# The Norton Newsletter

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Editor: Michele Rosenberg Assistant Ed: Rick Brooks



The purpose of this newsletter is to bring together the fans of Andre Norton, be they devotees of Witch World, Arzor, Crosstime Questors or any others of the Worlds of Andre Norton. We hope to make this your meeting ground. We are looking for articles, art, poetry and fiction pertaining to the Norton worlds. Please note that fiction can be set in Andre's worlds but must not contain any of her characters. If you want your contributions returned you must include a SASE.

#### Book News

The latest Witch World story, a novella, will appear in the April Daw anthology HEROIC FANTASY edited by Page and Reinhardt. It is called SAND SISTER and has a Tormarsh setting.

Fawcett has bought the paperback book rights to three non-SF Norton titles. They are RIDE PROUD, REBEL, a novel of the Civil War and its' sequel, REBEL SPURS. The third is FOLLOW THE DRUM set in colonial America, and features a spirited female colonist as its heroine. No publishing date on these as yet but keep an eye out for them. Anyone who enjoys Norton but who has not had a chance to read her non-SF and fantasy is in for a treat. And new from Fawcett, SNOW SHADOW, a mystery.

#### Pen-pals

In future issues we will run a pen-pal service. Anyone wishing to contact another Norton fan for purposes of writing please send your name, address and a little info about yourself (25-30 words) to the editor.

### The Origins of the Witch World . by Andre Norton

Witch World really grew from another idea altogether. Years ago, before I entered the sf-fantasy field of writing (no one was interested in buying ms. that were book length then), I had an idea dealing with the Norman holdings in Outremer during the Crusading period—those small baronies (ect) which were carved out and held by landless knights who did not wish to return to Europe after their long travel to the Middle East.

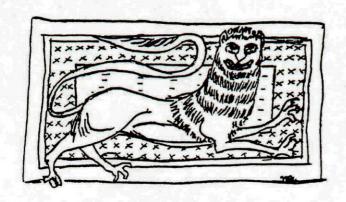
The section in the first book which deals with Verlaine and its' heiress was an incident I had imagined for such a book. The book was never written except as scraps at the time. Then, much later, I came across the legend that the mysterious seat at the Round Table which came to be Galahads—The Siege Perilous—in reality dropped into another time and place those rash enough to try it who were not fitted to be seated there. That gave me an opening for an adventure tale.

Witch World was never meant to be a series-- it just grew. And many of the books are based on authentic folktales long in our knowledge. WARLOCK OF THE WITCH WORLD, for example, is really a retelling of the old Saxon story of Childe Roland. YEAR OF THE UNICORN is a version of Beauty and the Beast-- and so on.

I research heavily for each book or tale-- not only in the field of legend and folk story, but also in history of the middle ages and early English and British material. Over the years I have aquired an extensive personal library of folklore, history and witchcraft material to which I go for reference.

I have to ration myself now with Witch World books as I do not want to start repeating myself-- which is easy to do with a too familiar background. So I do not write one as often as I wish, and I do try to get an unfamiliar background as much as I can. My most recent work is one laid in the mysterious south from which the Falconers first came and gives a clue to the reason for their warped life style-- it is a shorter work entitled FALCON BLOOD and has a Sulcar girl for a heroine.

But one does have to deal with a great many small details and I now have a special Witch World book with backgrounds for the already printed stories, ect. so that I won't make any glaring mistakes.



#### Circle Archives

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

Herein shall lie the records of the Witch World Circles as recorded by your humble servant, Jacinda of the House of Quillin (Cynthia McQuillin)

Cindy either way.

Firstly, gentle sirs and madames, lads and maids. If you have the desire to form a WW fan Circle please contact me, and tell me the names in order of preference you would prefer for your circle, what interests your group espouses, strictly WW or more general Norton interests, other fan affiliations, and any information you would like to see in this column. Please also send me a list of your members and their addresses, and most important, a Stamped Self Addressed Envelope (SASE), as all fan volunteers I am quite poor. This above is strictly for the circles. For general info about the club please contact Alisa Woodworth % the Witch World Fan Club 303 E Dawes, Bixby Okla. 74008. For info about the newsletter contact the editor, Michele Rosenberg 85-45 130th St. Kew Gardens, N.Y. 11415.

The Gircles will be registered, but not chartered. Sorry, but we do not have the facilities, maybe later. There will be no specific rules for forming Circles. They will be based mainly, as the Darkover Fan councils are, that is we are non political, non sexist, non religious, almost non organization. What more can I say. You're on your own. We are here mainly to provide an information network for people who have a common interest.

