

Read Free Freedom And Necessity Steven Brust Free Download Pdf

Freedom and Necessity **Issola War for the Oaks** *God and Necessity* Agyar *Between Freedom and Necessity* **Territory Bone Dance Tides of War Wonderland** Midnight Tides Nobody Wants to Read Your Sh*t **Between Freedom and Necessity** **Lawyers for the Left Working-Class Hollywood** Extra Life **Freedom & Necessity** *Where Good Ideas Come From* **Forge of Darkness** **God and Necessity** **Van Gogh A Brief History of Cocaine** **B.F. Steven's Facsimiles of Manuscripts in European Archives Relating to America, 1773-1783** Flying Low Learning to Program Annual Report **Current Catalog** **New Life in Christ** **Deadhouse Gates** *The Offer You Can't Refuse* **Enemy of All Mankind** **The God Is Not Willing Do the Work!** **The War of Art** Gates of Fire The Knowledge Illusion Gardens of the Moon **The Armchair Economist** **The Complete Malazan Book of the Fallen** **Crack'd Pot Trail**

The second novel in the awe-inspiring Malazan Book of the Fallen series. "Gripping, fast-moving, delightfully dark, with a masterful and unapologetic brutality reminiscent of George R. R. Martin." -- Elizabeth Haydon In the vast dominion of Seven Cities, in the Holy Desert Raraku, the seer Sha'ik and her followers prepare for the long-prophesied uprising known as the Whirlwind. Unprecedented

in size and savagery, this maelstrom of fanaticism and bloodlust will embroil the Malazan Empire in one of the bloodiest conflicts it has ever known, shaping destinies and giving birth to legends . . . Set in a brilliantly realized world ravaged by dark, uncontrollable magic, *Deadhouse Gates* is a novel of war, intrigue and betrayal confirms Steven Erikson as a storyteller of breathtaking skill, imagination and originality--a new master of epic fantasy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Brian Leftow offers a theory of the possible and the necessary in which God plays the chief role, and a new sort of argument for God's existence. It has become usual to say that a proposition is possible just in case it is true in some 'possible world' (roughly, some complete history a universe might have) and necessary just if it is true in all. Thus much discussion of possibility and necessity since the 1960s has focussed on the nature and existence (or not) of possible worlds. *God and Necessity* holds that there are no such things, nor any sort of abstract entity. It assigns the metaphysical 'work' such items usually do to God and events in God's mind, and reduces 'broadly logical' modalities to causal modalities, replacing possible worlds in the semantics of modal logic with God and His mental events. Leftow argues that theists are committed to theist modal theories, and that the merits of a theist modal theory provide an argument for God's existence. Historically, almost all theist modal theories base all necessary truth on God's nature. Leftow disagrees: he argues that necessary truths about possible creatures and kinds of creatures are due ultimately to God's unconstrained imagination and choice. On his theory, it is in no sense part of the nature of God that normal zebras have stripes (if that is a necessary truth). Stripy zebras are simply things God thought up, and they have the nature they do simply because that is how God thought of them. Thus Leftow's essay in metaphysics takes a half-step toward Descartes' view of modal truth, and presents a compelling theist theory of necessity

and possibility. All ten volumes of New York Times bestselling author Steven Erikson's epic fantasy series featuring vast legions of gods, mages, humans, and dragons battling for destiny of the Malazan Empire are collected together in one e-Book bundle. In this epic fantasy series, Erikson draws on his twenty years of experience as an anthropologist and archaeologist, as well as his expert storytelling skills. The Complete Malazan Book of the Fallen includes: Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging. There's a mantra that real writers know but wannabe writers don't. And the secret phrase is this: NOBODY WANTS TO READ YOUR SH*T. Recognizing this painful truth is the first step in the writer's transformation from amateur to professional. From Chapter Four: "When you understand that nobody wants to read your shit, you develop empathy. You acquire the skill that is indispensable to all artists and entrepreneurs—the ability to switch back and forth in your imagination from your own point of view as writer/painter/seller to the point of view of your reader/gallery-goer/customer. You learn to ask yourself with every sentence and every phrase: Is this interesting? Is it fun or challenging or inventive? Am I giving the reader enough? Is she bored? Is she following where I want to lead her? "Thoroughly engrossing . . . a spirited, suspenseful, economically told tale whose significance is manifest and whose pace never flags." —The Wall Street Journal From The New York Times–bestselling author of The Ghost Map and Extra Life, the story of a pirate who changed the world Henry Every was the seventeenth century's most notorious pirate. The

