

The Warrior Heir Study Guide

The Warrior Heir by Cinda Williams Chima

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Plot Summary

Jack Swift is born a wizard to parents who have no such inclinations in the small town of Trinity, Ohio. He is watched over by his Aunt Linda, an enchanter of considerable skill, and Nicodemus Snowbeard - the wizard who ensures his protection and safety from those who would kill him, or use him to their own gain. Jack is born without a crystal, which would in most cases mean certain death, but Linda uses her influence with Dr. Longbranch, a premier wizard for the White Rose, to have a crystal implanted in his newborn body. Dr. Longbranch has ulterior motives however, and in an unprecedented experiment, she implants a Warrior's crystal where a Wizard's crystal belongs, confessing the deed only afterward. As such, Jack reaches maturity and begins to display the gifts of his heritage and much more.

Jessamine Longbranch sees Jack as a way for her to create a Warrior for the White Rose, something in short supply on either side. The White and Red Roses have been fighting for supremacy since the early 1500's, often stealing children of promise from their parents when they are merely infants, raising them into a life of preparation for the Game, held only when Warriors can be found. She would have taken Jack as an infant, but Linda uses her skills to convince Jessamine that her life would be easier if Jack were left with his parents until his powers manifest. Jessamine agrees, but only with the understanding that when the time came, Jack was hers. Meanwhile, Jack takes daily doses of Weirsbane she provides him, to keep his status from becoming public knowledge, blocking any noticeable leakage of power accidentally. Jack's quiet and safe life begins to unravel the first time he forgets to take the Weirsbane that has been his daily ritual since birth. Instead of taxing the heart he believes is dependent on the medicine, he feels better than ever and begins to wonder if he needs it at all. Of course, without it - he comes to the attention of the others and soon finds himself fighting for his life, and the lives of those he loves.

In a short time, Jack goes from being an ordinary teenage boy to being an apprentice Warrior and novice Wizard. He learns that there is much more going on under the surface of his seemingly normal life, and half of his neighbors and friends are complicit. Linda knows that Jack will soon be sought after, and enlists the help of a first class Warrior and former partner, Leander Hastings. He begins training Jack, but only after Jack gets his first introduction to the dangers that exist now that he is coming of age. With Linda's guidance, and the help of his friends Will and Fitch, Jack retrieves a sword called the Shadowslayer from the grave site of his grandmother, battling his first enemies before he even understands his place. As his life spirals out of his control, he learns that he is part of the Silver Bear Clan, able to trace his routes to the very beginning of the Roses. He becomes both Wizard and Warrior, eventually forced to battle the girl he has come to have feelings for, Ellen Stephenson. In a realm where dragons and spell craft are commonplace, he must pit his strengths against her, battling for control of magical artifacts. Together, they will rewrite history and in the process, liberate themselves and those who come after them.



Prologue: Old Stories

Prologue: Old Stories Summary

Jack Swift is born a wizard to parents who have no such inclinations in the small town of Trinity, Ohio. He is watched over by his Aunt Linda, an enchanter of considerable skill, and Nicodemus Snowbeard - the wizard who ensures his protection and safety from those who would kill him, or use him to their own gain. Jack is born without a crystal, which would in most cases mean certain death, but Linda uses her influence with Dr. Longbranch, a premier wizard for the White Rose, to have a crystal implanted in his newborn body. Dr. Longbranch has ulterior motives however, and in an unprecedented experiment, she implants a Warrior's crystal where a Wizard's crystal belongs, confessing the deed only afterward. As such, Jack reaches maturity and begins to display the gifts of his heritage and much more.

In June of 1870, Lee lived in Coalton County, Ohio. The Roses came for him in his tenth year. They are raiders that are seeking the descendants of the Silver Bear in an effort to harvest those who are gifted for the Trade. That morning, Lee leaves early to avoid morning chores, and returns to find everything burning. He stays out of sight, creeping around the house. In the house the metallic scent of blood is strong. A wizard's body lies in the hallway and his brother Martin is face down near by, his body almost torn in two. Martin was Anaweir and had been no match for the wizards. Lee searches for Carrie and going to the root cellar he inadvertently leads them right to her. Half a dozen men drag her to her feet and using a reader, confirm her warrior stone. A charm keeps Lee from fighting back until it is lifted by one of the men, but even then Lee is too afraid to move. Then a blue-white bolt of light comes through the trees and for a moment, Carrie and the horse she is on shimmers, and then they are both gone. In minutes, they are all gone. Lee is miles away by the time darkness falls, vowing that he will not be a bear any longer. Instead, he told himself, he would be a dragon. He fixes one name in his mind. It is Wylie, the attacker.

In Trinity, Ohio, over a hundred years later Jessamine examines a baby's incision finding no signs of infection. Pleased with the success of her experiment, she realizes that she should have hired someone to look after the child. The enchanter and baby's aunt, Linda Downey, interrupts her thoughts. Jessamine asks her to pack a bag for the baby so she can take him back to England. Linda looks at the baby closely and asks Jessamine what she did to him. Jessamine announces that she performed a miracle, and that the child is now Weirlind - a warrior. Linda is shocked. She had asked Jessamine to insert a wizard's stone, as was told in his Weirbook. He is a wizard, she insists. Not any more, Jessamine tells her. Linda asks what she is supposed to tell his mother, Becka, but the Anaweir mean nothing to her. Linda plants a soft suggestion, telling Jessamine that there is no point to taking the child now. It will be years before he can play in a tournament. Jessamine warns her that enchanters are also hard to come by, and if she tries her enchanter's tricks on her, she'll see to it that Linda is given to the Trade. Linda suggests that Jessamine leave the child with her and his Anaweir parents



where he would be safe and Jessamine could provide medication to suppress his gift until the time came when he was old enough for a tournament. Jessamine favors the idea.

Prologue: Old Stories Analysis

Lee knows it is a mistake to come back after only a fortnight, but his father is a farmer and the fields can only be left alone so long. Though most neighbors believe that the problem is due to bandits, Lee's family knows the truth. The raiders are coming on behalf of the Roses, seeking out descendants of those who are gifted, and might be suitable for the Trade. Lee goes out early, avoiding the chores in favor of going fishing, and when he returns he can smell the woodsmoke long before he sees the fire. He creeps around the house, keeping hidden just in case the raiders are still around. Inside the house, the damage is extensive. His brother and father are dead, and his mother is almost catatonic. He looks for Carrie, and suddenly realizes where she is. He calls out to her as he pushes through the rose vines and into the root cellar. She meets him, and tells him to go and get help for their mother but before he can leave, the raiders come out of hiding. Lee is used to draw Carrie out of hiding, and they use simple charms to hold Lee in place while they get her ready to ride. They check her for a warrior stone and the reader confirms its presence. Just as they are ready to leave, the White Rose sends a bolt of light and plucks Carrie and her horse out from under their control. She simply vanishes. Minutes later, all are gone. Lee leaves the area, the name Wylie imprinting itself in his mind

Jessamine examines the results of her work, pleased with what she sees. She can think of no reason that he can't travel beyond the fact that she neglected to hire someone to look after him. Knowing next to nothing about the care of an infant, she is regretting that oversight already. Still, she is pleased with how she managed to manipulate the hospital staff into allowing her to bring her own people in to assist in the surgery, and keeping them from even watching. It would be years before she would know whether her experiment worked, but if it did, the benefits would be substantial. It could mean an unending supply of warriors for the Game, and victory for the White Rose. As she begins assembling baby items for the trip, Linda Downey appears in the doorway. The enchanter is the baby's aunt, and wants to know what Jessamine is doing. Jessamine sidesteps the question, but Linda presses her further. Finally, Jessamine admits to having placed a warrior stone in the child instead of the wizard's stone he was destined to have. Linda is sorry she ever trusted Jessamine to begin with. She uses her powers of persuasion to try to talk Jessamine out of taking the child right away, and when Jessamine thinks of the years of child rearing involved before anything could be done, she reluctantly agrees. The agreement is made based on the premise that she will claim the child when he is old enough to train, Jessamine will return for him.



Chapter One: The Flying Lobeck

Chapter One: The Flying Lobeck Summary

Becka calls Jack down for breakfast, harried that she is already late. Becka gives him his medicine and he tells her he has soccer tryouts after school. Will arrives, reminding him they have jazz band practice. He hurries after him to the school, but in his haste he forgets to take his medicine. He asks the principal if he can go home quickly to get it, but is told if he does, he must report for detention after school, so he makes the decision to simply skip a day of medicine. After school, Jack and Garrett exchange insults on the field and then begin the process of trying out. Leesha interrupts to ask Jack if he'll come to her party, inflaming Garrett further still. Physically, Jack feels great as he gets his opportunity to show the coach what he has, but mentally he is a mess. Even after a side tackle from Garrett takes him off his feet, he feels a clarity that makes his extremities tingle. He sees Garrett heading for him again and braces, raising his palms up. He feels a sensation, hears Garrett scream and follow the ball into the net. He calls foul, but Jack hasn't touched him. The soccer tryouts end, and as they head home Nick Snowbeard steps out of the shadows and tells Jack to go home and take his medicine immediately, his demeanor insistent. Several of his neighbors give him the same message. He takes his medicine as soon as he gets there and learns that Aunt Linda is coming the following day. Ted Slansky is going over the list of soccer hopefuls when two men enter. One asks whether or not a boy was there, and Ted explains that soccer tryouts had recently concluded. One man takes the list of candidates from the table and has Ted circle his five best players before speaking two words that sound like Latin. Ted wakes sometime later wondering where his list had gotten to. Jack climbs the steps to Nick's apartment and Nick let him settle in briefly before bringing up his forgotten medication. Jack tells Nick about the incident with Garrett, and Nick takes an unusual interest in the events, worried Garrett might make a fuss. Nick wanders to the window and rearranges a selection of tokens he claims are a charm against evil, and brushes it off as merely the eccentricities of an old man. The issue of medication is still irritating Jack. He'd felt great all day, and now, having taken it again, he feels sluggish. He tells Nick that he probably doesn't need it anymore anyway, citing how great he felt without it. He tells Jack to talk to his Aunt Linda before making any decisions. Then he helps Jack study for a Socials exam.

