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Age of Magic May 30 2022 A new age has dawned. Will Jo be its savior, or its downfall? The Society is over and its members are now free in a new world. But freedom is not what it seems, and their true enemy is still at large. Joining together one last time, the members lend their magic and knowledge to Jo to finally put an end to the madness of Chaos and finally free Snow. There's no easy path to victory, and securing the future of the new Age of Magic may cost Jo everything. Will her plan be enough to finally end a divine war that has spanned across thousands of years? Or is this new Age of Magic merely a precursor to the final Age of Oblivion? Age of Magic is a full length fantasy/paranormal romance novel that's the third book in the Wish Quartet, a four-book series that establishes the Age of Magic universe. It's perfect for readers who love time travel, twisty slow-burn stories, and steamy (sexy) romance.

Warriors & Wizards Dec 25 2021 "In The Age of Magic, Anything is Possible." Taking place 15 years after the conclusion of the Halos & Horns story arc, The Age of Magic marks Lucifer's return to the series but much of the story follows the next generation: the children of Samantha (witch) and Lucifer (demon) Cypher; Pandora (vampire) and Cody (werewolf) Fenris; and Kita (kitsune) and Reggie (mortal) Forster. Alaric Cypher spends his summer before starting college in Japan with the family of the kitsune Kita, where he finds love and danger. Lucifer travels back to the ancient land of Thenesia to aid the barbarian King Caliban and the wizard Balthazar in their fight against the Dark Gods. Bartholomew follows twins Quinn and Ursula Fenris through a dimensional portal to the Otherworld, where the Morrigan is preparing for final battle with Hecate, the goddess of all witches. A traitor is discovered at Nosferatu, Inc., and Asabi returns to Siofra after Alterverse... but in a dramatically different form.

A Question of Magic Jan 02 2020 In the sequel to The Magical Fellowship and A Trial of Magic, twelve-year-old mage Lithim must help stop mysterious creatures from beyond the sky from destroying the Earth.

Broken Bones Sep 09 2020 Irth is a vast place Concerned by the Skrima attacks, Julianne, Marcus, and Garrett have set off to visit the outlying settlements this side of the Madlands and make sure their people are safe. It's not just the Skrima and the remnant they're fighting - the people they find out there have lost all hope and see no way out. Julianne needs to teach them to fight. More than that, she needs to remind them why it's worth it. Set on the foundation laid by the Kurtherian Gambit Series, Broken Skies tells a new story in the Age of Magic. NOTE: This book contains cursing. Perhaps humorous cursing, but cursing nevertheless. If this offends you, I don't suggest reading this book.

[Classic Magician Posters](#) Jan 14 2021 For many years Magicians have impressed, dazzled, confused and even frightened us with their amazing talent. Not only were they masters of illusion but they also had to become masters of marketing to make it big. Posters, flyers and panels were the way back then to get magic shows advertised and get the public excited. During the Golden Age of Magic, there were tons of great magicians fighting to have their name in lights. In this collection, you will get to view Magicians like Houdini, Kellar, Thurston, Herrmann and many more. There are 31 different Magicians and 100 different Advertisements inside this book. All posters, panels, and ads are vibrant, unique and fun to look at. While the "Golden Age of Magic" is from 1880-1930, there are a couple posters that have been either a little before or a little after those dates, but we tried to keep it very close to that timeline. Each poster page will show the date it was published.

The Age of Magic and Wisdom May 06 2020 Humanity had forgotten its own past but now is awakening from the deep slumber of the ages. It is finally becoming more receptive and

accepting of its roots, hungry to learn the amazing story of its origins and development, and eager to move forward into a new reality. This novel helps us understand the long evolutionary journey of humankind on Earth. It is the second in a trilogy. We re-encounter the characters of the first novel, *Islands of Dream*: Ranfis, Manwel, Rosaria, and young Franco. They discuss the epic of creation, the Council of Gods, Lemurian and Atlantean civilisations, the special mission of Atlantis, the internal conflicts that led to the demise of Atlantis, Thoth-the Master of the Egyptians-the building of the pyramids, and the important role of Malta and its temples. This second novel brings to light the forgotten history of mankind. It reveals new insights about the Maltese sacred sites and their important role at the threshold of the New Golden Era.

