

## *Pentagram Marks*

**The three-volume Witch School teaching series will prepare you for initiation into all three degrees of Correllian Wicca, one of the largest and fastest-growing Wiccan traditions in the world. As an additional bonus, WitchSchool.com offers many optional interactive features to enhance your textbook learning experience. The Witch's Journey Venture further on your journey into the magical life of a Witch. The twelve lessons of the Witch School's Second Degree, designed to be completed in the traditional "year and a day" format, build on the skills and knowledge you gained in the First Degree training program. Each lesson has four sections: an in-depth lesson, magical exercises, a spell, and a glossary. You'll round out your magical education and be ready choose your specialty within the Wiccan arts when you master the following advanced tools and techniques: Tarot • Physiognomy • Astrology • Magical Alphabets Numerology • Death, Spirits, and Spirit Guides • Sex Magic Magical Calendars • Advanced Chakra and Energy Work Ley Lines • The Ba Gua • Group Dynamics Completion of the twelve lessons in this book makes you eligible for initiation into the Second Degree of Correllian Nativist Wicca.**

**"Brontez Purnell's 100 Boyfriends is a symphony of sex, trouble and wisdom—as if the composer had sex with each member of the orchestra by way of getting it right. An electric prismatic genre-defying punk literary flight, Purnell is twirling here— I loved every page." --Alexander Chee, author of How to Write an Autobiographical Novel An irreverent, sensitive, and inimitable look at gay dysfunction through the eyes of a cult hero "It's like that saying, 'Where god closes a door, he opens a window,' but in this particular case the window was on the fifth floor and the house was on fire." Transgressive, foulmouthed, and devastatingly funny, Brontez Purnell's 100 Boyfriends is a revelatory spiral into the imperfect lives of queer men desperately fighting—and often losing—the urge to self-sabotage. His characters solicit sex on their lunch breaks, expose themselves to racist neighbors, sleep with their coworker's husbands, rub Preparation H on their hungover eyes, and, in an uproarious epilogue, take a punk band on a disastrous tour of Europe. They also travel to claim inheritances, push past personal trauma, and cultivate community while living on the margins of a white supremacist, heteronormative society. Armed with a deadpan wit that finds**

**humor in even the lowest of nadirs, Brontez Purnell—a widely acclaimed underground writer, filmmaker, musician, and performance artist—writes with the peerless zeal, insight, and horniness of a gay punk messiah. From dirty warehouses and gentrified bars in Oakland to desolate farm towns in Alabama, Purnell indexes desire, desperation, race, and loneliness with a startling blend of levity and vulnerability. Together, the slice-of-life tales that writhe within 100 Boyfriends are a singular and uncompromising vision of an unexposed queer underbelly. Holding them together is the vision of an iconoclastic storyteller, as fearless as he is human.**

**Supernatural phenomena and causalities played an important role in medieval society. Religious practice was relying upon a set of cult images and the sacral status of these depictions of divine or supernatural persons became the object of heated debates and provoked iconoclastic reactions. The miraculous intervention of saints or other divine agents, the wondrous realities beyond understanding, or the manifestations of magic attributed to diabolic forces, were contained by a variety of discourses, described and discussed in religion, philosophy, chronicles, literature and fiction, and also in a large number of pictures and material objects. The nine essays in this collection discusses how supernatural phenomena - especially angels and devils - found visual manifestation in Latin and Eastern Christianity as well as Judaism in the late medieval, early renaissance period.**

**A radical reexamination of Western history that suggests the descendants of Moses were the architects of the rise of the Roman Church and the ancestors of European aristocracy • Answers the inexplicable disappearance of all mention of Moses's descendants from the Bible • Reveals the key role played by Josephus Flavius in shaping early Christianity • Explains the connection of this secret priesthood to modern secret societies like the Freemasons After the book of Exodus, Moses's two sons and numerous descendants all vanish from the Bible. Flavio Barbiero's investigation of this strange absence and his study of the centuries-long power struggle between the priestly families fighting for control of the Temple of Jerusalem starts with the rebellion against Rome--and the emergence of Josephus Flavius, one of Moses's descendants, on the world stage. In AD 70 when the Temple in Jerusalem was destroyed by Titus Flavius and thousands of Jewish priests were exterminated, Josephus, now bearing his sponsor's last name,**