Chapter One: The Flying Lobeck Analysis

The importance of the medicine has been drilled into Jack for all of his life and when he forgets it that morning, he does everything he can think of to make it up. He tries to go and get it himself, but will have to forfeit soccer tryouts if he does because the Principal of Trinity High loves to have the upper hand on Jack and enjoys the rare position of power he finds himself in. Jack knows there is no one home to bring it to him, so he even tries calling neighbors and friends, but with no success. He finally decides to simply go without it, and take his chances. He manages to make it through the day



reasonably well. In the afternoon, Ellen Stephenson, a newcomer to Trinity, invites Jack to study with her, but he reluctantly has to turn her down because of the upcoming soccer tryouts. He tries to ensure that she knows he isn't blowing her off, but at the same time, he knows that girls rarely ask twice. He hadn't really been with anyone since his last girlfriend Leesha Middleton. Now she is seeing Garrett Lobeck, but somehow, just her presence can still rattle Jack. She seems to know that is the case, and during soccer tryouts, she comes down to tell him that she still misses him sometimes, and doesn't know about Garrett and how she feels. Then she gives him a chaste kiss and asks if he will be coming to her party later. She promises to send him a special invitation, and the animosity between Jack and Garrett grows substantially in that exchange. During the tryouts, Garrett is as obnoxious as ever, beginning with verbal taunts, and continuing to side tackle him to the ground when he isn't looking. The next time he targets Jack, Jack is ready for him, putting his hands up in anticipation of the collision which never comes. Somehow, Garrett is propelled after the ball into the net, and comes up sputtering foul, but Jack hadn't touched him. The incident makes Garrett leery of Jack from then forward to Jack's amusement. When he heads home afterward, it seems everyone on the block is telling him that his mother is looking for him. She is crying when he gets home and gives him his medication right away, chastising him for what he put her through. For reasons he can't explain, he feels a sense of loss. Ted Lansky gets a visit from two strangers who are interested in the soccer tryouts. They ask all kinds of questions before taking Ted's list of hopefuls with his five top players circled, and leaving. The last two words spoken to Ted clear his mind of their visit, and give him a nice nap. Jack goes to Nick's for help with school work, and is interrogated regarding his medication gaff, and his soccer tryouts. Nick asks if he's spoken to his mother about it, but Jack insists that whenever he brings it up, his mother behaves as though Longbranch is nothing short of a wizard of some kind, causing Nick to spray his tea across the table in sputtering surprise. He asks a great deal of questions about the incident with Garrett, and finally lets the matter drop after asking Jack not to make any decisions about his medication without talking to his Aunt Linda first.



Chapter Two: The Road Trip and Chapter Three: Digging Up Dead Relatives

Chapter Two: The Road Trip and Chapter Three: Digging Up Dead Relatives Summary

Jack wakes to find Aunt Linda at the table with his mother. Becca tells Jack they will be going to England for the summer and Linda tells him he'll love it. Will and Jack are waiting for Fitch when Garrett and two of his friends see them. Jack can't help staring at the man beside Principal Penworthy who introduces him as the new assistant principal, Leander Hastings. Jack has a feeling of impending danger. Will and Fitch both get permission to go with Jack and his Aunt Linda, and when they get home, Becca is packing food for the trip. A package from Mercedes is on his bed, and he opens it to find a sleeveless vest with the faces of three bears on it. Linda insists he try it on, and coerces him into wearing it under his shirt despite Jack's objections. When he tells Linda that Will and Fitch are both coming, she appears to change her mind, but Jack tells her that it is too late.

Linda tells the boys about Susannah on the way to Coal Grove. They go to the courthouse first, entering from a rear door although it appears to be closed. They look for the records pertaining to Susannah's death between 1900 and 1920. They find it, but it doesn't reveal where she is buried. A sound upstairs alerts them and Linda tells them to go. Jack turns and sees a tall silhouette and when it turns to him, the attention feels like a physical assault. Linda pushes him from behind, telling him she'll meet them at the Bluebird Cafe in thirty minutes. A few seconds later, an explosion rips through the building. Something hits him in the back and he staggers but Will and Fitch pull him to safety. Will asks about the 'dude with the saber' and wants to know how Jack survived it. His sweatshirt is charred and only his vest seems intact. Linda joins them at the cafe and they create a plan to keep the man from the courthouse away from Jack and his friends, using her as a rabbit. The boys slip out the back while Linda intentionally stays behind. They go to the motel where the clerk almost refuses to rent the room they had reserved to them, but as they stand there, Linda calls and his demeanor changes. Jack can't shake the feeling that Linda brought him for a reason and he feels danger.

Chapter Two: The Road Trip and Chapter Three: Digging Up Dead Relatives Analysis

Aunt Linda is in the kitchen with his mother who tells him she has accepted a summer post in England. Aunt Linda assures him it will be great. Linda asks Jack if he will come with her to do some genealogical research and suggests he invite Will and Harmon to join them. She promises a hotel with a pool, and Jack agrees, never having been able to turn her down for anything. Linda is very persuasive. Will and Jack are waiting for



Fitch when they are confronted by Garrett. He promises to hurt Jack who leans in close and promises to break his nose when the time comes. Garrett is so agitated that he fingers Jack right in front of Penworthy and earns another detention slip. Jack and Will meet Leander Hastings and Jack gets a feeling of danger he can't explain. Both of his friends are willing to join Aunt Linda's road trip, but when Jack gets home, Linda almost appears to have changed her mind about inviting them, but Jack tells her it is too late to change things now. Linda shrugs.

When they reach Coal Grove, Linda breaks into a basement door of the courthouse and the boys follow her inside, nervously. They find the death record, but it doesn't show where she was buried. Footsteps above reveal they have company. A silhouette appears in the doorway above and Linda tells them to leave, arranging to meet them later. Jack is shot in the back by a weapon no one can identify, and should be dead, but somehow only his sweatshirt is killed. They meet with Linda again in the cafe, and she admits to knowing the man. They decide it will be safer if they split up, allowing Linda to lure the man away, while they continue their search at the library. The three boys leave through the back door of the cafe, and head for the motel where Jack tries to convince his friends to go home, apologizing for getting them into such a dangerous predicament, but neither is willing to leave Linda to deal with the unknown attacker by herself.



Chapter Four: Shadowslayer

Chapter Four: Shadowslayer Summary

Linda finds the home where A Hastynge, 1850 is still engraved on the wall next to the entry. She thought she'd managed to lose the wizard chasing her, but suddenly he is behind her. She knew him as Wylie, though she had never met him and his threats strike fear in her, but when he steps in the yard, he recoils, hitting the trap she set for him. At the library, Jack and his friends discover articles that tell of Susannah's death resulting from the fall off a horse. She was found by Lee Hastens, a visitor to the area. They discover she is buried in a Methodist Cemetery in Munroe Township. Jack realizes he missed his morning's dose of medicine again. They pick up supplies and wait for Linda at the Bluebird Cafe again. She calls and tells Jack they are looking for a weapon buried behind her gravestone that now belongs to him. She warns he is the only one who can open the case, reciting the charm he will need to do so, promising to pick them up at the motel after. They search and Will finds Susannah's gravestone marker. After digging down about three feet, Jack hits a box with his shovel. His head is spinning with a thousand voices, and Fitch tells him to sit while they finish. Jack can make out voices, asking who comes for the blade and a woman's voice saying 'Be at ease. He is the heir' before the voices stop. Fitch tries to open the case before Jack can stop him. He is blown clear and Jack takes the box, setting it on the ground while the others fill the hole in again. He whispers the charm and the lock yields. The blade seems to speak to him, and feels familiar as he wields it. They get ready to leave just as a light comes around the church. Sam Hadley questions them, and then a second man steps forward from the shadows. He asks for the blade, but Jack refuses and tells Will and Fitch to run for the church. Though Wylie appears to have no weapon, he sends a cascade of flames at Jack who parries with the sword, rendering the attack harmless. Wylie begins to chant in Latin and Jack knows the words can stop him. He swings the sword and flames come from the honed edge, stopping the chant before it is finished. Sam begins to whine and Wylie assures him that Jack is just an Anaweir adventurer. Wylie uses magic to encourage Sam to be more helpful and promises Jack that if he doesn't surrender the blade, they will not live till morning. Linda calls and tells him to hold on as she is close. Jack barely manages to hold them off and they get to the Rover when Linda shows up.

Chapter Four: Shadowslayer Analysis

While Linda manages to elude the wizard, Wylie, having set a trap for him at the former home of A. Hastynge, the boys are at the library, digging up what evidence they can about Susannah and her death. A cowboy who introduces himself as Sam Hadley shows an unusual interest in what they are doing so Fitch sets a trap of his own, and determines he is lying. Hadley gives them a card, claiming to be able to help with their research, and Fitch hustles them out of the library.



They finally hear from Linda after picking up supplies, and then waiting at the Bluebird Cafe. She admits she has been driving all night and Jack can hear the exhaustion in her voice. He decides not to worry her about the missed dose of medication which is in her care. Besides, he feels good - actually sharper and more aware than ever and isn't worried. More and more, Jack is coming to the conclusion that the medication he has taken all his life dulls his senses. Linda tells Jack they are looking for a sword that should be buried behind Susannah's gravestone. She claims that it now belongs to Jack and he must take great care not to let either of the others try to open the case it is in once it has been unearthed. It isn't until after he gets off the phone that Jack starts to wonder why he would inherit this sword rather than his mother, or Linda herself. Linda promises to pick them up at the motel after, and tells Jack to be vigilant, and keep his eyes open for the man they saw at the courthouse. They go to the cemetery after dark, and dig up the case. Jack does most of the digging, filled with energy, and hearing the voices of the ages, whispering in his mind. The voices question who comes for the Shadowslayer, and are not silenced until he finds the box. Finally, one of the voices insists that it is the warrior heir and all is fine. Finally the voices subside, but Jack is left shaky and Fitch and Will insist he rests while they finish unearthing the box. The sword is incredible, and Linda's warning about who opens the case is tested as Fitch tries before Jack can stop him and is blown backwards by an unseen force. Jack whispers the words Linda taught him on the phone, and the lock clicks open, revealing the blade and its scabbard. Jack wields it as though he has done so his entire life. It all but sings with energy, and he feels invincible. It is difficult for him to rein himself in and though Linda told him to leave it in the case once he had checked that it was there, Jack finds it difficult to put away. As they get ready to leave, Sam Hadley arrives and questions what they are doing. It doesn't seem to occur to the boys that he has no more business there than they do. When Wylie steps from the shadows, he knows they have the blade and insists on its return, but Jack plants his feet and refuses. They exchange firepower, Wylie generating his from nothing but air, and Jack wielding the sword as though he were born with it. Linda shows up just in time, however, and they all manage to escape reasonable intact.



Chapter Five: The Warrior Heir and Chapter Six: Dangerous Games

Chapter Five: The Warrior Heir and Chapter Six: Dangerous Games Summary

Once Jack tells Linda everything that happened at the cemetery, she lets him rest. The sword is in its case at his feet, and his entire front is burned but for the portion behind the vest. In the morning, Will and Fitch are like normal, and it is almost four in the afternoon when they drop Fitch and Will at home. Linda takes Jack to a coffeehouse and tells him about the history of the Downey and Hale families. She explains that at one time Britain was heavily populated with the magical guilds or 'Weir' as they were known. Their ancestors include wizards, sorcerers, soothsayers, enchanters, and warriors. Jack learns they are both heirs. She an enchanter and he is a warrior, one of the Weirind. She describes the battles for supremacy and that his parents are both Anaweir who are unaware of what she is telling him. She tells him about Longbranch's involvement, and who Nick really is and who Wylie is with her hopes that they have given him the slip. It is time to start training which is why they have picked up the sword and that she has arranged for a wizard to train him. She gives him three bottles of medicine to replace what he had been taking and gives him an envelope that has instructions for his new trainer. When he gets home he opens it to find it is Leander Hastings.

