

Magyk Magazine



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Rules
of Quidditch!



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the Wizarding
Community

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Wizardathons!



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Alchemy?

Issue #7
May 31, 2013
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Made By: Haley Graves

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LETTER FROM

Dear Readers,

As editor of Magyk Magazine it is my job to entertain and to inform you of the on goings in the magical world. It is my hope that all age groups can find this magazine enjoyable if not informative. I would like to make it my goal to produce new and different material each time a new issue of Magyk Magazine comes out to the public. I have received many letters with specific requests for articles in my magazine and I would like to do my best to add those articles in future issues of Magyk Magazine.

Thank you all so much for reading Magyk Magazine. None of you truly understand how much this means to me that actually read, and dare I say, enjoy my magazine! I would also like to thank everyone who made it possible for me to publish this magazine, including; Michelle Edwards, Emily Woodzicka, Brooke Pernsteiner, and even Alana Jennerjohn. Your articles were amazing! And to Danielle Drum, who wrote a complaint about *Fluffy Friends Funeral Dust*, it is not my responsibility to test the products advertised in my magazine. I am simply using ads to fill up the blank space. I suggest that you talk to the creators of *Fluffy Friends Funeral Dust* about your dilemma rather than complain to me, someone who does not the have authority to fix your problem.

While developing this magazine I found that it was hard to buy items that I wasn't completely satisfied with. I had this dilemma several times but thankfully I was able to edit them so that I was happy with the articles. In the long run, though, I liked working on this magazine and enjoyed working with people that I would not normally work with. This magazine was somewhat of a struggle to make, and may I add, very stressful. I spent long hours working on my own magazine and fine tuning the small details. It is hard to believe

that I have finally finished the magazine. All of that stress is wiped away, though I doubt for very long. I am glad that the rush to get things done, the numerous hours spent to make things perfect, and the stress to meet all of the deadlines are gone.

One excellent article was definitely Michelle Edward's "Quidditch" article. I wanted to work with Michelle from the beginning because I knew that she was a very talented writer. I must say that I am extremely satisfied with her article, because I know that she worked very hard to complete it. I also was pleasantly surprised by Cody Lohrenz's article about alchemy. I found the article to be very informative, I didn't even know about some of the things he wrote about!

Brooke Pernstiener's article about the best spells to use when you travel was absolutely great! I also was very happy to work with Brooke because I knew she would do her very best on my article. I'd like to compliment her style of writing. Her writing is easily readable and it flows together well. The next "shout out" goes to Emily Woodzicka. Emily wrote me a short, 1-2 column, article about the mistakes in magic. She gave great examples of what a mistake in magic could lead to. In my opinion, she also gave each of us a lesson. Be cautious when working with magic. You could lose a buttock as a result of careless magic.

One of my struggles to make this magazine was finding people to write for me or to make ad/miscellaneous/et cetera. I found this hard because I struggle with being social already. This magazine pushed me outside of my comfort zone to talk to people, which I am glad for. This project made me be slightly more social, only slightly though.

I am extremely proud of my magazine. I am proud because I know that not only did I put a lot of hard work into it,