**followed Titus Flavius to Rome with at least 250 relatives and friends. Here they were made Roman citizens but then subsequently disappeared from recorded history. Barbiero's careful study of early Christianity shows, however, that these surviving members of Moses's high-priest lineage succeeded in taking control of the nascent Roman Church and masterminded its extraordinary success. Using a wide range of evidence drawn from fields as disparate as archaeology, heraldry, and genetics, Barbiero shows how these descendants of Moses used the cult of Mithras to eventually seize control of the secular Roman authority as well. He then follows, step by step, the spread of the members of this secret priestly elite into what was to become the aristocracy of medieval Europe and how their influence continues to be felt in modern secret societies like Freemasonry.**

**Permanent Mark**

**She'll Get You**

**Pentagram Papers**

**Celestial Ashes**

**Witch School First Degree**

**C/ID**

*Examines the influence of twentieth-century avant-garde movements on the contemporary architectural landscape through the work of "disruptors" such as Frank Gehry, Rem Koolhaas, and Zaha Hadid. With an irregular format designed by celebrated graphic designer Abbott Miller of Pentagram. In Architecture Unbound, noted architecture critic Joseph Giovannini proposes that our current architectural landscape ultimately emerged from transgressive and progressive art movements that had roiled Europe before and after World War I. By the 1960s, social unrest and cultural disruption opened the way for investigations into an inventive, antiauthoritarian architecture. Explorations emerged in the 1970s, and built projects surfaced in the 1980s, taking digital form in the 1990s, with large-scale projects finally landing on the far side of the millennium. Architecture Unbound traces all of these developments and influences, presenting an authoritative and illuminating history not only of the sources of contemporary currents in architecture but also of the twentieth-century avant-garde and the twenty-first-century digital revolution in form-making, and profiling the most influential practitioners and their most notable projects, including Frank Gehry's Guggenheim Bilbao and Walt Disney Concert Hall, Zaha Hadid's Guangzhou Opera House, Daniel Libeskind's master plan for the World Trade Center, Rem Koolhaas's CCTV Tower, and Herzog and de Meuron's Bird's Nest Olympic Stadium in Beijing.*

*The 400 marks reproduced within these pages represent the diverse array of identity work produced by Pentagram's partners, past and present, since its*

*founding in 1972. Over the past four decades, Pentagram has designed marks for large corporations and small businesses, government agencies and nonprofit institutions, clubs and societies, and even individuals, all of whom were seeking a representative symbol to appear on letterhead and books, buildings and websites, and everywhere else imaginable. Isolating them in black and white helps us appreciate these marks as unique pictorial or abstract symbols. But a logo is rarely a solitary commission. Often produced in conjunction with a unified graphics, architecture or product design program, it is only part of the work Pentagram does. But regardless of the nature of the assignment, clients all share the same desire to be identified, and the belief that the right mark is a crucial starting point for a comprehensive visual identity. Limited edition, only 1,000 copies for sale.*

*Survey of the thirty best recent design work for cultural clients, including galleries, museums, theatres and auditoriums. The focus is on new identities and their application, as well as smaller design solutions as gallery guides, promotional programmes, exhibition catalogues, theatre programmes, branded merchandising, websites, signage systems and temporary exhibition design.*