Music and Fantasy in the Age of Berlioz Apr 04 2020 An exploration of fantastic soundworlds in nineteenth-century France, providing a fresh aesthetic and compositional context for Berlioz and others.

Wizards May 18 2021 Describes magical beliefs common in the age of Sir Isaac Newton, and shows how an interest in magic and how it worked led curious people like Newton to make discoveries about the world about them that led to the rise of science.

Rogue Mage Aug 21 2021 Out of the ruin of civilization rises good men and dark-hearted bastards. Eighteen-year-old Payetta is particularly fond of killing the bastards. Payetta hungers for payback against Titannus, the mage who wiped her village off the map. She bides her time by protecting the innocent farmers of the Meadowlands from the mage's raiders and awaits the day she can fight Titannus face to face using her own deadly magic. That day comes in like a storm. Sweeping into the fray is a loner with a personal mission to restore civilization. He carries with him a swift sword and his legendary ancestor's tenacious desire for justice. An epic showdown awaits in the Meadowlands and when it happens? Heads will fly. Set on the foundation laid by the Kurtherian Gambit Series, *Rogue Mage* tells an entirely new story in the Age of Magic---and of the heroes and villains who battle for control of its destiny.

My First Magic Book Jun 26 2019 Presents instructions for performing fifty magic tricks involving cards, puzzles, coins, and other household objects.

The Age of Magic Nov 04 2022 From Booker Prize-Winner Ben Okri. A group of world-weary travellers discover the meaning of life in a mysterious mountain village. Eight filmmakers arrive at a small Swiss hotel on the shores of a luminous lake. Above them, strewn with lights that twinkle in the darkness, looms the towering Rigi mountain. Over the course of three days and two nights, the travellers will find themselves drawn in to the mystery of the mountain reflected in the lake. One by one, they will be disturbed, enlightened, and transformed, each in a different way. The Age of Magic has begun. Unveil your eyes. ALSO BY BEN OKRI: *Astonishing the Gods*, *In Arcadia*, *A Way of Being Free*, *Dangerous Love*.

Rebellion: Age of Magic Sep 21 2021 When you sow tyranny, you better be prepared to reap the rebellion. Hannah and Ezekiel dig deeper into the corruption of the Noble Quarter, and the sick truth of Adrien's master plan becomes clear. They need to call upon the diverse group of those loyal to the cause in order to stop the Chancellor's reign of terror--before any more innocents die by his hand. Meanwhile, Karl and Parker enlist a powerful ally to help them battle against the Prophet's lies, and Gregory prepares for something far more dangerous than battle--a formal ball at his parent's house. Sometimes, rebels have all the fun. *Rebellion* shows the heroes of Irth in action as they struggle against tyranny and work to put evil back in the box. Hannah and her friends must learn the power of teamwork in order to prevent the perils of unchecked ambition.

The Lost Books of Merlyn Mar 16 2021 If you're involved in any form of Celtic Wicca or Witchcraft, or if you just want to know more about the ancient Celtic Priests, the Druids, you need *The Lost Books of Merlyn* by Douglas Monroe. But you're not the only one who wanted this book. After his first book appeared, he received over 20,000 letters asking for more! That's the purpose of this book. *The Lost Books of Merlyn* is a series of writings which have come down to us as attributed through the pen of Merlyn, or ? more precisely ? as having originally been in his keeping. Merlyn (upon whom the mythical Merlin was based) was a Druid, and the Druids were the priest-priest-initiators of their people. So this book is a reconstruction of the ancient philosophy, beliefs, and methods for personal transformation you can use today. The book is composed of three parts, each one based on old Celtic legends, in the form of a story. Why was it written that way? "Because that is the way the Druids, the Celts, would have done it ? that is the way they taught." The three sections are "The Battle of the Trees," "The Book of Pheryllt," and "The Gorchan of Maeldrew." When these stories were originally told, the people knew the meanings of their symbolism. Not so, today. Therefore, at the end of each section is a grimoire explaining the meanings and, at the same time, sharing rituals, oracles, and magical methods. You'll learn about tree oracles, Celtic signs of power, and the Druidic pantheon of deities. You'll discover how to contact Faery folk, the power of words, and charms of protection. Revealed, too, is how to make and use dowsing rods to find ley lines, and the secrets of magical dance and music. Also, you'll find out the secrets of the "Charm of Making" and the proof that it was ancient before it was popularized in a movie. This just barely scratches the surface of the book. You'll find that the wisdom here will touch you and help you on your path. Read it and learn.

