

NEW YORK TIMES #1 BEST-SELLING AUTHOR

**RICK RIORDAN**

# MAGNUS CHASE

and the GODS of ASGARD



THE SHIP OF THE DEAD ACTIVITY KIT



MAGNUS

BLITZEN

HEARTHSTONE

THOR

LOKI

SAMIRAH

FRIGG

HALFBORN

MALLORY

TJ

## THE SHIP OF THE DEAD PARTY IDEAS

**DECORATING IDEAS:** In *The Ship of the Dead*, Magnus Chase and his friends take a wild boat trip to the furthest borders of Jotunheim and Niflheim in pursuit of Asgard’s greatest threat.

To prepare for your *The Ship of the Dead* event, introduce the atmosphere of the Norse longboats and the cold seas into your space. Backdrops of ocean blue waves will get attendees into the spirit of the watery journey Magnus and his friends take. Use butcher paper to create your backdrops; adding to the scene with a profile of a longboat deck and blue seas will help create the scene for the party, and images of fish and wild sea creatures will help enhance the scene space even further.

**A WATERY FEAST:** Building a civilization (or being the gods worshipped by it!) in the frozen climates of far northern Europe is hard work! The Norse offset the cold climate and frequent combat with hearty feasts, so entice your partygoers with a wide variety of Magnus Chase and the Gods of Asgard-inspired food from both the land and sea. In addition to offering treats with a nod to Scandinavian flair such as Swedish meatballs, danishes, peppermints, spearmint gum, Warheads, and “mead” (ginger ale or lemonade), add these nautical necessities:

- Fish and chips (bags of Goldfish crackers and potato chips)
- Blue M&Ms
- Swedish Fish
- “Seaweed” (green Sour Punch pieces)
- Cookies with anchors or boats
- Seagull eggs (maltballs)

**ICEBREAKERS AND CRAFTS TO GET THE PARTY STARTED!:** Get your *The Ship of the Dead* event started by using the following games and crafts to get your partygoers into the sea inspired spirit!

**MAKE SOME NORSE NOISE:** Participants sit in a circle, and one of them starts the rumor ring with a 2–3 sentence story excerpt, character summary, plot blurb, etc., from one of the books in the Magnus Chase and the Gods of Asgard series. Each participant whispers the story to the person to their right, and when it has made the full circuit, the last person announces what was whispered to them for comparison to the original statement.





## THE SHIP OF THE DEAD PARTY IDEAS

**DESIGN YOUR OWN SKOFNUNG STONE:** In the *Magnus Chase and the Gods of Asgard* books, readers learn about the deadly Skofnung sword, where a cut by this magical sword spreads until it rips the person apart. The only way to stop this is by touching the cut with the powerful skofnung stone.

Offer attendees a chance to decorate their own skofnung stone by having small rocks and art supplies on hand for stones to be painted and ornamented with symbols or short slogans fitting the adventures of Magnus and friends. Alternatively, if actual rocks can't be used, create and reproduce a handout of a rock so your partygoers can decorate those.

**ROW, ROW, ROW YOUR BOAT!:** Magnus's longboat (aptly named the Big Banana due to the bright yellow exterior color of the vessel) has significant magical attributes.

For the Norse, longboats were the common method of transportation. Offer your readers a variety of craft supplies and have them build models of these Viking vessels on their own. There are a variety of step-by-step guides available online or use these directions (modified from those at [ehow.com](http://ehow.com)):

Create a longboat out of foam, a dowel, and corrugated craft paper. First, trace and cut a longboat pattern on a wood-grain foam sheet. If you cannot find wood-grain foam, simply use brown foam and draw a wood grain with a black marker. Trace and cut a sail from brown craft paper and punch two holes 1/2 inch from the top and the bottom. Draw a Viking helmet on the sail. Poke a 6-inch dowel into the front of the bottom hole of the sail and out the top hole. Glue the bottom of the dowel to the bottom of the boat. Cut four circles on the corrugated craft paper. Cover the circles with tinfoil and attach them to the front of the boat as shields.