The next morning he starts his new medication, and dons Mercedes's vest. He has no idea how to initiate training. Jack, Will and Fitch are all chosen for the soccer team, but Garrett isn't. Jack has more energy than ever and is a stand out on the field. He wonders how he will hide his new strengths when Leander tells him that he can help him. They arrange to begin meeting on Wednesday afternoons. At the same time, servants of the White Rose pass out drinks and canapes as Longbranch receives her guests. She manages to separate one of Wylie's apprentices from the group and spends the night wringing information from him. She contemplates the thought that it might be time to claim her warrior and stop suppressing his gift. Nick gives Jack his Weirbook, created when he was born. The family tree and their gifts are indicated in the back. He reads through half the night, and is tired in school the next day. After school, Ellen, Will and Jack go to Corcoran's where Ellen and Leesha square off briefly. Though Ellen wins that round, Leesha assures her she'll pay for it. Ellen seems unconcerned.

Chapter Five: The Warrior Heir and Chapter Six: Dangerous Games Analysis

Linda's calm demeanor and take charge attitude keeps them calm as well. She gives Will and Fitch tasks to keep them too busy to think about what they'd just survived, and



her voice acts like a salve, soothing them and relaxing them, and taking the edge off the terror they felt just moments earlier. Jack is able to hear the sorcery in her voice clearly now. Jack can hear Wylie's voice in his head, telling him she is just an enchanter, using him to get Shadowslayer, while a second voice reminds him that she told him it was his. He reaches into his bag and finds his medication, but to his relief, Linda tells him he doesn't need it anymore. They drop off Will and Fitch, and then Linda takes Jack for coffee where she begins to explain who he is. She admits that his powers have been dampened by the medication he has taken for years, keeping them from manifesting. It is the first time Jack realizes that Longbranch is also in on this. She explains how his lack of crystal at birth almost killed him, and how a substitute was implanted by Longbranch, but that he was supposed to have been a wizard, not a warrior. Jack isn't sure where that leaves him, and neither is Linda. Jack feels as though he has to drag every snippet of information from her. She tells him about Nick and how power is wielded by wizards, sorcerers or enchanters. The vest, she explains, helps to hide his stone from others. Mercedes is a sorcerer, she tells him. Jack thinks about his neighbors and Linda tells him who they really are. Blaise is a soothsayer, Iris a wizard, and that they all share the same ancient bloodlines.

On the soccer field the next afternoon, Jack is filled with energy and sees with greater clarity. His coach is thrilled but Jack is beginning to appreciate how hard it will be to keep his abilities hidden. Now that he is off Longbranch's medicine, he can feel supernatural vibrations at work and scans the crowd nervously. Leander appears and offers to help him gain control of his strengths, and they arrange a time to meet regularly, but afterward Jack remembers Linda's warnings to trust no one. Jessamine's guests arrive mainly by water, honoring a memory of a more elegant time. When Wylie arrives, Longbranch is surprised to learn that Simon Paige, the Red Rose's Master of the Warriors will not attend her gala and wonders if it is time to claim Jack. Jack is finally given his Weirbook by Nick and spends half the night reading it. He is tired the next day, and even Ellen comments. They go out to Corcoran's after school where Leesha confronts her. Leesha leaves angry and covered in fudge topping.



Chapter Seven: Beginner Warring and Chapter Eight: The Apprentice

Chapter Seven: Beginner Warring and Chapter Eight: The Apprentice Summary

Jack and Hastings begin his training the next day. He begins by asking Jack to use his gifts to complete a simple task and when he is unable, Hastings tries another strategy, fencing with Jack until Jack begins to get agitated and his powers reveal themselves. Then he turn him to the mirror after illuminating him with a gold dust to show the star he is standing in, and tells him to shut it down. His aim is to teach Jack how to use this energy without the need for provocation first. Jack practices calling up the power and shutting it down. Hastings tells him that with the proper training, he would be impressive.

Jack and Hastings continue to practice and Jack begins to master two handed play. Hastings also has him reading about Weir tournament warfare and the rules involved. Jack doesn't understand why it hasn't been updated, and why everything seems to favor wizards. Hastings, as usual, is not overly forthcoming. Lately, his time spent with Nick is all about training as well, but with Nick, wizardry is the topic of his lessons. Nick seems to have new books for him weekly. Jack is beginning to balk and tells Nick he doesn't see the need for so much training as there appears to be no threat. Nick finally tells him about the Game and how it directly affects him. Jack is surprised to learn that he is the only warrior that Nick is aware of. Nick gives Jack a mirror that had been a gift to Jack when he was a baby from Blaise. The mirror shows the truth - past, present, and sometimes future. Jack looks into it and sees a man attacking his mother to find out where his is, and flings it across the room. Nick assures him that it was more likely an ancestor. His dreams are increasingly violent and disturbing as well. His body begins to change, no longer suppressed, and he begins wearing baggy flannel shirts to hide it. Soccer and his social life seem to be improving as well. Will tells Jack that Ellen is crazy about him, and that he and Fitch are beginning to wonder about him. They don't understand why he won't let them help him.

Chapter Seven: Beginner Warring and Chapter Eight: The Apprentice Analysis

The following day, Jack learns that Hastings took his post at Trinity High School specifically to train him. Jack wonders if Linda exerted her special influence. Hastings uses a fencing room in a health club to begin training Jack. He starts by seeing if Jack has any control over his power, and discovers quickly that without provocation, Jack is unable to manifest his strengths. Hastings works with him, showing him by using gold



dust when his powers are enabled, and having him consciously shut them down. Hastings knows that Jack could be formidable.

They continue to practice and Jack becomes adept at two handed conflict. He is improving rapidly, but many of his questions to Hastings still go unanswered. In fact, Jack is lonely. He hasn't heard from Aunt Linda since their trip to Coal Grove, and even his relationship with Nick seems to have changed. Many days he goes from practicing warrior games to wizardry lessons without break in between. Lately, he is always hungry. He and Nick are working through his Weirbook one chapter at a time. When Jack realizes that he is the only warrior that Nick knows of, he becomes agitated. Slowly, he sees with clarity why he has suddenly become so important and doesn't like it. At first he accuses Nick and the others of hanging around because of his value, but Nick soon sets him straight, letting him know that his importance goes much deeper. Jack's whole life is changing. He can't walk down the street without considering his neighbor's vested interest in him. He has little social life and never goes out with his friends anymore. Will and Fitch confront him in Corcoran's one night, asking if they can help, but Jack declines, not wanting to involve them any more than Linda already had.



Chapter Nine: The Bout and Chapter Ten: The Street Fight

Chapter Nine: The Bout and Chapter Ten: The Street Fight Summary

Before the next session with Hastings, Jack goes home to retrieve the sword and scabbard. They hike into Perry Park where Hastings pounds nine stakes into the ground to mark the boundary of the area they will use, and when he adds a simple incantation, the area outside of the stakes blurs and recedes. He steps out of the boundary, telling Jack he can no longer serve as his opponent when the sword is being used. The first opponent that Hastings conjures up for him manages to behead him and Hastings comments how it isn't the best start. The rules as Hastings has established won't allow Jack to actually die, and before he can catch his breath, another opponent arrives, this time on horseback wearing a tunic of chain mail. Jack manages to get the upper hand in this bout, but refuses to finish the knight in front of him, who then vanishes with a surprised look on his face. At the end of this training session, Jack's record is six wins and four losses. After that day, they practiced at least twice a week. His win record continues to improve, and at times Hastings sends him two or three at a time. At the end of the school year, several things happen at once that change the tone of his life.

Jack scores the winning goal at the district championship game. He blows off the after party at Leesha's to go out with Ellen instead, preferring to walk her home instead. On the way there, he discovers that Will and Fitch are also going to England for the summer with the Chaucerian Society but that Ellen will be gone to summer camp and afterward may not be returning. As they are talking, Garrett and two of his friends intercept them. Garrett challenges Jack but is too drunk to be any kind of threat. He remembers a confusion charm, and when all three gang up on him, he utters the words. For a minute, it appears like the charm will work, but then Harkness calls him back, reminding him of his earlier intentions. He manages to hit Jack in the face, and then rage and instinct take over. If not for Ellen, it is likely that Jack would have killed Lobeck. Thankfully, it appears as though no one else has noticed. He walks her home, ashamed of his response, and she surprises him when she kisses his cheek before saying goodnight. He gets home to find his next surprise. Aunt Linda opens the door. They surprise each other - Jack with his swelling face, and Linda with her surprise party for the championship winner. Becka tells her it's lucky she caught them before they left for England, and Jack has the feeling that something about their trip is bothering Linda.



Chapter Nine: The Bout and Chapter Ten: The Street Fight Analysis

Jack isn't alone in the circle for long. A large man in a tunic appears carrying an axe and a sword. He sees Jack and begins hurling insults at him. Jack asks if he is real, and though Hastings doesn't answer, Jack knows he is soon enough. They battle, but Jack is still trying to wrap his mind around what is going on, and by the time he does, his opponent has cut off his head. The rules of the game that Hastings has laid out do not allow him to die, and he soon faces the next opponent. Jack manages to best him, but refuses to kill him, and he vanishes, surprised. Hastings doesn't understand why Jack is hesitant. He explains that the warriors he is fighting are already dead, but that doesn't change how Jack feels about it. When Hastings asks him what he will do when someone really tries to kill him, he agrees to kill them first. While he is training with Hastings, Ellen is increasing the intensity of the team clinics she holds. She and Hastings were beginning to appear like competing assistant coaches.

When Ellen tells Jack that not only will she be at camp all summer, but that her father's job will soon change again and it appears that she won't be back in the fall. The news is a blow to Jack, even though she tells him that Will and Fitch will be going to England as well with the Chaucerian Society. As Jack is walking her home, they are intercepted by Garrett and two friends. They had obviously been drinking, and still were. Now, Garrett was determined to have it out with Jack, feeling bold with two friends beside him. Jack tries to diffuse the situation, but Garrett just won't let it go. He even uses a confusion spell which works fine until Harkness reminds him of his original intent. When Garrett lands a painful blow to Jack's face, all reason and restraint departs. For a brief moment, he loses his temper and Ellen steps in before Jack finishes Lobeck off permanently. It takes a few moments for him to dial back the power he unleashed, and Ellen appears frightened for a moment, but he assures her that he is fine now, and walks her the rest of the way home, kicking himself for revealing so much in front of so many witnesses. He is fairly sure that he can deflect Garrett and his friends because of the alcohol involved, but Ellen was sober and there is no explaining logically to her. Morose, he knows that his plans to kiss her have evaporated, but to his surprise, when they say goodbye at her door, she leans in and kisses him on the cheek. When he gets home, Aunt Linda opens the door surprising them both - Jack for the unexpected visit and Linda for the swelling that has already begun. Both Linda and Becka question his condition, and Becka is even poised to call Garrett's father, but Jack manages to convince her otherwise. As they try to regain the party atmosphere, Becka mentions that had Linda come a bit later in the week, she would have missed them, reminding her that they were headed to England for the summer. Linda looks disturbed by this reminder, but says nothing.



