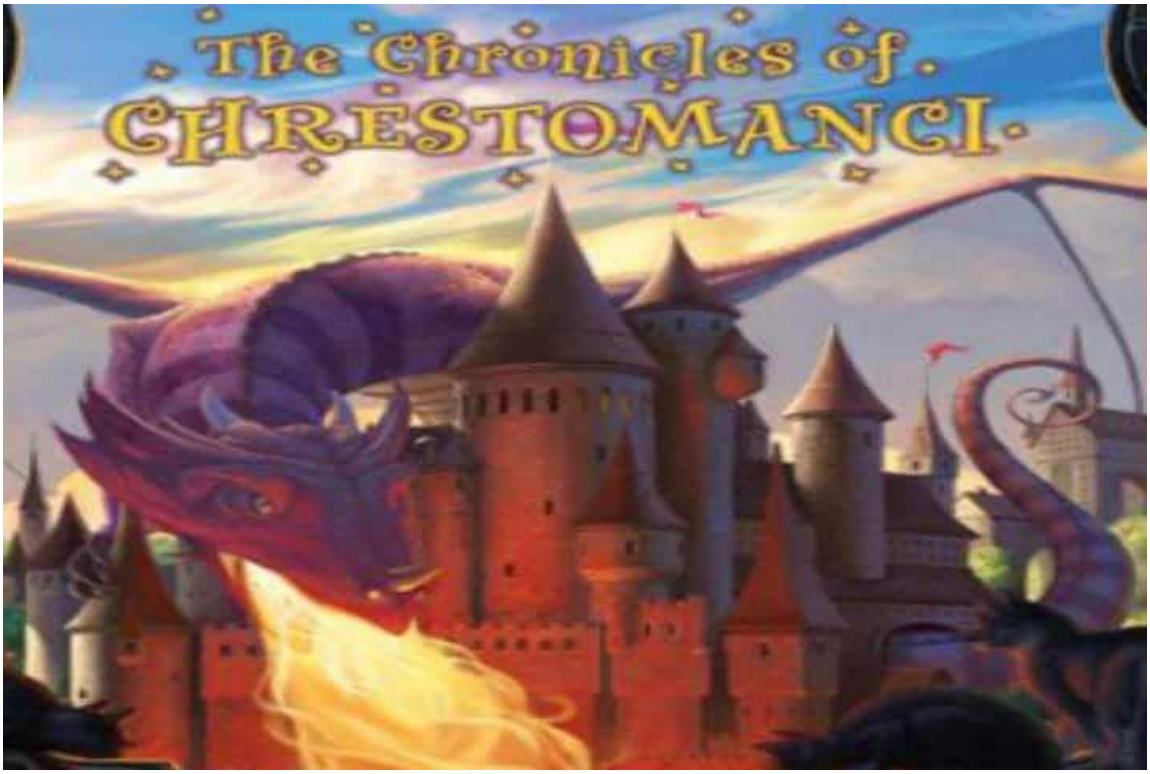


Novels by Diana Wynne-Jones, Jump by Aehriman

There are thousands of worlds, all different from ours. Chrestomanci's world is the one next-door to ours, and the difference here is that magic is as common as music is with us. It is full of people working magic - warlocks, witches, thaumaturges, sorcerers, fakirs, conjurors, hexers, magicians, mages, shamans, diviners and many more - from the lowest Certified Witch right up to the most powerful of enchanters. Enchanters are strange as well as powerful. Their magic is different and stronger and many of them have more than one life, though also a compensatory weakness.

Now, if somebody didn't control all these busy magic-users, ordinary people would have a horrible time and probably end up as slaves. So the government appoints the very strongest enchanter there is to make sure no one misuses magic - or abuses multiversal travel to exploit the denizens of non-magical worlds. This enchanter has nine lives, all the potential and talent of nine counterparts in one, and is known as the Chrestomanci (pronounced "KREST-OH-MAN-SEE.) He has to have a strong personality as well as strong magic.

Have **1,000 Chrestomanci Points** (cp) to get you started. Remember that kindness has a magic of its own.

