



# THE MAGIC MIRROR

Josh Lacey



Team Reader

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#### Illustrated by Xenia Gesthüsen

Ernst Klett Sprachen Stuttgart Die Printausgabe des Titels ist mit einem Hörbuch ausgestattet, das über die App Klett Augmented abgerufen werden kann.

Die E-Book-Ausgabe des Titels enthält das Audiobuch eingebettet in den Content.

#### Bookmark

The bookmark can help you with difficult words. These words are blue in the text.

You can download it at *www.klett-sprachen.de* by entering the following code in the search field: **9vkhath** 

#### Contents

Klett Augmented Team Read Characters

Chapter 1 Chapter 2 Chapter 3 Chapter 4 Chapter 5 Chapter 6 Chapter 7 Chapter 8 Chapter 9 Chapter 10 Chapter 11 Chapter 12 Chapter 13 Chapter 14 Chapter 15 Chapter 16 Chapter 17



#### Team Read

Choose one of the following characters. Read only your character's chapters and those chapters that *everybody* has to read.

#### Of course ...

You *can* always read the whole story and discover everything that's going on for yourself!

#### NOAH

Read chapters for (N): 1, 2, 3, 5, 8, 10, 11, 13, 15, 16, 17

Choose to follow Noah if you do not read books very often or if you feel that long texts in English are confusing. Does Noah's plan to escape from the Tower of London work? Can he really overpower – or trick – the guard ...?



#### RUBY

Read chapters for (R): 1, 2, 3, 4, 7, 10, 11, 12, 15, 16, 17

Ruby quickly makes friends with a strange boy and discovers what happened. If you sometimes read books or if you don't find English too difficult, read Ruby's chapters and explore London with her. But ... is this *really* London as we know it or some other strange and dangerous place ...?



#### LAYLA

Read chapters for (1): 1, 2, 3, 6, 9, 10, 11, 14, 15, 16, 17

Layla is faced with a tough task: destroy the Spanish Armada. If you read a lot or if you like English and find it really easy, read Layla's chapters. Is her magic really powerful enough to destroy a huge fleet of war ships ...?





## **Chapter 1**

The year: 1588.

The place: London.

The man: John Dee, the greatest magician in the world.

The problem: his magic wasn't working.

Why not?



He didn't know.

But he did know one thing:

He was in trouble.

Serious trouble.

He had to come up with a <u>spell</u>. To defeat the Spanish. To <u>destroy</u> their ships. To save England from a foreign <u>invader</u>.

But his spells weren't working.

Nothing was working.

A week ago, Queen Elizabeth sent him a message. The Spanish <u>fleet</u> had been <u>spotted</u> sailing along the English Channel. She ordered him to destroy it with his magic.

If he succeeded, he would be given all the <u>rewards</u> that a man could want or need.

If he <u>failed</u>, she would <u>lock</u> him in the Tower of London for the rest of his life.

The Spanish navy had come to invade England. A hundred and thirty ships packed with men and weapons. Planning to snatch the crown from Elizabeth's head. Then place it on the head of King Philip II, the ruler of Spain.

For seven days, John Dee had <u>pored</u> over his books, searching for the perfect spell. What would be best?

A shower of <u>thunderbolts</u> to <u>puncture</u> the <u>hulls</u> of those Spanish ships?

A plague to poison the soldiers and sailors?

A great wave to wash their ships back to Spain?

A wind that <u>tore</u> out their <u>rigging</u> and snapped the masts?