Enjoy and be happy!

The Circles we have registered to date are:

The Circle at High Halleck run by Cynthia McQuillin, 4436 Keever Ave.

Long Beach Cal. 90807- will be opening for membership in the next few months Projects to date: The authorized Witch World Calender, illustrated of course. Any aspiring artists of good talent out there drop me a line. I could use some help. Also working on the Book of Lore for the Dales and Arvon, sort of a mini-concordance, under the auspices of Miss Norton.

The Circle of the Dreamers run by Michele Rosenberg 85-45 130th St. Kew Gardens N.Y. 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

The Unicorn Circle run by Stan Baker 3703 s. George Mason Dr., Falls Church Va. 22041. Projects to date are: Andre Norton Survey(to appear in this newsletter) A study of the treatment Norton has been recieving in print (anthologies, intros ect) and other interesting goodies.

The Crystal Gryphon Circle run by Judy Gerjuoy, P.O. Box 355, Brooklyn, New York 11219

run by Alisa Woodworth, 303 E Dawes, Bixby Okla. 74008 (no name)

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



## Bruno Bettelheim and YEAR OF THE UNICORN by Rick Brooks

Psychologist and author Bruno Bettelheim feels that children need fantasy stories as part of their development. In THE USES OF ENCHANTMENT: THE MEANING AND IMPORTANCE OF FAIRY TALES (Alfred Knopf, 1976), he tells how many young religiouse cultists and rabid believers in the supernatural that he met professionally were not allowed to read fantasies in childhood. Children who toyed with fairy tales in childhood seemed better able to separate fact from fantasy later on.

Bettelheim analyzed fairy tales by pointing out their uses of universal experiences, but in an unreal context where the child does not

feel threatened by his emotions.

For example, a child would feel guilty about hating his mother when she punished him/her. But it is perfectly alright to hate the wicked stepmother in a fairy tale. To a child's limited perception, the loving mother has literally turned into a wicked stepmother. In the fairy tale, the child can also find reassurance that the wicked stepmother will someday "disappear."

In "Beauty and the Beast", Beauty is the youngest of three daughters. Their father is to go on a long journey. The older daughters ask him to

bring them back expensive gifts, but Beauty asks only for a rose.

The father's trip is unsuccessful. On his way home he stops at a castle where he never sees his host. Upon leaving he picks a single rose for Beauty. Then the Beast appears and threatens him with death. The father is

allowed to go home for a short time to say goodbye to his family.

Beauty blames herself and takes her father's place. The Beast does not kill her but falls in love with her. She steadily refuses to marry him despite his regal treatment of her. She visits her family and her sisters talk her into staying longer than promised. She returns and finds the Beast mearly dead. Realizing that she loves him, she agrees to marry him. He turns into a handsome prince and they live happily ever after.

Bettelheim saw this tale as a metaphor of sex, supposedly beastly

before marriage and princely afterwards.

YEAR OF THE UNICORN, according to Andre, "was a favorite of mine while writing it [Possibly because it was her first written entirely from the heroine's point of view.] ... I wanted to do a sequel...but Ace was not encouraging... I have been drawing on the British Northumberland and Dale country for my High Halleck background." (from two letters of '70 & '71)

YEAR was "distantly based on the old tale of Beauty and the Beast."

(THE BOOK OF ANDRE NORTON, pp. 66-7) But it departs considerably.

Gillan has no family unless a few members of the Abbey are counted. She makes her bargain to escape the Abbey rather than save it. After leaving the Abbey she never returns. She never deserts Herrel. He deserts her, but not of his own free will. She marries him before the desertion, instead of after

However she does take the place of another to save her. Her husband is a shape changer that she finds repulsive at first, but then comes to love. In that YEAR is true to the folk tale. But it has a deeper meaning as I

see it.

The book was probably meant to be just an adventure story. Andre is basically a story-teller and feels strongly that "the story must be the important thing." (DOUBLE: BILL SYMPOSIUM, p.100.) YEAR is a very good adventure story and more.

Andre is a writer who doesn't conciously work out her stories before writing them. She is guided mainly by her feelings of what fits the story

best and does no analyzing during the first draft.

So she probably intended no such interpretations. But most writers put more than they intended.

YEAR OF THE UNICORN is a tale of growing up, much more so than her other stories with juvenile hero(ine)s. Like a child, Gillan has tasks, but

no responsibilities, no independence. She sees only "the dusty years" ahead. The very young cannot visualize change.

Gillan drifts until what is the first mentioned act of will in her

life. She takes the place of a were bride hysterical with fear.

