

The College Of Magic

"Explores two principal genres of illicit learned magic in late Medieval manuscripts: image magic, which could be interpreted and justified in scholastic terms, and ritual magic, which could not"--Provided by publisher.

During the late thirteenth and early fourteenth centuries a group of monks with occult interests donated what became a remarkable collection of more than thirty magic texts to the library of the Benedictine abbey of St. Augustine's in Canterbury.

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The monks collected texts that provided positive justifications for the practice of magic and books in which works of magic were copied side by side with works of more licit genres. In *Magic in the Cloister*, Sophie Page uses this collection to explore the gradual shift toward more positive attitudes to magical texts and ideas in medieval Europe. She examines what attracted monks to magic texts, works, and how they combined magic with their intellectual interests and monastic life. By showing how it was possible for religious insiders to integrate magical studies with their orthodox worldview, *Magic*

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in the Cloister contributes to a broader understanding of the role of magical texts and ideas and their acceptance in the late Middle Ages.

Traces the history of magic, describes the acts of prominent magicians, and demonstrates some basic cup, card, and coin tricks.

When Arnold wishes he had more information for his family tree, Ms. Frizzle revs up the Magic School Bus and the class zooms back to prehistoric times.

First stop: 3.5 billion years ago! There aren't any people around to ask for directions. Luckily Ms. Frizzle has a plan, and the class is right there to

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watch simple cells become sponges and then fish and dinosaurs, then mammals and early primates and, eventually, modern humans. It's the longest class trip ever! This is the story of a species, of our species, as only Ms. Frizzle can tell it. Joanna Cole and Bruce Degen tackle this essential topic with the insight and humor that have made the Magic School Bus the bestselling science series of all time. Hop on board for a class trip that spans billions of lifetimes! The Magic School Bus Explores Human Evolution

Warhammer Fantasy Roleplay
A Book about Floating and Sinking

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101 Magic Tricks

The Art of Magic

Earn Your Degree in Spell Casting!

USA TODAY BESTSELLING AUTHOR Alicia Rades presents a spellbinding three-book box set where love is cursed at a paranormal academy and witches investigate dark mysteries to save their coven.

Nadine is the only witch of her kind. With unique powerful abilities, she's a prime contender to sit on the witch's council—yet she's anything but welcome. A haunting family curse threatens to force her out of her magical college, and revealing her

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greatest secret may lead to the destruction of her people. Lucas is the Reaper's Apprentice, the only warlock of his generation destined to ferry the souls of the dead. Accepting his dark gift is as brutal as investigating the coven's mysteries—from finding missing children to exposing the culprit behind a dangerous brew. He's prepared to fight the darkness alone, until he receives a warning beyond the grave from Nadine's mother. Magic is disappearing from the town, and fear is causing the coven to turn against their own. Nadine and Lucas agree to come together to restore the coven's magic, but the priestesses that rule their coven have

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other plans... * College of Witchcraft: Books 1-3 includes the first three books in a new adult urban fantasy series. Witches, warlocks, and reapers solve mysteries in this college-aged paranormal romance featuring a diverse cast and disabled main characters. Over 1300+ pages of wicked drama and supernatural schemes! "Nadine and Lucas serve as the linchpins of The Coven's Secret, and Rades does an admirable job rounding them out with interesting, heartfelt—and, most importantly—relatable backstories." -The BookLife Prize by Publishers Weekly "The story has a lot of action and plenty of twists - the ending will leave**

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you wanting to read the next book straight away."

