

READER'S GUIDE TO

DRAGONWATCH

In the long-awaited sequel to Fablehaven, the dragons who have been kept at the dragon sanctuaries no longer consider them safe havens, but prisons, and they want their freedom.

The dragons are no longer our allies...

In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He has long seen the sanctuaries as prisons, and he wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind ruled and reigned without borders. The time has come to break free and reclaim his power.

No one person is capable of stopping Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to save the world from destruction. Long ago, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who confined the majority of dragons into sanctuaries. But nearly all of the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help.

As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge to battle against forces with superior supernatural powers and breathtaking magical abilities.

How will the epic dragon showdown end? Will dragons overthrow humans and change the world as we know it?





About the Author

Brandon Mull has worked as a comedian, a filing clerk, a patio installer, a movie promoter, a copywriter, and briefly as a chicken stacker. For a couple of years, he lived in the Atacama Desert of Northern Chile, where he learned Spanish and juggling. He currently lives in Utah in a happy little valley near the mouth of a canyon with his four children and dog named Buffy. Brandon is the #1 *New York Times* best-selling author of the *Fablehaven*, *Beyonders*, and *Five Kingdoms* series. Visit Brandon at BrandonMull.com.

Common Core Standards

Reading

CCSS.ELA-LITERACY.CCRA.R.1

Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text.

CCSS.ELA-LITERACY.CCRA.R.2

Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas.

CCSS.ELA-LITERACY.CCRA.R.3

Analyze how and why individuals, events, or ideas develop and interact over the course of a text.

Writing

CCSS.ELA-LITERACY.CCRA.W.2

Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content.

CCSS.ELA-LITERACY.CCRA.W.3

Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.

CCSS.ELA-LITERACY.CCRA.W.9

Draw evidence from literary or informational texts to support analysis, reflection, and research.
Speaking and Listening

CCSS.ELA-LITERACY.CCRA.SL.1

Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.

Pre-Reading Activities

Creature Feature

Readers know *Dragonwatch* will be different from *Fablehaven*. Dragons will be central characters and we know they will initiate a conflict, while *Fablehaven* focused more on the world of the mythical creatures. Which mythical creatures and dragons from *Fablehaven* would you like to see return in *Dragonwatch*, and how might they be different than in *Fablehaven*?

Key characters to discuss:

Camarat- Longer than two school buses, end-to-end, this Asian dragon is brother to Agad and has a head like a giant lion with red-gold fur, a crimson mane, and a gold-and-red serpentine body. His large feet are a hybrid of dragon claw and lion paw, and his roar is like that of a thousand lions. He guards the entrance to Wyrmoost.

Raxtus- As an egg, Raxtus was rescued and raised by fairies. He is the only dragon in the world who, because of his relationship with the Fairy Queen, can approach her shrines. Though his father is Celebrant, the dragon king, Raxtus has a reputation as a weakling, and he is shy and introverted. He has gleaming armor of silvery-white scales, and his magical breath enables things to grow.

Newel and Doren- The most notable satyrs at *Fablehaven*, they are best friends and love to watch TV and play tennis and like to barter items such as gold.

The Caretaker's Guide to Fablehaven is the first visual discovery of all the characters in *Fablehaven* and can be a good resource for this activity. Give each student two blank index cards and instruct them to use one index card for each creature. Draw the creatures and then write their predictions about that character's actions in *Dragonwatch*. Students can have a discussion about how their chosen creatures will interact with each other during the reading of *Dragonwatch*.



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Timeline Activity

To enhance the Creature Feature activity, have students create a timeline for *Dragonwatch* and add the cards they made for the Creature Feature activity to the timeline as they encounter these creatures in the story.

Engage students in a discussion about fantasy stories, creatures like fairies and dragons, and heroes. Create a chart of the traits attributed to each archetype in fantasy and encourage the students to add new traits and insights as they read *Dragonwatch*.

CCSS.ELA-LITERACY.CCRA.SL.1

Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.

Read aloud the excerpt from Stan Sorenson's journal on page 1 and 2 of *Dragonwatch*. Have a discussion about the genre of fantasy and the foreshadowing clues from the journal in order to make predictions about *Dragonwatch*. On a piece of chart paper, make a web organizer of the students' predictions to track and add to as you read *Dragonwatch*.