Illusions: The Art of Magic Jul 20 2021 In 2015 the McCord Museum in Montreal, Canada, was gifted with the Allan Slaight Collection, one of the largest treasuries of posters and documents on magic in the world. Published in conjunction with the exhibition *Illusions. The Art of Magic* at the McCord Museum, this volume presents 250 exceptional posters from this collection, dating from the 1880s to the 1940s. During this period, known as the Golden Age of Magic, droves of traveling magicians and prestidigitators fought a veritable advertising war. All over the United States and Europe, city walls and billboards were plastered with posters offering tantalizing previews of their most spectacular tricks, giving poster

designers and printers of the era a golden opportunity to flex their imaginations and load their work with devils and demons, skeletons and skulls, bodies and decapitated heads, playing-cards and rabbits, alluring assistants, phantasmagoria and esoteric symbols. Seven authors recognized as experts in their respective fields introduce this dazzling array of color and fantastic imagery, providing insights to explain the full historic, social and artistic value of these magnificent posters.

The Names of Magic Jul 28 2019 Tim Hunter, destined to become the world's most powerful magician, is on a quest to find out who he really is. He must find out before his enemies destroy him. In a graphic novel format. Suggested level: intermediate, junior secondary.

The People's Necromancer Jun 30 2022 Amidst the darkest days of antiquity, mankind discovers a new kind of hero: a necromancer born of gods and men. For thousands of years, mankind warred without magic. Peculiar abilities were buried in history along with the storied paladins and the mysterious dark elves who rarely ventured into human towns. That all changes at the end of the Tranquility Era, when a young man named Ashton accidentally raises his murdered best friend Clayton from the grave. Because of his mistake, Ashton becomes the focus of manhunts, armies, and the King's judgement, but Ashton is not the biggest problem in the Kingdom of Surdel. The golden age of man is coming to a close and enemies surround the civilized world. Lulled into a false sense of security by isolation and pervasive peace, human lords hatch petty schemes to weaken their rivals and gain favor with the throne. Meanwhile, an ancient darkness stirs beneath the Great Northern Mountains and the orcish hordes grow restless just beyond the Southern Peaks. Out of the chaos at the end of the Tranquility Era, a new breed of hero arrives to forge an age of sorcery and mayhem. And into this chaos comes the Necromancer! This epic fantasy sword and sorcery series includes: *The People's Necromancer* *The Dark Paladin* *The Red Poet* *The Queen's Consort* *The Blood Chief* *The Holy One* For fans of these books: *Pawn of Prophecy* *Guardians of the West* *Game of Thrones* *The Mallorean* *The Belgariad* *The Elenium* *Shannara Chronicles* *Sword of Shannara* *Elfstones of Shannara* For fans of these authors: David Eddings George R R Martin JRR Tolkien Roger Zelazny David Dalglish Daniel Arenson Brandon Sanderson Morgan Rice Sarah J. Maas Lindsay Buroker Anne McCaffrey Robert Jordan Neal Stephenson Michael J. Sullivan Search terms: epic fantasy, sword and sorcery, demons, gods, adult series, adult fantasy series, adult epic fantasy series, dragons, witches, sorcerer, sorceress, goddess, mythology, epic sagas, magic, complex fantasy, layered fantasy, necromancer, assassins, multiverse, prophecy, fate, world builder, dragon series, elf series, magic series