-Anne-Marie Reynolds, Readers' Favorite [??????](#)

"The Coven's Secret is a magical story that pulled me in from the first word and had me enthralled right up until the end." -Nancy Allen, The Avid

Reader [??????](#) "This was dark, mysterious, drama and angst filled, a touch romantic, tons magical and I can't wait for the next book so I can jump back into this world that I was not ready to leave! "

-KRLGA, Smada's Book Smack [??????](#) This title is one omnibus in a set of Hidden Legend collections. The Hidden Legends Universe features college-aged protagonists attending magical academies, dual

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points-of-view, disabled and diverse main characters, and steamy, empowering romances. Omnibus sets connected to this series include Academy of Magical Creatures, University of Sorcery, and Prison for Supernatural Offenders. The New York Times bestselling novel about a young man practicing magic in the real world, now an original series on SYFY “The Magicians is to Harry Potter as a shot of Irish whiskey is to a glass of weak tea. . . . Hogwarts was never like this.” —George R.R. Martin “Sad, hilarious, beautiful, and essential to anyone who cares about modern fantasy.” —Joe Hill “A very knowing and wonderful

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take on the wizard school genre.” —John Green
“The Magicians may just be the most subversive, gripping and enchanting fantasy novel I’ve read this century.” —Cory Doctorow “This gripping novel draws on the conventions of contemporary and classic fantasy novels in order to upend them . . . an unexpectedly moving coming-of-age story.” —The New Yorker “The best urban fantasy in years.”
—A.V. Club Quentin Coldwater is brilliant but miserable. A high school math genius, he’s secretly fascinated with a series of children’s fantasy novels set in a magical land called Fillory, and real life is disappointing by comparison. When Quentin is

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unexpectedly admitted to an elite, secret college of magic, it looks like his wildest dreams have come true. But his newfound powers lead him down a rabbit hole of hedonism and disillusionment, and ultimately to the dark secret behind the story of Fillory. The land of his childhood fantasies turns out to be much darker and more dangerous than he ever could have imagined. . . . The prequel to the New York Times bestselling book The Magician King and the #1 bestseller The Magician's Land, The Magicians is one of the most daring and inventive works of literary fantasy in years. No one who has escaped into the worlds of Narnia and Harry Potter

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should miss this breathtaking return to the landscape of the imagination.

The Routledge History of Medieval Magic brings together the work of scholars from across Europe and North America to provide extensive insights into recent developments in the study of medieval magic between c.1100 and c.1500. This book covers a wide range of topics, including the magical texts which circulated in medieval Europe, the attitudes of intellectuals and churchmen to magic, the ways in which magic intersected with other aspects of medieval culture, and the early witch trials of the fifteenth century. In doing so, it offers the reader a

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detailed look at the impact that magic had within medieval society, such as its relationship to gender roles, natural philosophy, and courtly culture. This is furthered by the book's interdisciplinary approach, containing chapters dedicated to archaeology, literature, music, and visual culture, as well as texts and manuscripts. The Routledge History of Medieval Magic also outlines how research on this subject could develop in the future, highlighting under-explored subjects, unpublished sources, and new approaches to the topic. It is the ideal book for both established scholars and students of medieval magic.

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Wild West adventurer and sharpshooter Samuel Lambert worries that he will be a fish out of water when he comes to Glasscastle University to contribute his shooting skills to the top-secret Agincourt Project.

Bailey

A Matter of Magic

The Winds of Magic

Illicit Learned Magic in the Later Middle Ages and Renaissance

Everybody's Magic

David Copperfield's History of Magic

An illustrated, illuminating insight into the world of

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illusion from the world's greatest and most successful magician, capturing its audacious and inventive practitioners, and showcasing the art form's most famous artifacts housed at David Copperfield's secret museum. In this personal journey through a unique and remarkable performing art, David Copperfield profiles twenty-eight of the world's most groundbreaking magicians. From the 16th-century magistrate who wrote the first book on conjuring to the roaring twenties and the man who fooled Houdini, to the woman who levitated, vanished, and caught bullets in her teeth, David Copperfield's History of Magic takes you on a wild journey through the remarkable feats of the greatest magicians in history.

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These magicians were all outsiders in their own way, many of them determined to use magic to escape the strictures of class and convention. But they all transformed popular culture, adapted to social change, discovered the inner workings of the human mind, embraced the latest technological and scientific discoveries, and took the art of magic to unprecedented heights. The incredible stories are complimented by over 100 never-before-seen photographs of artifacts from Copperfield's exclusive Museum of Magic, including a 16th-century manual on sleight of hand, Houdini's straightjackets, handcuffs, and water torture chamber, Dante's famous sawing-in-half apparatus, Alexander's high-tech turban that

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allowed him to read people's minds, and even some coins that may have magically passed through the hands of Abraham Lincoln. By the end of the book, you'll be sure to share Copperfield's passion for the power of magic.