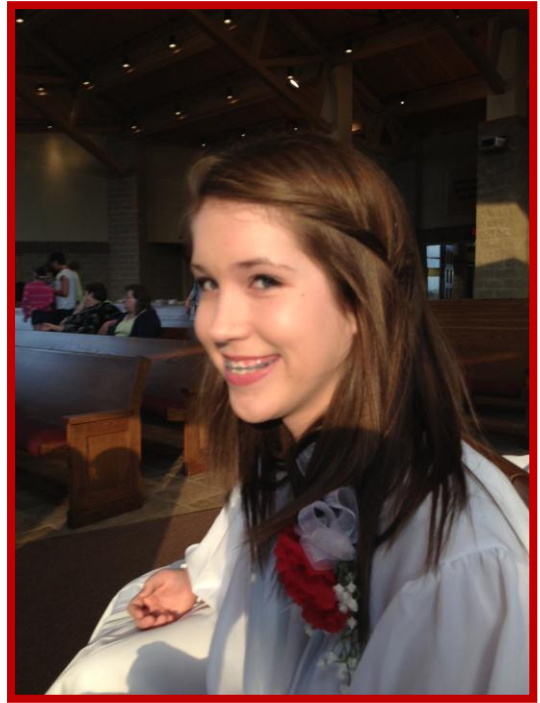
THE EDITOR

but so did everyone else that wrote for me. I cannot say this enough; this magazine couldn't be made possible without all of your help! Thank you to my readers for purchasing my magazine and making it possible for me to make the next issue. Mark your calendars because the next issue will come out in stores on June 30th, 2013.

Sincerely,

Haley Graves

Haley Graves
Editor in Chief, *Magyk Magazine*



Editor: Haley Graves



LETTERS TO THE EDITOR

Dear Editor:

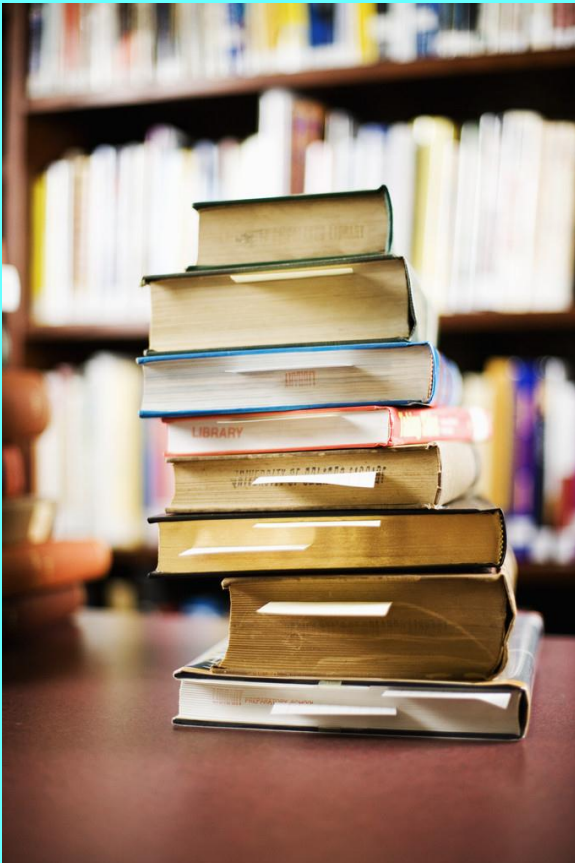
In your last issue, the advice on how to perform difficult spells and tips on studying well, have really helped me. My grades have gone up and the stress I used to feel has gone down tremendously since I started following your advice. I used to get extremely worried about school, but would procrastinate until the very last minute. This caused my homework, and studying, to pile up until I became so stressed that I couldn't even do my homework. The stress really built up, and by the time I read your tips I was ready to try anything. Everyone who was in the same situation as me should really follow the easy advice given in the last issue of Magyk Magazine!

Sincerely,
Emily Pappin
Hortonville, WI

Dear Editor:

The product that you recommned was terrible! In your last issue of your magazine, you said that *Fluffy's Friends Funeral Dust* made whoever died come back to life. It worked fine, but Fifi wasn't the same after he died. His legs kept falling off and he turned this ugly green. Also he seemed to have accumulated the habbit of attacking me and trying to eat my brains. I tried to put him down, but he just won't die! The next week, he bit me and now I have the same symptoms! I hope you never sell that product ever again, because it's terrible!!

Sincerely,
Danielle Drum
Hortonville, Wisconsin



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CONTEST ENDS 06/01/2013

By: Ashley Stillman

Alchemy

By: Cody Lohrenz

The study and usage of alchemy over history of magic has been hardly studied and accepted by few as an actual magic since it is not come from years of meditation or high borne powers from ancestors. When it comes down to it some of these potions have more magical powers then spell tomes themselves. Some arcane knowledge is needed itself to craft an alchemy table itself since such a thing cannot be crafted by mere mortal hands, it requires the wood of a spriggin and the welding heat of a antroach fireball. Then the fun begins by finding supplies from the mortal world and from oblivion.

