

The Norton Newsletter



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Response to issue #1 has been very encouraging. I would like to thank all those who lent their support, both written and monetary. Remember, we want this to be your zine so send us your articles, art, poetry and fiction pertaining to the many worlds of Andre Norton.

Book News

This is a busy time for Norton books. Pocket Books recently published the Norton juvenile STAR KA'AT WORLD, co-authored by Dorothy Madlee. Ace has just brought out RED HART MAGIC (my favorite in the magic series) and they have reissued EXILES OF THE STARS. Fawcett has just published STAR RANGERS (formerly LAST PLANET). In September Daw will bring out QUAG KEEP and in December they will publish FALCONERS BLOOD, a WitchWorld novella in the AMAZONS anthology.

Many of our readers have asked whether a complete bibliography of Andre Norton was available. I'm pleased to say that Dr. Roger C. Schlobin is currently working on that very thing. As soon as more information becomes available we will pass it on to you.

Northamericon wants you!

If you are going to Northamericon this summer (Aug. 30- Sept. 3) and would like to set up an Andre Norton discussion/party/anything please contact Irvin Koch, Northamericon Specials Director % 835 Chattanooga Bk. Bg. Chattanooga, TN 37402. SASE. If you do volunteer, contact us as well and we will help out with flyers and other goodies.

A book for younger children - say the 8 to 10 crowd if they're fan kids; a little older if they're not used to fantasy. Protagonist is Monnie Fitts, a 9-year-old child who has been shifted from one foster home to another for, apparently, several years. Monnie finds an enchanted mailbox - symbolism which should appeal to any fan, certainly. Wishing for a letter for her very own, she gets a whole new philosophy that allows her to solve or at least bear up under her problems.

Second lead is Bim Ross, another child in the same foster home; a little weasely character who learns, in the course of the book, to grow up a bit. Growing up and understanding other people is the theme of the book. almost any novel for that age level must have a heavily stressed moral, or at least a lot of uplifting advice, but the authors manage to keep it bearable. Monnie and Bim between them receive seven spells, all of which teach them (in fairly original ways) to look at themselves and understand why they are losers. It's not so much overcoming their problems as it is overcoming their character traits which create the problems. (Bim is constantly being picked on. I went to school with a boy like that; he never could understand that he went around asking to be picked on. I used to want to shake some sense into him; I'd had my share of being picked on, and learned fast how to avoid it, but this boy never learned. Maybe it takes a little magic to do the job.)

It's a short book; 136 pages. Again, about right for the 8 to 10 age level; too short and too simplistic for adults. (Unless, of course, the adults happen to be Andre Norton fans, as I am.)
SEVEN SPELLS TO SUNDAY, Atheneum, \$6.95

Pen-pals



The following people wish for letters in their own magic mailboxes:

SUSAN BOOTH - Rt. 1 Box 28B Beaver Creek Or. 97004

19-years-old; college student; new to fandom (member N3F) likes SF, reading, animals and baking.

JANE KAUFENBERG - 1885 No. Sloan St. St. Paul, Mn. 55117

Librarian; N3F member; likes Darkover and Star Wars and pre 1550 History.

If you want to be included in our pen-pal section please send your name, address and a little bit of info about yourself to the editor.

And you might enjoy finding some of these zines in the mail:

DARKOVER NEWSLETTER Box 72 Berkeley, Calif. 94701

JUMEAUX (Darkover) % Lynne Holdom P.O.Box 5 Pompton Lakes, N.J. 07442

AMBROV ZEOR (Sime) Box 290 Monsey, N.Y. 10952

COMPANION IN ZEOR (Sime) % Karen Litman Champagne Apts. B17, New & Beth El Rd.s
Somers Pt., N.J. 08244

THE DERYNI ARCHIVES 7115 Summentime La. Culver City, Calif. 90230

CRYSTAL SINGER (Pern) % David Lubkin 1696 E. Grand River #77, E. Lansing, MI
48823

And for those who like to sing:

THE FILK FOUNDATION % Margaret Middleton P.O.Box 9911 Little Rock, Ark. 72219

As always, include a SASE with your inquiries.

