

Skyrim Dawnguard Achievement Guide

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.

Skyrim is the homeland of the Nords, a fierce and proud warrior people who are used to the bitter cold and mountainous terrain that mark the lands of Skyrim. Wracked by civil war, and threatened by the return of the legendary dragons, Skyrim faces its darkest hour. You must make sense of this maelstrom, explore the frozen tundra and bring hope to the people. The future of Skyrim, even the Empire itself, hangs in the balance as they wait for the prophesized Dragonborn to come; a hero born with the power of The Voice, and the only one who can stand amongst the dragons. You are that Dragonborn. Inside the Main Guide: - Introduction to the Races. - How to complete every storyline quest. - Where to find and conquer every side-mission. - Location of every powerful Dragonwall. - Search out and defeat every Dragon. - How to find hidden, powerful weapons. - Over 200 captioned screenshots provide even more help. - Dragonborn DLC covered in full. - Dawnguard DLC covered in full. Version 1.1: - Screenshots for the major side-missions. - Achievements/Trophy descriptions (includes all 3 DLC packs). - Formatted text for easier reading on iPhone/iPod screens via our App. Version 1.2 November 2016 - Added a full Character Creation guide complete with tips on how to get the most out of your skills and which races excel at what. - More text fixes and general edits. - Lots more to come soon!

With careful reasoning supported by wide-ranging scholarship, this study exposes the fallacies of 'social constructionist' theories within lesbian and gay studies and makes a forceful case for the autonomy of queer identity and culture. It presents evidence that queers are part of a centuries-old history, possessing a unified historical and cultural identity. The volume reviews the fundamental historiographical issues about the nature of queer history, arguing that a new generation of queer historians will need to abandon authoritarian dogma founded upon politically-correct ideology rather than historical experience. Norton offers a clear exposition of the evidence for ancient, indigenous and pre-modern queer cultural continuity, revealing how knowledge of that history has been suppressed and censored and sets out the 'queer cultural essentialist' position on the key topics of queer history - role, identity, bisexuality, orientation, linguistics, social control, homophobia, subcultures, and kinship patterns.

"Natural selection can preserve innovations, but it cannot create them. Nature's many innovations—some uncannily perfect—call for natural principles that accelerate life's ability to innovate." Darwin's theory of natural selection explains how useful adaptations are preserved over time. But the biggest mystery about evolution eluded him. As genetics pioneer Hugo de Vries put it, "natural selection may explain the survival of the fittest, but it cannot explain the arrival of the fittest." Can random mutations over a mere 3.8 billion years really be responsible for wings, eyeballs, knees, camouflage, lactose digestion, photosynthesis, and the rest of nature's creative marvels? And if the answer is no, what is the mechanism that explains evolution's speed and efficiency? In *Arrival of the Fittest*, renowned evolutionary biologist Andreas Wagner draws on over fifteen years of research to present the missing piece in Darwin's theory. Using experimental and computational technologies that were heretofore unimagined, he has found that adaptations are not just driven by chance, but by a set of laws that allow nature to discover new molecules and mechanisms in a fraction of the time that random variation would take. Consider the Arctic cod, a fish that lives and thrives within six degrees of the North Pole, in waters that regularly fall below 0 degrees. At that temperature, the internal fluids of most organisms turn into ice crystals. And yet, the arctic cod survives by producing proteins that lower the freezing temperature of its body fluids, much like antifreeze does for a car's engine coolant. The invention of those proteins is an archetypal example of nature's enormous powers of creativity. Meticulously researched, carefully argued, evocatively written, and full of fascinating examples from the animal kingdom, *Arrival of the Fittest* offers up the final puzzle piece in the mystery of life's rich diversity.

How To Win Friends And Influence People

Skyrim

Being Dragonborn

Black Sun Rising

An Elder Scrolls Novel

The Legend of Zelda: Hyrule Historia

Covering the 70-year period leading up to the Anglo-Nepal war, this historical novel tells how the hill men of Nepal and the British in India originally developed a great respect for each other.

Covers working with green wood, bending wood, carving, veneer, inlay, and marquetry, and introduces useful tools and techniques

Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

Turtles are so cool! From the largest--the leatherback sea turtle--to the small bog turtle, many people like to see turtles in the wild and even keep them as pets. What makes a turtle, a turtle--and not a tortoise? Their shell and habitat are part of it as emerging readers learn in this awesome volume. Full-color photographs of turtle body features close up complement the low ATOS text and aid in readers' comprehension of the subject matter.