press published wildly popular—and wildly inaccurate—reports of his nefarious adventures. The British government offered enormous bounties for his capture, alive or (preferably) dead. But Steven Johnson argues that Every's most lasting legacy was his inadvertent triggering of a major shift in the global economy. *Enemy of All Mankind* focuses on one key event—the attack on an Indian treasure ship by Every and his crew—and its surprising repercussions across time and space. It's the gripping tale of one of the most lucrative crimes in history, the first international manhunt, and the trial of the seventeenth century. Johnson uses the extraordinary story of Henry Every and his crimes to explore the emergence of the East India Company, the British Empire, and the modern global marketplace: a densely interconnected planet ruled by nations and corporations. How did this unlikely pirate and his notorious crime end up playing a key role in the birth of multinational capitalism? In the same mode as Johnson's classic nonfiction historical thriller *The Ghost Map*, *Enemy of All Mankind* deftly traces the path from a single struck match to a global conflagration.

New York Times bestselling author Steven Erikson continues the beloved Malazan Book of the Fallen with this first book in the thrilling Witness sequel trilogy, *The God is Not Willing*. Many years have passed since three warriors brought carnage and chaos to Silver Lake. Now the tribes of the north no longer venture into the southlands. The town has recovered and yet the legacy remains. Responding to reports of a growing unease among the tribes beyond the border, the Malazan army marches on the new god's people. They aren't quite sure what they're going to be facing. And in those high mountains, a new warleader has risen amongst the Teblor. Scarred by the deeds of Karsa Orlong, he intends to confront his god even if he has to cut a bloody swathe through the Malazan Empire to do so. Further north, a new threat has emerged and now it seems it is the Teblor who are running out of time. Another long-feared migration is about to begin and this time it won't just be

three warriors. No, this time tens of thousands are poised to pour into the lands to the south. And in their way, a single company of Malazan marines . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. It is an undeniable truth: give evil a name and everyone's happy. Give it two names and...why, they're even happier. Intrepid necromancers Bauchelain and Korbal Broach, scourges of civilization, raisers of the dead, reapers of the souls of the living, devourers of hope, betrayers of faith, slayers of the innocent, and modest personifications of evil, have a lot to answer for and answer they will. Known as the Nehemoth, they are pursued by countless self-professed defenders of decency, sanity, and civilization. After all, since when does evil thrive unchallenged? Well, often—but not this time. Hot on their heels are the Nehemothanai, avowed hunters of Bauchelain and Korbal Broach. In the company of a gaggle of artists and pilgrims, stalwart Mortal Sword Tulgord Vise, pious Well Knight Arpo Relent, stern Huntsman Steck Marynd, and three of the redoubtable Chanter brothers (and their lone sister) find themselves faced with the cruelest of choices. The legendary Crack'd Pot Trail, a stretch of harsh wasteland between the Gates of Nowhere and the Shrine of the Indifferent God, has become a tortured path of deprivation. Will honor, moral probity, and virtue prove champions in the face of brutal necessity? No, of course not. Don't be silly. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her

dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand... Conceived and written on a panoramic scale, *Gardens of the Moon* is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. What keeps so many of us from doing what we long to do? Why is there a naysayer within? How can we avoid the roadblocks of any creative endeavor—be it starting up a dream business venture, writing a novel, or painting a masterpiece? *The War of Art* identifies the enemy that every one of us must face, outlines a battle plan to conquer this internal foe, then pinpoints just how to achieve the greatest success. *The War of Art* emphasizes the resolve needed to recognize and overcome the obstacles of ambition and then effectively shows how to reach the highest level of creative discipline. Think of it as tough love . . . for yourself. Lawyers regularly take the lead in polls as the most unpopular of all professions, ahead, even, of bankers and journalists. But the lawyers featured in this book are different. The stories they tell and the cases they fought are admirable and often inspiring. They devoted their careers to representing victims of injustice rather than the rich and the privileged. Their clients included Martin Luther King and Angela Davis, the prisoners in the infamous massacre at Attica, people who suffered torture, police abuse, mass arrests, and segregation. They held the system to its promises of freedom of speech and assembly, the right to privacy, and equal justice for all, often exposing the ultimate incompatibility of democracy with