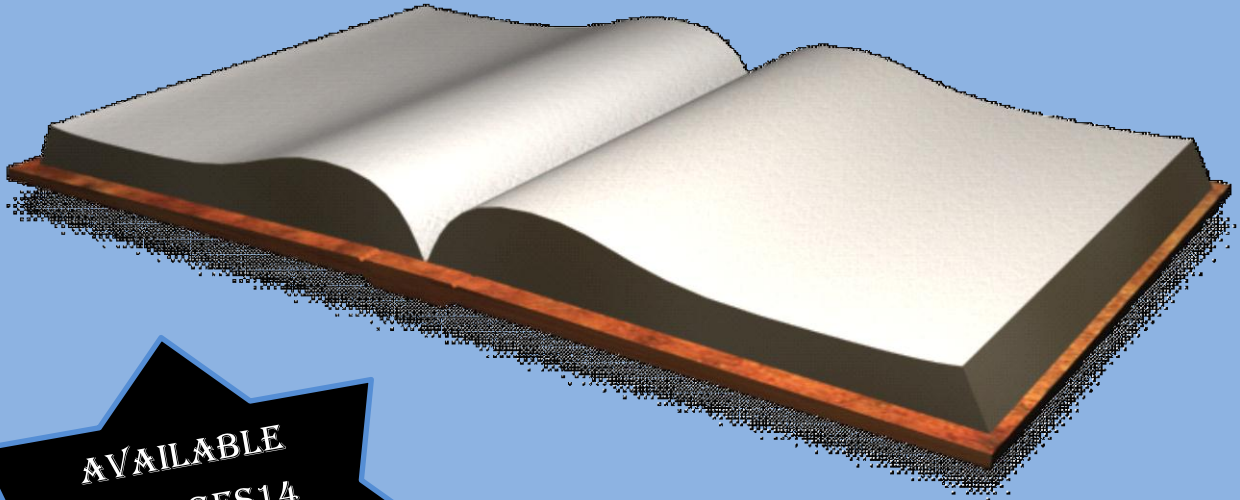
Many of these alchemy supplies are used in pairs of twos. Often master alchemists are able to add a third ingredient to their elixirs to add more effects whether it may restore manna or just to cure a bad case of black bone fever. One of the most sought after ingredients by Deadra alchemists, or any abomination sent to oblivion, is the jarrin root. This ingredient combined with some of the more potent ingredients like deathbell and crimson nymroot cause almost instantaneous death this evil poison is often used to tip arrows in assassinations of people or simply to bring down a dragon or such. Many other alchemists now days use their potions to cure the average persons ailments like a cut that needs quick healing or a deadly disease.

In general alchemy is most definitely part of the arcane arts just as much as healing, necromancy, destruction, or alteration. So do not be unappreciative of potions and brews the next time you come down with ice soars. Many Alchemists are quoted for their many great potions made and discovered. One such person is Orcus the Porkus who discovered one of the best ailment cures known to magic. You simply

add half of a Taproot, a full night shade, and troll fat cup. And you have yourself the best potion that can possibly be crafted and you will never have to worry about being sick ever again, for the rest of your life.



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By: Jessica Turner

The Game of Quidditch

By: Michelle Edwards

Requirements

The game of quidditch is played by two teams opposing each other. Teams must have different colored uniforms on to avoid confusion. There can be eight players per team on the field, which must be at least one hundred yards long and fifty yards wide. This game requires a goal, which consists of two large poles a foot away from each other, about twenty yards tall. Players will need broomsticks, as flying is involved. Also, players will need a ball, which is exactly six inches in diameter and is perfectly spherical. The purpose of the game is to get the ball, which is called a tangelo, through the goal. Every time the ball goes through the goal, the team that scored will get five points. The first team that reaches seventy-five points wins.

Rules

Like every sport, quidditch does have a list of rules.