Circle Archives

Chief Archivist: Jacinda, First Daughter of the House of Quillin

Greetings, fellow readers of Norton. As always, if you wish to form a Circle and have it registered contact me, Jacinda, care of the Circle at High Hallack, with your choice of Circle names and your interests. Also, please let me know if you plan any RoundRobins or penpal groups.

As for what I have been up to, mostly I've been very busy with a new job, so I haven't had much time for extra-curricular activities. I have, however, been to couple of Local cons and have been asked by Bill Crawford to do a special program on Norton for the Fantasy Faire in July (July 27-29) Be sure to come if you are in the Pasadena, California area and look for us there. Any support of this event will be appreciated and help to get the idea around that we think Andre Norton is someone special.

Registered Circles to date are:

The Circle at High Hallack run by Cynthia McQuillin, 4436 Keever Ave. Long Beach, Calif. 90807. Projects are WW Calender and Book of Lore.

The Circle of the Dreamers run by Michele Rosenberg, 85-45 130th St. Kew Gardens, New York 11415. Headquarters of the Newsletter.

The Circle of the Valley of Green Silences run by Dennis Brown, alias Kemoc Tregarth, 4510 Centre Ave. Pittsburgh, Pa. 15213. If you don't hear from Dennis right away, don't despair. I understand he's very busy.

The Unicorn Circle run by Stan Baker, 3705 S. George Mason Dr. Falls Church, Virginia 22041. Stan's working on a Norton Survey, a complete paperback bibliography of Norton SF and Fantasy and other goodies.

The Crystal Gryphon Circle run by Judy Gerjuoy, 900 Kirkwood Hwy Apt F-7 Newark, Delaware 19711

Reethe Tower Circle run by Alisa Woodworth, 303 E. Dawes, Bixby, OK 74008 Lisa is quite active in many other interests as well.

Forerunner Circle run by Rick Brooks, RR #1 Box 268 Fremont, Ind. 46737 I'm not sure if this is an open Circle but no harm in asking.

Circle of the Dales run by Lynne Holdom, P.O. Box 5 Pompton Lakes N.J. 07442 Lynne is also involved in Darkover Fandom and puts out her own Fanzine called Jumeaux.

As always, if you are contacting the Archives or any individual Circle please enclose a self addressed, stamped envelope with your inquiry.

Notice to Fan Organizations and publications - This Newsletter is being sent to many clubs and zines. Please let your people/aliens know about us and the club.

Science Fiction Writers of America Speakers Bureau - If your group would like a professional writer to speak at a function (at a fee that will fit your budget) contact Jacqueline Lichtenberg, Chairperson SFWA Speakers Bureau, Box. 290 Monsey, N.Y. 10952 Phone# (914) 356 4562 SASE

WEB OF THE WITCH WORLD (1964) Ace books (Latest Ace edition 1978)(Gregg HC 1977)

Location - The lands of Estcarp and Karsten, the Island of Gorm, Tormarsh on the Estcarp-Alizon borderland, and the Island of the overseas Kolder Nest and Gate, all on the Witch World planet; and the area near the Gate on the Kolder home world.

Important Characters (See WITCH WORLD installment of this survey for basic information on Simon Tregarth, Jaelithe (The Witch), Loyse, Koris, Aldis, Fulk, Yvian, the Witches, and the Kolder)

Simon Tregarth: Now married to Jaelithe and March Warder of Estcarp's border with Karsten. He is slow to realize that Jaelithe, in relinquishing her Witchhood, had given up the very essence of her being to wed him; and that her re-discovery of her witch powers does not detract from, but even enhances her love for him.

Jaelithe: She who was known as The Witch. She feels that she is whole again when she finds that she has not lost her witch powers; but when the Guardians refuse to return her Witch Jewel, she is forced to work out alternate ways of focusing and using her powers.

Loyse: Betrothed to Koris; but the fate she thought she had avoided - axe bride to Duke Yvian - comes to reclaim her and make her again a pawn.

Koris: Now risen to Seneschal of Estcarp and Marshal of her armies; his duties call him away from the search for his beloved Loyse.

Aldis: Concerned over possible loss of her position as Duke Yvian's mistress, she shifts loyalties, becoming a Kolder agent.

Yvian: His efforts to regain his unwilling bride and her rich inheritance were to cost him far more than he ever bargained for.

