerse yourself in the diverse cuisine of Skyrim with these recipes inspired by food found in the Old Kingdom and across Tamriel. With over seventy delicious recipes for fan-favorite recipes including Apple Cabbage Stew Sunlight Souffle, Sweetrolls, and more, The Elder Scrolls V: Skyrim: The Official Cookbook will delight every hungry Dragonborn.

Hidden Empire - Orson Scott Card 2010-12-28

A sequel to the best-selling Empire finds Captain Cole becoming increasingly concerned about new U.S. President Averell Torrent's tough-handed foreign policy stance, a perspective that causes him to be targeted and prompts his investigation into the president's role in an assassination plot. Reprint.

The Cronian Incident - Dr Matthew Williams, (Ph 2017-08-18

Disgraced investigator Jeremiah Ward is serving out his sentence in a mining colony on Mercury. When a member of a powerful faction on Titan vanishes, Ward is recruited to investigate this man's disappearance in exchange for a clean slate. Ward becomes embroiled in a conspiracy and soon realizes his one shot at redemption may cost him his life.

Extreme Economies - Richard Davies 2020-01-14

A New Statesman best book of the year | New York Times Editors' Choice pick A Financial Times best economics book of 2019 An accessible, story-driven look at the future of the global economy, written by a leading expert To predict our future, we must look to the extremes. So argues the economist Richard Davies, who takes readers to the margins of the modern economy and beyond in his globe-trotting book. From a prison in rural Louisiana where inmates purchase drugs with prepaid cash cards to the poorest major city on earth, where residents buy clean water in plastic bags, from the world's first digital state to a prefecture in Japan whose population is the oldest in the world, how these extreme economies function—most often well outside any official oversight—offers a glimpse of the forces that underlie human resilience, drive societies to failure, and will come to shape our collective future. While the people who inhabit these places have long been dismissed or ignored, Extreme Economies revives a foundational idea from medical science to turn the logic of modern economics on its head, arguing that the outlier economies are the place to learn about our own future. Whether following Punjabi migrants through the lawless Panamanian jungle or visiting a day-care for the elderly modeled after a casino, Davies brings a storyteller's eye to places where the economy has been destroyed, distorted, and even turbocharged. In adapting to circumstances that would be unimaginable to most of us, the people he encounters along the way have helped to pioneer the economic infrastructure of the future. At once personal and keenly analytical, Extreme Economies is an epic travelogue for the age of global turbulence, shedding light on today's most pressing economic questions.

Fantasy - Richard Mathews 2016-01-29

Using a broad definition of fantasy to include myth, folklore, legend and fairy tale, this survey of the genre will entice as well as inform any student interested in the mysterious, mystical or magical. Beloved authors like J. R. R. Tolkien, Ursula K. Le Guin, William Morris and Robert E. Howard are examined closely.

The Morrowind Prophecies - Peter Olafson 2003

The Legend of Zelda: Hyrule Historia - Eiji Aonuma 2020-04-14

Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling The Legend of Zelda: Art & Artifacts and The Legend of Zelda: Encyclopedia. Also look for The Legend of Zelda: Breath of the Wild — Creating a Champion for an in-depth look at the art, lore, and making of the best selling video game! Dark Horse Books and Nintendo team up to bring you The Legend of Zelda: Hyrule Historia, containing an unparalleled collection of historical information on The Legend of Zelda franchise. This handsome digital book contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more! Starting with an insightful introduction by the legendary producer and video-game designer of Donkey Kong, Mario, and The Legend of Zelda, Shigeru Miyamoto, this book is crammed full of information about the storied history of Link's adventures from the creators themselves! As a bonus, The Legend of Zelda: Hyrule Historia includes an exclusive comic by the foremost

creator of The Legend of Zelda manga — Akira Himekawa!

Lord of Souls - Greg Keyes 2011-10-28

Forty years after the Oblivion crisis, the empire of Tamriel is threatened by a mysterious floating city, Umbriel, whose shadow spawns a terrifying undead army. Reeling from a devastating discovery, Prince Attrebus continues on his seemingly doomed quest to obtain a magic sword that holds the key to destroying the deadly invaders. Meanwhile, in the Imperial City, the spy Colin finds evidence of betrayal at the heart of the empire—though his own heart may betray him first. And Annag, trapped in Umbriel itself, has become a slave to its dark lord and his insatiable hunger for souls. How can these three unlikely heroes save Tamriel when they cannot even save themselves? Based on the award-winning Elder Scrolls® series, Lord of Souls is the second of two exhilarating novels that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year by numerous outlets, including Spike TV, the Golden Joystick Awards, and the Associated Press.