WORLDS

The Related Worlds are linked in Series, some with few worlds, some with many, but sharing a geography and at least vaguely a history. There are worlds even beyond this corner of the multiverse. You may freely choose where to begin, or roll a random series on a d12 for +200 cp.

1. Earth 1A was the first to discover multiversal travel, so they named it. Civilization is old on Series One worlds, and magic exists in harmony with extremely advanced technology, such as the flying trains shot at terrific speeds through electromagnetic rings.
2. Series Two is only briefly seen, and then a single mazelike garden on a single world. There are giant eels that are highly magical.
3. Series Three is never explored in the books, but a supplementary guide describes Earths in the Series as tepid and marshy. Rice is the primary food grown.
4. Series Five are oceanic worlds, many archipelagos and not a single landmass larger than France in Series 12. Home to mermaids.
5. Series Seven is a far more mountainous grouping of Earths, strong in earth magic, where England never separated from the European mainland.
6. Series Eight worlds are bleak and stony, ruled by dragons.
7. Series Nine are extremely warm and damp, and mushrooms liberally coat every surface.

8. Series Eleven - We never talk about Eleveners. They *notice* when people mention them. Suffice to say, this is the most dangerous place in the multiverse you could have landed. Flee if at all possible.
9. World 12A - The setting of most of the books, like the world you knew, but with magic and perhaps a little old-fashioned. Where television is never seen, and automobiles remain the toys of the wealthy, but your grandmother learned a charm for fixing radio reception when she was a girl. There's actually a booming market for fantasy literature where heroes face all kinds of adventures without a lick of magic to help them.
10. World 12B - Like 12A but utterly lacking magic with a bunch of weird consequences. Absence of French mages leads to a British victory at Agincourt, the North and South Atlantean continents are named after somebody called 'America.' That sort of thing.
11. Witch Week - An unknown world in Series Twelve, magic exists but is carefully suppressed by 'Witchfinders' while an underground railroad smuggles witches to more accepting Earths. Is the sole world in which Guy Fawkes successfully destroyed Parliament, and thus a temporary temporal aberration. (Officially 12Ba)
12. World's Edge - the space between worlds, appearing as a huge valley and a kind of spiral (like an O'Neill cylinder) off which the various Series branch.

ORIGINS

Drop-In: You're a stranger to these worlds, adrift and apart. Not unlike Millie, or any number of characters really.

Child: You might be younger, you might be constantly underestimated, but you can see what grown-ups can't and are often the catalyst of meaningful change.

Mage: You have been blessed with the power, and responsibility, of magic. Hopefully your learning and your craft will serve you and your community, and not be turned to wicked ends.

FRIENDS

Benvenuto (free!) A wiry Capronan tomcat, more scar than fur at this point, with ragged ears that always somehow suggest a broad-brimmed farmer's hat. Benvenuto is very wise, sensitive to magic, and incredibly picky about who gets to pet him.

Throgmorten (free!) A temple cat from the temple of the Living Goddess Asheth. He is quite more intelligent than most humans, understands speech just fine, and might do you some favors if so inclined, or you bribe him. He can also grow larger, sprouting extra limbs and a second head when furiously angry.

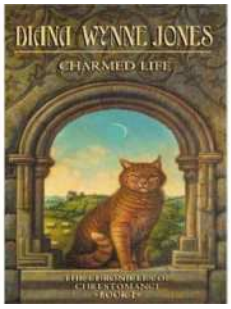
Make New Friends (-50 cp) Recruit any number of people who aren't nine-lived enchanters. There's no shortage of kindly, fun people about.

And Keep the Old (-50/variable) You can import any number of Companions with 700 cp of their own to spend, as well as the magic stipend. Companions cannot take drawbacks for more points, however, any further cp you donate, all your Companions will receive the same amount.

Monsignor Gabriel deWitt (-100 cp) The Chrestomanci who mentored Chris Chant, deWitt is strict, demanding and harsh as an instructor, but he does genuinely care about everyone he protects.