capitalism. Combining profiles with engaging interviews, *Lawyers for the Left* will be of interest to progressives inside the legal profession, as well as a wider left increasingly aware that legal challenges are important in putting the brakes on an administration veering sharply to the right. It will also disabuse those who believe that God only invented lawyers so that politicians would have someone to look down upon. Air bags cause accidents, because well-protected drivers take more risks. This well-documented truth comes as a surprise to most people, but not to economists, who have learned to take seriously the proposition that people respond to incentives. In *The Armchair Economist*, Steven E. Landsburg shows how the laws of economics reveal themselves in everyday experience and illuminate the entire range of human behavior. Why does popcorn cost so much at the cinema? The 'obvious' answer is that the owner has a monopoly, but if that were the whole story, there would also be a monopoly price to use the toilet. When a sudden frost destroys much of the Florida orange crop and prices skyrocket, journalists point to the 'obvious' exercise of monopoly power. Economists see just the opposite: If growers had monopoly power, they'd have raised prices before the frost. Why don't concert promoters raise ticket prices even when they are sure they will sell out months in advance? Why are some goods sold at auction and others at pre-announced prices? Why do boxes at the football sell out before the standard seats do? Why are bank buildings fancier than supermarkets? Why do corporations confer huge pensions on failed executives? Why don't firms require workers to buy their jobs? Landsburg explains why the obvious answers are wrong, reveals better answers, and illuminates the fundamental laws of human behavior along the way. This is a book of surprises: a guided tour of the familiar, filtered through a decidedly unfamiliar lens. This is economics for the sheer intellectual joy of it. "Offers a useful reminder of the role of modern science in fundamentally transforming all of our lives." —President Barack Obama (on

Twitter) “An important book.” —Steven Pinker, The New York Times Book Review The surprising and important story of how humans gained what amounts to an extra life, from the bestselling author of *How We Got to Now* and *Where Good Ideas Come From* In 1920, at the end of the last major pandemic, global life expectancy was just over forty years. Today, in many parts of the world, human beings can expect to live more than eighty years. As a species we have doubled our life expectancy in just one century. There are few measures of human progress more astonishing than this increased longevity. *Extra Life* is Steven Johnson’s attempt to understand where that progress came from, telling the epic story of one of humanity’s greatest achievements. How many of those extra years came from vaccines, or the decrease in famines, or seatbelts? What are the forces that now keep us alive longer? Behind each breakthrough lies an inspiring story of cooperative innovation, of brilliant thinkers bolstered by strong systems of public support and collaborative networks, and of dedicated activists fighting for meaningful reform. But for all its focus on positive change, this book is also a reminder that meaningful gaps in life expectancy still exist, and that new threats loom on the horizon, as the COVID-19 pandemic has made clear. How do we avoid decreases in life expectancy as our public health systems face unprecedented challenges? What current technologies or interventions that could reduce the impact of future crises are we somehow ignoring? A study in how meaningful change happens in society, *Extra Life* celebrates the enduring power of common goals and public resources, and the heroes of public health and medicine too often ignored in popular accounts of our history. This is the sweeping story of a revolution with immense public and personal consequences: the doubling of the human life span. It is 1849. Across Europe, the high tide of revolution has crested, leaving recrimination and betrayal in its wake. From the high councils of Prussia to the corridors of Parliament, the powers-that-be breathe sighs of relief. But the

powers-that-be are hardly unified among themselves. Far from it . . . On the south coast of England, London man-about-town James Cobham comes to himself in a country inn, with no idea how he got there. Corresponding with his brother, he discovers he has been presumed drowned in a boating accident. Together they decide that he should stay put for the moment, while they investigate what may have transpired. For James Cobham is a wanted man--wanted by conspiring factions of the government and the Chartists alike, and also targeted by a magical conspiracy inside his own family. And so the adventure of *Freedom and Necessity* begins... leading the reader through every corner of mid-nineteenth-century Britain, from the parlors of the elite to the dens of the underclass. Steven Brust and Emma Bull have crafted a masterful mix of fantasy and historical fiction. Not since Wilkie Collins or Conan Doyle has there been such a profusion of guns, swordfights, family intrigues, women disguised as men, occult societies, philosophical discussions, and, of course, passionate romance. Editorial Reviews Resembling the works of Tolstoy and Dickens in the plethora of characters, Stoker and Mary Shelley in the exposition, the novel brings together intrigue, adventure, politics, and magic in a complex epic that astonishes the reader."--Library Journal "Complex and masterly . . . A skilful act of ventriloquism, faithfully reproducing the argot of the early Victorian upper classes with only a few lapses, and plausibly weaving the plot into the politics at the time. Imaginative and finely written."--Interzone "Expertly styled after a 19th-century English epistolary novel . . . Engaging characters and surprises that, for all their thrills, stem quite naturally from the groundwork that the authors have so cleverly laid."--Publishers Weekly "One of the most impressive novels I've read in a long time."--Locus "Brilliantly written as an epistolary novel, rich with historical detail, enlivened by fully drawn characters, this is one of the most unusual and certainly one of the best fantasy novels of the year."--Science Fiction Chronicle "Brust and Bull's historical fantasy-

