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Howl's moving castle characters english



1986 fantasy book by Diana Wynne Jones This article is about Diana Wynne Jones's book. For the Studio Ghibli film based on the book, see *Howl's Moving Castle* (film). For the ghost town of Australia, see *Calceifer*, Queensland. *Howl's Moving Castle* Front cover of first edition (US)AuthorDiana Wynne JonesCountryUnited KingdomLanguageEnglishSeriesHowl's Castle[1]GenreYoung-adult fantasy novelPublisherGreenwillow Books (US), Methuen (November 1986)Publication dateApril 1986Media typePrint (hardcover)Pages21 2 pp (first release)S J688Hp 1986[2]Followed by *Castle in the Air* *Howl's Moving Castle* is a fantasy novel by British author Diana Wynne Jones, first published in 1986 by Greenwillow Books of New York. It came second to the annual Boston Globe-Horn Book Award[3] and it won the Phoenix Prize twenty years later, acknowledging its rise from relative obscurity. [4] It was adapted into a 2004 animated film of the same name, which was critically acclaimed and nominated for an Academy Award for Best Animated Feature Film. *Howl's Moving Castle* is the first novel in the series of books called *Howl Series*. This series also includes *Castle in the Air*, published in 1990, and *House of Many Ways*, published in 2008. *WorldCat* reports that *Howl's Moving Castle* is the author's work most held in participating libraries, followed by its first sequel *Castle in the Air*. [5] For the idea Jones greatly thanked a boy in a school I was visiting, whose name she had noted but lost and forgotten. He had asked me to write a book entitled *The Moving Castle*. [6] Plot summary 18-year-old Sophie Hatter is the eldest of three sisters living in Market Chipping, a town in the magical kingdom of Ingary, where fairy tale tropes are accepted, including that the eldest of three will never be successful. As the oldest, Sophie is resigned to a boring future that runs the family's hat shop. Unknown to her, she can talk life into objects. Things change, however, when the mighty Witch of Fate transforms her into an old crone. Sophie leaves the shop and finds work as a maid for the infamous Wizard Howl. She strikes a bargain with Howl's fire demon, Calceifer: if she can break the contract between Howl and Calceifer, then Calceifer will return her to her original youthful form. However, part of the contract stipulates that neither Howl nor Calceifer can disclose the main clause, allowing Sophie to figure it out on her own. Sophie learns that Howl, a rather self-absorbed and fickle but ultimately good-natured person, spreads damaging rumors about herself to avoid work and responsibility. The door to his castle is actually a portal that opens in four places: Market Chipping, the seaside town of Porthaven, the royal capital kingsbury and Howl's childhood home in Wales, where his name was Howell Jenkins. Howl's Apprentice Fisher runs most of the daily affairs of Howl's business, while Howl chases his ever-changing paramours. When Prince Justin, the king's younger brother, disappears as he searches for Wizard Suliman, the King orders Howl to find them both and kill the Witch of Fate. Howl, however, has his own reasons to avoid the Witch; the witch, a jilted former lover, has put a dark curse on him. He successfully continues to avoid her until she lures Sophie into a trap. Believing the witch has taken Howl's current love interest, Miss Angorian, Sophie goes to save her and is caught by the witch. Howl spends hours in the bathroom everyday primping himself to look handsome for girls; Michael had said that the day he doesn't do this is the day Michael will think that Howl is really in love. So when Howl comes to save Sophie, unshaven and a mess, it shows his love for her. He kills the Witch and reveals that Miss Angorian was actually the Witch's fire demon in disguise; The fire demon had taken control of the Witch and tried to create a perfect human being by fusing Wizard Suliman and Prince Justin. It would be completed by adding Howl's head. At the castle, Miss Angorian grabs Calceifer to capture Howl's heart. Howl had given his heart to Calceifer. This was the contract between them; the heart kept Calceifer alive, and in return Calceifer put his magic at Howl's disposal. Sophie uses her ability to bring things to life to free Calceifer, thereby breaking the contract between him and Howl. With his heart restored, Howl destroys the witch's fire demon, frees Suliman and Justin. Calceifer, as promised, breaks Sophie's spell and she returns to her true age. Howl had realized early on that Sophie was under a spell and secretly tried to remove the curse; when he had met with failure, he had thought Sophie simply enjoyed being in disguise. Calceifer returns, preferring to stay with Howl. Sophie and Howl admit that they love