

THRONES & BONES

AN EPIC
FANTASY
OF VIKING
PROPORTIONS

LOU ANDERS

 CROWN

THRONESANDBONES.COM



GUIDE FOR CLASSROOMS AND BOOK GROUPS

FROSTBORN

ABOUT THE BOOK



Grades 3–7

PB: 978-0-385-38781-1

HC: 978-0-385-38778-1

GLB: 978-0-385-38779-8

EL: 978-0-385-38780-4

CD: 978-0-553-39586-0

Fans of Rick Riordan's *Percy Jackson* and John Flanagan's *Ranger's Apprentice* series will embrace this first novel in an adventure-filled, Viking-inspired series by a debut author.

Meet Karn. He is destined to take over the family farm in Norrøngard. His only problem? He'd rather be playing the board game *Thrones and Bones*.

Enter Thianna. Half human, half frost giantess. She's too tall to blend in with other humans but too short to be taken seriously as a giant.

When family intrigues force Karn and Thianna to flee into the wilderness, they have to keep their sense of humor and their wits about them. But survival can be challenging when you're being chased by a 1,500-year-old dragon, Helltoppr the undead warrior and his undead minions, an evil uncle, wyverns, and an assortment of trolls and giants.

Antics and hair-raising escapades abound in this fantasy adventure as the two forge a friendship and journey to unknown territory. Their plan: to save their families from harm.

Debut novelist Lou Anders has created a rich world of over twenty-five countries inhabited by Karn, Thianna, and an array of fantastical creatures, as well as the *Thrones and Bones* board game.



PRAISE FOR FROSTBORN

★ “The setting is rich, the characters well-defined, and the danger ever-paramount. It's a strong and thoroughly enjoyable start to the *Thrones and Bones* series.”

—*Publishers Weekly*, Starred Review

“Future fans of Tolkien and George R. R. Martin can happily cut their serial-fantasy teeth on this first book of an eventual series.”

—*Kirkus Reviews*

“A fun, fast-paced, and highly enjoyable tale.”

—Garth Nix, bestselling author of the *Abhorsen* trilogy

“The most delightful fantasy I have read in ages. . . . Put me on the waiting list for book two!”

—Amy Plum, international bestselling author of the *Die for Me* series

FROSTBORN

PRE-READING ACTIVITY

Look up information about the Vikings of northern Europe to provide some background for reading this story. Where did the Vikings live? How did they live? There are many misconceptions about Viking culture. Check this website for facts about Vikings:

history.com/news/history-lists/10-things-you-may-not-know-about-the-vikings

Look up stories from Norse mythology. Make a list of Norse gods and goddesses and their characteristics. Check this website to get started: viking-mythology.com

VOCABULARY

Look up meanings for these words in the context of the story: *hauld* (p. 8), *jarl* (p. 8), *nemesis* (p. 11), *barter* (p. 16), *foxfire* (p. 104), *runes* (p. 107), and *fjord* (p. 141).

INTERNET RESOURCES

Information about games of the Norse people:

hurstwic.org/history/articles/daily_living/text/games_and_sports.htm

mnh.si.edu/vikings/learning/boardgame.html

Daily life of the Norse people:

livescience.com/32087-viking-history-facts-myths.html

hurstwic.org/history/articles/daily_living/text/Villages.htm

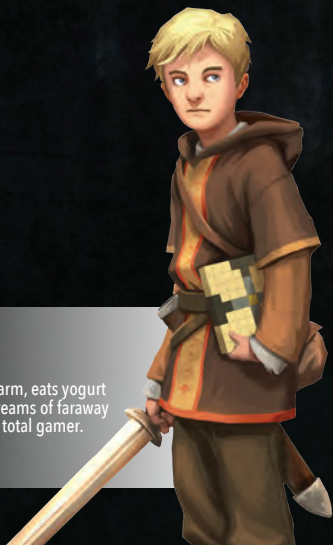
Weapons of the Norse people:

bbc.co.uk/history/ancient/vikings/weapons_01.shtml

topicpod.com/vikings/what_viking_weapons.html

KARN

He lives on a farm, eats yogurt and cheese, dreams of faraway lands, and is a total gamer.



THIANNA

A twelve-year-old who feels too short at seven feet tall. She is a child of two cultures leaving the only home she knows to step out into the wider world.



