

Update 5. why earlier about the Layout. plus artwork.and stuff

Layout ending day-2 this time a bit more earlier for create the order with code from the printing compagny.

The dream I never wake from

Magic in fiction is the endowment of characters or objects in works of fiction with powers that do not naturally occur in the real world.

Magic often serves as a plot device and has long been a component of fiction, from the days of Homer and Apuleius down through the tales of the Holy Grail and King Arthur, to more contemporary authors such as J. R. R. Tolkien, C. S. Lewis, Ursula K. Le Guin, Robert Jordan, Terry Brooks, J. K. Rowling, Mercedes Lackey, and Derek Landy.

Historically, witches such as the Weird Sisters in William Shakespeare's *Macbeth*, wizards such as Prospero in *The Tempest* or characters like *Doctor Faustus* in Christopher Marlowe's play of the same name were widely considered to be real.

Contemporary authors tend to treat magic as an imaginary idea, opting to build their worlds with a blank slate where the laws of reality do not carry as much weight.

Fictional magic may or may not include a detailed magic system, but it is not uncommon for authors to omit details or explanations of certain limitations, ostensibly for pacing or other purposes.

In these cases, it is possible that magic serves more as a convenience to the author rather than as a device for the character.

In nearly any given fantasy magical system, magical ability is limited.

Limitations can add conflict to the story and prevent characters from becoming all-powerful with magic, although characters with unlimited power (such as deities or transcendental beings) are not unheard of in fiction.

Fantasy writers use a variety of techniques to limit the magic in their stories, such as limiting the number of spells a character may cast before needing rest, restricting a character's magic to the use of a specific object, limiting magic to the use of certain rare materials or restricting the magic a character can use through its negative consequences.

Some works feature magic that is performed through the use of certain words or incantations to cast spells.

While many works use this method without offering an explanation for it, others do offer an explanation.

In some works, such as *The Wheel of Time*, types of magic are divided by color.

Hard magic is a magic system with specific rules and regulations as a soft magic system is usually much more vague and undefined with a mysterious aspect to it.

Artwork as one of first pages.

New [gifs](#) on a dedicated space.

This practice is more and more under development. I will write on it because de gifs made with clouds are special and need conditions and a good flipping-fingers! Not easy all times :)

Written on OCT 15, 2020