mystery recalls George Macdonald Fraser's Flashman adventures in the creative use of a rich historical background and also echoes the pioneering Victorian mysteries of Wilkie Collins in offering the reader a convoluted puzzle. It begins with the apparent demise of a fashionable young Englishman in a boating accident, then gathers speed as the deceased's cousin receives a letter from him. Thereafter, it rapidly becomes an exceptional page-turner, full of plots, counterplots, and chases; a mass of Victorian virtues, vices, and settings; and an array of material and magical weapons worthy of a technothriller. Even its erotic scenes are excellent and appropriate, and while it does demand some historical literacy about nineteenth-century Europe, those demands probably will not daunt most of the current fantasy audience. Brust and Bull's superior work is a credit to both of them and deserves a place in every self-respecting fantasy collection."--Booklist A fascinating deep dive on innovation from the New York Times bestselling author of How We Got To Now and Unexpected Life The printing press, the pencil, the flush toilet, the battery--these are all great ideas. But where do they come from? What kind of environment breeds them? What sparks the flash of brilliance? How do we generate the breakthrough technologies that push forward our lives, our society, our culture? Steven Johnson's answers are revelatory as he identifies the seven key patterns behind genuine innovation, and traces them across time and disciplines. From Darwin and Freud to the halls of Google and Apple, Johnson investigates the innovation hubs throughout modern time and pulls out the approaches and commonalities that seem to appear at moments of originality. I kept a daily calendar while in Vietnam and for a couple of years before and after as well. That calendar was the basis of most of the stories included in the book regarding Vietnam and some of the training leading up to my deployment. Rather than limit "my story" to just Vietnam I decided to treat the book as sort of an autobiography. NATIONAL BESTSELLER • "Steven Pressfield brings the battle of

Thermopylae to brilliant life.”—Pat Conroy At Thermopylae, a rocky mountain pass in northern Greece, the feared and admired Spartan soldiers stood three hundred strong. Theirs was a suicide mission, to hold the pass against the invading millions of the mighty Persian army. Day after bloody day they withstood the terrible onslaught, buying time for the Greeks to rally their forces. Born into a cult of spiritual courage, physical endurance, and unmatched battle skill, the Spartans would be remembered for the greatest military stand in history—one that would not end until the rocks were awash with blood, leaving only one gravely injured Spartan squire to tell the tale. . . . This extended essay joins an old conversation at the intersection of freedom and necessity. Though it takes place at the beginning of the twenty-first century by the “Christian” reckoning that has become an integral part of European identity, it will at times read like a conversation between classical Greece and nineteenth-century Europe. The cast consists of characters drawn from Aeschylus, Sophocles, Euripides, and Plato as well as the authors themselves - Plato, Aristotle, Locke, Hume, Kant, Kierkegaard, MacIntyre, and Nussbaum. Some of these writers have been associated with displaced, displacing claims of universality; but each is in place and in time in ways that are instructive for ethics. Myth, the matter of stories, becomes also the matter of critical reflection, which in turn is subjected to critical reflection. Every fragment of philosophy is a contribution to the reflection, and it is nothing if it is separated from the matter - the stories, the myths, and the characters (including us) who both make them and live in them. Okay, so maybe I've been living in the woods too long, where you can't even get a decent cup of klava first thing in the morning. So who should turn up but Lady Teldra, the courtly servant of my old friend the Dragonlord Morrolan? Teldra wants my help, because Morrolan and Alera have disappeared, and according to Sethra Lavode, it looks like they may be in the hands of the Jenoine. Do I want to mess with them? The guys who made this place?