FROSTBORN

IN THE CLASSROOM

- ◆ Divide into pairs with one person playing the part of Karn and one person playing the part of Thianna. Write character sketches of your character, listing his/her strengths and weaknesses. Pick one scene in the book to act out in character. Pick a scene from school life and describe how your character would react.
 - Correlates to Common Core State Standards RL.4-6.1; RL.4-6.3; W.4-6.9; SL.4-6.1
- ◆ Create a list of major adult characters in the book along with their character traits. Cite passages in the story to support your assessment of each character. Compare two of these characters. How are they different? How are they similar?
 - Correlates to Common Core State Standard RL.4-6.3
- ◆ Using resources on Norse mythology and folklore, trace the origins of creatures in this story that are based on mythological entities: draug, linnorm, wyvern, frost giants, dwarves. Choose one of these and compare the characteristics of the creature you find in your research to the one in the story.
 - Correlates to Common Core State Standard RL.4-6.4
- ◆ Make your own game of Thrones and Bones, laying out the game board as described at the end of the book. Try playing the game according to the rules listed in that section. Then list the times in the story that Karn uses his gaming skills to escape a difficult situation. Discuss how the game is a metaphor for life.
 - Correlates to Common Core State Standard RL.4-6.5
- ◆ Describe a scene of conflict in the book from two different points of view, for example: the duel between Helltoppr and Karn, or the fight between Orm and Thianna. Describe the thoughts and feelings of each opponent about the other. What character traits help Karn and Thianna to escape from their adversaries?
 - Correlates to Common Core State Standard RL.4-6.6
- ◆ Draw a map of the action in the story. Use the map included in the book as a guide to draw the path of Karn and Thianna's journey on your own map, indicating various conflicts and obstacles they encounter along the way.
 - Correlates to Common Core State Standard RL.4-6.7
- ◆ Make a list of themes or ideas that you can identify in this book. What can you learn from Karn and Thianna's adventure that you can apply to your own life experiences?
 - Correlates to Common Core State Standard RL.4-6.2



FROSTBORN

BOOK GROUP DISCUSSION QUESTIONS

- ◆ Compare Karn's father, Korlundr, and his uncle Ori. How are the two men similar, and how are they different? What does Ori mean when he says, "I play to win"? Why is Korlundr so anxious to teach Karn to barter with other traders and the giants?
- ◆ What does Karn learn from Gindri, the dwarf, when he plays a game with him at Bense? How does this knowledge help him later on?
- ◆ What is Thianna's first reaction to meeting humans? What is Karn's first reaction to meeting giants? How do their views change? Discuss Karn's thought: "To think that someone so strange and irritating had become so close to him" (p. 243). Have you had similar experiences with others in your own life?
- ◆ How does Karn's skill at Thrones and Bones help him when he is facing various opponents—the trader in Bense, the trolls, the draug, the linnorm, Sydia and her soldiers? What life skills does he learn from his understanding of the game?
- ◆ Compare Karn's skill at playing Thrones and Bones to Thianna's skill at playing Knattleikr. How are these games similar, and how are they different? What games are they similar to in our culture? How does Thianna's skill help them get out of difficult situations?
- ◆ Why does Thianna reject her human heritage? Why doesn't Karn want to learn about working the farm? How do their feelings early in the story affect the way they interact with others?
- ◆ What does Eggthoda mean when she says to Thianna: "All creatures behave according to their nature. Find out what their nature is, and you can deal safely with them" (p. 53)? Discuss how this advice helps both Thianna and Karn handle their opponents.
- ◆ What is the importance of the horn that Thianna's mother brought north with her? Why is Sydia looking for the horn? How does Thianna learn that she can use it for her own purposes? What are some of the unexpected consequences of Thianna's use of the horn?
- ◆ What does Karn mean when he says, "The playing field was everything" (p. 183)? Describe the times when Karn uses his environment to outwit an opponent.
- ◆ Discuss this description of Thianna: "She knew now that who she wanted to be could not be separated from who she was" (p. 287). How have Thianna and Karn's adventures throughout the story changed their own ideas about who they are, how they feel about others, and what they want their future to be?



NIGHTBORN

ABOUT THE BOOK



Grades 3–7
HC: 978-0-385-39036-1
EL: 978-0-385-39038-5
CD: 978-1-101-91604-9

Desstra is in the final phase of her training as a member of the Underhand—spies and soldiers for Deep Shadow, realm of the Dark Elves. Sent on a dangerous mission with a ruthless leader, she begins to question whether she is on the right side.

Karn has returned to family duties after his hair-raising adventures in *Frostborn*, but he is quickly drawn into a new quest. His friend, the half-giant Thianna, has disappeared. Once they are reunited, the intrepid team is off on another journey into unknown territory to track down a missing horn of power before it falls into the wrong hands.

Faced with the fast friendship of Karn and Thianna, Desstra begins to think deeply about her goal in life and the orders she must follow. Fast-paced and perilous, the adventures of these three lead them into complex and sometimes humorous interactions with a wide array of creatures and cultures throughout the continent of Katernia.