**VIKING IT AND LIKING IT:** The Norse peoples are famous in history for being fierce warriors who terrified those who might fall to one of their raids. But every Viking needs armament! Ask your party participants to design a sword, a shield, or a helmet that features an original logo and symbol to serve as a source of strength and protection in battle. Provide markers, paint, glitter, glue, tape, construction paper, cardboard, and the like for the task. Spirit animals such as bears, wolves, foxes, serpents, dragons, owls, eagles, and fish were popular among the Norse, as were symbols of raw power in nature like lightning, fire, mountains, and the sea. Symbols of the gods, of course, were very popular as well. Encourage participants to think out of the box: use a symbol that fits their own personal style.



# MAGNUS WORD JUMBLE

Rearrange the jumbled letters below to create a word that you would find in the world of Magnus Chase. Then use the circled letters from the words below to answer the question at the end.

1. I H E H L E M

○  
\_\_\_\_

2. D O I N

\_\_\_\_ ○  
\_\_\_\_

3. S O N B O T

\_\_\_\_ ○  
\_\_\_\_

4. E Y R F

○  
\_\_\_\_

5. N A R G A K O R

\_\_\_\_ ○  
\_\_\_\_

6. K Y L R E A V I

\_\_\_\_ ○  
\_\_\_\_

7. J E N I R E H A R

\_\_\_\_ ○  
\_\_\_\_

8. N U T J O

\_\_\_\_ ○  
\_\_\_\_

9. A M E D

\_\_\_\_ ○  
\_\_\_\_

10. M E R S U M

○  
\_\_\_\_

Who can Magnus Chase count on to help him?

\_\_\_\_\_



# HEARTHSTONE RUNE CHALLENGE

Hearthstone is a good friend of Magnus's, and uses runes to help in times of crisis. Study the below rune symbols that are used in the Magnus Chase adventures. Then fill in the blanks by drawing the rune symbol that fits.

**FEHU**  
the rune of Frey, fortune



**EHWAZ**  
horse, transportation



**KENAZ**  
the torch, fire



**OTHALA**  
inheritance



**DAGAZ**  
new beginnings, transformations



**ISA**  
ice



1. Skadi the Giantess and the people of Norway are very familiar with this symbol: \_\_\_\_\_
2. Magnus, Hearthstone, and friends might use this rune at the beginning of a quest: \_\_\_\_\_
3. This rune stone would be used when Magnus and his friends want to visit with Stanley: \_\_\_\_\_
4. A rune that Hearthstone and Magnus could use in Nidavellir, to help light their way: \_\_\_\_\_
5. Hearthstone would use this rune when in Alfheim: \_\_\_\_\_
6. The symbol representing Magnus's Father: \_\_\_\_\_

ANSWERS: 1. Isa 2. Dagaz 3. Ehwaz 4. Kenaz 5. Othala 6. Fehu

ANSWERS:



# EXPLORE WITH THE NORSEMEN

The Norse were active traders and explorers, extending their presence to the far reaches of Europe as well as to North Africa, Russia, and across the Atlantic Ocean. Read the descriptions below and locate each historically significant place on the map of the Norse-influenced world. Write the letter of the location in the blank space next to its description.