Christopher Chant (-100 cp) The present Chrestomanci. A flamboyant personality with a love for fancy dress and an intense air about him.

Eric 'Cat' Chant (-100 cp) The first protagonist, still quite young but he has a way with animals and a kind heart. His learning to stand up for himself against his sister remains a highlight of the series.



GIFTS

Here Kitty, Kitty (free) From the very first book, Chrestomanci has been associated with cats. It's all the lives, you know. It happens that the language of cats is learnable on his Earth, though some like Tonino & Angelica just get it. You too can understand what cats say and see the mental images they project. Don't expect cats to like or respect you any more than they did, they're not like that.

Tongues (free) Chrestomanci is, in theory, an official of the British government, but has a global and terribly vaguely worded remit to prevent the misuse of magic, it being more convenient to everyone to toss a magical crisis his way. As such, he travels a lot, and to distant Worlds as well. You find you understand all languages, as a convenience.

Clear-Eyed (-50 cp) Tonino in Magicians of Caprona had a rare talent, he could recognize enchanters at a glance, something about their eyes. You can also recognize enchanters and the strongest sorcerers by instinct, and other powerful people, no matter how much they hide.

Pants on Fire (-50 cp) Lying well is almost magical in its own right. You are extremely skilled in coming up with stories on the spot and giving nothing away with your eyes or face.

Powerful Politeness (-50 cp) Manners are all about respect, you show respect to others and subtly establish yourself as someone worthy of respect in turn. As long as you keep your manners, people are inclined to do the same and oblige you in small ways, or they might feel very rude and silly.

Authority (-100 cp) The precise powers of the office of Chrestomanci are incredibly vague, as are its limits, and for the most part, Christopher Chant is ruthlessly pragmatic at working that in his favor. You also have a vague air of authority about you that people are unlikely to challenge, even if it makes no sense for you to be barking orders in this particular situation.

Stories (-100 cp) You paid attention to all your bedtime stories, you are a master of the obscure lore of this world, of rare magics and beasts not seen in generations. In future worlds this knowledge updates to local conditions.

Trade (-100 cp) You have the equivalent of a decade's training and experience in any ordinary profession of your choice. People believe in your qualifications. This may be taken multiple times.

Foreigner (-100 cp, free Drop-In) People can be suspicious of outsiders, but sometimes it's better than being inside the system and on the bottom. No matter where your travels take you, you can always present yourself as an outsider and a foreigner, and be judged according to those standards, rather than another, potentially worse, position. You might be laughed at for not knowing the customs and left out of things that the in-group keep for themselves, but being tolerated is better than being on the bottom of the heap.

Roughing It (-100 cp, free Drop-In) It's a wide and strange world. Fortunately, you're well-trained and experienced in all the skills someone traveling in a strange wilderness populated by some magical beasts might need, from navigation by the stars to finding or making shelter to foraging for food. This kind of travel might not be comfortable, exactly, but you'll be able to survive in all but the most perilous of environments, and stand an excellent chance even in those.

Convivial Company (-200 cp, discount Drop-In) You have a real knack for making fast friends, seeming to stumble into chance encounters with people suited to forming close relationships with far more often than you'd expect. If you put a little effort into cultivating these bonds they'll grow quickly and last long, even if you spend years apart.

Courageous (-200 cp, discount Drop-In) Courage of the heart is quite rare. When tested, you never freeze or panic, but correctly whatever your fears or doubts. You have considerable force of will as well, and are almost impossible to enchant or control.

Sage of Dissolution (-400 cp, discount Drop-In) You really came from another world. Wherever you go, you inspire people to question the way things are, and dream of the way they could be. Any action you take to make a positive change is vastly enhanced, with ripples and knock-on effects that ensure your changes will spread and not be easily undone. As a side effect, magic doesn't seem to quite work right when used against you, hostile spells sort of slide off or are greatly reduced in effect, divine powers, doubly so. You are very difficult to locate or learn about magically, as your very nature is free and chaotic.