Teenager Faris Nallaneen is the heir to the small northern dukedom of Galazon. Too young still to claim her title, her despotic Uncle Brinker has ruled in her place. Now he demands she be sent to Greenlaw College. For her benefit he insists. To keep me out of the way, more like it! But Greenlaw is not just any school-as Faris and her new best friend Jane discover. At Greenlaw students major in . . . magic. But it's not all fun and games. When Faris makes an enemy of

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classmate Menary of Aravill, life could get downright . . . deadly. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Everybody lies. All the time. About everything. Her mom lied to her about magic. Her best friend lied to her about not being a spy. Her dad... Well, that's too much lie to put into a single accusation. And Valerie is about to discover that she hasn't seen anything yet. Welcome back to second semester at The School of Magic Survival. Valerie survived first semester - barely - and everyone is slowly adapting to who she is and what she's capable of. Understandably, Valerie has trust issues with everyone around her - save loyal

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roommate Sasha - but she's going to have to figure out who she does trust and who she doesn't trust, and fast, because in a world where nothing is ever what it seems, she's about to discover that she's still wrong about all of it. Get your gear and get back to class.

Click now to buy [Unveiling Magic](#).

Twelve-year-old Kyana bakes up a plan to keep her inner-city magic school open after redistricting and gentrification threaten to close it down.

Fairy Pact School of Magic

A College of Magics

Gooseberry Bluff Community College of Magic

School of Wizardry

The Invisible College of Magic

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The Science of Magic

Alex Pheby's Mordew launches an astonishingly inventive epic fantasy trilogy. God is dead, his corpse hidden in the catacombs beneath Mordew. In the slums of the sea-battered city, a young boy called Nathan Treeves lives with his parents, eking out a meagre existence by picking treasures from the Living Mud and the half-formed, short-lived creatures it spawns. Until one day his desperate mother sells him to the mysterious Master of Mordew. The Master derives his magical power from feeding on the corpse of God. But Nathan, despite his fear and lowly station, has his own strength—and it is greater than the Master has ever known. Great enough to destroy

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everything the Master has built. If only Nathan can discover how to use it. So it is that the Master begins to scheme against him—and Nathan has to fight his way through the betrayals, secrets, and vendettas of the city where God was murdered, and darkness reigns. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Lyssa wanted one thing.....to get accepted to college.The letter she gets changes her life in ways she can't believe.At 18, Lyssa's days are pretty normal. Get up, eat, and stress about what's next. Lyssa's friends know where they're going to school and she's desperate to go to university. The only

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acceptance letter she gets seems like a cruel joke. What is the Dragondale Academy of Druidic Magic? It can't be real. At Dragondale, they take only the brightest students with the most potential. She doesn't fit in at all, but does make two friends, Sam and Kelsey. They make life at school better. Lyssa is determined to prove herself. It won't be easy. As she learns about her powers, a few oddities catch her eye. Where does Kelsey keep disappearing to? What's going on with the cat who's always hanging around? There's one secret, though, she can't figure out. Why does it seem that the professors are hiding something? You'll love this Academy fantasy, because of the twist, turns, and magical surprises. Get it now.

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A pack of paints, a set of pens, and unlimited creativity throw two friends into an enchanted, fast-paced adventure. ZuZu's first summer without her best friend is looking pretty grim, until she meets new kid Andrew at a visit to the historic Mapleton Mansion. Together they stumble upon some enchanted art supplies and discover that the shapes they draw and paint can come to life. Their creations are harmless—but ZuZu and Andrew aren't the only ones with access to magic. Soon, nightmarish half-machine, half-living creatures begin appearing around town, controlled by a power-hungry "caster" with a sinister mission. It's up to ZuZu and Andrew to use their newfound abilities to protect their

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community.