Then her "growing pains" begin in earnest. At the opening of the gate by the were riders, she discovers her witch powers. These powers gradually grow: the sleeping draught in the Alizons' drinking water, the toppling of the pillar, the true sight for the challengeof the pack, the finding of her other self, and finally her return with Herrel to Arvon.

Identity crisis has become a trite buzzword lately. But Gillan has one of the worst in fiction. Sundered not only from herself, but even from

her shadow, she must select her other self from out of a multitude.

Any reader who is troubled by the questions "Who am I?" and "Where do I fit in?" can find reassurance in Gillan's overcoming much worse problems. Bruno Bettelheim would approve.

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We are initiating a Trading Post for those interested in adding to or selling part of their Norton collection. A nominal fee of 5¢ per title will be charged. Your want will appear in the next issue after I receive it. Send your name, address and book info (including price you are selling for or wish to spend) to the editor. Mark "Trading Post"on the envelope. To start us off: HC=hardcover PB=paperback M=magazine

#### WANTED TO BUY:

THE PRINCE COMMANDS -HC-publ. Appleton Century 1934
RALESTONE LUCK -HC- publ. Appleton Century 1938

THE BOY AND THE OGRE -M- Golden Magazine Sept. 1966
TOYMAKERS SNUFFBOX -M- Golden Magazine Aug. 1966
all the above requested by the editor. Any reasonable offer.

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Andre Norton Survey - Part One - WITCH WORLD

by Stan Baker and Holly Shissler (reprinted by permission from the Dalereuth Tower Newsletter

With this issue our survey of Andre Norton science fiction and fantasy begins. The survey will cover novels, novelettes and short stories. Certain key novels, such as WITCH WORLD, will be given a more extensive treatment. Sources as THE BOOK OF ANDRE NORTON, the Introduction by Sandra Miesel to the Gregg Press edition of WITCH WORLD and the Andre Norton novels themselves

WITCH WORLD (1962) Ace books (Latest Ace edition 1978) (Gregg HC 1977)

Location - The lands of Estcarp and Karsten and the Island of Gorm on the Witch World planet; an unnamed coastal city in Eastern North America.

Important Characters - Simon Tregarth: Ex-U.S. Army officer, who finds his future inextricably bound up with the young Witch of Estcarp whom he had rescued and befriended in the Witch World.

The Witch: Her very name is secret - her missions against Estcarp's enemies continually take her into deadly peril. She senses a kinship in Power with Simon - and more!

Power with Simon - and more! Witches of Estcarp: Women of the Old Race born with a talent for the Power and rigorously trained to exercise it- they remain virginal. They rule Estcarp, last bastion of the Old Race, through a Council Of Witches, at the head of which is the Guardian.

Koris of Gorm: His homeland lost to the Kolder, he is now Captain of the Guards of Estcarp; and becomes wielder of a legendary weapon of ancient

power.

oyse: Heiress of Verlaine; intended as a pawn in a political marriage, she chooses to flee; but is diverted by a compulsion to aid a certain captive

in her father's castle.

The Kolder: Ruthless men from an alien dimension who seek, by means of their inhuman science, to bring the lands of the Witch World under their souldestroying domination. Their warriors are their captives, turned into mindless, zombie-like automatons- the Possessed - an army of the Living Dead! The Kolder strongholds are completely impenetrable to the Old Race, both Witch and warrior alike.

Fulk: Lusty wrecker lord of coastal Verlaine; his daughter Loyse's only

value to him is as a dynastic pawn.

Yvian: Duke of Karsten; contracts to marry Loyse to gain the riches of Verlaine.

Aldis: Yvian's mistress; and the Witch hopes, the key to his intentions about Estcarp.

Magnis Osberic: Head of the Sulcarmen and commander of Sulcarkeep.

Jorge Petronius: Keeper of the Siege Perilous; for a price he offered Simon passage to another world, the one in which his spirit would be most at home.

The Story - Falsely accused and hunted down on Earth, Simon Tregarth escapes through a gate(the Siege Perilous) to find himself on a planet where the laws of nature are different, where sorcery is a fact of life, and where Witches rule. His first encounter there is with the Witch, who is herself being hunted by the relentless Hounds of Alizon. Simon manages to rescue her and, after accompanying her to the capital city of Es, takes service in the Guards of Estcarp, whose commander is the redoubtable Koris of Gorm. Although the neighboring lands of Karsten and Alizon are both hostile, the greatest danger to Estcarp comes from the mysterious alien Kolder. Their latest conquest is the off-shore island of Gorm. Simon, together with the Witch and Koris, seek to defend Estcarp from these ruthless invaders, who are trying to exterminate the Old Race because they, alone of Witch World people, are immune to Kolder mind control.

