SPELL WEAVING

by Mark Halpin

Weaving (or unweaving) spells requires venturing into the woods to find what needs to be found. Stay on the path and never stray, though the path might twist and turn and double back on itself. What you most wish for could lie around the very next bend!

Clues are given in path order. Each answer is to be entered beginning in the appropriately numbered grid square and proceeding up until the next numbered space in the sequence. Enter answers in a straight line until the path reaches the edge of the grid, at which point it will always make a right-hand turn.

Keep an eye out for treasures to be collected along the way. The final unclued grid entry, which will lead safely out of the woods at last, spells out my own wish for solvers.

37/44 36 25 19/42 45 26 20 13 14 18 38 2/29 48 15 12 5/41 32 10 21 11 17 16 27 39 22 46 34 28 47 33 40

CLUES

- 1 "Once Upon A Time", say those beginning some tales about roving travelers
- 2 Having stacked limbs, Grumpy left, agitated (hyph)
- **3** Route's going astray strange
- 4 More decrepit guy and girl almost capturing queen's heart
- **5** "Fairest of Them All" snubbing "Third-or-Fourth-Least-Pudgy-Looking of Them All"
- 6 Flipping over kind of fall ground cover
- 7 Wolf nearly swallowing bite of elderly half of murderous duo
- **8** Eccentric lies to forest's latest poet (2 wds, abbr.)
- **9** Athletic type accepting princess's number one condition
- 10 Was Bashful holding five villains originally stuck in a prison?
- 11 Travelers' rival is oddly adept in war
- 12 Mysterious Stranger ditching no-good philosopher
- 13 We lose Doc's assorted mind-altering plants
- 14 Knight adopting toddler son is provocative
- 15 Resolve to show a little ingenuity killing a supernatural being
- 16 Crow's abode is hollow tree with some fencing
- 17 Someone with an intention that's not so nice ...
- **18** ... spots opening in pigs' ramshackle rooms
- 19 Princes someday perhaps not returning from island capital
- **20** Time to dance for trysting couple
- **21** If recap's all about featuring Sneezy, essentially, it could span several stories (2 wds)
- 22 Some ghost arriving from behind fellow crying "I'm walking here!"
- 23 Arcane letter I call by a different name
- 24 He depicted a panther and baby elephant in manic mix-up
- 25 Marvelous ingredients needed by crone "at once!"
- 26 Goats chewed up ancient garments

- 27 Sleepy and Happy at first put away tie (2 wds)
- 28 Females in charge (Cinderella, et al) displaying intelligence
- 29 See this: woodland critter circling lady
- **30** Dwarf initially taking after yours truly admitting failure (*hyph*)
- **31** Giants discombobulated loopy character (2 wds)
- 32 Placed an evil spell on empty mind
- 33 Note extraordinary fern by western Lowlands town
- **34** Transmogrified walleyes swarming old body of water (2 wds)
- 35 Ogre demolishing a thousand donuts and cookies
- 36 Maiden in colorful Spanish ship brought back a treat for Puss in Boots
- **37** Pied Piper's in less unstable state
- 38 Rightful leader of gnomes depicted in tile arrangement
- **39** Shrieking fanged creature tailing that lass for a month
- 40 Jack replacing bit of loot in designated shed
- 41 Wandering hobbit, gaining weight, ultimately ate quail
- **42** Granny maybe stuffing Hansel's rear end inside oven ...
- **43** ... Gretel's face turned pale (nibble, nibble)
- **44** ... (storyteller describing kids lost in the wilderness and baked lodging)
- 45 Released from bondage, deer lived freely
- 46 Decorative artist always poetically capturing an elm loosely
- 47 Wicked one to gradually lose stature
- 48 I sent Dopey to get a mug of beer
- 49 "All is well." The €nδ