Emily is a teenage girl pulled from our world into a world of magic and mystery by a necromancer who intends to sacrifice her to the dark gods. Rescued in the nick of time by an enigmatic sorcerer, she discovers that she possesses magical powers and must go to Whitehall School to learn how to master them. There, she learns the locals believe that she is a "Child of Destiny," someone whose choices might save or damn their world... a title that earns her both friends and enemies. A stranger in a very strange land, she may never fit into her new world... ...and the necromancer is still hunting her. If Emily can't stop him, he might bring about the end of days.

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***Strixhaven: Curriculum of Chaos (D&D/MTG
Adventure Book)***

Magic in the Cloister

College of Witchcraft: Books 1-3

Real Magic

The Book of Magic

College of Egyptian Magic - Earn your Degree in Spell Casting! by: Horus Michael This book introduces the student to the development of Mental Abilities through the use of Egyptian Magic Spells, prayers, acquiring energy, and other techniques. Included is a replica of the

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Temple Drama of Osiris, ethics of Lord Osiris, and Schools of Magic for experimentation and study. Exercises to develop the basic abilities of Telepathy and Telekinesis are provided. A list of required books is found under the "Library" chapter. Copyright (C) 2016 Horus Michael, All rights reserved.

Magic and intrigue go hand in hand in Mairelon the Magician and The Magician's Ward, two fast-paced novels filled with mystery and romance, set against the intricate backdrop of Regency England. When

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a stranger offers her a small fortune to break into a traveling magician's wagon, Kim doesn't hesitate. Having grown up a waif in the dirty streets of London, Kim isn't above a bit of breaking-and-entering. A hard life and lean times have schooled her in one lesson: steal from them before they steal from you. But when the magician catches her in the act, Kim thinks she's done for. Until he suggests she become his apprentice; then the real trouble begins. Kim soon finds herself entangled with murderers, thieves, and cloak-

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and-dagger politics, all while trying to learn how to become both a proper lady and a magician in her own right. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A new anthology celebrating the witches and sorcerers of epic fantasy--featuring stories by George R. R. Martin, Scott Lynch, Megan Lindholm, and many others! Hot on the heels of Gardner Dozois's acclaimed anthology The Book of Swords comes this companion

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volume devoted to magic. How could it be otherwise? For every Frodo, there is a Gandalf . . . and a Saruman. For every Dorothy, a Glinda . . . and a Wicked Witch of the West. What would Harry Potter be without Albus Dumbledore . . . and Severus Snape? Figures of wisdom and power, possessing arcane, often forbidden knowledge, wizards and sorcerers are shaped--or misshaped--by the potent magic they seek to wield. Yet though their abilities may be godlike, these men and women

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remain human--some might say all too human. Such is their curse. And their glory. In these pages, seventeen of today's top fantasy writers--including award-winners Elizabeth Bear, John Crowley, Kate Elliott, K. J. Parker, Tim Powers, and Liz Williams--cast wondrous spells that thrillingly evoke the mysterious, awesome, and at times downright terrifying worlds where magic reigns supreme: worlds as far away as forever, and as near as next door. FEATURING SIXTEEN ALL-NEW STORIES: "The Return of

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the Pig" by K. J. Parker "Community Service" by Megan Lindholm "Flint and Mirror" by John Crowley "The Friends of Masquelayne the Incomparable" by Matthew Hughes "The Biography of a Bouncing Boy Terror: Chapter Two: Jumping Jack in Love" by Ysabeau S. Wilce "Song of Fire" by Rachel Pollack "Loft the Sorcerer" by Eleanor Arnason "The Governor" by Tim Powers "Sungrazer" by Liz Williams "The Staff in the Stone" by Garth Nix "No Work of Mine" by Elizabeth Bear "Widow Maker" by Lavie Tidhar "The Wolf and the

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Manticore" by Greg Van Eekhout "The Devil's Whatever" by Andy Duncan "Bloom" by Kate Elliott "The Fall and Rise of the House of the Wizard Malkuril" by Scott Lynch Plus George R. R. Martin's classic story "A Night at the Tarn House" and an introduction by Gardner Dozois Praise for The Book of Magic "In The Book of Magic, you get everything you expect and more! Assembling seventeen great authors in one place is a difficult job but this book, with a lot of help from editor Gardner Dozois, does just that. . . . This compilation is

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a treat for any who love a good fantasy tale."--Geeks of Doom

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here.

Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day.

Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven

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University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as

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stand-alones or woven together as a campaign from levels 1-10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an

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elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

Magic, Witchcraft, and Ghosts in the Enlightenment

Any Time. Any Place. - Step by Step Instructions to Engage, Challenge, and Entertain At Home, In the Street, At School, In the Office, At a Party

Magic and Witchery in the Modern West

The Magic School Bus Ups and Downs The Blackstone Book of Magic & Illusion DEFA Fairy-Tale Films

On an Earth that saw the weaponization of demons instead of uranium during World War II, a lone agent battles supernatural forces—and enemies within her own government—to unravel a conspiracy that threatens our very existence. This vivid alternate history sets the stage for a modern-day fantasy adventure that's equal parts Harry Potter and The X-Files. Across the world, a steady flow of illegally trafficked

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demons is fueling terrorist attacks known as "Heartstoppers," which leave bodies lifeless but not technically dead. Authorities have identified Gooseberry Bluff Community College of Magic, a quaint school on the border of Minnesota and Wisconsin, as a demon trafficking pipeline. Now it's up to Joy Wilkins, a young agent from the Federal Bureau of Magical Affairs, to go undercover as a professor and find the source. But when her mentor turns up murdered and the clues point to a secret society known as the Thirteenth Rib, Joy finds herself in the middle of an ancient war that leaves our

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world hanging in the balance. This book was initially released in episodes as a Kindle Serial. All episodes are now available for immediate download as a complete book. Learn more about Kindle Serials

What happens when, on your first day of school, you end up at a magical school instead? That's exactly what happened to Elsie! She was walking to Fairfax School to start second grade, wishing for one more summer adventure ... when she turned a corner and suddenly saw Fairy Pact School of Magic! Isadora the fairy has lost her mother's ring and Elsie wants to help her get it back. And

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she wants to find her way back home, too. Can she do it all, before it's too late? Join Elsie, Isadora, and many other magical creatures to learn about cooperation and make new friends.

How the scientific study of magic reveals intriguing—and often unsettling—insights into the mysteries of the human mind. What do we see when we watch a magician pull a rabbit out of a hat or read a person's mind? We are captivated by an illusion; we applaud the fact that we have been fooled. Why do we enjoy experiencing what seems clearly impossible, or at least beyond our powers of

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explanation? In *Experiencing the Impossible*, Gustav Kuhn examines the psychological processes that underpin our experience of magic. Kuhn, a psychologist and a magician, reveals the intriguing—and often unsettling—insights into the human mind that the scientific study of magic provides. Magic, Kuhn explains, creates a cognitive conflict between what we believe to be true (for example, a rabbit could not be in that hat) and what we experience (a rabbit has just come out of that hat!). Drawing on the latest psychological, neurological, and philosophical research, he suggests that

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misdirection is at the heart of all magic tricks, and he offers a scientific theory of misdirection. He explores, among other topics, our propensity for magical thinking, the malleability of our perceptual experiences, forgetting and misremembering, free will and mind control, and how magic is applied outside entertainment—the use of illusion in human-computer interaction, politics, warfare, and elsewhere. We may be surprised to learn how little of the world we actually perceive, how little we can trust what we see and remember, and how little we are in charge of our thoughts and actions.

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Exploring magic, Kuhn illuminates the complex—and almost magical—mechanisms underlying our daily activities.

