

CRESSIDA COWELL

The Wizards of ONCE

LOST WORDS

As the Longstepper High-Walker giants criss-cross the forests of Albion, they are also collecting LOST and ENDANGERED words. The giants' view is, if you lose the words to DESCRIBE things, how can you THINK about them?

Can you use your WISDOM to match the sprite words with their meanings?

We've done the first one for you:

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| 1. Fizmer | a. To move house, go walkabout |
| 2. Dragoncold | b. Paths made through the wildwood by wandering giants |
| 3. Haareis | c. The light trails made by sprites at night time woods in darkness |
| 4. Will o the wisp | d. The revolting bogey-trail left by a Rogrebreath |
| 5. Holloway | e. Trails of light following after sprites as they fly through the woods in the darkness |
| 6. Cowbelly | f. Rustling noise in grasses |
| 7. Elf-locks | g. Weather so freezing it makes the breath smoke, so that people look like dragons |
| 8. Ghost trailes | h. Frost growing like fungus on dead wood |
| 9. Snaily sludge | i. Word for mud at the bottom of the river |
| 10. Flitters | j. The tangled hair of sleepers |