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Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.

Ask students to reflect on Stan Sorenson's thoughts on sacrifice from his journal on pages 1 and 2. Ask students to write about a cause or a person that the student feels would be worthy of a personal sacrifice. Students should explain why they chose this cause or person, what kind of sacrifice they are willing to make, and how this would impact others.

CCSS.ELA-LITERACY.CCRA.W.2

Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content.



Themes

Students will reflect and write about one of the topics below and how that topic is a theme in *Dragonwatch* by using evidence from the text to support the explanation of the selected theme. There is a "Theme Analysis" document that can be used for this on the *Dragonwatch* Padlet.

- Heroes
- Overcoming self-doubt and believing in yourself
- Sacrifice
- Family
- Friendship
- Good versus evil
- Bullying
- Imagination

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CCSS.ELA-LITERACY.CCRA.W.9 Draw evidence from literary or informational texts to support analysis, reflection, and research.

- Literary devices
- Symbolism
- Figurative language
- Foreshadowing
- Archetypes
- Conflict resolution

During Reading Activity

Classroom Story Quilt

Give each student a piece of cardstock that they can fold into 9 sections. Have students label each section in three chapter increments.

As students read each section of chapters, they should determine which event is most important in that section. Have students illustrate that event and label it. At the end of the book, after all sections have been completed with drawings, allow students to present their favorite section/illustration of the book. Combine and hang up all student work to create a Story Quilt. The Story Quilt could also be done using a digital resource.



Discussion Questions

Chapters 2-7

1. On page 15, when talking about demons and witches, Orna states, "Power comes at a price." What does Orna mean by that? (Chapter 2)
2. There are many different ways to see the world. Seth's cousin Knox is introduced in *Dragonwatch* as a skeptic because he cannot see the mythical creatures that others can see if you "Drink the Milk"- a phrase well known to Fablehaven fans. Knox's sister, Tess, however, incorporates mythical creatures in her play and imagination. How would you react if you were told mythical creatures existed even if you could not see them? How might Knox and Seth differ in their behavior when faced with danger from the bear later in the story?
3. In Chapter 6, Calvin the nipsie is introduced. He is described as smaller than a human, but very big for a nipsie. Calvin skillfully uses his small size to hide in Seth's pocket and is able to give advice about conversations that he overhears. Name a person you know or a famous person who used a physical trait to accomplish something special or outwit an opponent.
4. There are many examples of teamwork in the book. Create a chart of the allies of Seth and Kendra and the allies of Celebrant. What traits do each team of allies have which help them accomplish their goals? Which characters do you think Seth and Kendra can trust the most?



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CCSS.ELA-LITERACY.CCRA.W.9

Draw evidence from literary or informational texts to support analysis, reflection, and research.



Discussion Questions

Chapters 8-13

1. In Chapter 8, Seth and Kendra view things differently. Seth asks, “Which is better? Getting grounded from exploring? Or being able to explore but never being able to do it?” (page 88). Kendra answers, “Seth, you matter to me. Please be careful!” (page 89). Whose point of view do you agree with—Kendra’s cautious view or Seth’s adventurous view? Why?

2. In chapter 11, page 130, Marat says, “The Blackwell is the greatest danger within the walls of this keep. It could be your downfall.” What other dangers do you predict there will be?

3. On page 138, Raxtus asks, “How will dragons ever rejoin the world if we never get a chance to practice?” Do you agree or disagree with the idea of freeing the dragons? What could go wrong?

4. Consider Simrin’s advice: “Either get certain or quit. Your resolve is about to be tested” (page 143). Has this type of resolve made a difference in your past experiences or in history?

5. In chapter 13, Seth and Kendra are having a serious discussion with their grandparents and Marat about how to safely do their job as caretakers and how, as caretakers, they need to know who everyone is. Marat offers this advice, “I am slow to dislike anyone. Disliking someone is almost as big a commitment as loving someone and it carries none of the benefits” (page 157). Do you agree or disagree with this quote? Explain your answer.

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Discussion Questions

Chapters 14-19

1. Before Kendra and Seth leave the safety of Blackwell Keep, Henrick warns Seth, “Don’t think for one moment that this is a game” (page 173). Do you feel that Henrick’s warning was necessary? What are the consequences if Seth does not take this trip seriously?

