



THE WINGFEATHER SAGA

North! Or Be Eaten

Book Club Kit

Hello from Madame Sidler!

Can I help you?

Andrew and I are thrilled that you're interested in reading these books together! One of the things I love best is reading with friends. This book club kit contains some tips to get started, a bunch of discussion questions, two recipes, tons of ideas for activities, a craft, and a super fun Something at the end. We have more digital resources and lore at WingfeatherSaga.com! If you need anything, you can find me lurking about the [Official Wingfeather Saga Fan Group](#) on Facebook. And of course, we'd love to hear your thoughts, both about the books and about your book club!

Now, let's get started! In the words of Oskar N. Reteep, "Reading books is neatest of all!"—and, I would add, even better together.

—Madame Sidler

Many thanks to Miss Linda, Miss Mary, and Marie Johnson for their assistance with the discussion questions and craft in this kit, and to Andrew for the bonus Surprise.

How to run a book club

1. Decide together where and how often you'd like to meet. Once per week, per month, per book? In a library, a coffee shop, a park, someone's house?
2. Decide together if you'll have one person leading the club, or if you'll take turns.
3. Set a couple of simple ground rules for discussion. Rules might include, "Only one person talking at a time," and "No biting." The leader can make sure everyone gets a chance to participate by noting whether someone has been very quiet, and sometimes asking them a specific question, so they don't feel like they're interrupting. Don't be afraid to talk about things not in the discussion guide! It's just there to get you started.
4. Snacks are always a good idea! The leader can bring snacks, or ask different people to bring snacks each time.
5. If you want to do an activity or craft during your club time, the leader can make sure everyone knows what to bring.
6. Most of all: **Have fun!** And come to [Official Wingfeather Saga Fan Group](#) on Facebook if you need any help.

Note: This book club kit is designed to be used after you have read *North! Or Be Eaten*. If you have not yet read the book, you will find spoilers in the discussion questions and activities.

Discussion Questions

1. Which character is currently your favorite? Has that changed since the first book? Why do you think that is?
2. Have you noticed adults treating you differently as you grow up? (p 5)
3. How does it feel when your grownups fight? Do you ever feel like you're in the middle? (pp 46-50)
4. "Don't just follow your heart. Your heart will betray you." How and why could your heart betray you? What should you follow instead? Are there ways to train your heart to be more trustworthy? (p 51)
5. "Her tears struck Janner as the right kind of tears." What do you think this means? Name all the kinds of tears you can think of. How can you tell if they are the right kind or the wrong kind? What do you do when someone else is crying? (p 66)
6. Oskar experiences this story very differently from the Wingfeathers. (p 67) Think of a time when you and someone else had opposite reactions to something. What did you learn from that?
7. When Yurgen whispers warnings to Janner, whom did you think he was referring to? Did your guesses change during the story? Were you surprised when you found out? (p 70, 83, 310)
8. Would Tink make a good Strander? Would you? (p 120)
9. Leeli thinks someone should do something about the conditions along the Strand. What would you suggest? (pp 126-127) Do you know of any areas near you where people have to scrape by? What can you do?
10. Oskar tells Podo that the Wingfeathers are "the stuff of legend." What does Oskar mean by this? What makes someone a legend rather than simply a hero? What other legends have you read? How did the heroes become legendary? (p 134)
11. What's the difference between a good book and a bad tooth? Be thorough. Draw a diagram. (p 143)
12. Ronchy McHiggins does his best to help, and look what happens. (ch 32) Have you ever tried your best to do the right thing, only to have it fail? What does that mean? What do you do when that happens?
13. Tink doesn't want to be king. Why do you think he wants to be called Kalmar instead of Tink? (p 162)