The Elder Scrolls V: Skyrim - Strategy Guide

Palace Bug

Solving Evolution's Greatest Puzzle

The Dragon of Time

The Liberation of Imagination

Aerodynamics of the Airplane

When an ancient evil awakens and unleashes an army of undead warriors that lay waste to the world of Tamriel, emperor's son Attrebus Mede joins a group of mages, thieves and warriors in a formidably outnumbered battle to protect and reclaim their home. Original. Video game tie-in.

The first book in the New York Times bestselling series by L.J. Smith. Origins is the first book in L.J. Smith's bestselling Stefan's Diaries series, which reveals the backstory of brothers Stefan and Damon from The Vampire Diaries series. This digital edition features cover artwork from the hit CW TV series The Vampire Diaries, starring Nina Dobrev, Paul Wesley, and Ian Somerhalder. Set in mid-19th century Mystic Falls, Virginia, three teenagers enter a torrid love triangle that will span eternity. Brothers Stefan and Damon Salvatore are inseparable until they meet Katherine, a stunning, mysterious woman who turns their world upside down. Siblings turned rivals, the Salvatores compete for Katherine's affection, only to discover that her sumptuous silk dresses and glittering gems hide a terrible secret: Katherine is a vampire. And she is intent on turning them into vampires so they can live together—forever. Full of dark shadows and surprising twists, the first book in the New York Times bestselling Stefan's Diaries series raises the stakes for the Salvatore brothers as they face new loves, old treacheries, and unimaginable threats. Fans of L. J. Smith's New York Times bestselling Vampire Diaries series as well as the hit television show won't be able to put the latest Salvatore adventure down.

If you have a question about Skyrim this is the book with the answers. Skyrim: Questions and Answers takes some of the best questions and answers asked on the gaming.stackexchange.com website. You can use this book to look up commonly asked questions, browse questions on a particular topic, compare answers to common topics, check out the original source and much more. This book has been designed to be very easy to use, with many internal references set up that makes browsing in many different ways possible. Topics covered include: Dawnguard, Hearthfire, Dragonborn, Falskaar, mods, Steam, achievements, Xbox 360, PS3,

Morrowind and many more."

The Elder Scrolls V: Skyrim Special Edition Guide includes... More Than 1,100 Pages: Complete, accurate, and Bethesda-approved content. Large Two-Sided Map Poster: All important locations labeled. More Than 350 Quests: All quests revealed with best outcomes highlighted. More Than 500 Enemies and 2,000 Items Detailed: Exhaustive Bestiary and Inventory chapters detail critical data. Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide with access to an interactive world map.

Achtung-Panzer!

The (Virtual) Myth Conservancy

Elder Scrolls

Elder Scrolls V: Skyrim Special Edition

Get Organized

The Elder Scrolls V

For the first time in print, step into the fantasy world of The Elder Scrolls Online. Tales of Tamriel - Vol. I: The Land takes readers on adventure throughout the war-torn landscapes and battlefields of Tamriel, featuring a horde of in-game texts and exclusive artwork. Lavishly bound and produced, this series of books is the definitive guide to lore from the Elder Scrolls Online.

*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. Includes a Rufous Mudcrab pet DLC! Explore Morrowind with the Rufous Mudcrab! This faithful pet will be by your side as you explore all corners of Tamriel. 27" x 27" Vvardenfell Map Poster: Features all important locales and resources. Concept Art Gallery: Striking images of the new expansion. Foreword from the Developer: A message to fans. An Atlas of Vvardenfell: From the shores of the Bitter Coast to the hills of the Grazelands, every major point of interest is called out and cataloged for your reference. A true travel guide for the Morrowind expansion! Character Builds: Hints and advice on constructing effective characters for your adventures in Vvardenfell. Featuring the new class--The Warden. Adventuring Tips and Tutorials: Helpful overviews and information for new and returning players concerning leveling, attack rotations, crafting, and much more! New Stories and Quests: Maps with walkthroughs that pinpoint and describe how to complete all of the new quests and storylines contained in the Morrowind expansion. Free Mobile-Friendly eGuide: Includes access to interactive maps! Use the enhanced eGuide for strategy on the go, all optimized for a second-screen experience.*