each other when Howl suggests that they live happily ever after. Set ingary Most of the novel is set in a fictional monarchy, Ingary; its capital is Kingsbury. Much of southeast Ingary is hard wilderness called The Waste. Ingary is bordered by Strangia to the east and the sultanates of Rashpuht to the south. Nearby is the country High Norland; in the middle of the novel, the King of Ingary mentions that Ingary is likely to be attacked by both Strangia and the High Norland soon. Before the move, the castle wanders across the hills between Market Chipping and Upper Folding to the north. Howl's house is in fact based in a coastal town called Porthaven; Howl also occupies a disguised stable in Kingsbury. Chapter Eleven takes place in Wales. After the move, the castle sits at the edge of Waste and Howl's house is moved to Sophie's childhood home in Market Chipping; they also occupy a grand but in Vale End (which is in the same valley as Market Chipping). *Howl's Moving Castle* Howl Castle is a tall, black building with four thin black towers. It seems to be made of blocks of carbon (a suitable habitat for a fire demon) and is bespelled to stick together. It seems to have four doors on the outside, although three are made inaccessible by an invisible wall. The inside of the castle is made of the house where Calceifer is based, which is Howl's house in Porthaven first, then the house of the hat shop in Market Chipping after the move in Chapter Seventeen. A square wooden knob above the door, as in the top, with a dollop of paint on each of its four sides makes it possible to open the door to four different places. Initially these are locations: the moving castle in the hills above Market Chip (Green); in Porthaven (blue); in Kingsbury (red); and in Wales (black). But after Howl is forced to hide he changes the door's destinations to: in Market Chipping (yellow); in Vale End (orange); a garden in the waste (purple); and in Wales (black). Before the move, the window over the workbench and the one in Michael's front room overlooks Porthaven. Afterwards, the lower window looks out on a street in Market Chipping. The one in Howl's bedroom overlooks his sister's garden in Wales. The characters Sophie Hatter Sophie Hatter, the eldest of the Hatter sisters (18), has red hair and is quite beautiful, although she does not perceive herself as such. She becomes more lovely as her confidence grows. While her sibling's life becomes adventurous and exciting, she finds herself resigned to run her father's old hat shop, as it is her fate as the oldest sister. One day, the Witch of Fate, Sophie mistaken for Lettie, makes her an old woman. Sophie leaves the shop and becomes a maid in Howl Castle, hoping that he could lift the curse the witch put on her. As the story progresses, she begins to fall in love with Howl, although she does her best to deny it. When Howl starts courting Miss Angorian, Sophie is hurt by this. Although Sophie is originally reserved and lacks confidence, she turns out to be a strong-minded individual after she turns into an old woman, becoming less afraid of what others think of her. Dutiful, kind and caring, Sophie also has a tendency to be impulsive in her actions and often feels guilty when she does something wrong, although her attempts to correct issues are usually disastrous. She can be temperamental and argumentative. She possesses some of her own magic – she is capable of making objects come alive by simply talking to them, though she is initially unaware of her abilities. Wizard Howl Wizard Howl (27) is a mysterious, reclusive wizard, with a terrible reputation. He is known by a number of aliases; at birth, he's Howell Jenkins, but he walks past Jenkin in Porthaven and his preferred Howl Pendragon in Kingsbury. When Howl was young, he gave Calceifer his heart to fire the demon to continue living because he felt sorry for him – this is understood to have sapped his humanity somewhat, and will continue to do so until he ends up as the Witch of the Waste. He is 27 (he says he will soon be 10,000 days old, which is part of the Witch's curse) and known for being mean. He comes from Wales, a country unknown to most of the book, where his family remains unaware of his activities in Sophie's world or of its existence; his sister is annoyed by his disappearances, but he often visits them when anxious. He admits to Sophie that he's a real coward and the only way he can get himself to do something he doesn't want is to realize he's not going to do it. Despite his reputation, Howl is in fact a delightful, charming man who is intelligent, considerate, albeit somewhat self-depressant, dishonest and careless at times. He likes to wriggle out of uncomfortable situations, often in comical ways. Despite his cowardice, he is an incredibly powerful wizard, capable of matching the Witch of destiny and