- Scandinavia, the present-day countries of Denmark, Sweden, and Norway and the heart of the Norse world \_\_\_\_\_
- Remote Swedish Viking trade post that became the center of an active trade in timber, furs, honey, and slaves \_\_\_\_\_
- Greatest of the Norse settlements in Russia, this city would become the hub for trade with the Byzantine Empire and the Islamic Caliphates \_\_\_\_\_
- Norse merchants brought highly prized northern goods to this great capital of the Islamic Caliphates \_\_\_\_\_
- After a rocky start to their relationship, Viking links to the capital of the Byzantine Empire eventually made that culture the greatest influence on Russian civilization \_\_\_\_\_
- From a colony outside of this ancient North African city, Norse sailors extended trade and later ferried Crusaders to the Holy Land \_\_\_\_\_
- A successful raid on Palermo led to a short period of Norse rule over this island off of the coast of Italy \_\_\_\_\_
- The Pope was so terrified of a Viking raid on this holy city that he fled to his fortress in the Alps \_\_\_\_\_
- While Spain and Portugal were under Arab rule, Norse raiders repeatedly attacked these wealthy cities and even occupied one for a short time \_\_\_\_\_ and \_\_\_\_\_
- Using river systems, the Norse were able to raid the largest city in northern Europe \_\_\_\_\_
- Raids were so successful in this region of northern France that the Norse were able to set up a kingdom from which they would eventually invade England \_\_\_\_\_
- Norwegian Vikings established rule over this region composed of southern and eastern Ireland and much of Wales and Cornwall \_\_\_\_\_
- Some of the most infamous Viking raids in history led to Danish rule over much of the east coast of England \_\_\_\_\_
- Norwegian Viking control over the north coast of Scotland allowed for further exploration across the Atlantic \_\_\_\_\_
- Overcrowding and limited farmland in Scandinavia probably prompted Norse colonization of this Atlantic Ocean island \_\_\_\_\_
- Though today its massive glacier makes its name seem strange, a warmer climate in the tenth century left productive farmland for Icelandic Viking settler Erik the Red \_\_\_\_\_



# VIKING VERBAGE

The Norse developed a distinctive writing system known as runes, a system that combined ideographic writing symbols that were applied to the sounds of the Norse languages. Download copies of the Norse runic alphabet and provide materials for participants to create nameplates for themselves, write a note to their parents, or redesign the artwork for a favorite book, musician, band, or sports team using runes in the names.

**RUNIC WORD PUZZLE:** Use runic alphabet symbols for the following clues.

1. Norse sailing vessels known as **ᚠᚢᚶᚰᚢᚱᚦᚠᚴ** allowed traders and raiders to sail both on the seas and up shallow rivers.
2. Norse explorers established colonies on the islands of **ᚷᚱᚱᚱᚶᚦᚦᚶ** and **ᚠᚬᚱᚦᚦᚶ**.
3. Viking warriors fought fiercely and bravely in battle in hopes that they would be allowed into the great hall of the afterlife, **ᚱᚦᚦᚱᚦᚦᚦᚦ**.
4. While the Vikings' homelands were in Scandinavia, there were long periods of Norse rule over parts of **ᚱᚶᚰᚦᚦᚶ**, **ᚶᚱᚦᚶᚬᚱ**, and **ᚱᚱᚴᚴᚦᚦ**.
5. While the Vikings were notorious warriors, they were also some of medieval Europe's most active **ᚰᚱᚱᚬᚦᚦᚦᚠᚴ**.



1. Longboats 2. Greenland and Iceland 3. Valhalla 4. England, France, and Russia 5. Merchants



# MATCH GAME

Match the mythological locations from the Nine Worlds with the corresponding area in Magnus Chase's Boston.

- |                                      |                           |
|--------------------------------------|---------------------------|
| 1. Center of the World Tree          | A. South Boston           |
| 2. Hotel Valhalla's Midgard Entrance | B. Bunker Hill            |
| 3. Nidavellir                        | C. Long Wharf             |
| 4. Lyngri the Isle of Heather        | D. Boston Common          |
| 5. Bitfrost Bridge                   | E. Home Plate at Fenway   |
| 6. Helheim                           | F. Make Way for Ducklings |
| 7. Recycling Chute at Valhalla       | G. Citgo Sign             |

## CREATE A SET OF RUNES THAT WOULD MAKE ODIN PROUD!

Draw or trace the different runes onto cardstock. Cut them out as your own set of runes! To make more elaborate runes, follow these steps: Purchase mosaic glass gems from a craft store. The gems can be obtained in different shapes, sizes, and colors. Use glass paint markers (that can also be obtained from a craft store) to draw the different rune symbols, using the runes below.

