**Frostborn**

**AUTHOR:** Lou Anders  
**PUBLISHER:** Crown  
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**GENRE:** Fantasy/Adventure  
**SETTING:** The setting is Norrongard, a magical Scandinavian town.

**SUMMARY:**  
Although destined to inherit the family farm in Norrongard, Karn prefers playing a strategy board game called “Thrones and Bones.” When a half-human, half-giantess named Thianna appears, Karn has to abandon his game and learn strategy in the real world. Thianna and Karn are chased by smelly trolls, dangerous undead, and a fire-breathing dragon. This Viking-inspired adventure involves a journey into unexpected treachery and friendship.

**BOOK TALK:**
What is too tall to blend in with humans but too short to hang with giants? Who spends more time living in a board game than accepting family duties? That would be Thianna, half-human half-giantess, and Karn, heir to Norrongard. When this unlikely duo meets, both reluctantly admit that their destinies are tied together.  
What would you do to keep your family safe? Smelly trolls, walking dead, and a dragon named Orm all try to take them off course, but Thianna and Karn’s new-found friendship helps to conquer the unthinkable. Join Karn and Thianna in their quest to save their families...and stay alive while doing it.

**BOOK TRAILER:**
[https://www.youtube.com/watch?v=X1fY0iK84U4](https://www.youtube.com/watch?v=X1fY0iK84U4) from Lou Anders

**AUTHOR’S BIOGRAPHICAL SKETCH:**

**AUTHOR’S NAME:** Lou Anders


**Other books written by the author:** This is the author’s debut novel.  
Other information: Lou Anders did not start his career as a book author. He spent time writing and directing plays in Chicago and was a journalist in Hollywood. He has written a few movie scripts and worked for an Internet startup in San Francisco. He won the Hugo and Chesley Awards for editing and art directing. He created the *Thrones and Bones* series to entertain children like himself. He now lives in Birmingham, Alabama, where he loves to travel, read, and play video games in his free time.
SIMILAR BOOKS/BOOKS WITH A SIMILAR THEME:
The Lightning Thief by Rick Riordan
Dragon Rider by Cornelia Funke
The Sword of Summer by Rick Riordan
Odd and the Frost Giants by Neil Gaiman

DISCUSSION QUESTIONS:
Questions taken from author’s website:

1. 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? (Chapters 1-2)

2. 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? (Chapter 3)

3. 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?

4. 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?

5. 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” (53)? Discuss how this advice helps both Thianna and Karn handle their opponents.

6. What does Karn mean when he says, “The playing field was everything” (183)? Describe the times when Karn uses his environment to outwit an opponent.

ACTIVITIES WITH STANDARDS:
Activities taken from author’s website:
Language Arts

- **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: [http://www.history.com/news/history-lists/10-things-you-may-not-know-about-the-vikings](http://www.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: [http://viking-mythology.com/](http://viking-mythology.com/)

  **6-8.RN.1** Read a variety of nonfiction within a range of complexity appropriate for grades 6-8. By the end of grade 6, students interact with texts proficiently and independently at the low end of the range and with scaffolding as needed at the high end of the range.

- 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.

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  **6-8.RL.2.1** Cite textual evidence to support analysis of what a text says explicitly as well as inferences drawn from the text.

  **6-8.RL.2.2** Determine how a theme or central idea of a work of literature is conveyed through particular details; provide a detailed, objective summary of the text.

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RELATED INTERNET SITES:

Information about games of the Norse people:
http://hurstwic.org/history/articles/daily_living/text/games_and_sports.htm
http://www.mnh.si.edu/vikings/learning/boardgame.html

Daily life of the Norse people:
http://hurstwic.org/history/articles/daily_living/text/Villages.htm

Weapons of the Norse people:
http://www.bbc.co.uk/history/ancient/vikings/weapons_01.shtml
http://topicpod.com/vikings/what_viking_weapons.html

Challenging Words
surly (p. 2)
wyvern (p. 3)
lackeys (p. 45)
vortices (p. 52)
admonished (p. 55)
rummaged (p. 58)
tattered (p. 58)
bulbous (p. 60)
nonchalantly (p. 61)
skyr (p. 63)
wattle-and-daub (p. 70)
colossal (p. 71)
ridgepole (p. 72)
haggling (p. 74)
intonation (p. 78)
outflank (p. 83)
extricated (p. 83)
barrow (p. 84)
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malevolent (p. 93)
treachery (p. 94)
boisterous (p. 96)
cavorted (p. 97)
naive (p. 100)
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scabbard (p. 102)
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also includes Viking terminology