1. No crude behavior (violent language, rude gestures, or harmful actions)
2. No weapons
3. Be responsible for your children's behavior
4. Stay off the field
5. Be respectful of all players
6. Be respectful of all attending the game
7. Do not try to catch the tangelo if it happens to fly at you; magyk will divert its course and you will not be hurt
8. Do not cast spells during the game
9. Do not cast spells on players within an hour before the game
10. Do not use luck potions or other methods to assist players

History of Quidditch

The name quidditch comes from the Greek philosopher Dioneus Quidditch. He was the one who originally came up with the idea of flying broomsticks, their usefulness in entertainment. His son, Tangelo, had the idea of tossing a ball through a goal, and that is why the ball used in quidditch is called a tangelo. Despite how long ago the original inventors of quidditch lived, wizards didn't start playing it until the early 1900's, when the game became popular. The first game of quidditch was in 1806, located in a town called Gallifen, which is now known as Gallifrey, and was moved to a different planet.

One of the most famous quidditch players was Otis Greywood, who set the record time of scoring seventy-five points in exactly twenty-seven minutes and three seconds. He set this record in 1963, playing for Badgerclaw and against Snakelin. Every game Otis played in, he won. Then, in an unfortunate teleportation accident, Otis was killed in 1984. Still, his legacy lives on. Another legend in quidditch is Omar Oliff, who played in the National Quidditch Championship (NQC), sixteen years in a row and never won the championship game. He was fired in 1988, when he became senile. He now lives in a house in Pennsylvania with his wife and pet owl. He has two sons who are currently attending a school that trains not only in magic, but focuses greatly on quidditch and other professional games. The elder son, Gabriel, has already played in six games in the current season, and his team hasn't lost one of them. He hopes to reach the NQC one day in his career, though he hasn't started professional quidditch yet. However, he has an opportunity to go to the junior version of NQC which is called Minor National Quidditch League. Quidditch fans are

hoping to have another spectacular player soon.

What to Bring to a Quidditch Game

It is highly advised to bring sunblock during the summer to a quidditch game, because it is an outside sport and you may get sunburned if have no protection. During the winter, you may want to bring a blanket. Quidditch games can last a long time, the longest game lasting thirty-four hours and can get very chilly. However, the energy of the game and the enjoyment is worth being cold, and often fans forget about the weather in excitement.





Best Spells for Traveling

By: Brooke Pernsteiner

As many of us are busy with jobs, school, and life in general, we rarely have time to spare traveling slowly, by car or plane. Wizards can travel slightly faster by broom or carpet, but spells are the fastest way to get anywhere, so I devised a list of easy fail safe spells to travel either down the street or to another continent.

The first of these is the apoterattus spell which will allow you to travel instantly a distance up to five miles. It's useful when going to pick up some milk or popping in for a quick visit to a friend. However, the spell cannot transport more than 300 pounds of weight at a time so it's best to carry as little as possible when using it. It's also a caster specific spell, meaning you can only transport one live being that weighs more than five pounds. So though this spell is great for quick visits and stops it's not the right spell for traveling with family. Use this spell around town and for quick visits. Any wizard should be able to accomplish this easy spell.

Another spell for traveling short distances that is more family friendly is the hereair charm. It is a bit more difficult than the apoterattus spell but using it you can transport your children to school in the blink of an eye. First you set up a clear area that has a diameter of at least ten feet then perform a simple heat shield spell to protect you through the journey. Finally you cast the spell and within a few seconds you will be at your destination. Remember, the heat shield spell is not a necessity, but a precaution such as a seatbelt. This spell can transport you up to ten miles and has a limit of up to ten beings. This spell is usually used by families with smaller children because it is more comfortable than some other traveling spells that use the vortex.

Next is the Portal Key, this is not a spell, but rather an enchantment placed on an ordinary object. Enchanting this object will turn it into a guide through the vortex which wizards can use to travel. It is similar to the hereair charm but is used to travel much farther distances. The Portal Key enchantment is used to hop continents and travel hundreds of miles at a time. However, you need a permit to set up a portal key because of international relations and the Magical Transportation Department looks into your reasons for traveling those distances. It is still a fairly simple spell that most wizards can replicate. To start the spell, simply point your wand at the object and recite the incantation arodus portus. It can be that simple to jump a continent.