Fehu—the rune of Frey



Uruz—ox



Hagalaz—hail



Othala—inheritance



Gebo—gift



Ehwaz—horse, transportation



Dagaz—new beginnings, transformations



Perthro—the empty cup



Isa—ice



Thurisaz—the rune of Thor







# WE ARE FAMILY: A CHIP OFF THE OLD BLOCK?

For Odin's warriors of Asgard, being related to someone powerful has its pros and cons. Select your favorite character from the Magnus Chase and the Gods of Asgard series and analyze that character's relationship with his/her ancestor by completing the following chart.

My name is: \_\_\_\_\_  
CHARACTER NAME HERE

I'm related to: \_\_\_\_\_  
ANCESTOR NAME HERE

My best traits are: \_\_\_\_\_

I'm similar to my family because: \_\_\_\_\_

I'm different from my family because: \_\_\_\_\_

If there's one thing I want people to see in me, it is: \_\_\_\_\_

If I could choose my own godly family, I'd pick \_\_\_\_\_

because: \_\_\_\_\_





# EINHERJAR WORD HUNT

Search for these words like a Valkyrie searches for their Einherjar!

BLITZEN

HEARTHSTONE

ODIN

CHASE

LOKI

SAMIRAH

FREY

MAGNUS

THOR

Bonus word: What's a word for "doomsday" in Norse mythology?

L	S	R	V	V	H	M	M	F	K	Q	Z	E	H
D	B	H	O	I	X	T	N	P	T	Y	C	S	V
H	J	N	C	H	A	S	E	R	K	C	Y	G	Z
X	E	S	Q	T	T	K	W	W	H	Q	A	O	Y
G	G	A	S	Z	L	L	B	L	I	T	Z	E	N
U	Z	M	R	A	G	N	A	R	O	K	D	Q	G
L	U	I	A	T	H	S	R	W	I	U	S	I	Y
X	V	R	R	G	H	U	I	X	N	D	R	Q	H
W	G	A	E	O	N	S	N	M	E	I	H	Y	P
L	K	H	B	I	L	U	T	Y	Y	L	D	E	E
I	D	L	L	R	O	W	S	O	L	E	C	O	U
E	D	B	O	P	L	P	T	D	N	W	Z	G	W
I	J	Z	K	U	F	R	E	Y	A	E	F	O	W
N	A	W	I	X	Y	P	W	Q	X	A	B	A	F



F	V	X	W	P	X	I	M	V	N				
X	V	X	W	P	X	I	M	V	N				
W	O	E	A	E	R	E	X	Z	I				
M	Z	M	L	P	T	P	O	B	E				
U	L	R	O	S	O	W	S	O	I				
E	E	D	E	L	X	T	I	H	T				
P	H	R	G	H	U	I	X	N	D				
H	O	R	O	X	N	D	R	O	X				
I	S	I	U	S	R	W	I	U	S				
G	O	D	O	K	D	O	G	M	R				
N	E	Z	L	I	T	Z	E	N					
X	O	V	A	H	W	W	K	X	E				
Z	H	N	G	H	A	S	E	R	K				
V	D	R	O	I	X	T	N	P	T				
H	S	V	A	V	H	M	F	K	Q				

Bonus Word: RAGNAROK

ANSWER:



# WHAT'S YOUR THOR SCORE: IS IT FACT OR FICTION?

Read the following Thor statements and decide if they are a Thor Fact or Thor Fiction.

