Modern Pagan religious conversion revisited

Abstract(s):
When modern Paganism emerged as a new religious movement in Western Europe and America in the 1950s and 1960s, its followers described the experience of conversion that alluded to the conversion narrative models that were already well-spread in the religious mainstream. In their conversion narratives from the 1960s to the 2000s, reflected both in their Pagan writings and scholarly literature, we can see motives recognizable from generic Christian prototypes. A Pagan "crisis" conversion is perceived as an altered state of consciousness, which helps gain access to some sort of ultimate truth concerning reality.

Keywords:
modern Paganism; religious conversion; new religious movements

References:
Coming Home to Paganism: Theory of Religious Conversion or a Theological Principle? Article (PDF Available) · December 2013 with 128 Reads. Cite this publication. It is interesting that “homecoming” simultaneously occurs in Neo-Pagan literature, as the common way of becoming Pagan, seen as opposite to the process of conversion (usually as a rapid change of religious beliefs). The critique of the “homecoming” defined in the academic field concentrates on showing that there is a possibility it may be more a theological notion, rather than a model of religious change to contemporary Paganism. Religious conversion. From Crusader Kings II Wiki. Jump to: navigation, search. This article may contain outdated information that is inaccurate for the current version of the game. It was last updated for 3.0. Religious conversion is the act of a province or character switching to another religion. Contents. 1 Character. 1.1 Demand conversion. 1.2 Decisions. 1.3 Court Chaplain. Unreformed pagans and nomads cannot demand conversion. Cannot demand conversion from: Religious heads, holy orders, or mercenaries such as the Varangian Guard. Powerful rulers want a modern religion: king with 12 realm holdings. Need it to reform government: meets tribal organization and capital holding requirements to adopt feudalism or found a merchant republic. Less likely