Hands Are Made For Holding (-100 cp, free Child) It's often hard to really assess problems when you're mired in them. You have a talent for viewing problems - your own and others' - from an outside perspective, cutting past the biases of culture and experience to see the real root of the issue and come up with solutions. You're also terribly good at explaining your ideas to people still stuck on the 'inside' in ways that won't cause them to react badly, and at mediating between different groups, even those which have been at odds for ages. You won't necessarily be able to make them friends, but you'll at least be able to act as a go-between.

Charmed Life (-200 cp, discount Child) You tend to be incredibly lucky, like enough to be one of the only survivors of a boating accident because you were standing next to the right person. You are always meeting people of consequence, and avoiding disasters like the flu or homework. You can make things up as you go along and things will mostly work out for the better.

Underfoot (-200 cp, discount Child) One reason children are always saving the day in this series is that children are consistently underestimated. With clans of magicians or the great Chrestomanci to contend with, who cares about that boy Felix-or-whatever? So do your enemies dismiss you until you teach them better,

Quick Study (-400 cp, discount Child) A child is a sponge of information, very much of it useless. Still, unlike a lot of the very indifferent students here, you never forget what you learn

and absorb your lessons five times quicker. More than that, you understand how to apply and generalize your lessons. No matter how much you learn, you never lose the sense of childlike wonder, the flexibility and speed of thought that keeps you from getting stale and rigid, relying on old assumptions.

Certified (-100 cp, free Mage) You have been extensively trained in magic. Won't do much without a gift, but you can recognize all common spells, are very familiar with the uses of assorted herbs and crystals, the importance of the moon phases and celestial alignments. In future worlds you will have a similar broad-based understanding of how magic works.

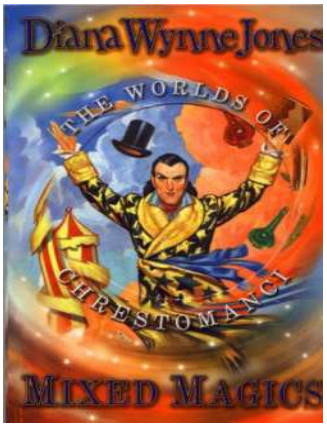
Chrestomanci, Chrestomanci, Chrestomanci (-100 cp, free Mage) Say Chrestomanci once, and he shall notice, a similar magic is used by the Elves of Series Eleven. No wonder people plotting against him use titles and circumlocutions, they don't want the August Personage to listen in on the rest of the conversation. Call for Chrestomanci three times, and Chrestomanci shall appear, from across the world, or a different world altogether if needed. You share in this awareness of anyone using your name and the context, though you will get a basic awareness of the situation and may choose whether to appear if summoned this way.

Smell Magic (-100 cp, free Mage) Or you might hear it like music, or see it. In any case, you know when magic has been done or is present in an area, and can learn to distinguish between specific styles and casters.

Conjuror (-200 cp, discount Mage) Mages don't conjure things from nothing, they summon them from elsewhere. Still, it's ever so handy to not have to fetch a chair when you need one. You are very skilled at this art, able to conjure things from a range and with a precision that others fail to match. Why, you could conjure a plate and a sandwich on top from all the ingredients laying around a few distinct households.

Counter-Spell (-200 cp, discount Mage) One of the most useful magics you can know is how to stop spells, be they an enemy's or your own run amok. All magics yield to your counter-charm… eventually. All curses can be unraveled and most magics and transformations undone instantly. Counterspelling can be very effective in fighting other mages, if fight you must.

Applied Quite Correctly (-400 cp, discount Mage) Power counts for a lot in magic, but not as much as finesse. You want to work smarter, not harder. You are very good at finding clever, low-effort solutions to problems. Why hammer your will against a heart's desire, when a kindly phrase can make a change? Why summon great boulders when moving a few pebbles can start an avalanche. Whatever your resources, personal, financial, magical or personnel, you know how to use them to greatest effect.



MAGIC

Gain +400 cp just for this section.