2. Chapter 15 is titled “Fair Folk.” Describe your impressions of the Fair Folk. Are there reasons to be suspicious of them? Is there anything about them that makes them trustworthy?

3. In Chapter 17, the Somber Knight has an attitude of pessimism about nearly everything. He says, “I don’t hide from unpleasant possibilities. I embrace them. Some call it pessimism. I see it as an advantage” (page 215). In literary terms, a foil is a character who contrasts with another character. Who is the Somber Knight’s foil? Which character has a positive attitude in the face of challenges? Identify this character and explain how the characters are different from each other.

4. Seth and Kendra have many decisions to make in Chapter 18. One of the biggest decisions is whether or not to go on the dangerous mission to get the scepter. After weighing all of the advantages and disadvantages, they decide to exit the road and pursue the scepter. Seth and Kendra have to trust each other and “Seth had seldom felt prouder of his sister” (page 232). How could this teamwork help Seth and Kendra? Are there disadvantages to their close relationship?



5. People who fix problems sometimes have to take risks. Consider the events of the story so far. What is the difference between taking risks and being reckless? Give examples from the story to support your ideas.

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Discussion Questions

Chapters 20-28

1. In Chapter 20, Seth and Kendra meet Dromadus. He gives them advice and promises to reveal the location of the hidden scepter. Dromadus asks that Kendra and Seth promise to do him a favor in the future. Make a prediction about what kind of favor Dromadus could ask from Seth and Kendra.

2. Kendra's experience on the Path of Dreams forces her to confront coffins containing family members and people she knows. It's unclear if that really happened or if she imagined it. Think of the power of imagination and a time when you imagined something, possibly in a dream, which seemed very real. Why did that experience seem so real?

3. In Chapter 22, Seth has a reaction to the Path of Dreams and appears at a banquet. Talizar offers to be his guide and mentor. Seth thinks, "Much of what Talizar was proposing sounded reasonable...Demons could be very convincing. That didn't mean they were trustworthy" (pages 279-80). Which other character in the story is most like Talizar? Is there another character who is reasonable, but not trustworthy?

4. In Chapter 23, Seth, Kendra, and Calvin work together to secure the scepter. Seth tells Kendra, "I may mess up sometimes, but I eventually learn" (page 285). How does Seth show his maturity in this chapter? Who does Seth trust and rely on to help obtain the scepter?

5. Henrick uses a multiplying spell to trick the dragons in Chapter 24. If you could create any spell to help any character in the book, what would your spell be? How would this spell help the characters?

6. Seth comes up with a plan in Chapter 25 to help Henrick, with the scepter in a safe hut near Blackwell Keep. Brunwin says, "This is by far the best solution I've heard. Ingenious, really. It could work. But the price could be steep." (page 314). Think back to the previous reading in the book. Were there other plans that had a "steep price"? Think of the actions and consequences of these plans. Were the plans worth the price?



7. Foreshadowing is a technique that writers use to give readers hints about what will happen later on in the book. Looking back to the early part of the book, did the author foreshadow Knox's involvement in getting the scepter back? What clues did the author give about how Knox would be used later in the story? Did the author give any clues earlier in the story that Tempest would be a crucial character?

8. Do you think it was fair of Seth to use his younger cousin, Knox, to get the scepter back? Should Seth have risked Knox's life?

9. Courage is the ability to do something that is frightening. In your opinion, who is the most courageous character in the story? Support your opinion with examples from the story.

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After Reading Activities

Readers Theatre

- Pick a chapter in *Dragonwatch* to turn into a movie scene.
- Engage students in a conversation about writing dialogue.
- Refer to the Dragonwatch Resource page link for ideas and tools.

CCSS.ELA-LITERACY.CCRA.W.3

Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.

Archetype Analysis and Writing Prompt

- An archetype is a universal character, situation, setting, theme, or symbol that all readers can relate to. Including archetypes in fantasy writing is a way for the author to provide readers with recognizable story elements. Ask readers to pick an archetype example from *Dragonwatch* to analyze and explain.
- Refer to the Dragonwatch Resource page on the last page for ideas and tools.