Mass Effect: Deception - William C. Dietz 2012-01-31

An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for.

The Frost Line Fracture - Matthew Williams 2020-12-28

Manga Majesty - Next 2019

This last book in the six-volume series from NEXTmanga combines cutting-edge illustration with fast-paced storytelling to deliver biblical truth to an ever-changing, postmodern culture. More than 10 million books in over 40 different languages have been distributed worldwide in the series.

Forever Hidden - Kathleen Brooks 2016-01-26

Some things weren't meant to stay hidden... Sydney Davies is used to being in the spotlight. But the former model turned fashion designer isn't used to family secrets. Sydney is sent to dig up the past. What she finds instead is Deacon and a case of a missing girl with a link back to her life in the fashion industry. Deacon McKnight is hardly ever surprised due to his work as an investigator. But then he finds a woman with a shovel in his backyard in the middle of the night. And that is just the start of surprises. Now Sydney's life is in danger because of his case and Deacon must decide if some things are better left hidden.

A Composer's Guide to Game Music - Winifred Phillips 2017-08-11

A comprehensive, practical guide to composing video game music, from acquiring the necessary skills to finding work in the field. Music in video games is often a sophisticated, complex composition that serves to engage the player, set the pace of play, and aid interactivity. Composers of video game music must master an array of specialized skills not taught in the conservatory, including the creation of linear loops, music chunks for horizontal resequencing, and compositional fragments for use within a generative framework. In A Composer's Guide to Game Music, Winifred Phillips—herself an award-winning composer of video game music—provides a comprehensive, practical guide that leads an aspiring video game composer from acquiring the necessary creative skills to understanding the function of music in games to finding work in the field. Musicians and composers may be drawn to game music composition because the game industry is a multibillion-dollar, employment-generating economic powerhouse, but, Phillips writes, the most important qualification for a musician who wants to become a game music composer is a love of video games. Phillips offers detailed coverage of essential topics, including musicianship and composition experience; immersion; musical themes; music and game genres; workflow; working with a development team; linear music; interactive music, both rendered and generative; audio technology, from mixers and preamps to software; and running a business. A Composer's Guide to

Game Music offers indispensable guidance for musicians and composers who want to deploy their creativity in a dynamic and growing industry, protect their musical identities while working in a highly technical field, and create great music within the constraints of a new medium.

Biology 12 - 2011

Achtung-Panzer! - Heinz Guderian 1995

This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.

GRE Power Vocab - The Princeton Review 2015-05-05

THE PRINCETON REVIEW GETS RESULTS! Ace the GRE verbal sections with 800+ words you need to know to excel. Improving your vocabulary is one of the most important steps you can take to enhance your GRE verbal score. The Princeton Review's GRE Power Vocab is filled with useful definitions and study tips for over 800 words, along with skills for decoding unfamiliar ones. You'll also find strategies that help to liven up flashcards and boost memorization techniques. Everything You Need to Help Achieve a High Score. • 800+ of the most frequently used vocab words to ensure that you work smarter, not harder • Effective exercises and games designed to develop mnemonics and root awareness • Secondary definitions to help you avoid the test's tricks and traps Practice Your Way to Perfection. • Over 60 quick quizzes to help you remember what you've learned • Varied drills using antonyms, analogies, and sentence completions to assess your knowledge • A diagnostic final exam to check that you've mastered the vocabulary necessary for getting a great GRE score

Art of the Mass Effect Universe - Casey Hudson 2012

The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with *The Art of the Mass Effect Universe!* Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) *The Art of the Mass Effect Universe* is the most complete companion available to gaming's most compelling series!

The Art of Fallout 4 - Various 2015-12-08

Bethesda Game Studios, the award-winning creators of *Fallout® 3* and *The Elder Scrolls V: Skyrim®*, welcome you to the world of *Fallout® 4* - their most ambitious game ever, and the next generation of open-world gaming. *The Art of Fallout 4* is a must-have collectible for fans and a trusty companion for every Wasteland wanderer. Featuring never-before-seen designs and concept art from the game's dynamic environments, iconic characters, detailed weapons, and more -- along with commentary from the developers themselves.

