



Rumblestar: Chapter 6



Q1: List the things going wrong in the four Unmapped Kingdoms.

of Unmapped magic for herself. All the Lofty Husks and Unmappers lay in fear of this day – how could they not when with every year that passed a little more of the Unmapped magic dried up? Crackledawn's water pixies were now extinct, Jungledrop's talking trees had stopped speaking, Silvercrag's glow-in-the-dark igloos hadn't glowed for decades and here in Rumblestar the west wing of the castle had ceased its enchantments altogether – the coats of arms no longer told inappropriately scary ghost stories, the wallpaper no longer

changed to suit your mood and the tapestries hanging from the walls no longer led into hidden passageways.



Q2: What makes Utterly change her mind about Casper?