VOCABULARY

Look up meanings for these words in the context of the story: *Hippodrome* (p. 65), *sarcophagus* (p. 112), *necrotic* (p. 118), *strategist* (p. 228), and *cistern* (p. 260).



NIGHTBORN

IN THE CLASSROOM

- ◆ Divide into groups of three, with one person playing the part of Karn, the second playing the part of Thianna, and the third playing Desstra. Write a character sketch of your character, listing their strengths and weaknesses. Pick one scene in the book to act out in character. Choose a scene from school life and describe how your character would react.
 - Correlates to Common Core Standards RL.4-6.1; RL.4-6.3; W.4-6.9; SL.4-6.1
- ◆ Make a list of themes or ideas that you can identify in this book. What can you learn from the interactions of Karn, Desstra, and Thianna that you can apply to your own life experiences?
 - Correlates to Common Core Standard RL.4-6.2
- ◆ Create a list of the types of characters in the book: dwarves, elves, humans, etc. Are there certain characteristics all members of a group have in common? How do members of each species in this story differ from one another? Cite passages in the story to support your description of each group and the individual characters within them.
 - Correlates to Common Core Standard RL.4-6.3
- ◆ Using resources on Swiss and Greek mythology and folklore, trace the origins of creatures in this story that are based on mythological entities: dark elves, light elves, dwarves, gnomes, etc. Choose one and compare the characteristics of the creature you find in your research to the ones in the story.
 - Correlates to Common Core Standard RL.4-6.4
- ◆ Make your own game of Charioteers, laying out the game board as described at the end of the book. Try playing the game according to the rules listed in that section. Compare the game of Charioteers that Karn played at the Windy Willows to the actual chariot race in which he and Thianna were forced to compete in Gordasha. What can you learn about a character from the way they play a game or compete in a race?
 - Correlates to Common Core Standard RL.4-6.5
- ◆ Describe a scene of conflict in the book from two different points of view—for example, the Charioteers game between Tanthal and Karn, or the confrontations between Thianna and Desstra. Describe the thoughts and feelings of each opponent about the other. What can you learn about the traits of Karn, Thianna, Tanthal, and Desstra through their interactions with other characters?
 - Correlates to Common Core Standard RL.4-6.6
- ◆ Compare what you have read about the Gordashians in Nightborn to information you can find about the historical Roman Empire. Compare the chariot races of Ancient Rome (bbc.co.uk/schools/primaryhistory/romans/leisure) to the race that Karn and Thianna have in Nightborn. What other comparisons can you make between civilizations in the Thrones and Bones series and those you have learned about in world history?
 - Correlates to Common Core Standard RL.4-6.9

NIGHTBORN

BOOK GROUP DISCUSSION QUESTIONS

-  What do you learn about Desstra's character in the beginning of this book? How is she different from her teammates? What does Orysa mean when she calls Desstra "an aberration" (p. 17) ?
-  Why does Orm summon Karn? How has he learned about the existence of another Horn of Osius? Why does he send Karn on a quest to find Thianna?
-  Compare the characters of Desstra and Tanthal. Cite specific situations that indicate the differences between them. Why does Desstra want to be part of the Underhand? Discuss Desstra's comment: "Sometimes a soft touch works best" (p. 42).
-  How does Karn get past the guards at the gates of Gordasha? Why does he go to Fosco's Folly? How does he know that Thianna would have chosen such an unlikely place to stay?
-  How does the game of Charioteers differ from the Thrones and Bones game that Karn plays? Compare the way different players approach the game at the Windy Willows. What do their strategies tell us about the players? Why does Leflin Greenroot decide to confide in Karn?
-  Discuss Fosco's comment: "Better to be alive with worries than dead with no complaints" (p. 105). How does this phrase help Karn solve the riddle? Compare the experiences of Karn and "Nesstra" in the barrow to the ways Karn and Thianna worked together in Frostborn. Why does "Nesstra" betray Karn when they go to rescue Thianna?
-  Discuss Desstra's comment to Karn: "I've never seen friendship like that. I never even believed it existed" (p. 142). At what point in the story do you believe Desstra changes her mind about fighting on the side of the Dark Elves? What experiences helped to change her allegiance? Cite specific passages in the book to support your ideas.
-  What does Leflin Greenroot mean when he says, "the Order plays a long game. Weighing the good of the whole world on a timeline of centuries" (p. 165). Why does he decide to trust Karn and Thianna to follow the next riddle to find the Horn of Osius?
-  Compare the arrival of Tanthal and Desstra in Gordasha to the way Karn and Thianna arrive. What is the significance of the siege of Gordasha by the Uskiriens? How does it affect the quest for the horn? Why does King Adrius order a chariot race when the city is under siege?
-  Discuss Tanthal's comment to Desstra: "'Friends' is just what the losers call each other to take the sting out of defeat. I'm better than a friend to you. I'm a winner!" (p. 195). Compare it to Karn's remark: "Compassion isn't a weakness. Neither is friendship" (p. 273). How are the themes of friendship, trust, and compassion illuminated in the final race to find the Horn of Osius?