Magic, Witchcraft, and Ghosts in the Enlightenment argues for the centrality of magical practices and ideas throughout the long eighteenth-century. Although the hunt for witches in Europe declined precipitously after 1650, and the intellectual justification for natural magic came under fire by 1700, belief in magic among the general population did not come to a sudden stop. The philosophes continued to take aim at magical practices, alongside religion, as

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examples of superstitions that an enlightened age needed to put behind them. In addition to a continuity of beliefs and practices, the eighteenth century also saw improvement and innovation in magical ideas, the understanding of ghosts, and attitudes toward witchcraft. The volume takes a broad geographical approach and includes essays focusing on Great Britain (England and Ireland), France, Germany, and Hungary. It also takes a wide approach to the subject and includes essays on astrology, alchemy, witchcraft, cunning folk, ghosts, treasure hunters, and purveyors of magic. With a broad

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chronological scope that ranges from the end of the seventeenth century into the early nineteenth century, this volume is useful for undergraduates, postgraduates, scholars as well as those with a general interest in magic, witchcraft, and spirits in the Enlightenment.

Leo Rising

A Wizard of Earthsea

The Politics of Magic

Liber Chaotica

A General Theory of Magic

Magic: The Basics

Master storyteller Alice Hoffman brings us the

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conclusion of the Practical Magic series in a spellbinding and enchanting final Owens novel brimming with lyric beauty and vivid characters. The Owens family has been cursed in matters of love for over three-hundred years but all of that is about to change. The novel begins in a library, the best place for a story to be conjured, when beloved aunt Jet Owens hears the deathwatch beetle and knows she has only seven days to live. Jet is not the only one in danger—the curse is already at work. A frantic attempt to save a young man's life spurs three generations of the Owens women, and one long-lost brother, to use their unusual gifts to break the curse as they travel from Paris to London to the English

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countryside where their ancestor Maria Owens first practiced the Unnamed Art. The younger generation discovers secrets that have been hidden from them in matters of both magic and love by Sally, their fiercely protective mother. As Kylie Owens uncovers the truth about who she is and what her own dark powers are, her aunt Franny comes to understand that she is ready to sacrifice everything for her family, and Sally Owens realizes that she is willing to give up everything for love. The Book of Magic is a breathtaking conclusion that celebrates mothers and daughters, sisters and brothers, and anyone who has ever been in love.

First written by Marcel Mauss and Henri Humbert in

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1902, A General Theory of Magic gained a wide new readership when republished by Mauss in 1950. As a study of magic in 'primitive' societies and its survival today in our thoughts and social actions, it represents what Claude Lévi-Strauss called, in an introduction to that edition, the astonishing modernity of the mind of one of the century's greatest thinkers. The book offers a fascinating snapshot of magic throughout various cultures as well as deep sociological and religious insights still very much relevant today. At a period when art, magic and science appear to be crossing paths once again, A General Theory of Magic presents itself as a classic for our times.

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Magic: The Basics is a concise and engaging introduction to magic in world history and contemporary societies. Presenting magic as a global phenomenon which has manifested in all human cultures, this book takes a thematic approach which explores the historical, social, and cultural aspects of magic. Key features include: attempts to define magic either in universal or more particular terms, and to contrast it with other broad and potentially fluid categories such as religion and science; an examination of different forms of magical practice and the purposes for which magic has been used; debates about magic's effectiveness, its reality, and its morality; an exploration of magic's association

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with certain social factors, such as gender, ethnicity and education, among others. Offering a global perspective of magic from antiquity through to the modern era and including a glossary of key terms, suggestions for further reading and case studies throughout, *Magic: The Basics* is essential reading for anyone seeking to learn more about the academic study of magic.

Bailey, Julie, and Kate are super excited! The three friends have turned eight years old, which means they can finally go to Miss Annie's Magic School, where they'll learn to fly on brooms, cast magic spells, and learn important lessons as they study to become witches. But Miss Annie's School isn't always

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easy. Bailey is worried that her classmates think she's the teacher's pet. When she gets teased on the playground, Bailey stops raising her hand in class and she doesn't find Miss Annie's School very much fun. Can Bailey face her problems, ignore the teasing, and be herself? Read all about it in this fun and magical book for kids aged 6-8. The Magic School for Girls Chapter Books are a collection of illustrated stories that can be read in any order. Volumes one to five with former investigations diligently compared and revised : and expository lectures on the followers and rituals of chaos