A Pinch of Magic Feb 24 2022 A spellbinding middle grade fantasy about three sisters--adventurous Betty, curious Charlie, and proper Fliss--who go on a quest to break the curse that's haunted their family for generations. All Betty Widdershins wants is an adventure--one that takes her far away from Crowstone, the gloomy island where she's always lived. But instead of an adventure, Betty and her sisters, Fliss and Charlie, are given of a set of magical objects, each with its own powers: a scruffy carpet bag, a set of wooden nesting dolls, and a gilt-framed mirror. And these magical objects come with their own terrible secret: the sisters' family is haunted by a generations-long curse that prevents them from ever leaving their island--at the cost of death. The sisters set out to break the curse and free their family forever. But after stumbling upon a mysterious prisoner who claims to be able to help them, they find themselves in great danger. And in order to break the curse--and stay alive--they must unravel a mystery that goes back centuries, one that involves shipwrecks, smugglers, and sorcery of the most perilous kind.

The Orcusian, Books 1-4 of the Age of Magic Series Sep 02 2022 USA Today bestselling author Rex Jameson's *The Orcusian Boxed Set* includes books 1-4 in the epic fantasy series *The Age of Magic*. Welcome to the Kingdom of Surdel, where three demon lords fight for a new plane of existence on the world of Nirendia. A goat-headed terror named Orcus breaks free from the underworld, and the only hope for this medieval kingdom is an assortment of anti-heroes including an accidental necromancer, a dark-allied paladin, a cursed dark elf prince, a chaotic sorceress, dragons, blood-crazed wood elves, and a demon lord with questionable motives. This ebook boxed set includes: *The People's Necromancer* *The Dark Paladin* *The Dragon Prince* *The Red Poet*

Reborn Mar 04 2020 What doesn't kill you makes you stronger. Lilith is dying. The Laughing Queen is coming. A series of mysterious disappearances are plaguing New Romanov. Good thing Team Triple B is on the case. In order to save the people that she loves, Hannah must push her magical abilities to the limit. But what if she pushes herself too far? *Reborn* is the epic conclusion to the second arc of *The Rise of Magic*. It's a race against the clock adventure that will change the very fabric of Irth and open doors Hannah never even knew existed.

Return of the Djinn Jan 26 2022 "In *The Age of Magic*, Anything is Possible." What would the Age of Magic be without the Arabian Nights? Aladdin and his magic lamp; Ali Baba and the 40 thieves; genies and djinns and ifrits, oh my! Flying carpets, desert palm trees, and harems filled with voluptuous women. That Moorish architecture, and oh the clothes: turbans, fezzes, and curled pointy shoes. Belly dancers, and the Dance of the Seven Veils. The bazaar and the café. The magical city of Baghdad, with its spires, keyhole arches, and minarets glittering more brightly than the Emerald City of Oz. And then there's vampire Sharon Mordecai, a prominent character in every *Halos & Horns* novel since the first book but noticeably absent in the previous installment, the ninth book in the series. Where was Sharon? All we were told was that she was on a case with her spectral private investigator partner Kara Islington. Readers got a clue at the very end of the previous book when Ursula Fenris, teenage daughter of Sharon's BFF Pandora, was polishing an oil lamp she had been given by the mysterious proprietor of an even more mysterious curio shop. Kara's ghostly form wafted from the lamp's spout with the dire message that she and Sharon had been captured by

a djinn. But how on Earth did they end up in such a predicament?

Revolution: Age Of Magic Feb 01 2020 "No matter what," she said, "tomorrow ends with blood." Adrien's master plan has been revealed and the battle lines are drawn. With the ashes of the Boulevard still hanging in the air, Hannah and team must race to prepare their ragtag army before the full might of Arcadia descends upon them. While Karl works to whip his troops into shape, Parker invades the belly of the beast, and Hannah and Ezekiel head on diverging paths to seek help. They've made a stand, but can they win the war? Revolution brings the first arc of The Rise of Magic series to an explosive end, finally setting right decades old wrongs and answering the question of good versus evil. It's an action packed story, filled with heart, humor, and the never ending pursuit of justice.