Magic (-50/100/200/300/400/600 cp) A gift present in only some individuals on only some worlds. For 50 cp you are a Witch (or Warlock!) able to cast only basic magics, depending on the moon cycle. Most magic will be highly ritualized and dependent on herbs, gems, and celestial phenomena. 100 cp to become a Necromancer, drawing power from death you may speak with the dead and are less dependent on outside forces. 200 cp to become a Magician, of average strength and capability, able to sing spells, scribe charms and conjure items, change your shape and transform others. 300 cp makes you a formidable Wizard. 400 cp to become a great Sorcerer (or Sorceress!) one of the mightiest casters, able to ruin entire cities. Finally, for 600 cp you become an Enchanter, someone with literally superhuman magical power and talent, caused by lacking one or more counterparts in your series. Enchanter's magic is an order of magnitude beyond even a sorcerer's, most difficult to counter, and they can simply wish an effect into being, no need for spells or items or rituals whatsoever. Enchanters often have a second life, being reborn at the moment of death, so we shall assume you do as well.

Dreamer (-200 cp) You have some powers over dreams. You can "check in" on people and events of interests, though what you get back may be hazy. Even more so with the future. You can explore the Related Worlds in your dreams and even extract and project them for other people to see.

Dwimmer (-200 cp) The most unusual magic practiced by the clans of Ulverscote to hide and protect the magical menagerie they were entrusted with. Dwimmer is a magic focused on nature, and mostly works by encouraging nature to work faster, like fixing a broken arm in a day or making milk instantly into cheese, a seed sprout overnight, and by shaping the results. Animals are drawn to you and friendly by default. Dwimmer is also really good at concealment and misdirection, and contains many nasty curses.

Singer (-200 cp) You can greatly enhance your spells by singing them. Others can contribute a bit by harmonizing or even just clapping or stamping in rhythm. As a byproduct, you have perfect pitch and a lovely voice.

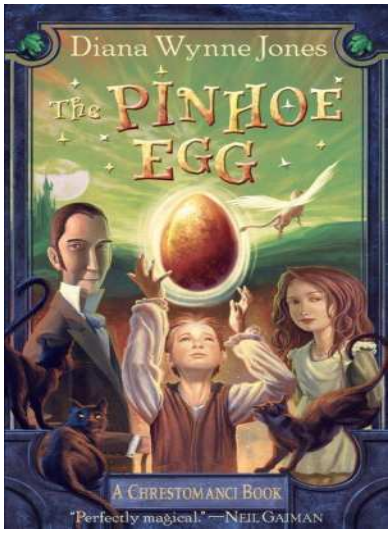
Spellcrafter (-200 cp) You can write down charms on slips of paper, so anyone can wrap a piercing spell about a spear, or slap a repair charm on a faulty engine. It does take a little effort to scribe, but not so much as it would to cast the spell conventionally.

Traveler (-200 cp) You are one of the few able to roam between worlds with no ill-effects. I mean, you are a Jumper, but now you can do so of your own volition, accessing the World's Edge or a similar hub of the local multiverse by wishing it so.

Twist (-200 cp) You have a special talent for turning other people's magic to your advantage, such as attacking someone through the bit of themselves they use to animate an attacking statue. You can often enhance or restrict the magic of others, soften a curse or redirect a magical blow.

Weird (-200 cp) You are an unconventional kind of mage, and can often bypass defenses or limits just by coming up with a wildly new angle of attack. Magic is art, self-expression, and your mental garden blooms with hundreds of ideas. Do you suppose the charm that keeps fish from wriggling out of nets could make an airtight bubble for exploring the ocean floor?

Chrestomanci (-400 cp, requires Enchanter) In each generation on Earth 12A, one is born. A nine-lived Enchanter with no counterparts in the related worlds. A superlative mage with the skill and potential of nine people, and the ability to return from death eight times. You are this generation's Chrestomanci, or perhaps a supernumerary. You are incredibly talented and a quick study at magic, and all other matters, mastering years or decades worth of material in weeks. Your intuitive understanding of magic would make you one of the greatest spellcrafters in Europe if you never had a single class, your understanding of how to modify any spell to suit your needs is unparalleled. Even among enchanters, your raw strength of power and will is legendary.