A Scholar of Magics
Celebrating the Twentieth Anniversary of 'The

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Triumph of the Moon'

Mairelon and The Magician's Ward

Pious Motives, Illicit Interests, and Occult

Approaches to the Medieval Universe

A Novel

This book marks twenty years since the publication of Professor Ronald Hutton's *The Triumph of the Moon*, a major contribution to the historical study of Wicca. Building on and celebrating Hutton's pioneering work, the chapters in this volume explore a range of modern magical, occult, and Pagan groups active in Western nations. Each contributor is a specialist in the study of modern Paganism and occultism, although differ in their embrace of historical, anthropological,

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and psychological perspectives. Chapters examine not only the history of Wicca, the largest and best-known form of modern Paganism, but also modern Pagan environmentalist and anti-nuclear activism, the Pagan interpretation of fairy folklore, and the contemporary "Traditional Witchcraft" phenomenon.

Valerie doesn't like counting on her luck to get her out of bad scrapes, but so far that seems to be all that's keeping her alive. That and her natural abilities as a magic user, which she isn't ready to trust, either. Once more, Valerie and the rest of her friends are back at school, but this time she knows something that no one else does. She knows the name of someone who might be able to help them. Might be able to help her stop the war, stop the Pure, stop the magic that could

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very easily wipe out the entire world. The problem is that there's no guarantee she survives another encounter with serious magic. Even the woman who came to help her thought that she was better off not doing anything. She should let the fighters fight while she learns whatever she can. She's not strong enough to fight the Pure. None of them are. Is her luck going to hold out long enough? Or will the Council's machinations and the Pure's ambition finally force her into a confrontation that she might not make it out of? Class is in session, and Valerie is scrambling to get herself ready for a fight with real magic. Jump back in now!

The Power of Three has gone underground Clues and magic can't be found Grown-up sons, come quickly forth Help your

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father find his worth While a newly mortal Leo is out for a walk with Wyatt and newborn Chris, demons trap the Charmed Ones in the house and take them to the Underworld, where they are imprisoned by demon scientist Dr. Gnivik, who plans to steal the Power of Three. When Leo returns to find the house empty and in even more disarray than when he had left, he tries to piece together what happened, but can't. Due to his recent fall from grace, the Elders ignore his calls. What is he to do? With no other options and no magic of his own, Leo becomes desperate. Using a spell from the Book of Shadows, his sons' magic, and a sliver of unicorn horn, he calls the future versions of Wyatt and Chris back to the present. Together, the Halliwell men go in search of The Charmed Ones. With Dr.

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Gnivik nearing success and the sisters powerless to stop him, it's up to Leo and the boys to save the day....

Winds of change are coming. Will you control them - or will they control you? Magic pervades the Old World, coursing through the Eight Winds. Humans that learn to harness the energy found in the Winds of Magic can become powerful wizards. Or they may succumb to Tzeentch, the master of the dark arts... The Winds of Magic is a valuable resource for Warhammer Fantasy Roleplay. It provides players with important background and setting information on the Colleges of Magic, some expanded optional rules and additional tools for wizards to practice their art, dozens of new spells across all eight College Orders, and more suggestions and guidance for

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playing wizard characters. For the GM, *The Winds of Magic* also introduces the Ruinous Power Tzeentch, his daemonic minions, and insights into the Great Conspirator's fiendish schemes. New rules for corruption and mutation expose the characters to greater risks over the course of their adventures. Finally, *The Winds of Magic* includes a complete adventure for GMs to challenge their players with a dangerous plot unfolding in the heart of the Empire.