Chapter Eleven: Under Siege

Chapter Eleven: Under Siege Summary

Will picks Jack up for their school trip to the amusement park. After lunch they all get slushies and then Will suggests Thunder Mountain. Ellen suggests they leave their unfinished slushies by the lagoon. After the ride, Ellen grabs Jack's drink, pretending to throw it on him. He deflects it into the pond, and the fish begin to die. He grabs what remains and puts it in his day pack, offering to buy them all lemonade instead. Later, Nick checks the drink to find it contains a nerve poison. Linda and Nick discuss Jack's wizardry skills, and his training with Leander. She suggests Jack begin taking Weirsbane again before seeing Longbranch. For the first time, Jack refuses and she concedes. The next morning Linda drives Will and Jack to school. She gives Will her cell number in case anything unusual occurs. Principal Penworthy comes for Jack during class. He looks nervous. Will follows them to Penworthy's office discretely. Two men are there waiting, claiming to be Narcotics officers. Brad Hansford and Mike Sowicky tell Jack they've found drugs in his locker and will take him in for questioning. In the back of Jack's mind, a soothing voice tells him to go to the station and everything will be fine. He suddenly realizes they are wizards and stands up, announcing he is going to be sick. Jack stumbles and lands in Will's lap, whispering he is in trouble - find Hastings. Confused, Will does as Jack asks, but can't find him. He runs into Fitch who helps with the search while Will calls Linda. Will is again told to find Hastings. The two wizards take Jack to the washroom where he makes retching sounds in the stall, trying to think. As he comes out of the stall, Sowicky pins him and Hansford recites a charm of immobilization. Time slows to a crawl. They bind his hands and Hansford confirms the presence of a crystal. When Leesha comes in, he tries to warn her, and is stunned to here her admit she is a wizard hired by Longbranch. He tries to delay their departure, encouraging Leesha to brag about how stupid he had been. When they return his strength so that he can walk out with them, he fights them instead. They gain control again but before they get outside, Linda and Becka arrive. Jack tells them the men aren't police but he has to leave with them. Linda even offers herself instead, but Hansford wants nothing to do with an enchanter. Outside, Jack hears someone tell him to get down, and he dives while Hansford dies above. Sowicky goes flying shortly after, hitting a car in the parking lot. Hastings sends the bodies fifty feet beneath the surface, and then tells Jack to be quiet and let him deal with the rest which he does. The week of exams concludes as they get ready to go. Jack packs Shadowslayer, placing a charm over it to keep it from discovery. Then he looks again into the mirror from Blaise, deciding to take it with him as well. Nick is two weeks behind, and is unenthusiastic, telling Jack that he will soon see how noisy it is over there. They have a dinner to say farewell and Jack sees Ellen one last time before leaving.



Chapter Eleven: Under Siege Analysis

When Will sees Jack's face the next morning, he volunteers to teach Lobeck a lesson, but Jack diffuses his friend. He fields a couple of more questions before it seems as though the incident is over and they settle down to having fun. Ellen joins them, and is distant at first, but after a little while begins teasing Jack and regaining her sense of humor. She tries to toss his slushie at him and Jack deflects it into the water where carp immediately begin dying. He manages to secrete the cup and remainder of its contents, and later Nick reveals the nerve poison it contained. Both Nick and Linda agree that his secret is out and someone connected to the Roses is trying to take him out. Jack can't help but become irritated as Linda questions the progress of his training, and how he feels about Leander in general. Linda admits she'd rather he didn't go to England as Longbranch would see him as he is now. Finally Linda begins to reveal some of the truth. She tells him about their family line, and how they intermarried with Anaweir producing offspring that did not always have gifts. As they are officially unaffiliated, the Roses began to track them down. They preferred to steal children and raise them for the Game if they could. When she begins to talk about the rules, Jack pulls out the book Hastings gave him - *The Rules of Engagement* - and Linda recoils. She is adamant that he will not be fighting. The more Jack learns, the less safe he feels in Trinity, or anywhere. Jack gets a personal taste of being sought after when two men claiming to be detectives come to his school. Thankfully, Hastings helps him to deal with them, and Leesha, who orchestrated the attempt, disappears. The rest of exam week is like living in prison. He can't spend time with those he wants to because to do so would put them in danger. His lessons with Nick focus on defensive options, and Linda convinces Becka to leave for England a week ahead of schedule. Before leaving, Will, Fitch and Ellen join Nick, Becka, Linda and Jack for supper. Finally, Ellen said goodnight and Jack walks her out, taking her in his arms, and kissing her properly for the first time, and enjoying her presence. He promises to email her when they get to London and she tells him to be careful.



Chapter Twelve: A Visit With Dr. Longbranch

Chapter Twelve: A Visit With Dr. Longbranch Summary

Arriving in England, Becca is full of tourist plans. At Westminster Abbey, Jack is peppered by voices and spirits from the grave telling him to beware and Stonehenge is another place where Jack gets little chance to just be a tourist. Linda and Jack visit Dr. Longbranch on their last day in London. She does a more thorough exam than usual, and asks him when he stopped taking his medication. She starts an immobilization charm and Jack quietly murmurs a counter charm, trying to look as still and immobile as possible afterward. Longbranch tells Linda that a tournament has been called for Midsummer's Day by the Red Rose. Longbranch treats him as though he were her dog, even suggesting that if he survive the tournament, perhaps they will attempt a breeding program. Jessamine tells Linda that their cover story will be that Jack is depressed and either jumped or slipped into the Thames. Sadly, his body will never be recovered, but it will be up to Linda to convince Becca of its authenticity. Jack uses his first opportunity to subdue Longbranch, and with Linda, they make a run for it, heading to the river. He steps in front of a blast meant for Linda unintentionally saving her, and they hurry through the crowds. The two wizards following them obviously have instructions not to harm Jack. Jack suggests the Westminster Abbey, and Linda agrees, heading into the smaller church in front of the Abbey. Jack is hit on the way in, and Linda tells him that without treatment by a skilled wizard, he will die. He tries to soothe it himself without success while Linda makes phone calls seeking help. Half a dozen warriors materialize and encircle him, disappointed to hear that he's left his blade behind. Jessamine appears and warns Jack that unless he comes outside, he will be dead by morning. Hastings is sixty miles away, and Jack tries to hold on. When he finally arrives, even he has difficulty healing Jack, but he manages, and then asks Linda to stay behind and distract the wizards outside, even to convince them he is dead if possible, while Hastings and Jack use another exit to escape. Later, after convincing Longbranch that Jack died, Linda takes over Hastings' duties with the Chaucerian Society. She wonders whether Hastings has taken Jack to his home in Cumbria and is still unable to reach Becca. Will and Fitch approach her at the end of the day, and insist on being told what is going on, so she explains the truth to them. Reluctantly, they believe her, and Fitch asks about the Weirs stone, thinking about the scar on Susannah's chest. He tells Linda that he suspects someone took her stone, killing her and the official story was a cover-up. Linda realizes that she may have made a mistake.

Chapter Twelve: A Visit With Dr. Longbranch Analysis

Arriving in England, Jack has an overwhelming feeling of homecoming. A disconcerting number of voices welcome him from beyond the grave and he begins to grasp what Nick meant by 'noise'. He and Becca spend a few days acting as tourists, and Jack



soon realizes that near graveyards or sites of former conflict, the cacophony is sometimes almost unbearable. On their final day, Linda takes Jack to Longbranch who immediately claims her right to him, even trying an immobilization charm which Jack easily deflects and as soon as an opening presents itself, he and Linda make their escape. Longbranch had informed them that a tournament had been called by the Red Rose, and as a result, Jack's life just became more valuable, and more of a threat at the same time. They are pursued by two of Jessamine's men and take refuge in St. Margaret's church in front of Westminster Abbey. On the way in the door, Jack is hit by a wizard's graffe and Linda explains what will happen without treatment, succumbing to tears. Hastings arrives just in time to heal Jack, and the effort takes its toll on him. He and Jack use a side exit to escape, leaving Linda to convince the other side that Jack is dead and all hope is lost. She manages to do so, and then takes over Hastings' duties with the Chaucerian Society. Will and Fitch are not thrilled by her presence, sensing that Jack is in much greater trouble than anyone is willing to tell them. They push her for information and realizing that they will not be easily dissuaded, she finally sits them down and tells them everything. At first, they are skeptical, but remembering the incident that occurred when they retrieved the sword lends credulity to Linda's story. Fitch asks some pointed questions about the Weirstone Jack has and whether it can be stolen, drawing Linda's attention to the story surrounding Susannah's death. The scar on her chest makes Linda pale, and she realizes with some distress that she may have put Jack in harm's way by sending him with Hastings.



Chapter Thirteen: Cumbria

Chapter Thirteen: Cumbria Summary

When Jack wakes, after several brief attempts at consciousness, he is in unfamiliar surroundings, and his sword and Blaise's mirror are nearby. He wonders how they got there. Becka comes in with a tray and Jack is as overjoyed to see her as she is to see that he is improving. He learns they are in Leander's house and have been for three days. Hastings comes in the room and expresses pleasure that Jack has regained consciousness. Jack sends Becka downstairs to get him a book or two from the library so that he can have a private conversation with Hastings. Finally, Hastings admits that Longbranch is not the only one who wants him to fight in the tournament. He admits to having lied to both him and Linda, and reminds Jack that he is worth a fortune to both sides. His life will never be his own again. Hastings uses Becka as leverage, and Jack tries to keep his anger in check. Jack asks Hastings what happens if he participates in the tournament and wins and soon realizes that the best he can do is limit the degree of damage his family and friends will suffer. Since the Red Rose already has a champion, Jack assumes he will be playing for the White Rose, but Hastings sets him straight. He intends to sponsor Jack as an independent.

Chapter Thirteen: Cumbria Analysis

When Jack first wakes in Cumbria, he has no idea where he is or how he got there. His mind is filled with flashbacks and snippets of memories that he is unable to put together into a coherent picture. He looks around and is surprised to see his sword and mirror are also with him, considering the protection charm he had placed on them. Becka comes in and Jack is happy and dismayed to see her, having hoped that he could keep her shielded from the dangers involved in their trip to England. She has few questions for Jack, seemingly able to accept the situation without much explanation. When Hastings comes into the room, Jack asks his mother to get him some books from the library so that they can talk privately. Then he learns the truth that he has already begun to suspect. Hastings is not the friend and ally that he represented himself to be to Linda and to him. In fact, it is Hastings intention to enter Jack in the tournament himself as an independent. When Jack refuses, he reminds Jack that Becka is an innocent, but can be used as leverage, as can his friends, Linda and anyone else he loves. Jack is just beginning to realize that no matter what the outcome of the tournament is, if he participates, and manages to win, he still won't ever enjoy a normal life again. There will always be someone in pursuit, looking to recruit or eliminate him and willing to use anyone that he knows to accomplish that task.



Chapter Fourteen: When Lovers Meet

Chapter Fourteen: When Lovers Meet Summary

Jack's training resumes almost immediately, his focus now on offense rather than defense. He fights in several bouts one day before meeting Jeremiah Brooks. He stops him before the bout begins, asking him about himself and his history with the tournament. Jeremiah is understandably nervous, and just wants to get on with the bout, but now their conversation has caught Hastings' attention. He has them kneel face to face, and putting his hand on both of their heads, he gives Jack the gift of all of Jeremiah's knowledge. When Jack recovers from the transfer, Jeremiah is gone. Jack wins the next ten bouts. Hastings and Becka take long walks after dinner most evenings, and Jack uses the time to read books from the glass case protected by a locking charm that he easily disables. He hears a noise and going downstairs he discovers Linda. She tries to get him to leave, even though Becka is still there and as Linda is promising she'll return for her, Becka and Hastings return from their walk. Linda wants to take Jack and Becka back to Oxford, but Hastings refuses. When Linda tells Jack that Hastings was the one who killed Susannah, he can't wrap his mind around the time involved. Hastings tells him that wizards have long lifespans and memories to match and the bickering continues until Jack finally calls for quiet. Hastings reveals his plan to play Jack in the tournament, win, and thereby gain control of the council and the artifacts. Once he has managed that, there will be no more tournaments. Jack admits that after only a few months of this lifestyle, he has had enough and he has no desire to have this for the rest of his life. Jack is calm as he tells Hastings to send Linda and Becka away. They plant the cover story that he and Leander are going camping, and though Linda resists at first, Jack manages to convince her. To Jack, for the first time Hastings seems vulnerable. With Linda and Becka gone, it is even more clear to Jack that this destiny was written a long time ago.