And I thought I had problems before... Oh well, what's a little cosmic battle with beings who control time and space? It's better than hunkering down in the woods without even so much as a drinkable cup of klava. In *Issola*, Stephen Brust delivers another swashbuckling fantasy adventure for Vlad Taltos. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. What if customers expect more than just a good product, excellent service and perfectly performing digital interfaces? And what if new technologies like 5G, artificial intelligence, quantum computing and robotics offer possibilities that go beyond mere ease of use? Digital ease of use is the new minimum. It has become a commodity. The customer now regards it as the most normal thing in the world to have access to limitless products and services with just a single click of a mouse. In the years ahead, companies will need to play an active role in the 'life journey' of customers: helping to make their dreams come true and removing problems from their daily lives. In addition, customers are looking increasingly to companies instead of governments to tackle societal challenges like climate change, health care and mobility. If your company succeeds in providing outstanding digital service, becomes a partner in the life of your customers and provides solutions for major societal issues, you will develop 'an offer you can't refuse'.

God and Necessity: A Defense of Classical Theism argues that the God of classical theism exists and could not fail to exist. The book begins with the definition of key terms and analysis of the concepts of God and necessity. Extended examinations of the ontological, cosmological, and teleological arguments are given. The last chapters give an extended exposition and defense of the transcendental argument for God's existence. It is shown that rival accounts of the existence of universe, the Brute Fact and the Necessary Universe theories completely fail, while Necessary Deity, the concept of God existing in all possible worlds, succeeds. Only the latter can account for reality as it is, and can account for

knowledge and justification. First multi-year cumulation covers six years: 1965-70. Sparrow's my name. Trader. Deal-maker. Hustler, some call me. I work the Night Fair circuit, buying and selling pre-nuke videos from the world before. I know how to get a high price, especially on Big Bang collectibles. But the hottest ticket of all is information on the Horsemen—the mind-control weapons that tilted the balance in the war between the Americas. That's the prize I'm after. But it seems I'm having trouble controlling my own mind. The Horsemen are coming. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. After decades of internecine warfare, the tribes of the Tiste Edur have at last united under the Warlock King of the Hiroth. There is peace—but it has been exacted at a terrible price: a pact made with a hidden power whose motives are at best suspect, at worst, deadly. To the south, the expansionist kingdom of Lether, eager to fulfill its long-prophesized renaissance as an Empire reborn, has enslaved all its less-civilized neighbors with rapacious hunger. All, that is, save one—the Tiste Edur. And it must be only a matter of time before they too fall—either beneath the suffocating weight of gold, or by slaughter at the edge of a sword. Or so destiny has decreed. Yet as the two sides gather for a pivotal treaty neither truly wants, ancient forces are awakening. For the impending struggle between these two peoples is but a pale reflection of a far more profound, primal battle—a confrontation with the still-raw wound of an old betrayal and the craving for revenge at its seething heart. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. A historical fantasy finds late-nineteenth-century college student Jesse Fox summoned by a magician friend to the western city of Tombstone, where he witnesses the supernatural powers of such figures as Doc Holliday and Wyatt Earp. “A house of wonders itself. . . . Wonderland inspires grins and well-what-d'ya-knows” —The New York Times Book Review From the New York Times–bestselling author

of *How We Got to Now* and *Extra Life*, a look at the world-changing innovations we made while keeping ourselves entertained. This lushly illustrated history of popular entertainment takes a long-zoom approach, contending that the pursuit of novelty and wonder is a powerful driver of world-shaping technological change. Steven Johnson argues that, throughout history, the cutting edge of innovation lies wherever people are working the hardest to keep themselves and others amused. Johnson's storytelling is just as delightful as the inventions he describes, full of surprising stops along the journey from simple concepts to complex modern systems. He introduces us to the colorful innovators of leisure: the explorers, proprietors, showmen, and artists who changed the trajectory of history with their luxurious wares, exotic meals, taverns, gambling tables, and magic shows. In *Wonderland*, Johnson compellingly argues that observers of technological and social trends should be looking for clues in novel amusements. You'll find the future wherever people are having the most fun. Acclaimed by critics and readers on its first publication in 1987, winner of the Locus Award for Best First Novel, *Emma Bull's War for the Oaks* is one of the novels that has defined modern urban fantasy. Eddi McCandry sings rock and roll. But her boyfriend just dumped her, her band just broke up, and life could hardly be worse. Then, walking home through downtown Minneapolis on a dark night, she finds herself drafted into an invisible war between the faerie folk. Now, more than her own survival is at risk—and her own preferences, musical and personal, are very much beside the point. By turns tough and lyrical, fabulous and down-to-earth, *War for the Oaks* is a fantasy novel that's as much about this world as about the other one. It's about real love and loyalty, about real music and musicians, about false glamour and true art. It will change the way you hear and see your own daily life. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. In Kurald Galain, commoner hero Vatha Urusander aspires to take the