14. Where is the Maker when Janner is in the coffin? (p 194)
15. Janner has a hard decision to make in chapter 47—go after Tink, who has been handed over to the Black Carriage, or admit Tink is lost and try to find the Ice Prairies by himself. Tink made his choice. Does he deserve what he's getting? Why or why not? Does Tink's wrong choice in rejoining the Stranders change Janner's responsibility? What would you have done?
16. When the boggan stops, all Janner sees is snow, and he feels betrayed—not just by Gammon, but by the whole world and by himself. (p 269) Is trust an all-or-nothing thing? How do you learn to trust again after someone has hurt, disappointed, or even betrayed you? Is there anything you love that would drive you to treachery?
17. Artham carries a lot of names: Coward, weakling, Throne Warden, protector, uncle. Are all those names true? Some of his names feel better than others. Think of some names you have been called, or names you call yourself. How do they make you feel? Think of someone you know who might need to hear good names about themselves. What good names can you call them? (p 293)
18. How would this story be different if none of the main characters were ever Fanged? How does Tink's Fanging change things? What do you think will happen next or as a result? (pp 293-295)
19. Why do you think Artham's transformation was different than the others? (pp 293-295)
20. Did Yurgen have a right to be angry? Did Hulwen? Did Nia have a right be angry? Did she have the right to pardon Podo? What is the difference between justice and revenge? (chs 62-63)
21. What do you think will happen next?

Want more conversation starters, or to talk with other readers? With your parents' permission, visit the [Official Wingfeather Saga Fan Group on Facebook!](#)

Ideas for Activities

1. Build a treehouse.
2. Hold a toothy cow drill.
3. Make the craft in this kit. Organize an archery contest. Use Fang targets.
4. Chart a journey on a map. What will you need to bring?
5. Camp out, in the backyard or in the wild.
6. Make or find a pone and declare yourself Clan Leader. If you are not the Clan Leader, try to swipe their pone.
7. Make mud disguises. Do your best to look like a Strander. (Wear old clothes and ask your parents first!)
8. Design a system of tunnels under Dugtown (or under your own town). Bonus: Design and play a game based on your map.
9. Make one of the recipes in this kit, or come up with your own recipe!
10. Find (or invent!) an ancient script. Send each other messages.
11. Practice your T.H.A.G.S.! Here are some suggestions:
 1. Write one of the stories, songs, or essays mentioned in this book. (For example: “On the Decline of Free Cupcakes” by Vilmette Oppenholm)
 2. Practice drawing or painting *en plein air*—outdoors. Draw what you see.
 3. “He would have to write a poem about this.” Write your own poem or song, about this (p 294) or about another scene in the book. Set it to music. Build a whistleharp and practice your fingerings.
12. Make costumes and have your own adventure!
13. In this book, most of the story is told from Janner’s viewpoint but once in a while we get to see things from a minor character’s perspective. Think of a scene that features a minor character and rewrite it from that character’s point of view.
14. Start your own story. Make a map, name some characters (and monsters?), and send them on an adventure.
15. Have a readaloud together! This is extra fun if you do the voices.
16. Send Andrew a letter or email to tell him what you thought about the books, or to share your artwork, costume photos, recipe, or some other Wingfeathery thing you have been working on. (Find his contact information on the Wingfeather website at <https://www.WingfeatherSaga.com/contact>.)

Craft: Miniature Bow and Arrow

Items You Need:

Popsicle stick (non-sticky is preferred)

A dish of water large enough to hold the stick

A pocket knife (if you have permission) or adult with a pocket knife (if you need help)

String (the least stretchy and strongest you can find)

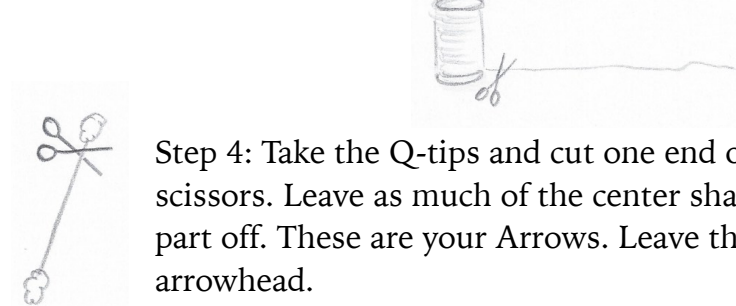
Q-tips (several)

Scissors

Step 1: Using the pocket knife, or your adult with a pocket knife, cut small notches on the sides of your popsicle stick near each end. These will keep your bowstring from slipping. If your adult is busy or in a hurry, this is probably the only step you will need them for, so you can let them go after this is done.