POSSESSIONS

Gain +200 cp just for this section.

'Fantasy' Shelf (free) A large collection of 'fantasy' novels from 12A, you'd call them adventure stories and drama, the fantasy is heroes who can solve everything without magic.

Trick Deck (free) A deck of trick cards, in that they're all the same same card. Not much good for playing games, but fantastic for card tricks. Now tell me, is this your card?

Chrestomanci Chronicles (free/50 cp) The complete series, even the audiobooks. You get these for free at the end of your Jump, or for 50 cp you can get them at the start if you want to see precisely what you're in store for, or convince people of your strange story.

Chris Chant's Wardrobe (-50 cp) Chrestomanci can wear a different extravagant outfit each day and not repeat himself in over a year. The dressing gowns he relaxes at home in are particularly striking and memorable. Well, you now have a wardrobe to match his in variety.

Auto (-100 cp) A car, a little old-fashioned to 12B eyes, close to a Model A or Model T, but it runs well, never needing fuel or maintenance.

Rabbit's Foot (-100 cp) A worn old charm. It will bring you luck, but only when you *need* it and never when you *want* it.

Contraband Cart (-200 cp) A large wooden horsecart. Once a week you can throw back the tarp and it will be filled with rare and valuable ingredients and controlled substances from other worlds. Kegs of dragon blood, bundles of unicorn horns and so on. If you have a specific need for a rare and valuable material, you will find it, up to a cartload. In future Jumps, the possible materials you can gain grows to match your journey.

Flying Machine (-200 cp) A terribly clever machine Roger cobbled together from loose furniture, bedsheets, and spellwork, looking and acting a great deal like early aeroplanes in 12B.

Griffin Egg (-200 cp) The egg of a magical creature (it needn't be a griffin like Klartch) who will hopefully be a lifelong friend to you.

Castle (-400 cp) You have a residence no smaller or less splendid than Chrestomanci Castle, which has dozens of bedrooms, a dedicated classroom, gardens, a greenhouse, two drawing rooms and three salons, a grand entrance hall, a study, vast library, workrooms, a meditation chamber, and all the amenities one could ask, along with dozens of acres of grounds. The facilities update in future Jumps to match the standard. Comes with a formidable boundary spell and magical staff happy to defend the place. Also, any item removed from your home will loudly announce "I belong to [residence name]!" at regular intervals, unless you specifically gift them or

choose otherwise, making theft all but pointless. You may combine this with or import any other properties.

Garden (-400 cp) A garden inside a ruined tower, at its center is a portal to the World's Edge and the multiverse (whatever that means in your present Jump.) But you'll never get there trying to walk straight in, you proceed widdershins (counterclockwise) through every imaginable biome and exotic plant a while to reach the arch.

PERILS

Fine Place to Visit (+0 cp) With an infinite multiverse, it'd be a shame not to take advantage. You can supplement this Jump to/with any other, or visit any setting lacking a Jump-doc through this.

Are You Stupid? (+100 cp) Maybe it's all the hopping to parallel Earths, but you are easily confused by small details. Like insisting Atlantis is called 'America' or forgetting whether or not you can walk from England to France in this version of reality, or that trains run on the ground. Very few people are traveled enough to get the issue, mostly your peers will assume there is something very deficient in your brain or education.

Brooding (+100 cp) You are exactly the type of person to get moody and spend all afternoon sulking when you don't get your way. If left alone you'll be angsting all over the place.

Can't You Smarten Up? (+100 cp) You always appear rumpled, disheveled, shabby and dirty. Any fine clothes you are given will fit poorly, and soon split at the knees. No comb or brush can tame that rat's nest on your head, even with magical assistance.

Hag (+100 cp) An old slur against magic-users. There's something about you, possibly your nationality, race, religion, magic or the absence thereof, sexuality etc. that people are going to harass you over or give you problems for. Seldom anything overt, but it's bullying nevertheless.