"How to Win Friends and Influence People" is one of the first best-selling self-help books ever published. It can enable you to make friends quickly and easily, help you to win people to your way of thinking, increase your influence, your prestige, your ability to get things done, as well as enable you to win new clients, new customers. Twelve Things This Book Will Do For You: Get you out of a mental rut, give you new thoughts, new visions, new ambitions. Enable you to make friends quickly and easily. Increase your popularity. Help you to win people to your way of thinking. Increase your influence, your prestige, your ability to get things done. Enable you to win new clients, new customers. Increase your earning power. Make you a better salesman, a better executive. Help you to handle complaints, avoid arguments, keep your human contacts smooth and pleasant. Make you a better speaker, a more entertaining conversationalist. Make the principles of psychology easy for you to apply in your daily contacts. Help you to arouse enthusiasm among your associates. Dale Carnegie (1888-1955) was an American writer and lecturer and the developer of famous courses in self-improvement, salesmanship, corporate training, public speaking, and interpersonal skills. Born into poverty on a farm in Missouri, he was the author of How to Win Friends and Influence People (1936), a massive bestseller that remains popular today.

The Restless Quest

Scottish Clans and Tartans

The Official Cookbook

The Monthly Musical Record

The Infernal City: An Elder Scrolls Novel

Fantasy

Keena and Kim met in a group home and have been best friends ever since. They both have the mindset of money over men, and they don't play where they lay. They set brothas up and rob them, disappearing without a trace. Keena, the brains of the two, sets up the biggest lick of their lives in Miami. If they can pull this one off, they can retire and live the good life. Peter, who everyone calls Black, is not an easy target. He is different from all the others that they have set up, and Keena is having second thoughts. Kim has a big secret that Keena knows nothing about. Will Kim's big secret cost them everything? Watch this riveting story unfold as these Queen City queens take you down a dark path of betrayal, lust, and turmoil on the hot streets of Miami. Will the girls be able to pull this off, or will they die trying?

No one recognizes the little bug's devotion to the king until he appears on top of the king's dinner plate.

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.

"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."--

Turtles Close Up

Bob and Tom Get a Dog

Prima Collector's Edition Guide

The Elder Scrolls Online: Morrowind

Master Woodworker

The Raven [serial]; 1

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

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.

Over a millennium ago, Erna, a seismically active yet beautiful world was settled by colonists from far-distant Earth. But the seemingly habitable planet was fraught with perils no one could have foretold. The colonists found themselves caught in a desperate battle for survival against the fae, a terrifying natural force with the power to prey upon the human mind itself, drawing forth a person's worst nightmare images or most treasured dreams and indiscriminately giving them life. Twelve centuries after fate first stranded the colonists on Erna, mankind has achieved an uneasy stalemate, and human sorcerers manipulate the fae for their own profit, little realizing that demonic forces which feed upon such efforts are rapidly gaining in strength. Now, as the hordes of the dark fae multiply, four people—Priest, Adept, Apprentice, and Sorcerer—are about to be drawn inexorably together for a mission which will force them to confront an evil beyond their imagining, in a conflict which will put not only their own lives but the very fate of humankind in jeopardy.

The Elder Scrolls V: Skyrim - Strategy GuideGamer Guides

Arrival of the Fittest

Queer History and the Search for Cultural Unity

A Framework for Virtual Heritage and Game-Based Learning

How to Clean Up Your Messy Digital Life

Questions and Answers

Cognitive Linguistics: Basic Readings

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

Cutting out clutter might be the best thing you've ever done, not just in your closet, but also on your computer, smartphone, email, and online accounts. Get Organized: How to Clean Up Your Messy Digital Life is a how-to guide for reimagining your digital life and getting it to a happier and more productive place. Author and software expert Jill Duffy shows you the apps, websites, and other freely available tools you'll need to put your life back in order. You'll learn how to: . Organize a computer so you can find what you need when you need it. . Streamline your email to clear out your inbox for good. . Protect your most important data with powerful passwords and simple backup solutions. . Clean up your photos, music, and social media accounts-and keep them that way. . Manage your finances and your online presence, both now and after you die. . And much more! "Fixing our relationship with email and introducing people to tools that can help them effectively manage their inboxes is important, and Jill Duffy's book provides concrete suggestions on how to make changes needed to organize our lives." - Gentry Underwood, cofounder of Mailbox "Even if you've never met a filing system you'd actually use, you can pick up tips from Jill's surprisingly wry manual for cleaning up your digital life. From dreaming up better passwords to choosing social media headshots, Jill's got it all covered -- and organized for you, too." - Laura Vanderkam, author of What the Most Successful People Do Before Breakfast and 168 Hours: You Have