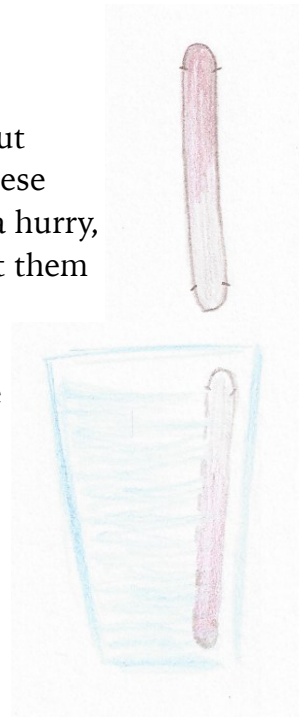
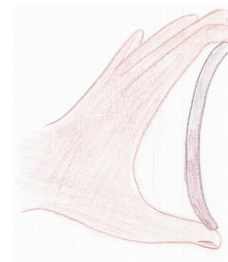
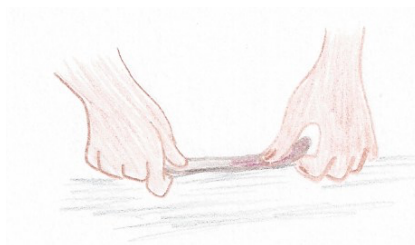
Step 2: Put your popsicle stick in the dish of water to soften. Leave it in the water for about 1 minute while you work on other things.

Step 3: With your scissors, cut a piece of string about 8 inches long. Set it aside for later.



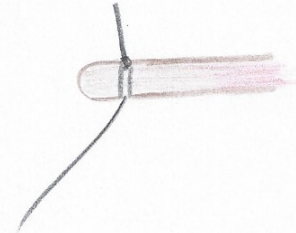
Step 4: Take the Q-tips and cut one end off with your scissors. Leave as much of the center shaft as you can, but get all the cottony part off. These are your Arrows. Leave the cotton on the other end for your arrowhead.

Step 5: Take your popsicle stick out of the water and gently bend it into a bow shape. It will not stay when you let go, but if you repeat this several times, it will gradually become more curved. You can decide when it is bent enough. Do not try to bend it too far the first time, or it may break.



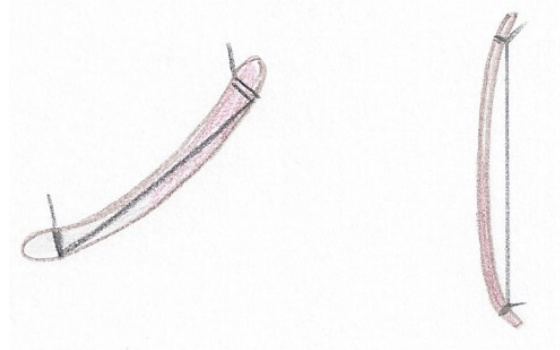
Step 6: To put the string onto your bow, chose one end to start with. The first thing to do is to wrap the string ALL THE WAY around the stick twice, leaving most of the string hanging down for later. You do not HAVE to wrap it twice. You could just wrap the string around and tie it. But the extra wrap helps keep the string tight, which makes your bow more powerful.

Step 7: Now you should be ready to tie a knot. You should have a long end and a short end of string together on the same side of the bow. For those who are old enough, a square knot is the knot we recommend to put here. (Picture). For those who are younger, or just have trouble following pictures like this, use the very beginning part of how you tie your shoes. One string goes around the other and then pull it tight. Repeat that 2 or 3 more times to be sure it won't slip, and you should be fine.