*""The Mist meets Silent Hill meets Lovecraft meets Doctor Who... a uniquely terrifying game."" Lovecraft's strange aeons are here. The stars were right and yes, in time even death may die. Humanity exists on the precipice, a handful of survivors teetering on the brink of extinction. The dominion of Earth is lost. The Old Ones have returned. Strange Aeon is a roleplaying game in which you, the player, take on the role of survivor and scavenger in a terrifying post-apocalypse setting. With the help of fellow players you must remain alive while battling the forces of the mythos, enduring the toxic fumes of the Morbus mist and the ever crumbling state of human civilisation. You have only one advantage over the other humans still clinging to life in the aftermath of The Event; you have in your possession a mythos relic known as The Celestial Sphere. With the sorcery contained in this artefact you can travel through time, into future and past versions of the Earth.*

*Strange Aeon 2nd Edition*

*100 Boyfriends*

*Lessons in the Correllian Tradition*

*John Mark Byers and the West Memphis Three*

*Machine Learning and Cybernetics*

***The three-volume Witch School teaching series will prepare you for initiation into all three degrees of Correllian Wicca, one of the largest and fastest-growing Wiccan traditions in the world. As an additional bonus, WitchSchool.com offers many optional interactive features to enhance your textbook learning experience. Become a Witch Set foot on the Witch's path and embark on a journey that will transform you at the deepest levels of your being. The twelve lessons of the Witch School's First Degree, designed***

*to be completed in the traditional "year and a day" format, introduce Wicca as a spiritual path and teach you the essentials of becoming a Witch. Each lesson has six sections: the lesson itself, magical exercises, God or Goddess lore, a spell, a glossary, and study questions. You'll build a solid foundation for your Wiccan practice by mastering the following Craft tools and techniques: Magic • Cosmology • Personal Power • The Altar • The Airs • The Circle of Art • Invocation • Garb • Symbols, Omens, and Divination • Basic Energy Work • Herbs, Oils, and Incense • Stones and Crystals*  
*Completion of the twelve lessons in this book makes you eligible for initiation into the First Degree of Correllian Nativist Wicca.*

*Cincinnati Magazine taps into the DNA of the city, exploring shopping, dining, living, and culture and giving readers a ringside seat on the issues shaping the region.*

*Today, tropical cyclones continue to bring destruction, as well as disruption, to societies that are exposed to their threat. This book represents a compilation of recent cutting-edge research on tropical cyclones and their impacts from researchers at many institutions around the world. This book contains new looks at tropical cyclone dynamics, the use of satellite-based remote sensing in the detection and climatology of tropical cyclones, and the modeling and prediction of tropical cyclones as well as their associated impacts. This book would make a nice addition to any course on tropical meteorology highlighting topics of interest in recent research on this topic. This book constitutes the refereed proceedings of the 13th International Conference on Machine Learning and Cybernetics, Lanzhou, China, in July 2014. The 45 revised full papers presented were carefully reviewed and selected from 421 submissions. The papers are organized in topical sections on classification and semi-supervised learning; clustering and kernel; application to recognition; sampling and big data; application to detection; decision tree learning; learning and adaptation; similarity and decision making; learning with uncertainty; improved learning algorithms and applications.*

*The Supernatural and Its Visual Representation*

*Christian Testimony of Danica Ked*

*A Colorful, Challenging Collection of 178 Classic Puzzles*

*Visual Identity and Branding for the Arts*

*Demons Within Schizophrenia and Maladaptive Daydreaming Disorder*

*The Haunting of Sister Mary Francis*

A survey of one of the world's most influential design agencies.

The netherworld is far from done with Devi Lawson... Now the celestials are set on eradicating anyone who carries the demonic virus, Devi finds herself a fugitive. Joining with the demons is the easy way out, but that would mean giving up her home to the denizens of the infernal realms. With everyone in the netherworld queuing to stake a claim on her, she's not all that keen on handing Earth over to them, too. But now her demon mark is taking on a life of its own, she might not have a choice in the matter. The shadow of war descends, and Devi must find a way to protect the people she loves, without losing her humanity in the process...