Chapter Fourteen: When Lovers Meet Analysis

Jack begins training immediately and it is a relief for him to get back into a familiar regiment, where he seems to have at least a limited amount of control over the outcome. One day, after several battles, he stops a warrior before their bout and questions him about his history. Jeremiah Brooks gives him a brief rundown, and before they can get back to the bout, Hastings comes up with a better idea. He puts the two warriors face to face on their knees and touching them both on the head, he transfers the knowledge of Jeremiah's former bouts to Jack. Along with that, Jack finds that he suddenly knows how to throw an axe, use more colorful language, and has a more intimate view of what the Game actually is. When Linda finally catches up with Hastings, she finds Jack there by himself, and does all she can to convince him to leave, but Jack refuses to go while his mother is still there with Hastings. Before they can sort it out, Hastings returns. Linda is angry, and sorry that she trusted him, but Hastings informs her that there truly never was a choice. Once Longbranch and Wylie became aware of



Jack, it was inevitable that he would be part of the Game. The only question remaining was who he would represent. Linda believes there is more to it, knowing the history between Leander and Wylie, and after accusing him of embracing the system that killed his sister, she throws her wine in his face. Linda tells Jack that Hastings was the man who murdered his great grandmother. The bickering goes back and forth - Linda, angry with Hastings for what she believes is his personal vendetta which now involves Jack, and Hastings, who can't believe that Linda of all people doesn't understand that with Longbranch and Wylie alive, Jack would not be safe anywhere. The only hope Jack has is to be entered into the tournament and as of then becoming protected by the rules of engagement until the match itself. Finally, Jack can't take listening to it anymore, and he calls for both of them to be quiet. Finally, with wisdom and maturity, he tells them that he sees no alternative path save for the one he is on. He tells Hastings that he will participate providing that the women are sent home and Hastings agrees. The future, it seems to Jack, had been written long ago and he had no choice but to play his part in it.



Chapter Fifteen: Raven's Ghyll

Chapter Fifteen: Raven's Ghyll Summary

Hastings sets a punishing pace as they climb the Fells beside Ravenshead. Keeping it to the left, they climb through the ravine until they reach the water gate to Raven's Ghyll and back entrance to the site of the tournament. Flattened against the cliff, they slide past the falls until they are in the chamber that lies behind them. They continue to climb the narrow path and after thirty minutes of steady climbing, they are looking down on Raven's Ghyll. Hastings provides them both with cloaks and pulls out an oval, gray stone with ruins on it and tells Jack to put it on as well. After a few words in Latin, Hastings vanishes. Jack calls out to him before realizing that they are both invisible. The area is protected by a wizard's barrier, but Hastings recites a charm and they gain entry and they make their way to the structure that they will stay in. Jack takes a shower and finds new clothes left in place of the ones he took off. He dresses in white canvas pants and shirt and a long, navy blue tunic with a silver dragon rampart. Hastings wears a short cloak in the same blue fastened with a dragon clasp in silver on one shoulder. They put their cloaks back on, and Hastings takes Jack's Weirbook along. He explains who the major players are as they near. The warrior for the White Rose is accepted. Jessamine Longbranch reluctantly admits that the White Rose has no contestant. Then Hastings announces his challenge and he creates quite a stir when he is recognized. Wylie argues that Hastings can't sponsor Jack as he is not affiliated with either of the Roses, and the house he represents is the Silver Dragon. When Hastings starts to read Jack's lineage out loud, Jessamine explodes from her seat, insisting Jack is dead. Jack is approved and the crowd is ecstatic. Jack can feel the strength of the wizardry behind him as he sheds his cloak and steps forward. Jessamine insists she owns Jack, and as such, he should be returned to her immediately. D'Orsay asks Wylie to produce his candidate and the warrior for the Red Rose approaches. The candidate is verified and turns to reveal Ellen Stephenson who says hello to Jack.

Chapter Fifteen: Raven's Ghyll Analysis

Since there is always risk of ambush before they get to Raven's Ghyll, as the rules of engagement do not yet apply, Hastings chooses to bring Jack in the back way through the water gate. The area reminds Jack of what a gypsy encampment might look like, with tents, trailers, and pennants. Voices of the dead warn him to leave as this is where blood is spilled. They make their way to the structure they will stay in - one of the permanent on the site - and Jack showers, removing the grime of their travels. When he emerges, a new set of clothes await him. He puts them on, noting with some satisfaction that the fit is perfect. Hastings takes Jack's Weirbook and cloaked once more, they head to the council to register Jack for the tournament. Once the lineage of the Red Rose's candidate has been established and approved, D'Orsay asks if there are any opponents but Longbranch has to reluctantly admit that the White Rose has no candidate at this time. In a clear voice, Hastings submits his candidate. Wylie is



shocked to see him, and dispenses his warriors immediately, citing unfinished business with Hastings, but risks forfeit by proceeding, so he calls them off. The next one to object is Longbranch who jumps to her feet when Hastings begins reading the bloodline of his champion for approval, and she realizes it is Jack. She tells D'Orsay that Jack was taken from her using trickery but her objections will not be addressed at that time. She is invited to lodge a complaint against Hastings. Meanwhile, Jack's crystal and lineage are verified and accepted. D'Orsay asks Wylie to present his Warrior for verification, and this time it is Jack's turn to be surprised. The Warrior who is presented on behalf of the Red Rose is none other than Ellen.



Chapter Sixteen: A Summons To Court

Chapter Sixteen: A Summons To Court Summary

Jack tries to express his reluctance to fight Ellen over dinner later, but Hastings reminds him that Ellen is a Warrior and will take any chance she can to kill him. Two suits are filed. One suit is filed by Longbranch claiming ownership of Jack and the other by Linda claiming Jack isn't a Warrior at all. Fitch and Will are still in England as well, and while waiting for a train to Edinburgh Fitch insists on going up to the citadel. Will is left to find something to eat. Fitch sees Leesha who quickly immobilizes him, and tells him she will be back with Will shortly. Jack and Hastings go to the hearing the following morning. On their way, Simon Paige introduces himself to Jack as Ellen's trainer. Jack sees Linda and several of his neighbors but there is no sign of Ellen yet. First, the council asks Linda to explain the reason for her suit. She explains how Jack came to have a Warrior's stone instead of a Wizard's stone and insists his own Weirbook identifies him as a Wizard. When asked, Hastings admits it is true. Still, the council rules that the Weirstone Jack now has trumps all other claims, and as such, he is considered to be a Warrior. As they are about to rule on the issue of ownership, Leander offers an additional incentive. If Jack wins, Hastings would claim all rights to the Cup and Master of Council. If he loses, Hastings offers himself up, submitting to any justice the council might deem appropriate for his crimes in the past - after the game and outside the rules of engagement. Hastings is granted right of ownership and the meeting ends. Jack apologizes to Will and Fitch for involving them and Hastings suggests that they go back to the cottage with him and Jack. The crowd seems happy with the verdict, and celebrating has already begun. Will has as much trouble accepting that Ellen is Jack's competitor as Jack does. Hastings tries to find Will and Fitch an escort to take them to safety, but no one is willing to leave until after the tournament, but neither is willing to leave Jack behind anyway. Jack tries to make them promise not to attend the tournament itself, but gets no cooperation from them. Jack and Hastings spend the remainder of the day preparing and then they all attend the banquet that night. Thirty-five courses are served and Jack tries to get Ellen's attention without success. Afterward, he puts the *dyrne sefa* around his neck and slips out the window, asking his friends to keep Hastings from knowing he is gone. Then he disappears and no one notices as he works his way through the castle searching for Ellen. Paige and Wylie stand right next to him at one point, but thankfully neither seems aware of his presence. When Paige goes into Ellen's room, Jack follows behind him. He listens to the last minute discussion and instructions, and when Paige leaves, he dissolves the charm that keeps him invisible and secures the door. Ellen is nervous and Jack explains that he simply has a few questions and then he'll leave. Ellen admits that she came to Trinity to find out who he was and kill or capture him for the Red Rose. As far back as she can remember, Paige has been her trainer and coach. She tells him that Paige and Wylie had hoped to capture Jack and use him in a breeding program with Ellen. She admits that despite numerous chances, she simply wasn't able to kill him. Jack admits that he doesn't want to kill her, but Ellen implies that is a bit presumptuous. He dissolves the lock and leaves as quietly as he arrived.



Chapter Sixteen: A Summons To Court Analysis

The suits are filed almost immediately, and by the time Jack and Hastings have eaten, they are served with a summons to appear the following morning. Meanwhile, Leesha uses her skills to ensnare first Fitch and then Will, claiming they will soon see Jack. In the morning, Jack and Hastings join the council and Linda is the first to explain her suit. She tells them about Longbranch's deception in the early days of Jack's life. She asks them to consider the long term consequences of Longbranch's actions. Longbranch then has Leesha present Will and Fitch who have no choice but to admit that to their knowledge, Longbranch saved Jack's life. Longbranch accuses Linda of ignoring her role and behaving inappropriately. She suggests that Linda needs a guarantor who would provide her with some discipline. Several males appear ready to step forward but Iris stands up for her, and Jack realizes then why she and Blaise are there. When Hastings offers himself up as extra incentive, the judges opt to leave things the way they are, and grant him ownership of Jack. They all go back to the house, including Will and Fitch for their safekeeping and discuss the events that have them all together. Jack likes Will's hypothesis that perhaps the Ellen they saw was actually just someone else projected to look like Ellen so it would be more difficult for him to fight. Jack is grateful that Hastings kept Will and Fitch from remaining as hostages. Will isn't as impressed, or calm. He wants the four of them to find a way to slip out of the tournament beforehand so that neither Will nor Ellen has to die. Jack is just beginning to understand how expendable they all are like pieces on a game board that someone else is playing. As Jack and Hastings walk the field in preparation, Jack remembers Brooks's experiences on the field as though they are his own. That night all attend the banquet, Hastings telling Will and Fitch that they may as well experience as much of the pageantry as they can. Both Will and Fitch agree that Ellen looked dangerous, unfamiliar and cold at the banquet. Afterward, Jack uses the invisibility stone to sneak inside the castle, seeking Ellen for himself. After a close call, he follows Paige into Ellen's room and listens as he gives her last minute instructions to take her time bleeding Jack to involve the crowd. Ellen looks distinctly uncomfortable, but promises she won't disappoint him. When Jack reveals himself, she is fearful at first, but then tells him why she was in Trinity - to capture or kill him. She says that since there was no direct evidence, she convinced herself that he wasn't the one, and she was enjoying her life there, having never lived anywhere longer than nine months previous to Trinity. He talks to her until he understands the events and her role in them, and then slips out quietly after telling her that he has no desire to kill her.