Another way to travel is water using the Aquarius spell. Many buildings in the magic world have pools in the corners for this exact purpose simply say Aquarius over the water, think of your destination, step in, and you're off. You will step out of the pool in the building you desire perfectly dry. This spell only works in places that have a pool of water large enough for your feet. So you are, however, limited in location when using this spell.

The last spell is one of the favorites for wizards worldwide. The apertele spell is used for traveling mid length distances, from one to a hundred miles, and is the standard form of travel for most wizards. The spell is quick and easy; however, the feeling of being pressed so quickly through the vortex can give many the feeling of being squashed or suffocated. Even if the initial sensation is rather unpleasant, this spell is in my opinion the best spell to travel. You are not required to have a license to try it unless you are attempting to transport two or more people at a time. Therefore, it's very convenient for everyday use.

There are many ways of traveling by magic but these spells are the best, easy, quick, and

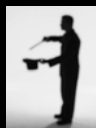
efficient spells I could find. I wish you luck when trying these new spells out and cutting stress from your life.



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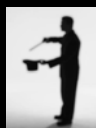
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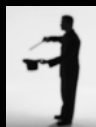
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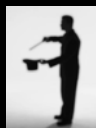
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By Haley L. Graves

Mistakes in Magic

By: Emily Woodzicka

As wonderful as magic can be, mistakes can happen. Some of these mistakes are very amusing and will teach you to be careful when using magic.

The first story is about a boy named Kyle always put his wand in his back pocket. No matter how many times his parents would scold him, he insisted on keeping it in his back pocket. One day he was reaching for his wand when- can you see where this is going? His wand blew up in his back pocket. Yes, he blew up his own butt. Other than that he wasn't injured and is still alive today, just missing his butt.

An eleven year old girl named Leah was sitting at her house waiting for her dreadful aunt to arrive. She didn't like her aunt because she had two mean, horrible dogs that she brought with her every time that she visited. As Leah was sitting at the dinner table, her aunt was acting very rude and disrespectful. Leah was starting to become angry, and since she was not very experienced with magic, she took out her wand and shouted a spell she had heard her older brother use once. This was the first real spell Leah had ever cast, so she was surprised when something happened and her aunt was hit. Her aunt began to turn blue and slowly grow. The aunt reports that she was trying to leave the table when she suddenly began to inflate. As horrible as Leah's aunt was, Leah said that she couldn't help feeling bad for her and tried to stop the spell. Obviously, this wasn't the same spell as her brother had cast. The story ended after a few stressful minutes, trying to stop the aunt from popping. Leah's father was able to reverse the spell but it still provided an amusing scene.

This next story is reported by a non-magical person, explaining the lack of

knowledge. It was the Fourth of July and Bob was sitting outside on his own, watching the fireworks coming from his neighbor's yard. Then Bob explained something very odd happening. "I was just sittin' out by meself... I saw a creature dat was made of fire drop down from da sky," Bob explained ever so intelligently. What he was witnessing was a horrible mistake. It was not a creature but a loose firework of a wizard. As Bob later explained, the firework chased him about two miles before the wizard was able to correct his mistake. Poor Bob was in the middle of nowhere with no idea where he was and who the wizard was. When Bob asked who the man was, he replied, "I am Gandalf," and left promptly.

You may never think that you will be involved in something like these, but in all seriousness, you may be someday, and your story may not end harmfully.



Uprising of Wizards

By: Kaitlyn Schlueter

The Fight

On Tuesday, December 22nd, 2008 at around 2:30 in the afternoon a fight broke out between two raging wizards in London. A wizard attacked another wizard with a few extremely powerful spells because, he had said some very hateful things about his family. Officers of Magic were sent to the scene immediately to sort the dire situation out. John Habit, a young wizard with a scrawny body, was arrested at the scene for purposely hurting a fellow wizard by the name of Gredin Halest. Gredin sustained minor injuries and was sent to the Hospital of Magic to recover. Memory charms were performed on several human bystanders that were there to witness the fight.