\* A small selection of projects covered in the book include: One World Trade Center (SOM), Marina Bay Sands (Safdie), Hudson Yards (KPF), The Vessel (Heatherwick), Post 9/11 installations at the WTC site, New York's new Penn Station (SOM), Jewel Changi Airport (Safdie), Rockefeller Center, City Point (a hip new Brooklyn center), Cooper Hewitt National Design Museum (DSR), The Skyscraper Museum - NY, New York's iconic 42nd St Public Library, Mumbai's International Airport (SOM), Toronto's Pearson Airport (Safdie & SOM), GSK's North American Headquarters (Stern), Hotel Hankyu, Japan, Cornell Tech's Manhattan campus (Morphosis & SOM), Arizona Cardinals NFL football stadium (Eisenman) Michael Gericke is one of the most influential graphic designers in the world today. This much anticipated monograph covers four decades of work by the acclaimed graphic designer and Pentagram partner. Lavishly illustrated throughout at close to 500 pages, the book is driven by a celebration of places, telling stories, and making images and symbols - predominantly through Gericke's work with projects for buildings, civic moments, exhibitions and visual identities, including for posters, magazines, New York's AIA chapter (America's largest) and the Center for Architecture that, through graphics and images, continues to portray the spirit of architecture and design in New York City today. Prefaced by the prize-winning architect Moshe Safdie, with commentary by Pulitzer Prize-winning architectural critic and educator Paul Goldberger, this encyclopedic compilation is a must for all collectors and aficionados of contemporary design, branding, and visual identity. Michael Gericke's design work lies at the intersection of image making, communications, and the built environment, and

This book constitutes the refereed proceedings of the Third International Conference on Advances in Visual Informatics, IVIC 2013, held in Selangor, Malaysia, in November 2013. The four keynotes and 69 papers presented were carefully reviewed and selected from various submissions. The papers focus on four tracks: computer visions and engineering; computer graphics and simulation; virtual and augmented reality; and visualization and social computing.

Cincinnati Magazine

Phantasmagrams

Angels, Devils

PENTAGRAM.

Designers Self Promotion

A Century of the Disruptive Avant-Garde

Profile celebrates the individual designers who are partners of the international design studios of Pentagram. Nineteen partners are profiled by nineteen distinguished authors alongside explorations into Pentagram's strong collective ethos, uniquely successful organizational structure, and place in design history.

Over 200,000 words of snarky, action-packed urban fantasy.? Devi Lawson has a talent for breaking the rules. It's second only to her skill at hunting down demons -- too bad the angelic guild of celestial soldiers didn't appreciate her efforts. In fact, they kicked her out. And now she's being accused of murdering one of their own. To clear her name, she must work hand in hand with the demons she used to hunt, including the sexy warlock Nikolas Castor. Not only is his magic entirely too close to the killer she's pursuing, but he seems to think

Devi is marked by a demon, too. Before long, Devi is neck-deep in trouble. Distrusted by her former allies and in serious danger of the real reason she left the guild making it into the light, Devi must catch the killer before he unleashes literal hell on Earth. This collection contains the first three books in the Celestial Marked series: Celestial Magic, Celestial Fire and Celestial Ashes.

In the year 1013, Viking warriors raided an Egyptian tomb and unknowingly stole the greatest secret of the Old Testament. When a quirky archaeologist finds ancient Viking parchments containing runes and riddles, his mundane life is changed for good. These codes lead him on a quest for clues in mysterious places, from Egyptian tombs to antiquarian bookshops. Powerful forces are against him, but he manages to unveil a religious cover-up with potentially fatal consequences. Contains over 150 magic tricks, visual and optical illusions, many in colour, which have been designed by the authors of Puzzlegrams and Pentagames. The tricks include forcing a card, rope through finger, salt cellar through table and turn water into wine. Optical illusions include digitized Marilyn, which red is darker?, Benham's colour top and kinematograph disc. In addition, there is a section devoted to magic mirror paintings and anamorphic art.

