GURPS Magic—Steve Jackson 1994-02—Over 300 new magic spells adaptable to any game. — Two whole new optional systems of magic! — Written by system designer Steve Jackson.

The Adventure Time Encyclopaedia (Encyclopedia)—Martin Olson 2013-07-22 What time is it? Adventure Time™! Explore the magical world of Ooo with Jake the Dog and Finn the Human, along with the Ice King, Princess Bubblegum, Marceline the Vampire Queen, and all your favorite Adventure Time characters, in this New York Times bestselling companion book to Cartoon Network’s hit animated series. Written and compiled by the Lord of Evil himself, The Adventure Time Encyclopaedia matches the playful, subversive tone of the television series, detailing everything anyone will ever need to know about the postapocalyptic land of Ooo and its inhabitants—secret lore and spells, fun places you should visit and places where you will probably die, whom to marry and whom not to marry, how to make friends and destroy your enemies—plus hand-written marginalia by Finn, Jake, and Marceline. An indispensable guide to the show fans love to watch, this side-splittingly funny love letter to Adventure Time is sure to appeal to readers of all ages.

Harry Potter - A Journey Through A History of Magic—British Library 2017-10-20 The official companion book to the British Library exhibition and the ultimate gift for Harry Potter fans! As the British Library unveils a very special new exhibition in the UK, Harry Potter: A History of Magic, readers everywhere are invited on an enchanting journey through the Hogwarts curriculum, from Care of Magical Creatures and Herbology to Defense Against the Dark Arts, Astronomy, and more in this eBook uncovering thousands of years of magical history. Prepare to be amazed by artifacts released from the archives of the British Library, unseen sketches and manuscript pages from J.K. Rowling, and incredible illustrations from artist Jim Kay. Discover the truth behind the origins of the Philosopher’s Stone, monstrous dragons, and troublesome trolls; examine real-life wands and find out what actually makes a mandrake scream; pore over remarkable pages from da Vinci’s notebook; and discover the oldest atlas of the night sky. Carefully curated by the British Library and full of extraordinary treasures from all over the world, this is an unforgettable journey exploring the history of the magic at the heart of the Harry Potter stories.

Monster Manual 2—Rob Heinsoo 2009 Hundreds of old and new monsters for your 4th edition D&D® game! This core rulebook presents hundreds of monsters for your D&D campaign. Classic monsters such as centaurs and frost giants make their first 4th edition appearance here. In addition, this book includes scores of new monsters to challenge heroes of heroic, paragon, and epic levels.

Vanity Fair—1927