Chapter Seventeen: The Game

Chapter Seventeen: The Game Summary

In the morning, Jack confirms it is really Ellen who will be his opponent and it is almost a relief when it is time to go. He locks Will and Fitch in, promising to see them in a while. Jack talks to Linda and the others and then notices Nick. He embraces him, and tells him he agrees - it is much too noisy in England. Ellen arrives alone, and they both stand, listening to the rules. The contest begins. Every thirty minutes, they break for five, and Hastings coaches Jack. At times, he has the advantage, but allows her to regroup before continuing, and the crowd boos. Ellen wounds his right arm and it is all Jack can do to hold his sword. When he has trouble stopping her, he throws out a charm and she all but bounces off the barrier. Wylie calls a point of order, insisting Hastings is interfering, but Hastings is as surprised as the rest are. D'Orsay reminds the audience of the rules and dissolves the charm. The next time she lunges, getting the advantage over him, he turns her sword into a spray of gladiolas and Ellen understands that it is him. Wylie insists he should have to forfeit, but the rules don't cover this eventuality. D'Orsay is unhappy, and insists they will simply have to change the rules. He amends them to include no wizardry be used by anyone, and restores Ellen's sword. She does her best to kill Jack, backing him up until he topples into one of the small stream beds, catching and breaking his ankle. From his position on the ground, he can't see the crowd, or they him. Ellen tells him to get up, instead of finishing him and he tells her to go ahead and claim her payoff. The ankle is already swelling and tears stream down her face as she tells him she can't kill him. She splints his leg, gives him a drug to reduce the pain, and helps him up. They approach the judges. Ellen looks at D'Orsay and tells him it is a draw and there is no winner. D'Orsay tells them that they both forfeit their lives. Hastings intervenes enclosing Jack and Ellen in a protective charm. Mercedes, Blaise, Iris, Linda and Nick surround them in a tight circle throwing up barriers to counter the council as quickly as they remove them. Lightning begins and the rain comes down hard. Spectators flee as the ground beneath them shakes. A fissure opens and an army pours out - warriors from time gone by. In the cottage, Will and Fitch can hear the crowd panic. The walls separate and they squeeze out. The warriors begin to slaughter wizards and when a tournament judge is killed D'Orsay and the four who remain form a circle as well. Susannah steps forward and announces the tournament is over, saying hello to Jack while Carrie embraces Hastings. Hastings apologizes to Susannah, who then takes the rule book in her hand. She tells D'Orsay that he has awakened the dragon, and it is time for changes. She dictates the changes and Trinity is established as a sanctuary for all guilds. Lastly, the rules can only be changed by vote of majority in which all guilds are equally represented. All reluctantly vote in favor, without opposition. She turns and embraces Nick while Brooks and a small group approach Jack and Ellen, telling them that they are always available to spar. Then everything disappears in the mist. Hastings treats Jack's leg and arm. Ellen gets ready to leave, kissing Jack goodbye, but he, Will, Fitch and even Linda suggest that she return to Trinity where she can live in peace. After discussing it, Hastings offers to debrief her as she finishes the tour with the Chaucerian Society and she agrees.



Chapter Seventeen: The Game Analysis

Jack is at peace when he wakes the next morning. Everything he does has the feeling of ritual to it. Will paces the room and Fitch sits morosely - neither having slept much. He writes letters to his parents, and to everyone else he can think of. He tries to leave them with his friends who refuse to even touch them, let alone accept the possibility they represent. Jack tricks them, locking them in the bedroom before leaving. Linda, Mercedes, Blaise and Iris are all at the field waiting, Linda's eyes red rimmed. Nick joins them, and Jack feels the power of the love that surrounds him. Mercedes puts a chain around his neck with a silver bear amulet that she has been keeping for him since his birth. The fight begins and Ellen moves fluidly and gracefully. Jack feels clumsy next to her. She manages to draw blood, and the pain actually distracts Jack to such a degree that he is forced to use a barrier charm to regain his composure. Wylie accuses Hastings of interference, and D'Orsay dissolves it. From there, Ellen resorts to taunts and accusations which Jack ignores.

The Rules of Engagement have held them in bondage since 1532 when the covenant was written, including the end of the tournament system and equality between all guilds. Wizards can no longer call up the Warrior Dead at will such as the warrior dead, the galleries and trappings, the banners, and the buildings with the exception of the castle and the cottage. Even the chairs vanish, leaving Jack and Ellen on the ground.



Chapter Eighteen: Trinity

Chapter Eighteen: Trinity Summary

Ellen plays both forward and goalie for Trinity's soccer team. With Linda's help, who told Will's parents a story that no one really remembered about Ellen's parents having to move, Ellen found herself living in the room Will's sister had vacated for college. Will is happy with the situation, and Ellen is more than willing to earn her keep, raking leaves or doing other yard work. She joins the drama club, and signs up for basketball, but doesn't make many friends outside of them. Linda and Hastings spend a great deal of time together, having gotten past their differences, but Linda avoided any deeper involvement, keeping their relationship professional. Becka would invite Hastings for dinner when he was in town, and Jack would catch her looking at him strangely now and then, as though a memory wandered just beneath the surface of her consciousness. Nick continues as caretaker, and still devotes time to tutoring Jack. His lessons still include wizardry, but not exclusively, and not with the same intensity as before. Jack and Ellen sometimes become restless, and they meet at the meadow to work out behind the wizard's barrier Jack constructs. Sometimes, they even call up Brooks and his small warrior army and Ellen teaches Brooks that he should never underestimate a woman warrior. Despite the truce, and apparent peace, they are both Weirind and still sleep better with the security of their blades under their beds.

Chapter Eighteen: Trinity Analysis

Jack worries about Ellen, because of the kind of childhood she has had, but Ellen plays her cards close and resists efforts to talk about any of it and seems to be adjusting to life in Trinity again. Jack even still has nightmares about spells, ambushes and lies, but manages to convince Becka that he is in no need of therapy. Hastings spends a great deal of time with Ellen at first, debriefing her, and Ellen feels as though it helps. Linda and Leander seem to be friends, although she steadfastly refuses anything more, and Nick returns to his duties as caretaker and tutor. He is more relaxed, and unburdened than ever before, seeming to enjoy life more. He spends hours in coffee houses and taverns near the university, and takes long walks along the lake. Sometimes Jack joins him. They talk about the truce, and though Nick is still guarded about it, Jack can't help feeling optimistic. Jack and Ellen still miss the thrill and contest of the bouts now and then, and when those times come, they retreat to the meadow where Jack creates a wizard's barrier. Then they can safely spar or invite Brooks to join them, honing skills never far from the surface. They are and will always be Weirind or the heirs of the warrior's stone.



Characters

Jackson (Jack) Swift

Jack is a seventeen-year-old high school student at Trinity High School. He belongs to the jazz band and the soccer team. Jack isn't a normal high school student. His destiny was decided shortly after his birth when surgery was necessary to save his life. Jack was born to normal parents, but his lineage includes wizards, warriors, enchanters and soothsayers. Though until now Jack has been largely unaware of his importance, others have worked behind the scenes for years to ensure his anonymity and his safety. Now, as he comes of age, there are changes that he cannot ignore.

Jack was born a Wizard, but his birth is complicated. He is missing the Wizard's crystal that is needed to sustain his life. His Aunt, Linda Downey, arranges to have a crystal implanted in a surgical procedure, but Dr. Jessamine Longbranch has other ideas. She sees Jack as an opportunity to experiment, and implants a Warrior's crystal instead. While inconsequential as a child, now that Jack is reaching maturity, his gifts are beginning to assert themselves, and others are taking notice, despite the regular use of Weirsbane to dampen the power within. Jack slowly becomes aware of his difference, surprised to discover that most of his neighbors and lifetime friends have been complicit in keeping him safe and keeping his status a secret. He also soon learns that there is much more to him than he would ever have believed. Once he learns who he is, training begins in earnest. A premier Warrior is brought to town to hone his skills and when he isn't learning to fight, he is practicing other skills and discovering the benefits of Wizardry and spell craft.

Jack is sought after by both sides of an ongoing war of the Roses, each seeking to use him as a tool to gain supremacy over all guilds. To do so, he merely has to kill his opponent in a tournament of champions called the Game. Reluctantly, Jack agrees in order to keep his family and friends safe, but the plan unravels when he discovers his opponent is none other than the girl he was quickly losing his heart to. Together, they will be responsible for a truce of the ages.

Will Childers

Taller than Jack, Will is solidly built and could easily play varsity football. He and Jack are in the varsity jazz band together in which Will plays trumpet. They are also both on the soccer team together. Will, Fitch and Jack are close friends in the small town of Trinity, and have grown up together. When life begins to unravel for Jack, Will and Fitch are both by his side, helping him in any way they can. He is with Jack when Jack retrieves the Shadowslayer from behind his grandmother's gravestone, helping him to battle his way clear of those who would kidnap him and sell him to the highest bidder. He manages to absorb and accept the otherworldly status of his best friend and is fearless in the face of his enemies. Will and Fitch join the Chaucerian Society, and find



themselves in England for the summer at the same time as Jack is. They become pawns in the Game, kidnapped to exert pressure on Jack to perform for the other side. When that bid is unsuccessful, they remain at Raven's Ghyll to support Jack as he fights for his life and his freedom. More steadfast friends can not be found.

Harmon Fitch

Harmon, called Fitch by his friends, is perpetually late. He is the eldest of five children and likes to make a statement with his style of clothing, fond of stating that weird is good - strange is bad. Harmon, called Fitch by his friends, forms the third of the three musketeer-like friends that are comprised of himself, Jack and Will. He is loyal and dedicated to his friends, selflessly putting himself in harms way if necessary for either of them. Fitch joins the Chaucerian society with Will, and is also part of the soccer team with both Will and Jack. When fate conspires to have them all in England together over the summer, he is kidnapped along with Will in an effort to exert pressure on Jack and his status at the Game. He remains with Will at Raven's Ghyll while Jack battles for his life and for a better way of life for all the Guilds.

Linda Downey

Linda Downey is an Enchanter. She is also Jack's aunt. Linda has dark hair that is long and worn in a thick, woven braid. She is pretty, and moves with a fluid grace that seems almost careless. Her occupation is in real estate, but has always been somewhat mysterious. She claims to represent castles and large manor houses throughout Britain and the United Kingdom and always seems to have an abundance of both money and the time to spend it.

Linda devotes almost twenty years of her life to keeping Jack out of harm's way in Trinity, Ohio. She ensures that he is well protected, and when he reaches maturity, she makes sure that the proper training occurs. None of this is overly difficult for a woman who can bend others to her will simply by a whispered suggestion. She is one of the most skilled enchanters known, and is well respected among her peers. It is by her efforts that Jack is even alive, having arranged for a crystal to be implanted when Jack was born without his. She slowly helps Jack to understand his history, and his future, which had been written in the stars for centuries past. She helps him to locate and retrieve the Shadowlayer sword, often placing herself directly in harm's way in the process. Linda is the one who persuades Leander Hastings - a Warrior of incredible skill and reputation - to come to Trinity with the sole purpose of training Jack. When Jack is finally brought to Raven's Ghyll, a Warrior in his own right, Linda still tries to intervene and save him from the battle to come by challenging his status, but to no avail.