hand of the reigning Mother Dark, but since she has already taken Lord Draconus as consort, the threat of civil war rises, all while an ancient power rises from the sea. Brilliant at war, a master of politics, and a charismatic lover, Alcibiades was Athens' favorite son and the city's greatest general. A prodigal follower of Socrates, he embodied both the best and the worst of the Golden Age of Greece. A commander on both land and sea, he led his armies to victory after victory. But like the heroes in a great Greek tragedy, he was a victim of his own pride, arrogance, excess, and ambition. Accused of crimes against the state, he was banished from his beloved Athens, only to take up arms in the service of his former enemies. For nearly three decades, Greece burned with war and Alcibiades helped bring victories to both sides — and ended up trusted by neither. Narrated from death row by Alcibiades' bodyguard and assassin, a man whose own love and loathing for his former commander mirrors the mixed emotions felt by all Athens, *Tides of War* tells an epic saga of an extraordinary century, a war that changed history, and a complex leader who seduced a nation.

NEW YORK TIMES BESTSELLER • “The definitive biography for decades to come.”—Leo Jansen, curator, the Van Gogh Museum, and co-editor of *Vincent van Gogh: The Complete Letters* Steven Naifeh and Gregory White Smith, who galvanized readers with their Pulitzer Prize-winning biography of Jackson Pollock, have written another tour de force—an exquisitely detailed, compellingly readable portrait of Vincent van Gogh. Working with the full cooperation of the Van Gogh Museum in Amsterdam, Naifeh and Smith have accessed a wealth of previously untapped materials to bring a crucial understanding to the larger-than-life mythology of this great artist: his early struggles to find his place in the world; his intense relationship with his brother Theo; and his move to Provence, where he painted some of the best-loved works in Western art. The authors also shed new light on many unexplored aspects of Van Gogh's inner world: his erratic and tumultuous

romantic life; his bouts of depression and mental illness; and the cloudy circumstances surrounding his death at the age of thirty-seven. Though countless books have been written about Van Gogh, no serious, ambitious examination of his life has been attempted in more than seventy years. Naifeh and Smith have re-created Van Gogh's life with an astounding vividness and psychological acuity that bring a completely new and sympathetic understanding to this unique artistic genius. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The New York Times Book Review • The Washington Post • The Wall Street Journal • San Francisco Chronicle • NPR • The Economist • Newsday • BookReporter "In their magisterial new biography, *Van Gogh: The Life*, Steven Naifeh and Gregory White Smith provide a guided tour through the personal world and work of that Dutch painter, shining a bright light on the evolution of his art. . . . What [the authors] capture so powerfully is Van Gogh's extraordinary will to learn, to persevere against the odds."—Michiko Kakutani, *The New York Times* "Brilliant . . . Steven Naifeh and Gregory White Smith are the big-game hunters of modern art history. . . . [Van Gogh] rushes along on a tide of research. . . . At once a model of scholarship and an emotive, pacy chunk of hagiography."—Martin Herbert, *The Daily Telegraph* (London) From bestselling fantasy author Steven Brust comes this paranormal novel of immortality—and its price... Born over a century ago, Agyar was once a frivolous young man, before he found unwanted immortality in a woman's blood-red lips. Now he goes from woman to woman, and decade to decade, finding himself at last in an Midwestern college town, where he must choose between the seductions of salvation—and of destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. This path-breaking book reveals how Hollywood became "Hollywood" and what that meant for the politics of America and American film. *Working-Class Hollywood* tells the story of filmmaking in the first three decades of the twentieth century, a