The Compendium

Overcoming the Devil and Other Demons with the Power of Jesus Christ  
Pentagram Design

The Guardians of the Covenant

Witch School Second Degree

Puzzlegrams

**The four hundred marks reproduced in this book represent the diverse array of identity work produced by Pentagram's partners, past and present, since the company was founded in 1972. Over the past four decades, Pentagram has designed marks for large corporations and small businesses, government agencies and non-profit institutions, clubs and societies, and even individuals, all of whom were seeking a representative symbol to appear on letterhead and books, buildings and websites, and everywhere else imaginable. Previously only distributed in a limited edition, this invaluable book is now made available in a paperback version and will provide inspiration for all graphic designers working on identity projects.**

**Fifty case histories of Pentagram Design projects.**

**To commemorate the thirty-fifth anniversary of Pentagram Design, the partners of this illustrious firm present a series of signature annual documents, from 1975 to the present, that explore a unique topic of interest to the Pentagram designers, from Australian mailboxes to the pop architecture of Wildwood, NJ.**

**On May 5, 1993, second-graders Christopher Byers, Stevie Branch, and Michael Moore disappeared from their West Memphis, Arkansas, homes. The following afternoon, their nude, beaten, and bound**

bodies were discovered in a drainage ditch less than a mile away. After a troublesome confession, three local teenagers, later dubbed the West Memphis Three, were arrested, tried, and convicted in early 1994. Jason Baldwin and Jessie Misskelley received life sentences, while ringleader Damien Echols went to death row. Three years later, the documentary film *Paradise Lost* premiered on HBO, and the effect on viewers was dramatic. Many became skeptical of the verdicts and also felt one of the fathers of the victims was a better suspect John Mark Byers. In *Untying the Knot*, author Greg Day tells the true story of John Mark Byers and the about-face he made to free the men convicted of the crime. Day exposes the propaganda campaign used to convince a gullible public that Byers was complicit in the deaths of his wife and son. Based on court transcripts and hours of personal interviews, *Untying the Knot* explores all the case evidence while interweaving dialogues and statements. It traces the life of Byers from his roots in rural Arkansas, to his sons murder and the death of his wife, to his ultimate imprisonment in 1999. It reveals a man redeemed by prison and whose change of heart changed his life. Day has captured the essence of a towering personality engulfed by an impossible situation. John Mark Byers is an immensely complex character, and *Untying the Knot* pulls no punches in revealing the man in all his seeming contradictions. John Douglas, *Mindhunter*

Pentagram

*Untying the Knot*

*The Secret Society of Moses*

13th International Conference, Lanzhou, China, July 13-16, 2014.

Proceedings

*Magical House Protection*

*Advances in Visual Informatics*

Have you ever fallen into a trap laid by the devil? The truth is that all of us have at some point fallen victim to the devils schemes, so how can we better protect ourselves? How can we recognise the temptations and deceit of Satan so that we can be prepared to ward off his advances and stand courageous and faithful with God? *The Traps that Satan Laid: Overcoming the Devil and Other Demons with the Power of Jesus Christ* will help you understand how to recognize some of the traps laid by Satan, and it shows how one woman had fallen into his traps time after time again that is, until God personally rescued her and set her free. Author Danica Ked shares her testimony so that the unfruitful deeds of darkness can be exposed to the light, and she reveals how to use the name of Jesus to understand who the devil really is and how demons affect our mental health. *The Traps that Satan Laid* also offers informative chapters on the Antichrist,

Satan, the day of the Lord, Revelation chapter 12, and the nature of sin. Danica's true and personal testimony will open your eyes to the truth which is in Jesus Christ. Join her on her journey of faith and strength so that you can see how a Christian can suffer at the devil's hand yet be victorious thanks to Christ.