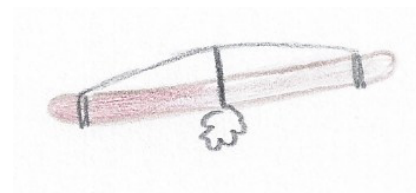
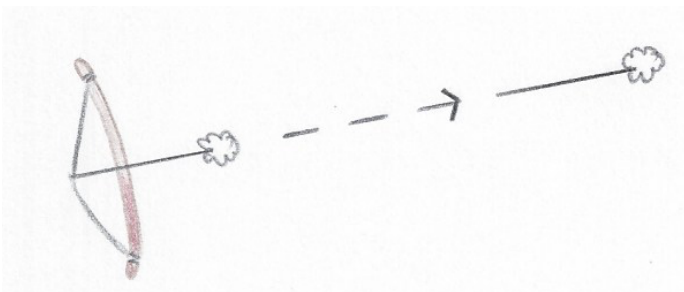
Step 8: Keeping the stick bent just a little so it keeps the bowstring tight, wrap the long string twice around the OTHER end of the stick.

Step 9: Repeat step 7 (which is tying knots) for this end. Try to keep the string as tight as you can, but don't worry if it loosens a little bit. That is normal.



Step 10: Let your popsicle stick finish drying before you shoot your bow. It will be stronger and able to shoot farther that way.

Extra note: If you have trouble keeping your arrows straight while shooting in the traditional upright bow position, we recommend trying a crossbow position, with the front of the arrow resting on top of the stick. That should make it a little easier to aim.



Recipe: Addie Shooster's Critternose Casserole

This recipe is prized by Fangs and innkeepers alike—Fangs because of its delectability, and innkeepers because of its lifesaving qualities.

1 lb. rodent noses, preferably black (the pink variety having a more subtle flavor)
Tails of same rodents, chopped
2 moldy onions, chopped fine
3 c. skunk cabbage, shredded
Old grease (rancid if possible)
1 c. fine sawdust, divided
3 c. compost juices
Pinch basil
Sweat sauce (optional)

Preheat oven to 350°. Reserve one nose for a garnish.

Sauté remaining noses, tails, onions, and skunk cabbage in whatever spare grease you have on hand. Transfer the mixture into an 8x8" baking pan.

Add extra grease and about a half cup of sawdust to the sauté pan. Stir over medium-high heat until the sawdust begins to smoke. Slowly pour compost juices into the pan, being careful not to let it spatter. Add basil and continue to stir as the mixture thickens. When thick, pour over nose mixture in baking pan. Sprinkle remaining sawdust over all. Bake for thirty minutes. Place reserved nose artfully in the center and drizzle with sweat sauce (if available). Serves one.

Recipe: Ronchy McHiggins' Sailor's Pie

"His name is Ronchy McHiggins. ... Runs a tavern called the Roundish Widow that serves the finest sailor's pie I've ever laid mouth on. He cooks it with a sprig of honeybud, and the mashes atop it are copiously peppered and garlicked. Seven vegetables are mixed with goat cr me and—"

"Can we trust him?" Nia asked.

Oskar cleared his throat and eyed his diggle meat with disdain. "I hope so. He's the one who introduced me to Gammon. ... If anyone can find us a guide over the Stony Mountains to the Ice Prairies, Ronchy McHiggins can. His sailor's pie, as I said, is *delicious*."

—From *North! Or Be Eaten*, chapter 17, "An Ally in Dugtown."

Olive oil

2 slabs henmeat, roasted and cut into small pieces

1 onion, cut up

8 oz. mushrooms, sliced

2 c. broccoli, cut up

1 lb. asparagus, cut up*

1 acorn squash, peeled and cut up*

2 parsnips, cut up

2 carrots, cut up

1 sprig (about 2 t.) honeybud*

A few cloves of garlic, smashed

Salt and pepper

1 c. goat cr me**

1-½ c. hen broth

½ c. hen broth

¼ c. potato starch or other thickener

3 lb. potatoes, quartered

¾ to 1 c. heavy cream

½ c. (1 stick) butter

The rest of the head of garlic, smashed

Salt and copious pepper

INSTRUCTIONS:

First, start a fire in your oven. You'll want it to get to about 350°.

Heat up a very large pan, and when it's hot, add a good-sized splash of oil. Add some garlic and stir it around for just a few seconds. Add vegetables, a handful at a time, and stir as you go. Add more oil as you go to keep things from sticking.