Koityi Stymir: Captain of the Sulcar ship Wave Cleaver; his reputation for courage leads Jaelithe to select him for the perilous mission of trailing the Kolder submarine.

The Kolder: In addition to their army of the Possessed, they now have agents, who represent a different, and less total, degree of Kolder control. Agents, like Aldis, retain their lives and minds; but when under control (brought about through a talisman worn on their person), they think and act as Kolder, and even possess a measure of Kolder power.

The Witches: They disdain Jaelithe for abandoning her Witchhood and marrying. They repudiate her claim that she still possesses power, since they know that in their world this cannot be.

The Skeletons: So called because of their extremely ematiated appearance; yet they are still living, feeling, active beings. They are the remnants of the defeated Kolder army on the Kolder home world, abandoned to their fate while the commanders (the Kolder) escaped to the Witch World.

The Story Simon, Jaelithe, Loyse and Koris continue the struggle of Estcarp and the Old Race against the forces that threaten to destroy them, most especially the Kolder. At the outset, while at South Keep with Simon, Jaelithe receives a "sending", which is a signal of danger involving Loyse, who it turns out has been kidnapped and carried off to Karsten. Even though fraught with anxiety for Loyse, Jaelithe is nonetheless elated to discover that she is not bereft of the witch powers she thought she had given up when she wed Simon. But Simon does not share his wife's joy, seeing matters in a vastly different light. Apparently influenced by past experience, he is apprehensive lest Jaelithe's recovery of her witch powers be but a prelude to her leaving him to rejoin the sisterhood of the Witches. Anxiety leads to resentment and he ponders ruefully that Jaelithe's seeming sacrifice of her Witch Jewel and her powers to wed him was no sacrifice at all and that she considers possession of the Power more important than her love for him. Thus begins the misunderstanding that is to open up into a gulf between them.

To rescue Loyse, Simon and Koris mount an expedition, first taking Fulk's hold at Verlaine, where Fulk is recognised to be a Kolder agent. Meanwhile Jaelithe, to Simon's dismay, has ridden off to Es City to reclaim her Witch Jewel from the Witches' Council. Simon and Koris, with a picked band, proceed to Kars, shape changed by Witch Power into the guise of the now dead Fulk and his men, Simon wearing Fulk's garb - and the Kolder talisman as well. About the same time Loyse, now held in a bedchamber of Duke Yvian's castle in Kars, is visited by Aldis, who first taunts her with the unappetizing prospect of becoming Yvian's bride in reality; and then later gives Loyse a dagger - to use on whom? herself? or Yvian?

Hardly has Simon and Koris's disguised Estcarpian troop settled itself in Yvian's castle when they find themselves in the middle of what appears to be a palace revolt, as bands of the Duke's Guards battle one another. In the confusion Simon and Koris search desperately for Loyse. She, however, is now confronted by Yvian, unaware of the fighting and most intent on claiming his bride - but first he must catch her! She eludes him at first; but as he closes in, she cannot bring herself to use the dagger. It is Aldis who, seemingly entering unexpectedly, stabs Yvian - and then, taking bodily control of Loyse, leads her to a waiting Kolder ship. Simon and Koris find the dying Yvian, but no trace of Loyse or Aldis though they do learn that it was Aldis who, with false messages, sowed the discord among Yvian's men.

Simon and Koris deduce that Loyse must have been taken to the Kolder stronghold of Yle; but Yle is an impenetrable fortress they know - except, Simon thinks, by air. With this last hope they go to the captured Kolder base of Sippa on Gorm, where the Kolder flying machines (flyers) are kept. By this time Simon has become increasingly preoccupied with brooding over Jaelithe's continued absence - she has not returned to him even though, as he has learned, her mission to regain her Jewel has failed, the Guardians having denied her any reentry into the Witch fellowship. While examining a Kolder flyer, Simon, his thoughts still dwelling darkly on Jaelithe and still in Fulk's garb with the Kolder talisman, suddenly falls under Kolder mind control and begins thinking Kolder thoughts. Infused with Kolder knowledge, he takes the flyer and pilots it to Yle.