Justice League Dark Vol. 1: The Last Age of Magic Dec 13 2020 After the events of NO JUSTICE, Wonder Woman guides the misfit team of Justice League Dark against enemies too fantastic for even the Justice League. Plus, what awful things are coming through the Tree of Wonder? Dark days lie ahead in these stories from JUSTICE LEAGUE DARK #1-3 and 5-6.

The Arcadian Druid: Age Of Magic - A Kurtherian Gambit Series Jun 18 2021 She missed the war, but she'll be damned if she loses her chance for revenge. Born an Arcadian, but raised as an exile among the Druids, Arryn has trained hard her whole life to bring justice to the man who destroyed her life. The problem? Some girl from the Boulevard beat her to it... With Adrien dead, and his ashes scattered to the wind, Arryn can finally return to the city she once called home to learn the truth about her family. But powerful forces work in the shadows, carrying on Adrien's evil vision, and threatening to draw Arcadia back into the darkness. Arryn might just get to fulfill that vow for vengeance after all... Set on the foundation laid by the Kurtherian Gambit Series, The Arcadian Druid tells an entirely new story in the Age of Magic--and of the heroes and villains who battle for control of its destiny.

The Age of Magic Omnibus Oct 03 2022 All three novels in The Age of Magic story arc - Alterverse; Warriors & Wizards; and Return of the Djinn are collected in one huge omnibus edition. A perfect companion to the Halos & Horns Omnibus and the Fangs & Fur Omnibus, this volume is 7x10 like its predecessors and features brand new cover artwork and an interview with the author. Clocking in at 586 pages, The Age of Magic Omnibus contains the complete third story arc in the Halo & Horns fantasy saga.

The Threads of Magic Aug 28 2019 In a gripping stand-alone fantasy from the acclaimed Alison Croggon, a pickpocket steals the cursed Stone Heart and is propelled into a power struggle, woven with witchcraft, that will change the kingdom forever. Pip lives by his wits in the city of Clarel. But when he picks the wrong pocket, Pip finds himself in possession of a strange dried heart in a silver casket—and those who lost it will stop at nothing to get it back. With assassins on his trail and the ominous heart beginning to whisper to him, Pip and his childlike older sister El are drawn deeper into the forbidden world of magic. Now they must seek the help of the secret witches of Clarel and Princess Georgette—who is sick of being a pawn in everyone else's game—to wage revolution against a chilling king, a power-hungry church cardinal, and an ancient evil they don't truly understand. A beautifully written adventure full of courage and kindness, *The Threads of Magic* transports readers to a magical city of airy palaces and rotten slums, of agents of the Office of Witchcraft Examination and midsummer dancing in the Weavers' Quarter, of dangerous fathers and chosen family.

The Lost Nov 23 2021 "Bitch help you all when I wake up..." The dark druids don't know just how royally they just messed up as Arryn's eyes lost focus and her body collapsed to the ground. Now that the fight in Arcadia is over, the dark druids must be dealt with. They have become ruthless and will stop at nothing to win their Chieftain the Dark Forest. Arryn must get herself out of the hardest situation she has yet to face-too bad she's been poisoned to inhibit all magic use. With Arryn's life on the line and swords literally rising over the necks of the ones she loves most, the countdown begins. Someone must pay for this... Unfortunately for them, the dark druids haven't realized the incredible power that stems from pure rage--especially from someone they greatly underestimated. That everyone underestimated.

The History of Magic in the Modern Age Jun 06 2020 An guide to understanding the dynamics of magical belief and practice in the modern era, this book traces the development of modern magical consciousness from its roots to the revival of Celtic religious traditions.