CCSS.ELA-LITERACY.CCRA.W.2

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Narrative Writing Activity

Writing prompt: A loud crash is heard throughout the school that causes the very ground to shake, followed by a horrible stench. A quick glance out the window reveals three dragons who have landed in the parking lot. The cars beneath them are flattened. Dragons are entering your school. What do the dragons want? Who will be the hero? What sacrifices will be made? Who can you count on?

CCSS.ELA-LITERACY.CCRA.W.3

Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.

Research Activity and Writing Prompt

Research and complete a Venn diagram about real-world connections of war and alliances and compare that to *Dragonwatch*.

Although *Dragonwatch* is a fantasy story, are there lessons from *Dragonwatch* that can be applied to today's world? What might those lessons be?

CCSS.ELA-LITERACY.CCRA.W.9

Draw evidence from literary or informational texts to support analysis, reflection, and research.



Content Connections

Language Arts

- An epic hero is defined as a character who is noble and brave and impacted by great events in a story. Who is the epic hero in *Dragonwatch*? Why? Defend your answer.
- Create an army with any 2 characters from the book and one dragon. What attributes make a good army and team? Would you use only characters with strong physical traits or would you use characters who demonstrate wisdom and patience? Use a claim statement to give your opinion and defend your choices.
- There are many references to story elements that are symbols for certain ideas. Think about the power that the unicorn's horn has. What could the unicorn represent? Think about the nipsie's size and the impact he had on the story. What could nipsies represent? What do the seven scepters represent? What other symbols can you think of from the story?
- Brandon Mull uses many similes and metaphors in *Dragonwatch*. When riding the griffin, Seth thinks, "It was like riding a roller coaster designed by a mad genius" (page 333) and "It was like hang gliding in a hurricane" (page 334). Find other examples of similes or metaphors in *Dragonwatch*.



Drama

Great writing includes suspense and building blocks that plant clues leading up to a dramatic climax. Brandon Mull created events in *Dragonwatch* that reveal information which leads to a dramatic climax. For example, when Seth decides to use his cousin Knox to retrieve the scepter, it is revealed to the reader that both Seth and Knox might be killed because of their actions. Suspense is then added because pressure is put on Seth to take action before Simrin tells Seth's grandfather about the plan. Then there is the fear of the dragons following Seth outside the sanctuary and the question of whether the plan will succeed.

- Find a 2-3 page section of the story that demonstrates great dramatic writing. Practice reading that scene with fluency and expression in order to communicate the sense of drama. When you have practiced and mastered the reading of that passage, present it as a dramatic reading to your class or make a recording to share in the future.

Social Studies

- Kendra and Seth are willing to sacrifice themselves to Blackwell Keep for the greater good to save humankind from the dragons who want to rule them. Can you think of a time in history when someone has made a sacrifice for the greater good of society? Conduct research to summarize this historical event and describe the sacrifice made.
- What do you think the human world would be like if dragons were able to have total and complete control over people? Research various forms of government. Which form of government would dragons use to rule humans?



STEM

- Imagination has inspired science throughout history. Many imaginative writers— from Jules Verne to Gene Roddenberry of *Star Trek* imagined a world of devices which were fictional at the time but which, in some cases, inspired young readers who became scientists and inventors and made those devices a reality. Research devices which were inspired by fiction. Create a list of creative devices Brandon Mull described which you would like to have invented.
- There are many creative magical devices described in *Dragonwatch* like the barrel which transports you from Fablehaven to Wymroost. Use your imagination to create a spying or traveling device. Using your knowledge of science, think about the tools and materials you would need to make that device.
- Kendra agrees to talk to Jubaya in Chapter 3. She uses a unicorn horn to keep herself safe. Unicorn horns are described as containing “magical properties, including the power to purify anything they touch and cure any sickness. To certain beings, the purification could be deadly.” How could purification be deadly to some creatures? Long ago, unicorns were hunted to near extinction by wizards greedy for their horns. Can you think of animals in the real world that face the same plight? Research how this potential extinction impacts ecosystems throughout the world.



Art

- Choose a section of the story you feel is the most action-packed. Using direct text from the story and your drawings, create a graphic novel version of the chosen section.
- Design your own magical character. Draw this character and describe the powers that it has. Explain how this character would be beneficial to the story.