Hundredth Dream (+100 cp) You cannot dream at all, and any magic or skills relying on dreaming fail. The vast cast of your dreams have unionized and gone on strike, furious about conditions you cannot improve and wages you certainly can't afford to pay them all.

Measles (+100 cp) A dread disease that magic (normally a very effective substitute for shots) cannot ward off or cure. At some point in your stay, probably an inconvenient time, you will be bedridden with the Measles. Don't worry, it only leaves lingering damage in 10% of cases, and kills in 0.1%.

Bad Liar (+200 cp) You have the most obvious tells, and fumble badly for excuses whenever required to lie on the spot.

Charmed Life (+200 cp) It seems there's always some new crisis or event in your life, whether it's a hidden reserve of magical creatures turning up, a brush war, or hiding your friend from another world for a few days. At least your life is never boring.

Menial (+200 cp) You're never too young to start working. You have a menial position, like a servant or a stablehand, which is going to consume a lot of your time. Others may judge you to have low status, simply because you have to get up early and get to work.

Tone Deaf (+200 cp) If well cast magic is like a grand symphony, you'd be the tone deaf kid in the corner praying that mashing down keys with the right timing will just work out. The strangest thing is, your spells all *work* fine but there are always… side effects. Your attempt to heal someone might also turn them green, or transmute all water for two miles into wine or blood. A love charm will leave someone besotted, but sometimes randomly conjure a frog over their head, etc.

Wraith (+200 cp) A vast cartel of dark sorcerers smuggling materials through the multiverse has stumbled over you, and sees you as a threat.

Bane (+300 cp, mandatory for +0 cp with Enchanter) You have a potent threat to your life or magic. Christopher Chant can't lie or use magic while touching silver. His nephew Eric has his lives bound into a book of matches, where they could easily be destroyed should an enemy get their hands on them. This sort of thing.

Jumper at the Wheel (+300 cp) There are disadvantages to growing up in a magical society. You don't really "get" technology. Anything as complicated as operating a motorcar will be beyond you, indeed, it will seem to you as if driven by greater and more complex powers than you could hope to understand.

Sundering Spell (+300 cp) A most particular curse has been placed upon you. You cannot see, hear or approach your friends or family, nor can they approach or notice you, though this doesn't prevent you from finding a new one. Hopefully any Companions you have are alright with coordinating via post.

Conrad's Fate (+400 cp) You have royally brassed off the Lords of Karma, and shall suffer misfortune and misery in direct proportion to your sins. Not only in this world, but your crimes in your original one and all the ones in-between.

Stealer of Souls (+400 cp) You have drawn the eye of Neville Spiderman, the last, most cunning and ingenious of the evil enchanters who effectively ruled England before the first Chrestomanci, two centuries ago. He has been the mortal enemy of all Chrestomanci for some time, has the souls of seven in a jar and hopes with the ninth to surpass even them. And of course, the Soul of a Jumper and the ability to freely traverse the multiverse would be most fascinating and useful to him.

Nothing Special (+600 cp) You have no powers or abilities or magic from previous Jumps.

Simon Says (+600 cp) Somebody cursed or blessed you with the old 'Simon Says' spell, and anything you said became the truth. Obviously this couldn't stand, so they reversed it by making

everything you said not true. The curse has mostly dissipated by now, but every so often, sporadically, it kicks back in and reality rewrites itself to make you a liar. You can never predict or exploit this effect. I suggest you become extremely careful about asserting anything.

FIN

A final decision awaits you.

Happily Ever After - It's quite a pleasant series of worlds. Perhaps you could stay?

Adventure Awaits - Another few years, another adventure. On to the next.

Home Again - Your old home awaits. How have your travels changed you?

<u>Series Timeline:</u> Several are approximate, namely Witch Week and half the short stories which could fit in most places in the timeline.

The Lives of Christopher Chant - A prequel showing the childhood of Chrestomanci, how he learned as a young child to walk the World's Edge in his dreams, assisting his uncle Ralph in his smuggling network, unwittingly, and how his many deaths led him to eventually be discovered as the Chrestomanci after several false starts. He meets his future wife Millie, an avatar of the Living Goddess Asheth, who dreams above all to have a normal childhood. He also turns on Ralph, the Wraith, and rescues the present Chrestomanci from the Erlking.