time when going to the movies could transform lives and when the cinema was a battleground for control of American consciousness. Steven Ross documents the rise of a working-class film movement that challenged the dominant political ideas of the day. Between 1907 and 1930, worker filmmakers repeatedly clashed with censors, movie industry leaders, and federal agencies over the kinds of images and subjects audiences would be allowed to see. The outcome of these battles was critical to our own times, for the victors got to shape the meaning of class in twentieth-century America. Surveying several hundred movies made by or about working men and women, Ross shows how filmmakers were far more concerned with class conflict during the silent era than at any subsequent time. Directors like Charlie Chaplin, D. W. Griffith, and William de Mille made movies that defended working people and chastised their enemies. Worker filmmakers went a step further and produced movies from *A Martyr to His Cause* (1911) to *The Gastonia Textile Strike* (1929) that depicted a unified working class using strikes, unions, and socialism to transform a nation. J. Edgar Hoover considered these class-conscious productions so dangerous that he assigned secret agents to spy on worker filmmakers. Liberal and radical films declined in the 1920s as an emerging Hollywood studio system, pressured by censors and Wall Street investors, pushed American film in increasingly conservative directions. Appealing to people's dreams of luxury and upward mobility, studios produced lavish fantasy films that shifted popular attention away from the problems of the workplace and toward the pleasures of the new consumer society. While worker filmmakers were trying to heighten class consciousness, Hollywood producers were suggesting that class no longer mattered. *Working-Class Hollywood* shows how silent films helped shape the modern belief that we are a classless nation. "The Knowledge Illusion is filled with insights on how we should deal with our individual ignorance and collective wisdom." —Steven Pinker We all think we know more than we

actually do. Humans have built hugely complex societies and technologies, but most of us don't even know how a pen or a toilet works. How have we achieved so much despite understanding so little? Cognitive scientists Steven Sloman and Philip Fernbach argue that we survive and thrive despite our mental shortcomings because we live in a rich community of knowledge. The key to our intelligence lies in the people and things around us. We're constantly drawing on information and expertise stored outside our heads: in our bodies, our environment, our possessions, and the community with which we interact—and usually we don't even realize we're doing it. The human mind is both brilliant and pathetic. We have mastered fire, created democratic institutions, stood on the moon, and sequenced our genome. And yet each of us is error prone, sometimes irrational, and often ignorant. The fundamentally communal nature of intelligence and knowledge explains why we often assume we know more than we really do, why political opinions and false beliefs are so hard to change, and why individual-oriented approaches to education and management frequently fail. But our collaborative minds also enable us to do amazing things. The Knowledge Illusion contends that true genius can be found in the ways we create intelligence using the community around us. Staying just one step ahead of the government factions and magical family conspiracy that want him dead, James Cobham embarks on an adventure that takes him into every corner of mid-nineteenth-century English society. Reprint. 15,000 first printing. The single most important event in a person's life is the new birth. Yet, this is also one of the most neglected doctrines in the church. Many Christians would be hard-pressed to describe exactly what the new birth is, let alone what it means to the rest of their walk with God. What happens when we are born again? Does everything in our lives change immediately? Is it just a kind of spiritual do-over, a chance to get it right this time? What happens when we fail? Does it mean we weren't really born again to begin with? With a pastor's heart and a

professor's insight, Steven Lawson carefully examines the encounter between Jesus and Nicodemus found in John 3 to uncover the nature of this spiritual rebirth. He shows you the necessity of the new birth, how God changes our hearts through it, and what follows after, from baptism and involvement in a local church to handling doubts and setbacks. This book is perfect for believers who want to understand what happened when they believed and for non-Christians who are curious about what a new life in Christ is all about. *A Brief History of Cocaine, Second Edition* provides a fascinating historical insight into the reasons why cocaine use is increasing in popularity and why the rise of the cocaine trade is tightly linked with the rise of terrorism. The author illustrates the challenges faced by today's governments and explains why current anti-drug efforts have had on. This extended essay joins an old conversation at the intersection of freedom and necessity. Though it takes place at the beginning of the twenty-first century by the "Christian" reckoning that has become an integral part of European identity, it will at times read like a conversation between classical Greece and nineteenth-century Europe. The cast consists of characters drawn from Aeschylus, Sophocles, Euripides, and Plato as well as the authors themselves - Plato, Aristotle, Locke, Hume, Kant, Kierkegaard, MacIntyre, and Nussbaum. Some of these writers have been associated with displaced, displacing claims of universality; but each is in place and in time in ways that are instructive for ethics. Myth, the matter of stories, becomes also the matter of critical reflection, which in turn is subjected to critical reflection. Every fragment of philosophy is a contribution to the reflection, and it is nothing if it is separated from the matter - the stories, the myths, and the characters (including us) who both make them and live in them.

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