Guardians of Magic Dec 01 2019 *Guardians of Magic* is a brilliant magical adventure from the Costa Award-winning creator of Goth Girl, Chris Riddell. This fantastic quest is fully illustrated by Chris in black and white throughout. Meet the Guardians of Magic: Zam, Phoebe and Bathsheba, three children who don't yet know how powerful they are . . . In a place where fairy tales don't behave, and magic brings danger, enemies of magic are working together to destroy it. Unless the three brave Guardians fight back and believe in the impossible, soon magic and the mysterious cloud horses will be gone . . . Continue *The Cloud Horse Chronicles* duology with *Tiggy Thistle* and *The Lost Guardians*.

Solyrian Conspiracy: Age Of Magic Sep 29 2019 She's back! The Rifts are closed. Irth is no longer under threat. And yet peace doesn't stop people from acting like idiots. When a routine supply run turns into an all out fight, Hannah and her faithful team of warriors must solve the murder of a king before his kingdom tears itself apart. But there are those within the kingdom who will stop at nothing to make sure that murder stays a mystery. The *Solyrian Conspiracy* follows the epic adventures of the world's strongest magician as she uses her power to bring justice back to Irth. An action packed adventure full of twists and turns, *Rise of Magic Book 09* will leave you on the edge of your seat.

Shades of Light Mar 28 2022 The Truth will set you free, but what happens when the Truth is a Lie? Rhona and her paladin brother Alastar belong to a holy people who have waged

war on witches and warlocks and their clans from the highlands. But when she uses magic to save his life, their world is thrown upside down. On the run, having left all they knew behind they have to rely on those who hate Paladins. All magic is evil, the High Paladin taught... But Alastar starts to understand that he might have been misled. If his sister uses magic, and she isn't evil... what does that mean for his beliefs? Brother and sister soon find themselves aligned with magic users and thrown in with the clans in a war against sorcerers and paladins alike, with only one hope of uniting the land--the legendary Sword of Light. It was lost years ago, and quest after quest by the holy paladins could not retrieve it. When you know the truth about magic... anything is possible. Set on the foundation laid by the Kurtherian Gambit Series, *Shades of Light* tells an entirely new story in the Age of Magic--and of the heroes and villains who battle for control of its destiny.

Alterverse Oct 11 2020 In a world without hope, in a land of darkness and despair, where chaos has replaced order, one boy leads a ragtag band of rebels against omnipotent forces.

Warriors & Wizards: The Age of Magic, Book Two Feb 12 2021 Alaric finds love & danger in Japan. Lucifer travels to ancient Thenesia to aid barbarian King Caliban & wizard Balthazar against the Dark Gods. Bartholomew follows Quinn & Ursula Fenris to the Otherworld where the Morrigan prepares for final battle with Hecate. Book 9 in the Halos & Horns fantasy series * Book 2 in The Age of Magic story arc

A Trial of Magic Apr 28 2022 Twelve-year-old Lithim, a gifted mage, seeks to prevent the destruction of the earth in 30,000 B.C. by powerful beings from beyond the sky.

The Battle for Arisha's Mountain Oct 30 2019 *The Battle for Arisha's Mountain: Book I of The Damned Goddess Trilogy* is the first book in the Final Age of Magic Series. This fantasy epic introduces readers to the Final Age of Magic universe by taking them to the Avian Kingdom, one of many Kingdoms of Earth in this enchanted period. Here, readers meet the young alchemist Kaden, returning home to the small city of Splendour after time away studying his craft. The young alchemist Kaden returns home for the harvest festival. He is plagued with the heavy burden of nightmares of a future in which Earth is destroyed by a vile army created by the damned goddess, Arisha. A mysterious Aurian seemingly locked away inside Arisha's Mountain. In response, Kaden and his friend Tandom undertake vigorous efforts to defend Arisha's Mountain from a massive army of avian soldiers. Kaden seeks a magical relic he believes will aid him in the coming fight. Arisha's Mountain is protected by a militaristic race called the Seraph, powerful, human-like creatures with angelic wings, fierce loyalty and cunning strength. Along his journey, Kaden meets Tzak, a powerful dragon slayer known throughout the lands as a Dragoon. Along with the traditional gold armour, and his massive buster sword, Tzak has been given the legacy of Dragoon and it will be his decision how this legacy will unfold.