1. Thor was the god of thunder and of the sky.  
FACT                  FICTION
2. When Thor throws Mjollnir, it magically returns to his back pocket.  
FACT                  FICTION
3. His wife was the beautiful goddess Sif, who seldom appears and remains a somewhat mysterious figure.  
FACT                  FICTION
4. Thor holds a higher rank than Odin.  
FACT                  FICTION
5. Thor has a month named after him.  
FACT                  FICTION
6. Thor is a patron of farmers and is associated with weather and crops.  
FACT                  FICTION
7. He is believed to have grown out of Donar or Thunor, an ancient god of sky and thunder.  
FACT                  FICTION
8. He is also believed to be the son of Odin and Aphrodite.  
FACT                  FICTION
9. Thor is generally good-natured but can be known to have a hot temper.  
FACT                  FICTION
10. He is an ally of the frost giants.  
FACT                  FICTION
11. Thor's chief weapon is his mighty hammer Mjollnir, or Crusher, which was forged for him by water nymphs.  
FACT                  FICTION



ANSWERS:  
1. Fact 2. Fiction 3. Fact 4. Fiction 5. Fiction 6. Fact 7. Fact 8. Fiction 9. Fact 10. Fiction 11. Fiction



## WHAT A DIFFERENCE A STAY MAKES: CREATE A HOTEL VALHALLA SLOGAN

The Hotel Valhalla is a bustling place; the luckiest of Odin's warriors check in daily, and the manager, Helgi, and his staff stay busy and have little time to think of a creative hotel promotion to welcome their guests.

Help Helgi by using this space to design a promotion slogan around the official Hotel Valhalla logo.





# WITH A LITTLE HELP FROM HIS FRIENDS

Magnus Chase has many friends that help him complete his quests. Each of them use special talents to aid Magnus. Below match his friends to their talents and abilities.

1. ALEX FIERRO

A. One of the Einherjar. Can't die in Valhalla. Carries a wicked set of serrated knives and knows how to use them.

2. BLITZEN

B. Sword of Summer or "Sumarbrander." Can slash monsters and other enemies to pieces. Has an amazing repertoire of pop songs.

3. HALFBORN GUNDERSON

C. Einherjar and child of Loki. Has the ability to shapeshift. Weapon of choice: Garrote wire.

4. HEARTHSTONE

D. Svartalf dwarf. Has a keen fashion sense, and clothing that can turn to chainmail. Rock shaping and crafting are two essential abilities this dwarf possesses.

5. JACK

E. Berserker Einherjar from Valhalla. Deadly with a battle axe. Fond of wearing clothing that is in tatters, and going without a shirt.

6. MALLORY KEEN

F. Valkyrie and child of Loki. Can shapeshift and fly. Weapon of choice: Ax. Wears a hijab that is a Swan Cloak (piece of cloth that can camouflage people).

7. SAMIRAH AL-ABBAS

G. Einherjar and former Civil War Union Soldier. Weapon: Bone steel bayonet attached to a rifle.

8. TJ—THOMAS JEFFERSON, JR.

H. Elf born in Alfheim. Deaf, and knows sign language and can read lips. Is immune to sound-based attacks. Highly proficient in rune magic. Uses magical runes to cast spells.

# LOOK OUT FOR LOKI IS IT FACT OR FICTION?

Test for partygoers' knowledge of Loki by sharing this trivia handout.  
Are these statements about Loki FACT or FICTION?

1. Loki can cast illusions of himself anywhere he pleases, even as his body was imprisoned.

FACT                  FICTION

2. Though he is powerful, Loki is unable to shapeshift.

FACT                  FICTION

3. Loki has the ability to take control of his demigod children's bodies.

FACT                  FICTION

4. Loki's true appearance is grotesque, as his face is a melted mask of scar tissue.

FACT                  FICTION

5. Loki can be clever, funny, and quick to anger.

FACT                  FICTION

6. Loki finds humor in Blitzen's injuries from being stabbed.

FACT                  FICTION

7. Loki is always completely serious.

FACT                  FICTION

8. Loki attempts to ruin Sam's relationship with Amir and her grandparents.

FACT                  FICTION

9. Loki has the ability to create fire (known as pyrokinesis).

FACT                  FICTION

10. During Ragnarok, Loki is destined to kill Heimdall.

FACT                  FICTION



1. Fact 2. Fiction 3. Fact 4. Fact 5. Fact 6. Fact 7. Fiction 8. Fact 9. Fact 10. Fact

ANSWERS:



## WHO SAID THAT?

The Magnus Chase and the Gods of Asgard books are filled with great one-liners; see how well you know the characters as you identify the character that spoke these lines.