Frogs (New & Updated Edition) - Gail Gibbons 2021-02-09

Growing from tiny tadpoles to massive master jumpers, frogs and their life cycles are fascinating. How far can frogs jump? Why do their eggs look slimy? Answer these questions and many more in this illustrated introduction to amphibians. With her signature bright, well-labeled diagrams and simple text, Gail Gibbons introduces the habitat and life cycles of frogs and gives an overview of common frog behaviors. Important biology vocabulary is introduced, defined, and reinforced with kid-friendly language and clear illustrations--plus a page of intriguing frog trivia and clear diagrams that show how frogs are different from toads. Bonus material is included about the unique role frogs play in the environment.

The (Virtual) Myth Conservancy - 2020-02-04

Myth is far more than fire-side entertainment or proto-science. It has shaped culture, history, popular entertainment, and even politics. It has also come under threat from multiple quarters: concretization through commitment to ink, use as nationalistic propaganda, and bastardized versions that ignore cultural context. The various versions of a myth must be carefully preserved in their context, but they must also be

permitted to evolve with their culture to prevent becoming toxic. Their amorphous nature requires a similarly amorphous medium in which to survive. Video games are often derided as frivolous entertainment at best, and as addictive and destructive at worst. Like any new narrative form, they are a scapegoat for societies' ills. Play and games, however, are as old as culture itself, and integral to early forms of learning. They are also an inherently narrative medium. Their sense-based delivery of narrative elements, deep immersion, and amorphous nature makes them an ideal platform for myth conservation. Unfortunately, many existing examples of myth in games exhibit a lack of understanding in how to apply myth to maintain and respect their original cultural context, thereby safeguarding the myth itself. This dissertation offers a theoretical framework for the integration of myth into game design. It is for game developers who wish to be more conscious of the use of myths, and for virtual heritage design teams comprised of game developers and heritage specialists. The framework serves as a meeting point between the two disciplines; a way to communicate effectively when approaching the subject matter from different perspectives.

The Elder Scrolls IV - Peter Olafson 2006

Find Your Path * Detailed maps for every part of the world and every major city, plus special maps for every key section of the main quest. * Specific chapters on how to create your character and maximize your abilities and skills. * Over 300 full-color pages packed with information on everything you need to know about the massive gameworld of Oblivion. * Walkthroughs for every quest in the game, including the main quest, all faction quests, as well as miscellaneous and freeform quests. * Sections on various gameplay systems including stealth, combat, magic, enchanting, alchemy, and more. * Detailed bestiary chapter to help you best deal with the denizens of Tamriel and Oblivion.

Batman: Arkham Knight Genesis - Peter J. Tomasi 2016-03-29

Blasting out of the smash-hit video game *BATMAN: ARKHAM KNIGHT* comes an action-packed look at the game's mysterious antihero, the Arkham Knight! He is Gotham City's newest vigilante, and his deadly tactics put him in direct opposition to Batman. But the Knight's connections to the Caped Crusader run deep--and he has much more planned than just cleaning up Gotham's crime. The Arkham Knight is here to make Batman--and every one of his allies--pay for what they did to him. So who is the Knight and why does he hate Batman so much? Writer Peter J. Tomasi (*GREEN LANTERN CORPS*) along with artists Alisson Borges (*LOBO*) and Dexter Soy (*MORTAL KOMBAT X*) delve deep into the psychology and history of the villain (or is it hero?) of the hit game--a must-read for any fans of Rocksteady's acclaimed Arkham trilogy! Collects *BATMAN: ARKHAM KNIGHT GENESIS #1-6*.

The Elder Scrolls V - David Hodgson 2013

Demonstrates through step-by-step instructions how to compete in the game, along with character profiles, maps for each level, a tour of each location, and strategies for how to advance through each level.

Social Work in Europe - Charlotte Williams 2017-07-07

It is an acknowledged if not accepted fact that all European societies are being fundamentally transformed, and indeed perceptively unsettled, by increased migrations across nations and by the asserted presence of established minorities within their borders. The scale and speed at which these transformations have taken place have brought in their wake considerable social impacts and no small measure of fear and anxiety. Encounters with such diversity are part and parcel of the social work task, and learning how to negotiate them should be a de facto aspect of the training and continuous professional development of social workers and other social professions. However, the moral and political dimensions of the role, scope and nature of the social work task in responding appropriately to these changed and changing realities are rather more contested. This volume addresses many dimensions of the response to issues of race and ethnicity in social work practice in Europe. It extends the debates on inter-cultural and race equality practice in social work through a stimulating and innovative collection of contributions. This book was originally published as a special issue of the *European Journal of Social Work*.