Here for the first time is a collection of work consisting exclusively of self-promotional pieces from designers and design companies. In a climate of increasing competition, this anthology showcases the infinite ingenuity of today's graphic artists. What do they do to get noticed, get called and get hired? From interactive websites and printed brochures to more eccentric promotional items, such as balloons and giant jars of 'Cheeto's', here are more than 150 examples from some of the most creative studios from around the world. This is an essential collection for all designers. It is sure to amuse, amaze and inspire.

Belief in magic and particularly the power of witchcraft was once a deep and enduring presence in popular culture; people created and concealed many objects to protect themselves from harmful magic. Detailed are the principal forms of magical house protection in Britain and beyond from the fourteenth century to the present day. Witch-bottles, dried cats, horse skulls, written charms, protection marks and concealed shoes were all used widely as methods of repelling, diverting or trapping negative energies. Many of these practices and symbols can be found around the globe, demonstrating the universal nature of efforts by people to protect themselves from witchcraft. In book three of the Nememiah Chronicles series, Charlotte Duncan begins to master her gifts - but when she confronts her nemesis, will she be strong enough to face him? After managing to rescue her friends, Charlotte finds herself in love with two very different men - vampire Lucas Tine and werewolf Conal Tremaine. As she struggles with her emotions, a dangerous group of supernaturals reveal sinister plans - leaving Charlotte no time to deal with the repercussions of her choices. An engaging paranormal romance, Knowledge Hurts follows Charlotte's attempts to prevent the Drâghici Consiliului from achieving their goal of control over all supernatural creatures. Pursued as the object of half-angel half-vampire Archangelo's obsession, Charlotte must face deadly enemies - but will she manage to save the people she loves?

Recent Developments in

The Mosaic Bloodline and a Conspiracy Spanning Three Millennia  
Thirty Years of Graphic Design from Texas Monthly to Pentagonagram  
Riots I Have Known

Two-Moons and the Black Tower

## Pentagram Book Five

**Alessandro Paolo Perucci's latest work is a spellbinding horror novel, *THE HAUNTING OF SISTER MARY FRANCIS PART I* which tells of a young lonely Catholic schoolgirl named Mary Francis who is teased by the popular girls in her school called the Click for being meek and awkward. Mary Francis has six pitbull terrier pups named Gentle Soul, Lion, Sickle, Justice, Terror, and Three Eyes who are as meek as she. After being tormented to a boiling point, she meets a charismatic defrocked priest named Father Gregory Martin who persuades her to join the world of the occult. He shows her the evil *Infernal Book of Wisdom* and a frightening sword called the *Cadaver Sword* which can give her tremendous powers. She is swept away by Father Gregory Martin and sells her soul to the Devil, uses the sword's power and thereby transforms into the gouged out eyed demon nun spectre *Sister Mary Francis* who wears a sentient birdlike nun's habit that is an omen of the Demon Nun's presence. Her Pitbull Terriers are also transformed into monstrous sized *Demon Dogs* who have a penchant for terror. Now she will get revenge on anyone and everyone who hurt her. Watch out, the demon nun spectre *Sister Mary Francis* will get you. Longlisted for the 2019 Center for Fiction First Novel Prize, Ryan Chapman's "gritty, bracing debut" (*Esquire*) set during a prison riot is "dark, daring, and laugh-out-loud hilarious...one of the smartest—and best—novels of the year" (*NPR*). A largescale riot rages through Westbrook prison in upstate New York, incited by a poem in the house literary journal. Our unnamed narrator, barricaded inside the computer lab, swears he's blameless—even though, as editor-in-chief, he published the piece in question. As he awaits violent interruption by his many, many enemies, he liveblogs one final Editor's Letter. *Riots I Have Known* is his memoir, confession, and act of literary revenge. His tale spans a childhood in Sri Lanka, navigating the postwar black markets and hotel chains; employment as a Park Avenue doorman, serving the widows of the one percent; life in prison, with the silver lining of his beloved McNairy; and his stewardship of *The Holding Pen*, a "masterpiece of post-penal literature" favored by Brooklynites everywhere. All will be revealed, and everyone will see he's really a good guy, doing it for the right reasons. "Fitfully funny and murderously wry," *Riots I Have Known* is "a frenzied yet wistful monologue from a lover of literature under siege" (*Kirkus Reviews*). "Editorial design is the art of storytelling, and DJ's brand of it is uniquely American. Western American. It starts out slow and builds. It wins you with a bit of humility (almost 'shucks-gee-whiz') and then comes back at you with a surprise punch. The pacing and analogies feel like a Will Rogers narrative. . . . When he first began presenting his work to his London Pentagonagram partners, they thought he could have just as easily been from the moon. But the storytelling was so strong, so funny, so completely**