Becka Swift

Becka is Jack's mother, and she is an Anaweir, or person without gifts. She has a PhD in medieval literature, and a law degree, but neither helps her to master the household's economy. Jack took on the management of schedules, and finances at an early age.

Becka is awarded a fellowship at Oxford to do research in Middle English literature over the summer. She has no idea that her son is a Warrior, and that her placement in England was created as a cover to get Jack closer to his destiny. Becka is charmed by Leander Hastings, and as a result is oblivious to the degree of danger her son Jack is in. She knows nothing and as such, is little more than a pawn in the Game Jack will play for his life.

Ellen Stephenson

Ellen has straight, brown hair that hangs to her chin and that she tucks behind her ears. She has long legs and seldom wears makeup, or has the need for it. Her eyes beneath a fringe of lashes are gray and her nose is perfect but for a small bump that makes it appear as though it may have been broken at one time. Ellen is the warrior that Jack will have to fight at the tournament. He discovers that she was likely taken as a baby, and spent her entire life training with Simon Paige. She traveled the world, never staying in one place longer than a few months. Ellen speaks seven different languages and was born and raised to fight.

She has always been aware of her destiny, and trained for it all of her life. As such, she holds a distinct advantage in that area over Jack who is new to everything from his history to his abilities. She wields a blade with confidence and skill, coming into the tournament with her mind set on beating her opponent, Jack. When the time comes, the battlefield isn't what she expects. She finds she is unable to kill Jack, and together they manage to change the history and future of the Guilds - instrumental in the creation of new Rules of Engagement that level the field for all concerned. She leaves Raven's Ghyll and returns to Trinity to live, content to be one of the protected few in the newly formed sanctuary.

Leander Hastings (aka Lee Hastens; A Hastynges)

The new assistant principal, Leander Hastings, has the kind of aristocratic look that includes high cheekbones, and chiseled features, interrupted only by a larger than usual nose. His complexion is pale and his eyes are a green that is almost startling underneath heavy and bushy black eyebrows. He gives off an impression of physical power and intellectual prowess. He is charged with developing a program for some of the more gifted students.

Hastings is a Master. He is an expert in several of the magical arts, but specializes in warfare. First and foremost however, he is a wizard who has an international reputation.



Leander trains Jack to fight, using every advantage at his disposal. At first, he acts as Jack's opponent, but as Jack's skills increase, and the Shadowlayer is put to use, Leander employs the services of Warriors long dead to act as opponents and teachers for his Warrior in training. As a cover for his interest, he also forms the Chaucerian Society, and helps to drill other soccer players in his spare time, keeping the focus off Jack as much as he can.

Nicodemus (Nick) Snowbeard

Nick has just a fringe of white hair and a neatly trimmed beard. His eyes are piercing black intelligent underneath a pair of bushy eyebrows. He can be described as eccentric. Nick is a wizard and has looked after Jack since he was born. Nick is considered to be the caretaker for Jack and Becka, looking after any repairs necessary, and tutoring Jack on the side.

Nick gives away very little about it past, able to deflect questions most of the time. He has revealed that he originated from northern Britain and had at one time attended Cambridge, but never completed his degree. Nick is the one who quietly instructs Jack in the art of Wizardry that saves his life more than once on the battlefield.

Dr. Jessamine Longbranch

Jessamine is the Procurer of Warriors and works for the White Rose and the premier wizard of the White Rose. She is also a healer/surgeon and well known heart surgeon. When Jack is just a baby, she implants a warrior's stone instead of his rightful Wizard's stone. She still checks Jack once or twice a year, doing a brief physical and using an unusual, cone shaped instrument to listen to his heart. She has eyes that are blue and gold.

Lee

Though built to be rather slight, Lee has large hands and feet, and by usual predictions, he should be proportionally tall and broad shouldered as an adult. He grew up the youngest of four and the only one of his siblings to display any signs of a wizard's stone.

Leotis Penworthy

Trinity High School's principal, Leotis often wears clothing that is a size or two too small, leaving his stomach to hang over a hidden belt. His face is constantly flushed.

Ted Slansky

This is the soccer coach for Trinity High School.



Garrett Lobeck

Garrett is seventeen years old and can easily be described as the school bully. He has three brothers and is the youngest. All four are known for their bad habits, a penchant for violence and good looks. Garrett is the worst of the bunch to date. He is Leesha's new boyfriend, having gained that status after Leesha and Jack split up. Garrett was a talented running back, and as such had gotten away with a great deal - even breaking the goalie's leg on a penalty play. It didn't hurt that his father owned half the town either. Becca had the sole objection in the school board.

Susannah

Susannah is a relative of Jack's who is described as a real character. She played fiddle and banjo, and even made her own black cherry wine. She is also purported to have the Second Sight, and was able to commune with the dead. She read cards and had prophetic dreams as well. Her grave is located in an old Methodist Cemetery. She was a beautiful woman who had strawberry blond hair, and fine features. Her hands were small and graceful, and she looked a great deal like Becca. She lived in Monroe Township. Her husband's name was Abraham.

Geoffrey Wylie

A wizard, Wylie is in pursuit of the Shadowlayer. He is a predator with much experience spanning several lifetimes. He is a tall man, with angular features. He has a beard that covers the lower portion of his face, and the top half is blistered and looks as though he has been burned. He has a voice that is dry and has little if any emotion. Wylie is a procurer for the Red Rose, and can be vain

Wizards

Wizards have more power than enchanters do. This is largely due to their spoken charms. They are vulnerable to enchanters however because they are not always able to detect the powers as they are being used, or recognize the enchanter who is using them. An enchanter can make them act in foolish manners, or seduce them by changing their appearance. Wizards are the most powerful of all because they can use mind magic, physical magic or spoken charms. A wizard is only limited by the amount of knowledge they have and the strength of the stone they carry.

Warriors

Warriors are sought after by all guilds. A warrior has the ability to defeat a wizard in a physical attack but only if the warrior can keep the wizard from reciting a charm.



Enchanters

Enchanters bewitch. They can use their power to charm, seduce or even inspire foolish behavior in others.

Sorcerers

Sorcerers are masters of material magic. They use potions, magical tools or talismans in confrontations. A sorcerer can even produce and use an artifact that is capable of either limiting or even enhancing a warrior's magic.

Simon Paige

This is the Master of the Warriors on behalf of the Red Rose.

Brad Hansford

Brad is one of two men who introduce themselves as Narcotic officers and try to take Jack out of the school citing drugs found in his locker. Brad talks in a soothing, restrained manner.

Mike Sowicky

Mike and Brad have Jack brought to the office to confront him about drugs they claim to have found in his locker.

Sarah Barham

This is one of St. Margaret's docents who brings Jack bedding to make him more comfortable as they wait for Hastings to arrive.

Jeremiah Brooks

A warrior summoned by Hastings to act as a teaching tool for Jack, when Jack questions him Jeremiah reveals that he fought his first battle at the age of fourteen. He had gone to live with the Shawnee until he was captured by wizards. He fights eight or ten bouts before losing, and tells Jack that he suspects the only thing they have in common is that Hastings has them by their 'privates'.



Claude D'Orsay

A wizard, Claude is the lineal Master of Games of the Weir. His family has had the job of keeping the peace amongst the heirs and is the head of the Wizard Council.



Objects/Places

Trinity, Ohio

This is a small midwest college town with streets that are lined with ancient maples and oak trees. Many of the houses are stately Victorian home containing people that Jack has known all of his life.

Lakeside Club

This is the location of Leesha's party.

Coal Grove

This is the town where Linda takes Jack, Will and Harmon to help her recover the Shadowslayer.

Bluebird Cafe

This is a cafe in Coal Grove across from the courthouse.

Coal Grove Regional Library

This is the library housed in a red brick building that was once the schoolhouse.

Munroe Township

This is the region where Susannah Downey lived and died.

Shadowslayer

This is the sword, once belonging to Susannah, that Jack, Will and Fitch retrieve from behind her gravestone. It creates its own light, emerging as though it had been just buried. It has metal which has been folded again and again to give it strength, and inscriptions can be seen in the metal. The sword is one of the Seven Great Blades that were forged originally at Raven's Ghyll by a sorcerer named Althis Mac. It is the only one that remains.



Baldric

This is the name for the scabbard that can be worn over the shoulder that came with the Shadowslayer.

Weirsbane

This is Longbranch's special medicine for Jack, used to suppress his powers.

The Trade

This is a black market that deals in Warriors and other non-wizard type Weir. Traders work by reading genealogies and hunt warriors down to sell them on the black market for a profit.

The Game

This is a series of tournaments where Wizards use Warriors as surrogates to fight to the death for the prize of control of magical artifacts.

The Guild

This is a term used to collectively describe the powers as represented by enchanters, warriors, wizards, etc.

Chaucerian Society

This is a medieval culture club founded by Hastings and joined by Ellen, Will and Fitch.

Perry Park

This is the place that Hastings selects to begin Jack's outside training with his sword.

Benjamin Harrison High School

This is the opponent the Trinity soccer team faces and wins against in the district championship game.



Cedar Point

This is the amusement park that Jack, Will, Fitch and Ellen go to for their class end-of-school excursion.

St. Margaret's

This is the church in front of Westminster Abbey where Jack and Linda seek sanctuary from

Wizard's Graffe

This is a magical dagger wielded by wizards that can only be treated by a skilled wizard.

Cumbria

Located in the north of England, Cumbria is where Hastings has his home in the mountains not far from the border with Scotland and is where Hastings takes Jack to heal and prepare.

Convertere

This is the art of turning one thing into another.

Raven's Ghyll

This is the site of the tournament Jack will fight in.

Fells

This is the name given to the mountains surrounding Raven's Ghyll.

Dyrne Sefa

This is the name of the stone that Hastings uses to make them both invisible as they enter Raven's Ghyll.

Ravenshead

This is the Weirstone or Dragon's Tooth which is the source of all of the crystals they all wear and is situated overlooking the Ghyll.



Themes

Fighting For Supremacy

Jack was born a wizard without a crystal. He would have died as a baby had his Aunt Linda not stepped in and enlisted the aid of Dr. Jessamine Longbranch. Dr. Longbranch agrees to help, but unable to get a Wizard's crystal which is rare, she takes the liberty of implanting a Warrior's crystal instead. Her motives are not exactly altruistic, and her intention is not solely to save Jack's life. Longbranch wants to create a Warrior to replace the one she recently lost - and therefore happens to have a crystal from. She is seeking power and control over the magical artifacts that can only come from the successful outcome of the Game. Jessamine Longbranch underestimates the power of genetics and hundred of years of history. As a result, what she manages to create is not simply a Warrior, but a Wizard as well.

Jack's Weirbook identifies him as a Wizard and reveals his family tree. He is not only strong, determined and powerful but also noble, honest and principled. The addition of a Warrior simply gives Jack the correct balance of tools necessary to change history forever for all of the guilds. As such, instead of gaining the power and control she so desired, Longbranch is indirectly responsible for the end of Games and the Tournament in its current form. She not only loses any chance of control, but now must share that control with all other guilds as well.