is just not known as such because he wants to avoid the work that comes with respect. His bond with Calceifer is increasing his powers. Howl is tall and suave, fond of dyeing her hair, and wears impressive costumes. He spends at least two hours in the bathroom every morning. He is described by Calceifer as vain for an ordinary man with clay-colored hair. His vanity causes him to cast hysterical fits when Sophie interferes in her clothes or potions. Howl is not naturally handsome, but has charm, both literally and figuratively. He's modeled on the Byronic hero. Calceifer Calceifer is Howl's fire demon. As a result of a mysterious find with Howl a few years ago, he agrees to heat and run the castle. Although he is bound to the hearth, he has a great deal of magic. He promises to use his magic to break the curse on Sophie, provided she breaks the contract between him and Howl. Howl describes Calceifer as his weakest point, since Calceifer would not give away another demon if it entered the castle, even if it had hostile intentions. Howl's statement, however, is true in more ways than one. Calceifer is powerful, but can be as cowardly as Howl, preferring to run from the witch rather than fight her. But he, also like Howl, will fight when the need arises. He is also quite crabby and a bit mean, stemming from being tied to the hearth of the moving castle for over five years. He has a natural fear of water, and also worries quite often about on logs, which is essentially his food. Sophie seems to be the only one who can force him to do something he doesn't want to do, a move she also extends to Howl, and to a smaller Michael, too. He is also the first to recognize Sophie's incredible ability to talk life in the world around her, which is why he let her into the castle in the first place and was so eager to make a bargain with her – if any but she would break the contract he had with Howl, then Calceifer would die. Fortunately, she can talk life into him, and he survives to lose Howl's heart, even deciding to continue living with them after he is freed. Despite his misgivings, Calceifer is the most insightful and intelligent character in the castle, repeatedly dropping clever hints about Howl's heartless (which he uses in literal and figurative meanings), and doesn't hesitate to give clues about Howl's whimsical nature. Calceifer's appearance is described as having a thin blue face, a thin blue nose, curly green flames for hair and eyebrows, a purple flaming mouth, and wild teeth. His eyes are described as orange flames with purple pupils. He has no obvious lower body. The Witch of the Waste The Witch of the Waste is one of the most powerful magicians in all of Ingary. She was banished by the late king to The Waste fifty years before history begins to wreak havoc in the country. She and Howl had a brief relationship (while she was disguised as a beautiful young woman) which led to him leaving her hastily. Angered by this cursed Witch Howl, so that after a sequence of unlikely events he would have to return to the witch. She also puts a spell on Sophie at the beginning of the story, turning her into an old crone. The witch is also found to have made a supposedly perfect man of the combined parts of Wizard Suliman and Prince Justin, who intends to complete the body with Howl's head and make the man king of Ingary and himself queen. She's killed by Howl at the end of the book. Other characters Michael Fisher is Howl's 15-year-old apprentice. He originally lived in Porthaven until both his parents died, leaving him an orphan. He had to leave his house because he couldn't pay the rent and slept on Howl's doorstep. Howl found him there one morning and told him to stay inside while he went out. Michael started talking to Calceifer and he thinks Howl was impressed with this when he returned. Howl didn't tell him to stay but he never told him to leave, so Michael started helping of his own volition. He eventually became Howl's apprentice, and he does his best to make sure Howl doesn't spend all his money. He often goes to Cesari's, a bakery in Market Chipping, where he buys pies and other pastries. He met Martha there and fell in love with her. Sophie later realizes that she saw Michael at Cesari's on May Day before she was cursed by the Witch of Apostasy. He is described by Sophie as a nice boy, but a little helpless in a crisis. He is quite nice and patient but is not quite the same like Howl, therefore, Mrs. Penstemmon does say that he was not smart enough to cause her concern. Lettie Hatter is Sophie's 17-year-old sister. She is considered the most beautiful of the three Hatter sisters, and has dark hair and blue eyes. Initially, she is an apprentice at Cesari's, a pastry shop in Market Chipping, but because she wants to learn magic, she and Martha swap places using a temporary-looking change