When the vegetables are done, pour in the goat crème and 1 1/2 c. of hen broth. Whisk the potato starch into the remaining 1/2 cup of broth, then add that to the pan, too. It'll thicken quickly, so keep an eye on it while you stir. Stir in the henmeat pieces, then add salt, pepper, and honeybud to taste. Remove pan from the heat, and spread all of this mixture into a very large (about 9×13") baking pan.

Bring a pot of water to a boil and add the totatoes. Let them cook until you can stab them through with a fork. Turn off the heat and drain the totatoes, then melt the butter in the pot. Add the rest of the garlic and stir for a minute. Put the totatoes back into the pot and mash them. Add salt, cream, and copious pepper as you go. (If you have a helper, they can do this part while you work on the henmeat and vegetable filling.)

When the mashes are ready, spread them atop the filling in the pan. Top with more pepper. If you like, you can use a spoon to make little dips and swirls in the mashes, and fill those in with more garlicky butter. Put the pan in the oven and bake for about twenty minutes, or until the filling burbles a little. (You might want to put the pan on a large cookie sheet, in case it burbles over.)

*You can substitute other vegetables if these are not on hand. For example, butternut squash works well in place of acorn squash, and sugar snap peas can be used if asparagus isn't in season. And thyme works nicely if you haven't any honeybud.

**If you can't find goat crème, you can substitute goat milk (or toothy cow milk, if you can manage to extract it and keep all your limbs), thickened with 4 oz. of goat cheese.

TACKLEBALL EXPLAINED

Excerpted from Blovidia Nump's compendium *Neverbored: Possibly Dangerous Distractions for all Occasions*, Pym-Fendril Press, 3/230.

The astute reader will remember my exhortation to abstain from distractions of the violent sort, except when the possibility of moderate injury enhances the enjoyment of those interminable occasions wherein Boredom, that fiendish malady, slurks and sneakles at the edges of one's consciousness. A good example might be when, just last month while I traveled by private boggan to the Ice Prairies for holiday, I realized the foul Boredom Beast had come upon me unawares whilst my boggan voomed its long descent from the outpost at the peak of Mog Balgrik.

"Miss Blovidia," my boggan pilot said over his shoulder as we entered the sixth hour of our silent slide toward the coast, where I was to spend the next four days ice mining, "forgive my presumptuousness, but might you be fidgeting?" It was true, and I hung my head in shame. Though the frozen slopes were beautiful in the extreme, the thrill had worn off and I had begun to drum my fingers on the boggan rails and tap my feet on the back of the pilot's seat.

"Forgive me, Pilot Herkins. How much longer is the slide?"

"Another three hours," he said, tugging the rein and skimming the boggan around a mountainous drift of bluish white snow. He glanced at me with a look of concern. "Might I make a suggestion?"

He taught me the single-player version of Slap Knee (see page 26), which as you know achieves just the right balance of tinglesome pain and strategy. Needless to say, Boredom fled, shrieking in defeat. Tackleball, like Slap Knee, is both strategous and bruise-worthy, as you shall see, though I have found after much experimentation that a suitable one-player variation is not advisable. The rules are as follows.

1. Find ball. *An inflated chorkney bladder, due to its size and stench, is inadvisable in all but the direst circumstances; if a bladder must be used, gambloat is best. Alternately, purchase a toy ball of stitched leather roughly the size of a twelve-year-old human head.*
2. Ask at least one other person if they would like to play. *Tackleball, like most games, is meant to be played with those who have agreed to play with you.*
3. Sign waiver. *This is absolutely necessary. However, if no waiver can be found, skip rule #3.*
4. Throw ball. *If possible, don't throw the ball over a cliff, or into a pit of spikes, or into an open fire.*
5. Try to seize ball before other person does. *Weapons are strictly forbidden. In no case is either player allowed to harm the other player's face.*
6. If other player comes into possession of ball first, do all within your power to remove ball from other player. *(See note on #5.)*
7. Game ends at dinner time, or upon concession of defeat, or at destruction of ball, or when doctor is summoned. *If doctor is necessary, display waiver.*