At Yle Simon picks up Aldis and her captive Loyse, who were apparently waiting for him to evacuate them from Yle, this base being abandoned as the Kolder ingathered to the overseas Kolder Nest, their original base on the Witch World. A confused flight follows as a strange dense mist envelops the flyer soon after takeoff, with Simon feeling he must follow a white bird shape apparently guiding them, but with Aldis in violent disagreement over their course. Their struggle, complicated by Simon briefly regaining control of his mind (thereby losing control of the flyer) and the white bird attacking the flyer, ends with the flyer being forced down in the Fens of Tor. While Aldis concentrates on mind-contacting another Kolder agent somewhere near Tormarsh, Simon and Loyse, finding themselves both free of Kolder control, abandon Aldis and the wrecked flyer to try to make their way out of the swamp on foot. Instead they fall into the hands of the mysterious Tormarsh dwellers (Koris's mother's race), whose intention, Simon is told, is to avoid trouble and surrender them to the Kolder (Aldis's work) - and all Simon's arguments, including threats of Koris's vengeance, cannot persuade them otherwise.

While being held in Tormarsh, Simon finds himself thinking of Jaelithe no longer negatively, but as the woman he had come to love so deeply. Suddenly, he is in mind contact with her! She tells him how she, along with the Witches, managed to so influence his Kolder-controlled mind as to alter the course of the flyer. She speaks of trying to understand and control the power that she now possesses, which seems to require both herself and Simon as a united vessel to shape and aim it. Jaelithe is sure of the strength of their power even though the Witches' Council adamantly rejects the very idea. When Simon and Loyse are put aboard a Kolder submarine to resume their interrupted journey to the overseas Kolder Nest, Simon mind contacts Jaelithe to devise a plan to track the Kolder vessel to its base, a location the Estcarprians have so far been unable to discover.

To trail Simon in the submarine, Jaelithe secures the services of the Sulcar captain, Koityl Stymir and also arranges (although the Witches' Council is loath to admit Jaelithe's new power, they do back her) for the Sulcar fleet with the Estcarpian army aboard to follow at a greater distance. However, Jaelithe's efforts suffer a setback when, after the Sulcar ship is underway, she sends out a mind call to Simon, but cannot break through to him. Reordering her thoughts and striving to find the reason for her failure, Jaelithe realises that she is putting her desire to regain the Power ahead of her love for Simon - that she must regard Simon as a person, not a thing - that she must regard him as the man she loves and needs rather than as a goal at which to aim thought. Only when she calls out in the desperation of her need for him does she finally make contact with Simon, and in so doing is able to continue their plan and determine the proper course for the Sulcar ship. They realize that the Kolder may be able to eavesdrop on this mind link of theirs, but feel that they cannot avoid the risk.

After landing at the Kolder Nest, Simon is brought before a Kolder officer and offered the opportunity to become a Kolder agent like Aldis and Fulk. He asks for time to consider it, which he uses to plot escape. Meanwhile the Sulcar ship faces an apparently impassable obstacle in a vast bed of aggressively corrosive seaweed barring its path. Jaelithe suggests to Stymir that it be set a fire and then, through a display of power, enhances the flames into a great conflagration destroying the weed. At the same time Simon focuses his own native mind power on opening door locks and soon has himself and Loyse free. Loyse gives him the unwelcome news that Aldis has become aware of Jaelithe trailing them and that the Kolder are setting a trap for Jaelithe, using herself and Simon as bait.

Before they can take any action themselves, Simon and Loyse are recaptured and put under Kolder body control. The Kolder officer, with Aldis, marches the two captives to the beach, where Aldis uses Loyse through mind call to lure Jaelithe, being rowed ashore, into the Kolder clutch. But Simon, with a sudden powerful mental counterstroke, breaks into the mind of the capped Kolder controller back in the stronghold, thereby physically releasing himself to attack and overcome the Kolder officer. Simon is reunited with an exultant Jaelithe and, with Loyse, two Sulcar marines, and a now captive Aldis, they seek cover from Kolder heat beams sweeping the landscape.

Simon and Jaelithe, aware that the Kolder are preparing to revitalize themselves by tapping an energy source on their former home world, decide that the two of them must find some way of closing the Gate between the worlds. While they lie in hiding overnight, Simon and Jaelithe are completely reconciled and any remaining barrier between them falls - she, without touch of mind or body, suffuses him with a warmth and satisfaction such as he had never known before. He finally realizes the full extent of her sacrifice when she gave up her Witchhood to marry him.

