



## Rumblestar: Chapter 9



Q1: Name 3 places where the dragons leave the weather scrolls.

the dragons to carry to Jungledrop. Then the Unmappers there make ink with the marvels so that they can paint the rain scrolls, which the dragons take on to the Faraway.' She paused. 'Same thing happens before you get your sunlight and snow, only the Unmappers in Crackledawn use their ink to write musical symphonies onto the sun scrolls and the Unmappers in Silvercrag write stories. But the paintings, symphonies and stories are all weather scrolls for your world, so you could try being a bit more *grateful* for the rain and everything else that falls from the sky!'

Casper was having trouble letting all this talk of marvels and magical scrolls override the scientific facts about weather he'd learnt back home. 'How come I've never seen a weather scroll?' he asked.

'Because dragons are clever and secretive, so they leave them in the overlooked corners of your world – like cracks in the wall, hollows of trees and deep inside caves – then, just as you are waking up, the scrolls vanish into thin air, leaving you your weather for the day.'



Activity: Add something else to the just-in-case list. What other thing might you need? What would you have to do to get it?

'It's not a suitcase,' Utterly replied. 'It's a just-in-case. And it's *incredibly* helpful, actually.'

She opened the notepad and over her shoulder Casper read the following words:

- For food, whisper a secret
- For drinks, share a memory
- For dry clothes, state the time (and your size)
- For scented candles, decorative pot plants, side lamps and other furnishings, crack a joke