More Time Than You Think PC Mag, the most trusted online brand for digital product reviews and news, is proud to offer this essential guide for living a better, more productive digital life. For more, visit pcmag.com/get-organized

Scar, an amnesiac mercenary, has been hired by Zoltek, leader of the nation of Usaj, to battle Kulshedran soldiers. With the promise of asking Zmaj, the All God, about his past, Scar lends his fighting prowess, but there is more than kings warring for territory in the world of Tiamhaal; there are Gods and Dragons vying for men's souls.

The Elder Scrolls V: Skyrim is one of the bestselling and most influential video games of the past decade. From the return of world-threatening dragons to an ongoing civil war, the province of Skyrim is rich with adventure, lore, magic, history, and stunning vistas. Beyond its visual spectacle alone, Skyrim is an exemplary gameworld that reproduces out-of-game realities, controversies, and histories for its players. Being Dragonborn, then, comes to signify a host of ethical and ideological choices for the player, both inside and outside the gameworld. These essays show how playing Skyrim, in many ways, is akin to "playing" 21st century America with its various crises, conflicts, divisions, and inequalities. Topics covered include racial inequality and white supremacy, gender construction and misogyny, the politics of modding, rhetorics of gameplay, and narrative features.

A Midsummer-night's Dream

Myth of the Modern Homosexual

My First I Can Draw

Lord of Souls

Pygmy Kitabu

The Elder Scrolls IV

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 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, it 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 his 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 - Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.

For the first time, the collected texts from the critically and commercially acclaimed fantasy video game The Elder Scrolls V: Skyrim are bound together in three exciting volumes. Like the original, produced, these titles are straight out of the world of Skyrim - and a must for any wandering adventurer.

Gillian Flynn says, "Karin Slaughter is simply one of the best thriller writers working today." A small Georgia town erupts in panic when a young college professor is found brutally murdered. But it's only when town pediatrician and coroner Sara Linton does the autopsy that the full extent of the killer's twisted work becomes clear. Sara's ex-husband, police chief Jeffrey Linton, leads the investigation—a trail of terror that grows increasingly macabre when another local woman is found crucified a few days later. But he's got more than a sadistic serial killer on his hands. A female detective, Lena Adams—the first victim's sister—want to serve her own justice. But it is Sara who holds the key to finding the killer. A secret from her past could unmask the killer, a psychopath .. or mean her death.

Over the past decade, Cognitive Linguistics has grown to be one of the most broadly appealing and dynamic frameworks for the study of natural language. Essentially, this new school of thought focuses on the meaning side of language: linguistic form is analysed as an expression of meaning. And meaning itself is not something that exists in isolation, but it is integrated with the full social context of the fact that we are embodied beings just as much as the fact that we are cultural beings. Cognitive Linguistics: Basic Readings brings together twelve foundational articles, each on a basic concept of Cognitive Linguistics, like conceptual metaphor, image schemas, mental spaces, construction grammar, prototypicality and radial sets. The collection features the work of leading Cognitive Linguistics: George Lakoff, Ron Langacker, Len Talmy, Gilles Fauconnier, and Charles Fillmore, together with some of the most influential younger scholars. By its choice of seminal papers and authors, Basic Readings is specifically suited for an introductory course in Cognitive Linguistics. This is further supported by a general introduction to the theory and, specifically, the application of Cognitive Linguistics and by trajectories for further reading that start out from the individual chapters.

The Elder Scrolls Online: Tales of Tamriel, Book I: The Land

Blindsighted

Skyrim Legendary Standard Edition: Prima Official Game Guide

Critical Essays on The Elder Scrolls V: Skyrim

The King in Yellow

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.

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 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) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

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 indepth 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!

Bloody Scared

Gods and Dragons

Taking Down a Boss

Prima Official Guide

The Development of Armoured Forces, Their Tactics and Operational Potential

The Vampire Diaries: Stefan's Diaries #1: Origins