Love vs Duty

Jack goes into training shortly after the first of his powers begin to manifest themselves. His loved ones, all stationed close to protect him, become aware of the changes in him before Jessamine Longbranch gets wind of them, and they begin the training they know he will need to stay alive. Jack has no idea of the seriousness of their intentions until he is attacked for the first time. Then his lessons take on new meaning. Jack has no desire to battle anyone. He simply wants his life to go back to normal. When he discovers that his teacher has ulterior motives and plans to enter him in the Game as an independent, he is at first angry, but soon listens to reason. Jack's life was saved as a child by Longbranch and at that moment his future was decided. Having a Warrior stone implanted decided his fate and his responsibility. If he refused, he would simply be forced, or coerced using those he loves as wedges to convince him if necessary. Jack quickly realizes that he has no choice. He must fight, and either die, or kill his opponent. Either way, his life was not his own. It is this duty, and love of friends and family that decides it for him.

What Jack could not have foreseen was the identity of his opponent. Ellen Stephenson has been training for this match her entire life. Unlike Jack, she had no stable home life, surrounded by people who loved her. She was trained from the very beginning. Ellen did have months in Trinity before the match however, and in that time she met, and



developed feelings for her eventual opponent. On the battle field with him, she finds that she is unable to kill him, despite having killed every other opponent she had faced before. Jack's feelings for Ellen are no secret as he steps out onto the battlefield. There is no chance that he will harm her. Instead of fighting to win, he simply blocks her advances, and counters her attacks. Though at first frustrated by his unwillingness to engage her in battle, she soon understands his reluctance when opportunity presents itself for her to kill him and she finds she simply can not. Instead, together they stand before their peers, declaring the battle a draw, defying the centuries of duty and tradition in the face of love.

Rules of Engagement

The Rules of Engagement are created in the 1500's and become part of a covenant that has been followed, and practiced for centuries. The Rules of Engagement include such important factors as Wizards are not permitted to attack each other; enchanters are created solely for wizards' entertainment; only live warriors can be used in battle; and a wizard can keep and protect an enchanter as payment for services rendered. Jack considers the rules not only to be outdated, but to unfairly favor wizards throughout. As they were written by wizards, it is not surprising. Jack reads the Rules and questions their validity.

When he is forced to battle a woman he has already developed feelings for, something in him balks. Not only is Jack unwilling to kill her in order to win the bout, but he finds it impossible to even intentionally hurt her. He spars with her, blocking her attacks and using his skills to avoid her rather than engage her and defeat her. When she loses her sword, or is at a disadvantage that any other Warrior would have used to end the battle, Jack waits until she is ready to proceed before engaging her again. When she has the obvious advantage, he stops her from finishing him using simple spells and enchantments that are not part of any other Warrior's arsenal. The turning point in this match could be said to be when Jack turns Ellen's sword into a bouquet of flowers. The panel of judges and Master of the Games are not amused by his use of power. When arguments are made that the rules don't deny his use of power on the field, and in fact support any and all weapons at his disposal, they attempt to rewrite the rules to accommodate this new situation. The compassion Jack shows, and his reluctance to cause Ellen injury are returned by her when he loses his balance and breaks his ankle in a small stream bed. Knowing they are hidden from spectators in that area, she splints his ankle and gives him a pain killer. They call this bout together a draw and when they are sentenced to death for their defiance, warriors of the ages unite to rewrite the rules of engagement, updating them and leveling the battlefield once and for all.



Style

Point of View

The *Warrior Heir* by Cinda Williams Chima is primarily written in the first-person perspective from the viewpoint of the main character, Jackson (Jack) Swift. By selecting this point of view, the author delivers a stronger focus to the feelings and opinions of her main character, making it clear how he perceives the events as they unfold. Chima manages to reveal to the reader the intensity and confusion that Jack feels when his destiny becomes clear. The impact of Jack's lineage can be seen in all aspects of his life and can be traced to a single decision made shortly after he is born by Dr. Jessamine Longbranch who was tasked with saving his life. Instead of inserting a Wizards' crystal to save his life as a baby, she experiments by implanting a Warrior's stone instead. The consequences of her actions are far reaching, and life altering - not just for Jack but for all who are part of a guild of any kind.

Jack is trained to fight as a Warrior, but also as the Wizard that he should have been. Despite being born without a stone of either kind, Jack carries forward the conjuring abilities of his ancestors. The combination is a first among Warriors and Wizards alike, giving Jack a unique perspective of both and enabling him to come to a solution that suits all and favors none.

Setting

The *Warrior Heir* begins with a Prologue that sets the scene in the late 1800's in Coalton County, Ohio. The story begins by revealing the childhood trauma of a boy named Lee who loses his entire family to Traders seeking to take his sister and use her Warrior's status to generate wealth for themselves. From there, the author fast forwards in time more than 100 years to the town of Trinity, Ohio, where Jackson Swift is born. Jack spends most of his life in the quiet town of Trinity where everyone seems to know everyone, and there is little stress or upheaval. This all changes with the arrival of his Aunt Linda and her request that Jack help her to find long dead relatives. He agrees, unable to deny the enchanter much of anything as has been the case for as long as he can remember. They return to Coalton to retrieve a family heirloom. That trip will change everything Jack thinks he knows about who he is, and who he knows.

After the school year concludes, Jack and his mother Becka go to England where Jack learns more about his heritage and his destiny. His trainer, Leander Hastings, takes him to Cumbria to heal after a confrontation with Jessamine Longbranch almost costs Jack his life. Once healed, Jack and Leander journey to Raven's Ghyll where the Game is to take place. This battle will change the lives of all who attend and allow Jack to return to the newly formed sanctuary of Trinity.



Language and Meaning

The Warrior Heir is a novel that blends reality with fiction, and science with fantasy. While written in an up to date and straight forward English that is easy to follow and to understand, the Warrior Heir also combines the realms of dragons, duels, duty and honor. This is a story of wizards and warriors, enchanters and soothsayers. The author uses weapons that date back to the early sixteenth century and employs pageantry from the same time period to give authenticity to the story and lend credence to the characters. The main character, Jack Swift, goes from being an average teenage youth to a formidable warrior in less than a single year. He is tasked with the burden of saving the lives of his friends and family, as well as his trainer by fighting a battle to the death with the woman he is falling in love with. The author uses archaic terms such as a 'baldric' or scabbard for his sword; 'fells' to describe the mountains surrounding Raven's Ghyll; 'convertere' as the art of changing one thing into another and 'Dyrne Sefa' as the name of the stone that allows Jack and Leander the benefits of invisibility. Some of the characters have been born with Weirstones or crystals that are located near the heart and identify them as either Wizards, Warriors, Enchanters, or Soothsayers and all are members of the guild formed in the sixteenth century. All in all, a good blend of past and present.

Structure

Dividing into eighteen chapters not including the prologue, The Warrior Heir by Cinda Williams Chima is four hundred and forty eight pages in length. The chapters range in length from seven to forty seven pages in length. Each one is titled to represent the main subject matter of the chapter itself. The first four chapters, which span approximately ninety five pages in length, deal with the introduction of the main character, Jack, and reveal his status as a Warrior. His aunt, Linda Downey, is an Enchanter and has been instrumental in keeping Jack safe since he was a baby. Now, she is helping him to recover the Shadowslayer which is a sword that when wielded by a Warrior heir has immense power.

Once the Shadowslayer is recovered, Linda manages to get Jack and his friends home. Jack stops taking the medicine that suppresses his abilities, and begins training with Hastings. In chapter nine, Hastings begins bringing former warriors into this time frame so that Jack has opponents who will challenge him. Chapter ten lets Ellen know that Jack is a Warrior, but he does his best to hide his abilities. The next few chapters reveal Jack and his friends will all be in England for the summer. Dr. Longbranch tries to reclaim Jack, whom she sees as her property, and Hastings manages to spirit him away to his estate in Cumbria. The last few chapters deal with Jack meeting Ellen on the battle field and how they manage to both survive a contest that is supposed to leave one of them dead on the field.



Quotes

"Are you manageable? Are you going to be able to give him up when the time comes?" (Prologue, p. 18).

"We killed a wizard, and if word of that gets back to the council" (Chapter 1, p. 29).

"I will pull your feathers, little bird. I will remove your petals, one by one, and leave you screaming" (Chapter 3, p. 66).

"I'm only going to tell you what you need to know, because the man we saw could easily force things out of you" (Chapter 4, p. 77).

"Wizards are more powerful than enchanters, because of their use of spoken charms" (Chapter 5, p. 111).

"Why is it necessary to have a rule that only live warriors can be used in battle?" (Chapter 8, p. 153).

"From a wizard perspective, the other guilds are a servant class with specific talents. Those who believe look on them as property, and therefore a tradable commodity" (Chapter 8, p. 157).

"I've never seen anyone outside of the Wizard Guild who can do what he does" (Chapter 11, p. 198).

"I'm afraid I've made a terrible mistake" (Chapter 12, p. 266).

"That's what you were preparing me for, all the formal training, the bouts in the meadow, everything!" (Chapter 13, p. 274).

"I was just wondering where you were from, how you became a warrior, things like that." (Chapter 14, p. 282).

"The Rules of Engagement are part of the covenant that keeps the dragon sleeping in the mountain" (Chapter 15, p. 307).

"All the time you were tucked away in Trinity in your wonderful old house with your wonderful quirky mother, I've been on the run" (Chapter 16, p. 356).

"Hastings has made you a Dragon, but you'll always be a member of the Silver Bear clan" (Chapter 17, p. 367).

"If you keep up with your studies, you might find these useful" (Chapter 18, p. 406).



Topics for Discussion

When does Jack first realize that there is something different about him? What happens that tips him off at first? In what way does his talent manifest?

Where does Aunt Linda take Jack, Will and Fitch? What are they looking for? What is the significance of this item? Who else is seeking it?

What obstacles do Jack and his friends face when they retrieve Shadowslayer? What does Jack quickly discover, and how does it help him immediately?

What is the medicine that Jack has been taking since his birth? Why has he been taking it? What does he believe it is for? What is its true purpose? When does Jack stop taking it. Why?

Who is responsible for Jack's training? What do each of his teachers do to instruct him? Which instructor is more demanding? Why?

What training aid does Hastings employ when Jack becomes proficient with two handed fighting? What is unusual about this aid? What does Jack do that is different from all other Warriors who have accessed this training method?

What book of Rules is Jack given? What portions of the book does Jack feel are outdated or simply unfair by today's standards? How does Hastings respond to his observations?

Who has a beef to pick with Jack at school? Why? What confrontation occurs and what is the outcome? What charm is used? How effective is it?

What happens when Jack and his friends attend the end of year event at the amusement park? Who tells Jack what it is, and what conclusions are drawn from it?

What does Jack learn when he sees Dr. Longbranch in England? What is the relationship between them like and why?

What is the goal that Hastings has been ultimately working towards? What does his success depend on? What is he willing to sacrifice to attain his goal? Why?

What does Jack decide to do about the Game? How does he keep from having to kill Ellen? What change comes over Ellen during the Game?

Why do all of the Warriors from the past reveal themselves? What happens to the Rules of Engagement? What impact does this have on the guild?