spell. A strong-minded young woman, Lettie becomes fond of a stray dog that is in fact a bespelled Wizard Suliman. When she finds out that Sophie has been abused and lives in Howl Castle, she sends the dog to protect Sophie from Howl's charm. Howl tries to woo Lettie, but when he discovers that Lettie is the bespelled Sophie's sister, he approaches Lettie to ask questions about Sophie instead. At the end of the novel, she is taken as an apprentice by Ben Sullivan, in which a romantic connection is implied. Martha Hatter is Sophie's youngest sister and is seen as the smartest of the three. She's slim and fair with big gray eyes. Fanny arranges her to become Mrs Fairfax's apprentice, but Martha and Lettie switch appearances temporarily to switch places. Martha happily works as an apprentice at Cesari's, a well-known pastry shop, and her ambition is to get married and have ten children. She loves Michael Fisher. When Howl laments that he loves Lettie Hatter, Michael rushes to Cesari's to learn if Martha, still disguised as Lettie, has been courted by Howl. Martha assures him that she has never met Howl and Michael knows she's not lying because she twiddled her thumbs all the time, and she just stops doing it when she lies. Fanny Hatter is Hatter's second wife. She was the youngest, most beautiful shop assistant in the hat shop. She's Martha's mother and she's nice to all three girls. When she is a widow, she takes care of the hat shop and places Lettie and Martha in promising apprenticeships, while Sophie will trim hats. Shortly after Sophie disappears, she marries a rich man, Mr. Sacheverell Smith (possibly thanks to a hat Sophie charmed), moves to a large mansion in Vale End and sells the hat shop to Howl. She continues to worry about Sophie, who mysteriously disappeared, and is relieved and happy when they meet again. The King of Ingary hires Howl to produce transport spells. When the witch of fate threatens his little daughter Valeria, he sends the royal wizard Suliman to fate to deal with the witch. When the king's brother disappears while he looks for Wizard Suliman, he asks Howl to look for the missing man and get rid of the Witch of Apostasy. He then appoints Howl as the royal wizard, a move that creates a bad mood in the household of the moving castle. Prince Justin is the younger brother of the King of Ingary. Worried by Suliman's disappearance, he sets off to find him just go missing yourself. The King of Ingary describes Justin as a brilliant general; With the threat of war looming from both Strangia and the High Norland, the King of Ingary becomes worried and stubborn that Prince Justin is found. Mrs. Penstemmon is a magnificent, talented old witch. She taught Mrs. Fairfax, Suliman, and finally Howl. She is also mentioned as a teacher in Matilda, the witch of Montalbino, in the House of Many Ways. She is proud of Howl's talent and wants him to be a good person, but she is worried that he is on his way in the same way as the Witch of Waste. When Sophie visits her while pretending to be Howl's mother, Mrs Penstemmon encourages Sophie to break the contract between Howl and Calceifer. She discovers Sophie's magical gift and immediately sees that she is cursed, but cannot lift the witch's spell. She is killed by the Witch of destiny when she refuses to tell the Witch where Howl is. Wizard Suliman is the royal wizard and personal advisor to the King of Ingary. He is originally, as Howl, from Wales, where he was known as Benjamin Sullivan. He was Mrs. Penstemm's penultimate student. When the Witch threatens the king of Ingary's young daughter, he is sent to Waste by the King. There he begins growing shrubs and flowers in an attempt to reduce her power, but the Witch catches him. He projects most of his magic onto a scarecrow, which Sophie will talk life into. The witch puts him to pieces and sells off his skull and guitar. She reassembled his body with parts of Prince Justin's (head in particular) and calls him Gaston. She uses him to find out about Wales to get to Howl, then throws a spell at him that turns him into a dog. Calceifer guesses that one of his aliases is Percival. He takes on Lettie as an apprentice, because he is at least as strong will as she is. Annabel Fairfax is a witch, a former pupil of Mrs Penstemmon's. A widow, she lives in Upper Folding and is a friend of Fanny's. She is a plump, comfortable lady, with streaks of butter-colored hair. She is talkative and uses homemade honey in her spells. She quickly discovers that Martha and Lettie have switched places, but accepts Lettie as her apprentice anyway and encourages her to accept Howl's progress and become his student, but Lettie eventually chooses Suliman instead. Even if she tries, she is unable to lift the curse pace on Percival. [clarification needed] Lily Angorian is an attractive teacher in Wales who claims