New Rules

Because of this incident, Mr. Hurok the Headmaster of Magic, a heavy set man in his late eighties, has made new rules for the use of magic. He has banned the use of magic in front of any humans and for any intentional harm. Mr. Hurok has been reported grumpily saying "We may not find these new rules to be important at the moment or to our enjoyment, but they are necessary for the protection and safety of all humans and wizards alike." Wizards and witches did not approve of these rules at all; they hated them and could not see how they could serve them any good.

Witches and Wizards Opinions'

Several witches and wizards were interviewed on their opinions of the new rules the Headmaster of Magic put in place. A young witch by the name of Alexis Jinkastes stated "I don't think these rules are absolutely needed and I think it will make life a lot more difficult. I really don't understand why we need new rules." Also Mr. Franking a wise old wizard with glasses is reported saying, "These rules will help us be safer and keep us safe from anything that

may harm us." We had many opinionated views on this subject from various witches and wizards. One of them being Anthony Yolki, a middle aged wizard with sharp eyes. He has been recorded stating "I think these rules will be extremely beneficial and will be worthwhile in the long run. These new rules will definitely help keep us from doing anything we will regret in the future. Rules are necessary to ensure safety of witches, wizards, and humans."

Effectiveness

The rules the Headmaster of Magic put in place have proven to be extremely helpful. There have not been any major conflicts between wizards in public since the fight that caused the new rules. Witches and wizards eventually got over the new rules when they saw how effective they truly were. Anyways, it's not like they can really protest since they would be thrown into jail if they did. The new rules are really working out for the good of everyone. Everything is peaceful in the world of wizards.

A Tragic Death

Five years later Mr. Hurok the Headmaster of Magic died a tragic death, he had fallen down an empty elevator shaft. A memorial service was held in memory of him. He really was a great headmaster and he will be missed by all witches and wizards. He always had the brightest ideas and he will never be forgotten for the contributions he made in the world of magic.

A New Leader's Rule

After the death of Mr. Hurok, Mr. Kinder took over as the new Headmaster of Magic. Soon Mr. Hurok's rules were forgotten and no longer used. Mr. Kinder was a cruel man who only thought of himself and not of others. He didn't do anything about conflicts until they were out of his hands. He was also a very lazy person and should have never been nominated to become Headmaster of Magic. The ways of Mr. Kinder definitely need to change before

something terrible happens, that he is not able to fix.

Wizards are Pursued by Humans

Mr. Kinder still has not done anything about the important situations at hand; it may be too late for things have gotten much worse. Now witches and wizards have been spotted among humans. They are fairly easy to see in public for they do not wear normal human clothing or act like a typical human. They stick out like a sore thumb. Since witches and wizards have been more and more careless about being spotted in public humans have noticed. The human governments are currently hunting down witches and wizards and accusing them of being freaks. They are put on trial and thrown into jail to rot for the rest of their miserable lives. The Headmaster of Magic: Mr. Kinder is doing all he can to get these wizards and witches out of prison. His advice to all wizards and witches is to stay inside and to not be seen doing magic in public.



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By: Megan Severson

Raised in the USA!

A Magical Land

By: Alana Jennerjohn

There is a magical land, which is known as Kokamo. This is a land full of people and items that are all very magical. They have magical tools to do their work so that they don't have to do any work. There is one tool that they call the Magic Clean. All you have to do is place the Magic Clean in a room which you desire to have cleaned and tell the tool what exactly you want cleaned. It will do exactly what you want it to do! They also make another tool that is called the Magic Clean Two Thousand; it does everything for you and it even talks to the other cleaner tool so that you don't have to do anything at all. Everything possible can be done by magic.