Unveiling Magic

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The Invisible College of Magic is the multiverse's finest educational institution for wizards. That doesn't mean its students don't have time for plenty of extracurricular activities which is mostly sex. A shapeshifter. An enchantress. A centaur. A half-demon. A fire wizard. An earth wizard. All of them magical and all of them lusty for the kinkiest sex in the Invisible College of Magic. They're all being hunted by a

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mysterious predator while they carefully study the strangest of phenomenon: sex in every possible kinky permutation. Tom "Shifty" Varieg is a natural shapeshifter who is intent on bedding as many fellow students as possible. It doesn't matter to him if they are human, demihuman, or something else entirely. Since he's willing to change himself to suit the needs of his lovers, he's always in high demand. But his shapeshifting can get him in more trouble than he anticipates. This is a 42,000 word novelette intended for adult audiences. Originally published in four parts. Content warning: This story features graphic sex, human-centaur sex, lesbian sex, sexual deviance,

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sexual hijinks, sex magic, sex with multiple partners, gay sex, and explicit depictions of adult sexuality that not all members of the public will enjoy. Excerpt: “Do you know what I’m thinking?” She rolled her big, beautiful brown eyes at him. “That’s telepathy, not precog or premonition. And I can tell what you’ll be doing in about five minutes.” “Oh? What’s that?”

“You’re going to be having sex with me.” Shifty knew an invitation when he heard one. He stepped close to Estelle and kissed her. She eagerly kissed back as he pulled at her vest. The buttons came open quickly and easily, allowing him to cup the centaur’s breasts. Shifty slid one hand down her back, looking to grope

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her bottom, but instead encountered her very equine withers. It caused him to pull back from her kiss.

“What’s the matter?” asked Estelle, already knowing the answer and a bit angry at it. “Nothing! I’ve just never done this with a centaur before.” She smirked.

“And I’ve never done this with a human boy before. So what? You going to leave?” “Of course not!” he protested, offended that she’d think he’d give up a chance at pussy. Shifty didn’t discriminate between human and centaur. It was all good to him and he was always willing to try a new experience. “Then why did you stop kissing me?” “I wanted to ask if you something very...personal.”

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A College of Magics Macmillan

From Paul Verhoeven's *The Cold Heart* in 1950 to Konrad Petzold's *The Story of the Goose Princess and Her Loyal Horse Falada* in 1989, East Germany's state-sponsored film company, DEFA (Deutsche Film-Aktiengesellschaft), produced over forty feature-length, live-action fairy-tale films based on nineteenth-century folk and literary tales. While many of these films were popular successes and paved the way for the studio's other films to enter the global market, DEFA's fairy-tale corpus has not been studied in its entirety. In *The Politics of Magic: DEFA Fairy-Tale Films*, Qinna Shen fills this gap by analyzing the films

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on thematic and formal levels and examining their embedded agendas in relation to the cultural politics of the German Democratic Republic. In five chapters, Shen compares the films with earlier print versions of the same stories and analyzes revisions made in DEFA's film adaptations. She also distinguishes the DEFA fairy-tale films from National Socialist, West German, and Disney adaptations of the same tales. Her archival work reconstitutes the cultural-historical context in which films were produced and received, and incorporates the films into the larger narrative of DEFA. For the first time, the banned DEFA fairy-tale comedy, *The Robe* (1961/1991), is discussed in depth.

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The book's title *The Politics of Magic* is not intended to suggest that DEFA fairy-tale films were merely mouthpieces of official ideology and propaganda. On the contrary, Shen shows that the films run the gamut from politically dogmatic to implicitly subversive, from kitschy to experimental. She argues that the fairy-tale cloak permitted them to convey ideology in a subtle, indirect manner that allowed viewers to forget Cold War politics for a while and to delve into a world of magic where politics took on an allegorical form. The fact that some DEFA fairy-tale films developed an international audience (particularly *The Story of Little Mook* and *Three Hazelnuts for Cinderella*) not only

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attests to these films' universal appeal but also to the surprising marketability of this branch of GDR cinema and its impact beyond the GDR's own narrow temporal and geographic boundaries. Shen's study will be significant reading for teachers and students of folklore studies and for scholars of German, Eastern European, cultural, film, media, and gender studies. Determined to become a wizard, twelve-year-old Randal is delighted to be accepted into the famed School of Wizardry, but his apprenticeship is marred when he realizes that one of the master wizards is using evil spells to destroy the school and gain supreme power.