1. \_\_\_\_\_ “It was just like...Poof! I tried retracing my steps. I tried the Find My Hammer app, but it doesn’t work!”
2. \_\_\_\_\_ “I don’t expend my energy trying to fight the change of seasons. I focus on making sure the days I have, and the season I oversee, are as joyful, rich, and plentiful as possible.”
3. \_\_\_\_\_ “That way if we fall, we’ll fall together.”
4. \_\_\_\_\_ “Somebody once told me that a hero’s bravery has to be unplanned—a genuine response to a crisis. It has to come from the heart, without any thought of reward.”
5. \_\_\_\_\_ “The thing about fate, Magnus: even if we can’t change the big picture, our choices can alter the details. That’s how we rebel against destiny, how we make our mark. What will you choose to do?”
6. \_\_\_\_\_ “This has always been true. I hung from the World Tree for nine days and nights, racked with pain, in order to discover the secret of runes. I stood in line in a blizzard for six days to discover the sorcery of the smartphone.”
7. \_\_\_\_\_ “Blades before babes, you know what I’m saying?”
8. \_\_\_\_\_ “Knowing your fate is one thing. Accepting it is another.”
9. \_\_\_\_\_ “Etiquette tip: If you’re looking for the right time to leave a party, when the host yells, ‘No one leaves here alive,’ that’s your cue.”
10. \_\_\_\_\_ “I don’t know the ocean very well, but my boyfriend does. I think it’s time you met Percy.”
11. \_\_\_\_\_ “I don’t want to use the same pronouns all the time, because that’s not me. I change a lot. That’s sort of the point.”
12. \_\_\_\_\_ “Sounds like the beginning of a joke, doesn’t it? An atheist and a Muslim walk into a pagan afterlife.”
13. \_\_\_\_\_ “The elf is overreacting as usual. He got me all terrified and hustled me out of town.”
14. \_\_\_\_\_ “Can you believe all this treasure? Amazing, isn’t it?”



## WRITE IT OUT!

Throughout *The Ship of the Dead*, a number of characters exhibit acts of bravery. Consider the individual actions of these characters. Who do you believe to be the most courageous? Craft a letter to that character explaining why you believe his/her actions are so brave.

Readers are offered great insight about the experiences of Magnus from the events of *The Ship of the Dead*. Assume the role of one of the secondary characters in *The Ship of the Dead* and draft a diary entry detailing what you experienced and witnessed. To prepare, create an outline using the five Ws (who, what, when, where, and why). Remember to write in first person and give special attention to sensory imagery (what you saw, smelled, heard, etc.)

C.C.S.S.E.L.A.: Key Ideas and Details C.C.S.S.E.L.A. Literacy. R. L. 4.1., 4.2.,4.3. R. L. 5.1., 5.2.,5.4., R.L. 6.1.,6.2.,6.3. Integration of Knowledge and Ideas. C.C.S.S.E.L.A. Literacy. R. L. 4.7.,4.9, R. L. 5.7.,5.9. Speaking and Listening: Comprehension and Collaboration C.C.S.S.E.L.A. Literacy. R. L. 4.1., 4.3., R. L. 5.1., 5.3. S.L. 6.1., 6.2., 6.3. C.C.S.S.E.L.A. Literacy. R. L. W.4.4.,W5.4., W6.4.