The following morning Jaelithe and Simon, taking only Aldis with them because she with her talisman is key to the Gate, make their way to the Gate and dash through before they can be stopped. On the other side they find a blasted, devastated world - the home of the Kolder. The only living beings they see are the nightmarish Skeletons, whom Aldis tells them are the garrison the Kolder long ago left behind, still perversely surviving contrary to all expectations - these creatures they manage for the most part to avoid. Lying in hiding, they witness the Skeletons ambush and annihilate (but for one Kolder they need as a key) the Kolder force that followed them through the Gate; the hate of the Skeletons for the Kolder is a palpable force that Jaelithe can feel. As they watch the Skeletons' grisly departure through the Gate, Simon and Jaelithe can envision it as a new horror now unleashed on their own world.

Then suddenly Aldis, whose once beautiful face has been deteriorating rapidly to resemble the Skeletons, breaks away from them. Simon and Jaelithe search desperately for her, needing her talisman to return through the Gate. Only through Jaelithe's use of her powers do they finally locate the fugitive Aldis, dying from the wound of some unknown assailant, but still determinedly clutching the talisman. Back in the Witch World, Simon destroys the Gate with a weapon he had found in the Kolder world.

They rejoin Loyse and the Sulcarmen, learning that the Skeletons are besieg-

ing the Kolder stronghold and that the Sulcar fleet has arrived with the Estcarpian army. Simon and Jaelithe together aim a mental blow at the capped Kolder controller that Simon had previously bested; they take over his mind and cause him to open the gates of the stronghold, allowing the Skeletons to enter and battle the Kolder. The Estcarpians follow and wipe out what remains of the two alien forces. Jaelithe and the witch accompanying the Estcarpian army, that witch recognizing Jaelithe as her equal, work together through the witch's jewel to destroy the Kolder control board and with it the web that the Kolder have spun over the Witch World. The Witch World is at last free of the Kolder menace; and even though other enemies of Estcarp and the Old Race remain, they have gained a breathing space.

Relation to Other Norton Books - This story begins a few months after WITCH WORLD has ended and may be considered as almost a continuation of that book - a Part II, so to speak. Simon, Jaelithe and Loyse, the main protagonists of WITCH WORLD, continue as such in WEB OF THE WITCH WORLD. On the other hand, Koris has a somewhat lesser roll while Aldis becomes a major character. As for locations, Estcarp, Karsten, Gorm, Verlaine are familiar to WITCH WORLD readers but Tormarsh, the Kolder Nest and the Kolder home world have not been trod on before. The next book in this series, THREE AGAINST THE WITCH WORLD, concerns Simon and Jaelithe only at its beginning, while the major events involve their daughter and two sons some twentyfive years later. Estcarp will only be a major arena of action again during the first part of THREE AGAINST THE WITCH WORLD AND IN "Spider Silk"; Tormarsh will be the setting of "Sand Sister".

The shifting relationship of the Tregarth family to the Witches of Estcarp is of importance. In WITCH WORLD, where Jaelithe is a Witch in good standing, Simon makes common cause with Estcarp and the Witches. On the surface they would appear to have good relations; however, except for Jaelithe, the Witches actually fear Simon, viewing a male with power as a threat to themselves. Simon's marrying Jaelithe confirms that fear; to the Witches Simon has become a corrupting influence on their Sisterhood. Even so, the Witches take no overt actions against the Tregarths, Simon and Jaelithe continuing to hold high position in Estcarp, although the Witches' disdainful attitude toward Jaelithe makes the rift quite obvious. It is not until the time of the Tregarth children, after Simon and Jaelithe have left the scene in THREE AGAINST THE WITCH WORLD that there is open hostility between Tregarths and Witches.

WITCH WORLD MONTHS

JANUARY	snowbird	JULY	roaring lion
FEBRUARY	frost spirit	AUGUST	sun sprite
MARCH	hare buck	SEPTEMBER	crimson flame
APRIL	rainbird	OCTOBER	wind wraith
MAY	springbuck	NOVEMBER	harvest maiden
JUNE	sea maiden	DECEMBER	ice dragon

The Norton Newsletter

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Our Jaelithe logo by Amy Harlib. Art on p.2 by Michele Rosenberg

From:

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‰ Michele Rosenberg

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