Conrad's Fate - Conrad Tesdinic, age 12 on Series 7, wants to go to high school, but is informed by his uncle that in a past life he must have transgressed the Lords of Karma, and has an evil fate, a short life. The only way to save his life is to infiltrate the mansion house called Stallery as a servant, identify who is using magic to enhance the family fortunes, and kill them. Young Chris Chant is also a servant at Stallery, only he's looking for Millie, who ran away from her school.

Charmed Life - the first book actually published. Eric "Cat" and Gwendolyn Chant are orphaned in a boating accident, and taken in by their distant relative Christopher Chant, aka Chrestomanci. The manipulative Gwendolyn, who has been stealing Cat's magic for years, quickly gets in touch with Chrestomani's enemies, and ducks trouble by swapping places with

her counterparts in other Worlds, fortunately the Gwen she swaps with is a sweetheart, totally unlike her.

Warlock At the Wheel - short story. At the climax of Charmed Life the Willing Warlock managed to escape to our world, hoping to set himself up as a ruler; he is instead flummoxed and terrified by an automobile.

The Magicians of Caprona - The Italian city-state (never unified in 12A) of Caprona is threatened on all sides as the Montana and Petrocci families, the best spellcrafters in the world, feud. It is said the city can be saved by a song given to the First Duke by an angel, but the words are long since lost, as is the eternal friendship between families needed to use the spell right. Well, at least the kids, like Tonino Montana, are less bigoted than their elders.

Stealer of Souls - short story, Cat & Tonino team up, as most of the castle is down with the measles and Chrestomanci at a conference, to visit the deathbed of the previous Chrestomanci, Monsignor Gabriel deWitt. deWitt begs the boys to warn Chrestomanci of a conspiracy by the ancient nemesis of their role, an enchanter named Neville Spiderman, who has stolen the soul of most Chrestomanci, hoping to consume their power and become a ten-lived enchanter, his present attendants just humor him. Leaving, the boys are kidnapped by Spiderman but are able to release his hoarded souls while he's distracted, giving rise to a new generation of talented enchanters.

Witch Week - In a different world, where an Inquisition is all powerful and witches burned at the stake, chaos breaks out at the Larwood House boarding school when an anonymous note announces "someone in this class is a witch." It turns out, most of the class are witches and magical mishaps attend all week as the Witchfinder is awaited, including summoning Chrestomanci to help. It turns out this is a flawed variant off the Series Twelve line, created when Guy Fawkes actually succeeded in blowing up Parliament and instituting a Catholic theocracy.

The Hundredth Dream of Carol O'Neir - short story. The world famous Carol O'Neir has dreams that can be recorded and are sold widely as entertainment, but after 99 best selling

dreams, she can no longer dream, and her family sends to Chrestomanci for help. Turns out, the people who appear in her dreams have unionized and gone on strike.

The Sage of Theare - short story. A young boy, Thasper, is revealed to be from a new, unknown world, Theare, an ersatz Greek-myth world, tightly controlled by the gods. Thasper, son of the sun god Imperion, was prophetically named the Sage of Dissolution, who will lead mortals to question and overturn the old order. Chrestomanci sends the boy home, over the objections of the pantheon.

The Pinhoe Egg - Ten miles from Chrestomanci Castle is the village of Ulverscote, where the backwoods witches of the Pinhoe and Farleigh clans take great pains not to be noticed by "the Castle folk" who would restrict their use of magic. After Gammer Pinhoe comes home addled in the head, and laying curses on the Farleighs, only young Marianne is clear-eyed as she befriends Cat and finds a whole forest hidden by the two clans' magic, retrieving a griffin egg which she gives to her new friend. Turns out the two clans started as caretakers of a magical preserve wielding a mysterious nature magic called dwimmer, but at some point decided they were protecting the world from the creatures within, and sealed it away. They also crippled and locked Gaffer Pinhoe away when he objected.