The people in Kokamo are also extremely magical. These people can basically do anything they want with their magical powers. There is one man in Kokamo that they call The Magic Man because he can do almost anything imaginable. He has a magical flying broom, which he rides around everywhere, that is powered only by a simple magic spell so that he does not have to walk. He can also change his image so that no one knows who he actually is, if he wanted to he could make himself look like you, but you would never know it's him. This certain ability is called metamorphmaging and there is only one known metamorph in the magical land.

There is also a woman in the land which they call Nah Nah Nah, due to the fact that people have trouble saying her name, which is Narcissian Neveah Navavarty . She is probably the second most powerful person in the land. Nah Nah Nah can control the weather with her own left hand. And, if he wants, he can make it rain or snow. The weather usually depends on her mood she is in. Another one of Nah Nah Nah's powers is that she can control the

people's feelings. If she pleases she can make them sad or mad or happy. Many people tend to stay as far away from her as they can because she is too cunning for the average magic person in Kokamo.

The average person in Kokamo is pretty simple when it comes to their magical abilities. They use their abilities only for things that they need it for and occasionally they use it for wants. The schools in Kokamo also teach basic magic skills in between the regular classes, such as reading, writing, and arithmetic, so the students know how to control their own magical powers. For the children's own safety they are not allowed to use magic outside of their class until they become eighteen, an adult. Once the children turn eighteen they are allowed to use magic whenever they want, so long as it doesn't harm anyone.



Above: an image of the peaceful town of Kokamo

Wizards: A Brief History

By: Faith Behnke

Wizards have been around for the longest time. Right after Adam and Eve were created, God created Wizards. At first, everybody was confused. They had no idea why there were people that had special powers. Wizards had different abilities from everybody else. They could grant other people's wishes and even cast spells on people. If the powerful wizards were mad with the town, they would put the worst curse on them.

The town people had no idea what to do! They would try to hit the Wizards with the brooms that they used to clean up the mess in their houses. They were so disappointed when nothing worked. The Wizards thought this was very funny. They would just mess around with people, and play with their brains. The Wizards would get into people's head.

The most powerful Wizard of all was Kary Ritter .She was the head of every Wizard out there. She could control the powers of her people and take the powers away. She was the cruelest person you could meet. The town people *hated* her. Kary would send horrible storms into the town. The wind would blow furiously and houses would fall apart. The town was devastated.

A brave citizen named Jerry Stone was sick of the Wizards playing tricks on the town people. He wanted to take a stand. He hated being pushed down. He decided to make a huge decision. It was life or death.

Kary Ritter had found out about Jerry, and she wasn't very thrilled. She put a humongous wall around the Wizards house. For some reason Kary was actually scared. The only time she actually was scared, is when her parents died. She was devastated, so she took the Wizards in as her new family. The cruel wizard didn't want to lose anybody else.

Jerry didn't mind a little bit of difficulty. He just climbed right over the wall that Kary had made. Kary wasn't expecting anyone besides a Wizard to be at her kingdom.

She was so shocked, that with one swing from Jerry, she was out cold. When she woke up later, she was so scared that she moved her, and her Wizards for away from the town people. She didn't ever want to experience that ever again.

That day Jerry became a hero. He was crowned king, and the town lived happily ever after.



The Wizardathon

By: Tucker De Guelle

A Brief Description

A Wizardathon is a four event wizarding tournament that has been played for centuries. Each tournament has four participants, two male and two female. Each participant must be over the age of 17, due to some events being dangerous. The rules are simple; stay alive and compete fairly. For a warning to those who plan to participate in this event; lives have been lost while participating in this wizarding tournament.

Four Participants

There were three other participants in the tournament other than me. Each had their own advantage, too. The first participant chosen was a dark-haired, quiet boy. His name was Anthony Padille. From what I had learned Anthony was a pure wizard. Both of his parents were wizards and their parents before them were also wizards. He had been going to a magical school for ten years, so he was, by far, the most advanced wizard of the group. He was also tall and lanky. His hair was long enough to frame his face, his eyes were even darker than his hair, and his skin tone was slightly olive toned.