*designed but guileless at the same time that the Londoners, and the rest of us, found ourselves confronted with something real, authoritative, and probably definable only as pure American Graphic Design.” —Paula Scher, from the introduction* *An internationally renowned graphic designer and partner in Pentagram, the world’s most famous graphic design firm, DJ Stout is a fifth-generation Texan whose strong sense of place has inspired his design work for over thirty-five years. His contributions to Texas Monthly, where he was art director for thirteen years, helped the magazine win three National Magazine Awards. American Photo magazine named Stout one of its “100 Most Important People in Photography,” and I.D. (International Design) magazine selected him for “The I.D. Fifty,” its annual listing of design innovators. The Society of Illustrators honored Stout with the national Richard Gangel Art Director Award, and he was made a Fellow of the Austin chapter of the AIGA (American Institute of Graphic Arts) for his lifetime achievements. Variations on a Rectangle presents both a career retrospective of DJ Stout’s work and his inimitable, often humorous perspectives on publication design. Using nearly eight hundred images to illustrate more than two hundred fifty major design projects, Stout describes the inspiration and creative process behind his highly innovative designs for magazines, books, brochures, posters, and even a fiberglass “batcow.” He tells fascinating, behind-the-scenes stories of Texas personalities such as Tommy Lee Jones, Sissy Spacek, and Ann Richards, who figured prominently in Texas Monthly’s pages, while also discussing how his Texas heritage has influenced his more recent design work US and international clients. An essential primer for younger graphic designers and a revelation for everyone who values exceptional design, Variations on a Rectangle proves Stout’s maxim, “A publication without style is just a document, and documents don’t do well on the newsstand. And that’s why you need editorial art directors. Amen.”*

*Pentagram Marks 400 Symbols & Logotypes* Laurence King Publishing  
*Architecture Unbound*

*Third International Visual Informatics Conference, IVIC 2013, Selangor, Malaysia, November 13-15, 2013, Proceedings*

*Marks and Monograms on European and Oriental Pottery and Porcelain With Historical Notices of Each Manufactory; Over 5000 Potters’ Marks and Illustrations, with an Increased Number of Some 1500 Potters’ Marks, List of Sale Prices, and Additional Information*

*Graphic Life: Michael Gericke*

*Knowledge Hurts*

This is a unique story of a Christian woman involved within the dreamworld for 22 years. She learns that she had been involved with the devil without her knowledge; entering into spirit world. The devil decides to attack her mentally and a spiritual battle erupts. Provides more than a hundred puzzles dealing with logic, spatial relationships, language

code, symbols, and mazes

Two-Moons-in-the-Sky, an Iroquoian warrior woman and Dreamer, is transported into a strange world of medieval Britain by a dark sorcerer, Lallius, who lives in a black tower. Lallius wants to enslave his captive, whom he regards as primitive, but little does he realize that Two-Moons has magic of her own! "A highly original fantasy with a strong and capable female protagonist"--Robert Reginald

Pentagram Marks

A Collection of Visual and Optical Illusions

Watch This Space [Second Edition]

The Archaeology of Counter-Witchcraft

Profile

Celebrating Places, Telling Stories, Making Symbols