to be Benjamin Sullivan's fiancée. As such, she refuses to let Howl woo her, but Sophie will think howl is in love with her. She is later revealed to be the Witch of waste fire demon, and tries to take Howl's heart when the Witch of Waste is killed. With the destruction of the Witch's heart, she is killed. Percival is the witch's footman at first, though she calls him Gaston, but she curses him as a dog. For this reason, he is called a dog-man before his name is revealed. He can briefly turn into a man, but can barely get a few sentences out before turning back into a dog, but a different breed than he was before. In human form, he is a nervous redhead man with a wrinkled brown suit. He spent some time with Lettie and Mrs. Fairfax before he was sent to Sophie. When he and Lettie meet later, they seem to get along with the Sims. Great themes *Howl's Moving Castle* explores several themes, including destiny, youth, courage and love. The first two are central to Sophie's development. Early on, her perceived perception of fate leads her to believe that she is doomed to failure because she is the eldest of three sisters. This contrasts with Howl, who sees himself as master of his own destiny, fearless of what society thinks of him or what their conventions require. Sophie's self-perceived failure is reflected in The Witch of the Waste's spell, which makes her outward appearance old and boring. Allusions and references to other works The novel makes references to many other works of literature. John Donne is allusion twice, first in Chapter 10 when Howl refers to the first line of John Donne's poem *The Sun Rising*, says Busy old fool, unruly Sophie. Howl makes a reference to Donne again in Chapter 11, when Miss Angorian reads from her poem *Song*: Goe and catche a falling starre. The poem also serves as inspiration for the terms of Howl's curse. In chapter 11 there is a sign on Megan's house marked Rivendell, the last homely House in JRR Tolkien's *Lord of the Rings*. In Chapter 12 there is a reference to Alice's *Adventures in Wonderland* when Howl tells Sophie *We Can't All Be Mad Hatters*. Howl refers to *Hamlet* in chapter 17 when he quotes *Alas, poor Yorick* and she heard mermaids, so it follows that something is rotten in the state of Denmark. I have an eternal cold, but fortunately i am terribly dishonest. I cling to it.; another *Hamlet* refers to occurring at the beginning of chapter 11 with reference to the nothingness of the doorway to Wales as just an inch-thick after all. The names of Suliman's alias Percival, and Howl's brother-in-law Gareth are two of the knights of the round table, while Howl's own alias, Pendragon, is derived from King Arthur's surname. The Witch of the Waste name is a possible pun on the Witch of the West from the novel *The Wonderful Wizard of Oz* and its subsequent film. A traditional Welsh folk song, *Sosban Fach*, is repeatedly referred to in the novel as Calceifer's silly pot song. Film adaptation Main article: *Howl's Moving Castle* (film) The novel was adapted into a 2004 animated film, written and directed by Hayao Miyazaki and produced by Studio Ghibli. The film was critically acclaimed, broke box office records in Japan, and was nominated for an Academy Award for Best Feature. Awards and nominations In 1986 *Howl's Moving Castle* was one of two runners-up for the annual Boston Globe-Horn Book Award in Fiction, behind *Summer Light* by Zibby Oneal. [3] It was also named one of that year's ALA Notable Books for Children. Jones and Howl won the annual Phoenix Award from the Children's Literature Association in 2006, recognizing the best children's book published twenty years earlier that didn't win a major award. Allusions to the mythical phoenix, reborn from its ashes, suggest the winning book's rise from obscurity. [4] In other media, A Thousand Times Repent, a Christian deathcore band, drew inspiration from *Howl's Moving Castle* in their EP *Virtue Has Few Friends*. The song *Take Me to the Witch of the Waste...* We have much to discuss mentioning the Witch of Waste and Suliman. [7] References ^ Howl's Castle series listing on the Internet Speculative Fiction database. Retrieved December 23, 2012. Select a title to see its linked publication history and general information. Select a specific edition (title) for more data at that level, such as a front cover photo or linked content. ^ Howl's moving castle, *Catalog* (record) (1st ed.), Library of Congress, retrieved March 4, 2013. ^ a b Boston Globe–Horn Book Awards Winner and Honor Books 1967 to present. The horn book. Filed from original on December 14, 2012. Retrieved December 23, 2012. ^ a b Phoenix Award Brochure (PDF), Children's Literature Association, 2012, retrieved 4 March 2013[permanent dead link]. ^ Jones, Diana Wynne. *WorldCat*. 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