Half Magic Jul 08 2020 It all begins with a strange coin on a sun-warmed sidewalk. Jane finds the coin, and because she and her siblings are having the worst, most dreadfully boring summer ever, she idly wishes something exciting would happen. And something does: Her wish

The Dragon Prince Aug 01 2022 A father murdered. An empire imperiled. A son coming for vengeance. King Jofka Rasalased of the Visanth Empire is a man who grabs life by the horns. No woman is safe from his allure. No kingdom can intimidate him. The empire prospers in his shadow... until an assassin's blade ends the reign of the ambitious, charismatic king. Prince Jandhar finds his dying father and the same deadly knife at his own throat. The killer utters a warning that the prince will never heed. As the assassin leaves, the Kingdom of Surdel cheers at an empire retreating, but Visanth is not a nation in decline. It is a snake recoiling. The prince looks for a weapon to strike back at the kingdom across the sea. He finds inspiration in the volatile, winged beasts of the Dragongrounds. If he can reverse a god's curse, the dragon riders of old may return. Years later, Surdel burns. Undead roam the southern lands and feed on the living. A lord protector is made fiendish by the Demon Lord Orcus. Together, the master and his apprentice decimate the besieged citizens of the Croft protectorate. In the north, the Necromancer Ashton Jeraldson searches for an artifact that might turn the tide of the demon invasion. Around him, the forces of the Holy One ready themselves for the arrival of the Prince of Demons. Elves and orcs come to Croft Keep to crush the ghoulish invaders and fight a demon lord, just as a strange man from a foreign land steps onto the northern shores of the Small Sea. The murder of King Jofka has gone unanswered for long enough. The response is finally coming, and the world will tremble at the war cry of the Dragon Prince and the might of the Visanth Empire!

Magic in the Middle Ages Nov 11 2020 A fascinating study of natural and demonic magic within the broad context of medieval culture.

The Last Alchemist Apr 16 2021 Freemason ... Shaman ... Prophet ... Seducer ... Swindler ... Thief ... Heretic Who was the mysterious Count Cagliostro? Depending on whom you ask, he was either a great healer or a dangerous charlatan. Internationally acclaimed historian Iain McCalman documents how Cagliostro crossed paths -- and often swords -- with the likes of Catherine the Great, Marie Antoinette, and Pope Pius VI. He was a muse to William Blake and the inspiration for both Mozart's Magic Flute and Goethe's Faust. Louis XVI had him thrown into the Bastille for his alleged involvement in what would come to be known as "the affair of the necklace." Yet in London, Warsaw, and St. Petersburg, he established "healing clinics" for the poorest of the poor, and his dexterity in the worlds of alchemy and spiritualism won him acclaim among the nobility across Europe. Also the leader of an exotic brand of Freemasonry, Count Cagliostro was indisputably one of the most influential and notorious figures of the latter eighteenth century, overcoming poverty and an ignoble birth to become the darling -- and bane -- of upper-crust Europe.

The Book of Magic Aug 09 2020 Master storyteller Alice Hoffman brings us the 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 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.

Unlawful Passage: Age Of Magic Oct 23 2021 Even heroes need a vacation. Unfortunately, Hannah and her friends chose the wrong beach. The Oracle needs help. She's dying, and only Ezekiel knows that the world will die along with her. Hannah and her team take up the call without hesitation. The only problem? It takes a freaking long time to cross the world. While putting their quest on hold for a much needed rest stop and resupply, Karl, Hadley and Laurel get captured by some angry locals, who accuse them of kidnapping their leader's son. Hannah and Parker head to the rescue, leaving Gregory alone to guard the airship on a remnant infested hilltop. What could possibly go wrong? Unlawful Passage explores the magical land of Irth beyond the Arcadian Valley. It's a fast and fun romp guaranteed to keep you laughing and pumping your fist all the way to the end.

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