Their perilous missions take them first to Sulcarkeep, which they cannot save from the attack of the Kolder hordes. Fleeing by sea from fallen Sulcarkeep, the three are separated by storm. The Witch is cast ashore at Verlaine at the time of Loyse's proxy marriage to Duke Yvian, where she is captured by Fulk's men. Fulk awards her to honored guest Hunold for the usual raping; however the Witch's "sending" for help brings Loyse to her aid before Hunold can violate her. Hunold is slain and the two women take flight, but first they leave evidence to indicate Loyse's death so as to free her from her un-

wanted marriage.

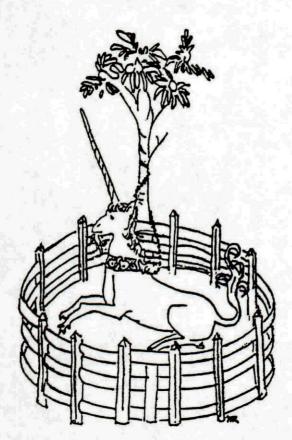
Meanwhile Simon and Koris come ashore near the Cave of Volt, where Koris secures the Ax of Volt, Legendary warrior of a bygone, non-human race. In Karsten's capital city of Kars the two men are reunited with the Witch, now accompanied by Loyse in warrior guise as the youth Briant, a guise that both Simon and Koris readily accept. It is at this time that the Witch discovers and accepts that Simon has a talent for the power himself, even though only women are supposed to possess that attribute. The Witch, playing the role of a secress, is in Kars trying to learn of Duke Yvian's plans from Aldis, but the mission comes to an abrupt end when the Duke, obviously under Kolder incluence orders the outlawing and massacre of the Old Race in Karsten. Shapechanged by the Witch to appear as part of the ravening mob, the comrades make their way back to the Estcarp border.

While scouting there, Simon is seized and carried off to Kolder strong-hold on Gorm. Regaining conciousness in a laboratory just in time to prevent himself from becoming another mindless Kolder slave, he manages to make his escape from Gorm; but not before a chilling encounter with the Kolder Controller, whose mind assault at first forces Simon into immobility, Simon countering with his as yet small mastery of the Power to break the Kolder hold.

Back in Estcarp, Koris, Simon and the Witches prepare an expedition to Gorm. Before they set out, the Witches perform the Game of Power, an extraordinary act of sorcery to soften up their enemies. Simon's part in it allows him to contact and break into the mind of the Kolder Controller. Though Simon is skeptical about the effectiveness of this sorcery, they do find they can now pass the hitherto impenetrable offshore mind barrier to Gorm. They land and, fighting off the atta ck of the Kolder possessed warriors, penetrate to the Kolder citadel. There Simon confronts the Kolder Controller and in hand-to-hand, mind-to-mind combat, vanquishes him. All resistance to the Estcarp forces cease— they have finally won a victory over the hitherto invincible Kolder! In the aftermath of victory Koris finall discovers Loyse is a woman; and Briant is no more. Alone with Simon, the Witch tells him; "Simon, my name is Jaelithe."

Relation to Other Norton Books- This novel was the first of the ever-popular Witch World series and introduced the original Witch World characters and lands. Simon, Jaelithe, Loyse, Koris, Aldis, Yvian and Fulk all appear again in WEB OF THE WITCH WORLD, which takes place a number of months following the end of WITCH WORLD and continues the struggle against the Kolder. Simon and Jaelithe are important characters, though not the major ones, in THREE AGAINST THE WITCH WORLD and SURCERESS OF THE WITCH WORLD; Loyse and Koris are also mentioned therein.





## Here At Cast!

The Norton Newsletter!

Travel with us to the many worlds of Andre Norton. Herein find:
The Origins of the Witch World...by Andre Norton (p.2)
Bruno Bettelheim and YEAR OF THE UNICORN ..by Rick Brooks (p.4)
Andre Norton Survey-WITCH WORLD..by Stan Baker & Holly Shissler (p.5)
plus our regular columns..

Our thanks to Amy Harlib for the art on p.1. Other art by Michele Rosenberg.

Thanks also to Lisa, Cindy, Irvin, Stan, and all the others who hung in there with us.

And a special thanks to Andre who has afforded us with so much reading pleasure throughout the years.

From:
The Norton Newsletter
% Michele Rosenberg
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