Student Worksheet

Name _____

Archetype Analysis Activity ***Dragonwatch* by Brandon Mull**

In literature, an archetype is a typical character, action, or a situation that often represents a common and universal pattern of human nature.

Including archetypes in fantasy writing is a way for the author to provide readers with recognizable story elements against fantastical and unfamiliar storytelling elements to help readers connect to the characters and action.

“The Hero” is a common archetype who predominantly exhibits goodness and struggles against evil to restore harmony and ensure justice is served.

“The Villain” is another common archetype who is dedicated to opposing the hero at all costs.

“The Journey” is a situation archetype which takes the hero on a physical or emotional trek toward greater understanding of his or her personality or the nature of the world.

Choose a character from *Dragonwatch* who takes “The Hero’s Journey” and explain the stages of his journey as detailed below. You can also use an online tool for this exercise:

[HTTP://WWW.READWRITETHINK.ORG/FILES/RESOURCES/INTERACTIVES/HEROSJOURNEY/](http://www.readwritethink.org/files/resources/interactives/herosjourney/)

- Unusual birth
- The call to adventure
- Supernatural helper
- Talisman or special weapon
- Crossing the threshold: leaving the familiar world to enter the journey
- Trials
- Achievement of goals
- Reconciliation with a father-figure
- Return home

Additional resource: What Makes a Hero? TED Talk:

[HTTP://ED.TED.COM/LESSONS/WHAT-MAKES-A-HERO-MATTHEW-WINKLER](http://ed.ted.com/lessons/what-makes-a-hero-matthew-winkler)

Student Worksheet

Name _____

Theme Analysis *Dragonwatch* by Brandon Mull

Think About It	Write About It
<p>Circle a topic below to analyze as a theme in <i>Dragonwatch</i>.</p> <ul style="list-style-type: none">• Heroes• Believing in yourself• Sacrifice• Family• Friendship• Good versus evil• Bullying• Imagination	<p>Write about what characters said and did in the story that reflects what the author, Brandon Mull, believes about the topic you selected.</p> <p>What do you think is the message Brandon Mull hopes the reader will understand about the topic you selected?</p> <p>Write in the box below.</p>

Dragonwatch Resources

Brandon Mull's Writing Process [HTTP://BRANDONMULL.COM/SITE/EDUCATORS-AND-PARENTS](http://brandonmull.com/site/educators-and-parents)

What makes a hero? (Archetype) EdTed Talk

[HTTP://ED.TED.COM/LESSONS/WHAT-MAKES-A-HERO-MATTHEW-WINKLER](http://ed.ted.com/lessons/what-makes-a-hero-matthew-winkler)

The Hero's Journey Activity

[HTTP://WWW.READWRITETHINK.ORG/FILES/RESOURCES/INTERACTIVES/HEROSJOURNEY/](http://www.readwritethink.org/files/resources/interactives/herosjourney/)

Readers theater lesson plans and rubrics for grades 3 through 12

[HTTP://WWW.READWRITETHINK.ORG/CLASSROOM-RESOURCES/PRINTOUTS/READERS-THEATRE-RUBRIC-30698.HTML](http://www.readwritethink.org/classroom-resources/printouts/readers-theatre-rubric-30698.html)

Books by Brandon Mull



Dragonwatch series

Dragonwatch

A Fablehaven Adventure

In the long-awaited sequel to *Fablehaven*, the dragons who have been kept at the dragon sanctuaries no longer consider them safe havens, but prisons and they want their freedom! The dragons are no longer our allies....

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Fablehaven Book of Imagination

Now it's YOUR turn to tap into your imagination in the very first interactive guide to Fablehaven!

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"Delightful, engaging."

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—*Compass Book Ratings*

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Fablehaven series

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Paperbacks published by Simon & Schuster

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"Imaginative...Kendra awakens a fairy army in a fierce scene worthy of *The Lord of the Rings*."

—*LA Times*

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Grip of the Shadow Plague, Book 3

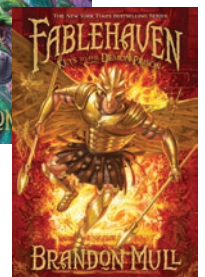
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