The Infernal City: An Elder Scrolls Novel - Greg Keyes 2009-11-24

Based on the award-winning *The Elder Scrolls*, *The Infernal City* is the first of two exhilarating novels following events that continue the story from *The Elder Scrolls IV: Oblivion*, named 2006 Game of the Year. Four decades after the Oblivion Crisis, Tamriel is threatened anew by an ancient and all-consuming evil. It is Umbriel, a floating city that casts a terrifying shadow—for wherever it falls, people die and rise again. And it is in Umbriel's shadow that a great adventure begins, and a group of unlikely heroes meet. A legendary prince with a secret. A spy on the trail

of a vast conspiracy. A mage obsessed with his desire for revenge. And Annaig, a young girl in whose hands the fate of Tamriel may rest . . .

The Gramercy Tavern Cookbook - Michael Anthony 2013-10-29

One of the best New York restaurants, a culinary landmark that has been changing the face of American dining for decades, now shares its beloved recipes, stories, and pioneering philosophy. Opened in 1994, Gramercy Tavern is more than just a restaurant. It has become a New York institution earning dozens of accolades, including six James Beard awards. Its impeccable, fiercely seasonal cooking, welcoming atmosphere, and steadfast commitment to hospitality are unparalleled. The restaurant has its own magic—a sense of community and generosity—that's captured in these pages for everyone to bring home and savor through 125 recipes. Restaurateur Danny Meyer's intimate story of how Gramercy was born sets the stage for executive chef-partner Michael Anthony's appealing approach to American cooking and recipes that highlight the bounty of the farmer's market. With 200 sumptuous photographs and personal stories, *The Gramercy Tavern Cookbook* also gives an insider look into the things that make this establishment unique, from the artists who have shaped its décor and ambience, to the staff members who share what it is like to be a part of this close-knit restaurant family. Above all, food lovers will be inspired to make memorable meals and bring the warmth of Gramercy into their homes.

Bob and Tom Get a Dog - Cecilia Minden 2021

"Siblings Bob and Tom get a dog with spots. This A-level story uses decodable text to raise confidence in early readers. The book uses a combination of sight words and short-vowel words in repetition to build recognition. Original illustrations help guide readers through the text."--

Playing with Religion in Digital Games - Heidi A. Campbell 2014-04-28

Shaman, paragon, God-mode: modern video games are heavily coded

with religious undertones. From the Shinto-inspired Japanese video game *Okami* to the internationally popular *The Legend of Zelda* and *Halo*, many video games rely on religious themes and symbols to drive the narrative and frame the storyline. *Playing with Religion in Digital Games* explores the increasingly complex relationship between gaming and global religious practices. For example, how does religion help organize the communities in MMORPGs such as *World of Warcraft*? What role has censorship played in localizing games like *Actraiser* in the western world? How do evangelical Christians react to violence, gore, and sexuality in some of the most popular games such as *Mass Effect* or *Grand Theft Auto*? With contributions by scholars and gamers from all over the world, this collection offers a unique perspective to the intersections of religion and the virtual world.

Theorizing Myth - Bruce Lincoln 1999

In *Theorizing Myth*, Bruce Lincoln traces the way scholars and others have used the category of "myth" to fetishize or deride certain kinds of stories, usually those told by others. He begins by showing that mythos yielded to logos not as part of a (mythic) "Greek miracle," but as part of struggles over political, linguistic, and epistemological authority occasioned by expanded use of writing and the practice of Athenian democracy. Lincoln then turns his attention to the period when myth was recuperated as a privileged type of narrative, a process he locates in the political and cultural ferment of the eighteenth and nineteenth centuries. Here, he connects renewed enthusiasm for myth to the nexus of Romanticism, nationalism, and Aryan triumphalism, particularly the quest for a language and set of stories on which nation-states could be founded. In the final section of this wide-ranging book, Lincoln advocates a fresh approach to the study of myth, providing varied case studies to support his view of myth—and scholarship on myth—as ideology in narrative form.