The second chosen participant was a girl. She was short, maybe only 5'1, and was a bit heavy-set. Her hair was white blonde; it almost looked like it shimmered if you looked at it in the right way. Her name was Ingrid Conard. I didn't know much about Ingrid, besides that neither of her parents were wizards but she learned magic from her great aunt since she was very young. To me she seemed very shy, but that could just be because she didn't want others to know her. She was also the oldest out of us at the age of twenty-three.

Third was the second male participant. His name was Augustus, or Gus

for short, but I didn't know his middle name. Out of all of the participants Augustus had the most disadvantages. He had a prosthetic leg, which would set him back from the more physical challenges in the tournament. Augustus was tall though, 6'5 feet tall at the most, which could also give him an advantage.

And lastly, there was me. I was average height, thin for my age, and practically your stereotypical nerd. I had long brown hair, square glasses with tape I had put in the middle to make myself look nerdier, I read a lot about magic too. I even acted like one of those know-it-all people that had perfect marks in school, which, not to brag, I did. But, I didn't have a lot of practice in the field. I had been to a magic school for at least five years of my life, which is a lot fewer than most wizards my age. Yet when I had transferred over to the magic school I had tested my way into the advanced classes, but I tended to lack confidence in myself, which would probably be my disadvantage. My name is Yvanne Evanovich and this is my story of participating in the Wizardathon.

The Day of the Wizardathon

When I got to the Wizardathon participants tent on the day of the tournament everyone else had already gotten there. They all stood in separate corners of the tent answering questions that nosey reporters were asking. As soon as I stepped all the way into the tent I was greeted by a reporter of my own.

"Do you have any strategies for the tournament, Ms. Evanovich?"

"Erm...no, actually, I don't really have any strategies other than to do my best."

The reporter continued to bard me for answers as my nervousness grew. Finally the judges came into our tent to prepare us for our first event.

The main judge coughed to get our attention. He was a tall, old man with thinning grey hair. His eyes looked like melting grey ice; they looked like kind eyes, which were shielded by a pair of bifocals. He wore bright blue robes and a bright blue wizard's cap.

"As you may or may not know in your first event will be the easiest. You will have to run your fastest to the center of town. When you get to the center you will see a boulder, you must levitate the boulder at least two feet above the ground for thirty-five seconds. Whoever holds the boulder in the air the steadiest will get ten points added to their scoreboard; second place will receive seven points, third receives five points, and last will receive three points. Each of you will go at separate times. Yvanne Evanovich will go first."

I felt my heart pounding in my chest and my eyes widened. "M-me?" I managed to stutter.

"Are you Yvanne Evanovich?" the judge asked and I nodded. "Then yes, you, dear."

I took a deep breath and then followed the judges toward the starting line.

"You have your wand?" I nodded. "Good, you should use the spell 'havada'. It will give you an advantage."

I looked at the judge, puzzled. *Was he helping me?* I pushed the thought aside and got ready to run. A man, whose title I didn't know, mumbled something. Sparks flew into the sky, a signal that I should go, now. I ran as fast as my legs would carry me to the center. Soon the boulder I was supposed to levitate came into view.

"HAVADA!" I shouted as soon as I got close enough. To my surprise the spell worked perfectly. The boulder lifted into the air. Two feet then three feet and then it stopped at about four feet from the ground. The first few seconds of levitating the boulder was hard but the rest of the spell

was a breeze. A buzzer went off to signify that I was done.

After I had completed the first task I waited in the tent for the first part of the competition to end. The tent slowly started to thin out and then it began to fill again, this time with even more reporters than I could count. The three judges then entered the tent.

"It is my honor to announce that the scores are in and that Yvanne Evanovich had the fastest time and the best height. She will receive ten points. Congratulations, my dear. The places are as follows; Augustus Lancaster (2nd), Anthony Padille (3rd), and Ingrid Conard (4th)," the main judge announced.

FOLLOW YVANNE ON HER ADVENTURES IN THE TOURNEMENT. THE SECOND PART OF THIS STORY WILL BE RELEASED IN THE NEXT ISSUE OF MAGIC MAGAZINE.



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