FROSTBORN AND NIGHTBORN

CONNECTING THE BOOKS

- ◆ Discuss the theme of family and the importance of heritage in this series. How do each of the main characters relate to their own cultural background, and what do they learn from their experiences with other cultures?
- ◆ What is the meaning of the term “hero”? Who do you think are the true heroes in these books? Does it take more than courage to be a hero?
- ◆ What are the qualities of a true friendship? How does a friendship grow between people and creatures of different cultures and backgrounds? List the many ways in which friends learn to appreciate and trust each other in these stories.

Visit ThronesandBones.com
for the Knattleikr Training Game, an interactive map,
character bios, and more.

The screenshot shows the website for 'Thrones and Bones: Frostborn'. At the top, it says 'THE NEW ADVENTURE SERIES FROM LOU ANDEKS'. Below this is a navigation bar with links for BOOKS, AUTHOR, MAP, CHARACTERS, PRAISE, GAME, and TEACHERS. The main content area features a large illustration of a dragon's head and two characters, with the text 'Smelly trolls, the walking dead, and a fire-breathing dragon are no match for Karn and Thianna, two heroes with pluck and smarts.' Below the illustration are two buttons: 'START READING' and 'PURCHASE BOOK'. At the bottom, there is a footer with the Penguin Random House logo and copyright information: 'Random House LLC A Penguin Random House Company Use of this site indicates your consent to the Terms of Use | Privacy Policy Copyright © 1995-2014 Penguin Random House LLC. All rights reserved. global.penguinrandomhouse.com'.

THE CONTINENT OF KATERNIA

MOUNTAIN RANGES: There are numerous vast mountain ranges across the land. Some of the major ones include the Drakkenhorn Mountains, the Muspilli Mountains, the Svartálfaheim Mountains, where the dark elves live, and the Ymirian Mountains, home to trolls and frost giants.

CREATURES & MONSTERS: Adventurers and traveling merchants are advised to take precautions against the various monsters that

can be encountered in the wild. Chimera, frost sprites, manticores, trolls, and tatzelwurms are just a few of the potential threats to the unwary, and even the occasional dragon still remains slumbering away in remote corners of the world.

MAGICAL ITEMS: Some famous weapons of Katernian legend have been lost to history, while others are still very much in use. Stories of the famous Death Ray of Damnameus, the Horn of Osius, and the Sword Whitestorm



ORM

abound, but pity the souls unfortunate enough to find a Thican Fire Lance pointed their way.

LANGUAGES: “Common” is the colloquial name for the language of the long-vanished Gordion Empire, spoken almost everywhere across the continent of Katernia. However, some folk will look down their nose at you if you haven’t learned their native tongue. It is suggested that you strive to master such languages as Norrønian, Thican, and Uskirian if you don’t

want to wind up on the wrong end of an ax, sword, or spear.

MAJOR RACES: Caution: the peoples of Katernia aren’t all people! In addition to humans, be prepared to encounter dwarves, elves, gnomes, rodent folk, and Uskirian! Remember to mind your manners, observe local customs, and always keep your weapon handy!



“The continent of Katernia and the neighboring island continent of Thica are home to a diverse number of cultures and races, from the frozen lands of Norrøngard to the green hills of Nelenia to the warm coastal ports of the Sacred Gordion Supremacy and its neighbors.”

—Lou Anders

TANTHAL AND DESSTRA



ABOUT THE AUTHOR

Jill Anders



Lou Anders's research on Norse mythology while writing the *Thrones and Bones* series turned into a love affair with Viking culture and a first visit to Norway. He hopes the series will appeal to boys and girls equally. Anders is the recipient of a Hugo Award for editing and a Chesley Award for art direction. He has published over 500 articles and stories on science fiction and fantasy television and literature. A prolific speaker, Anders regularly attends writing conventions around the country. He and his family reside in Birmingham, Alabama. You can visit Anders online at louanders.com and ThronesandBones.com, on Facebook, and on Twitter at [@LouAnders](https://twitter.com/LouAnders).



The author enjoying some delicious skyr!



Overlooking Bergen, one of the largest cities in Norway.



Lou in front of the Stigfossen waterfall on the "Trolls' Path."



Having a bit of Viking-inspired fun on top of a barrow mound at Eidfjord.



Hanging out with one of the many troll statues!



When Lou visited Geiranger, the small village's population went up to 221!



The cruise ship library is an excellent place to research draug, elves, and trolls!