

A SCRAP OF MOSS AND MAGICK

HELEN PARRY

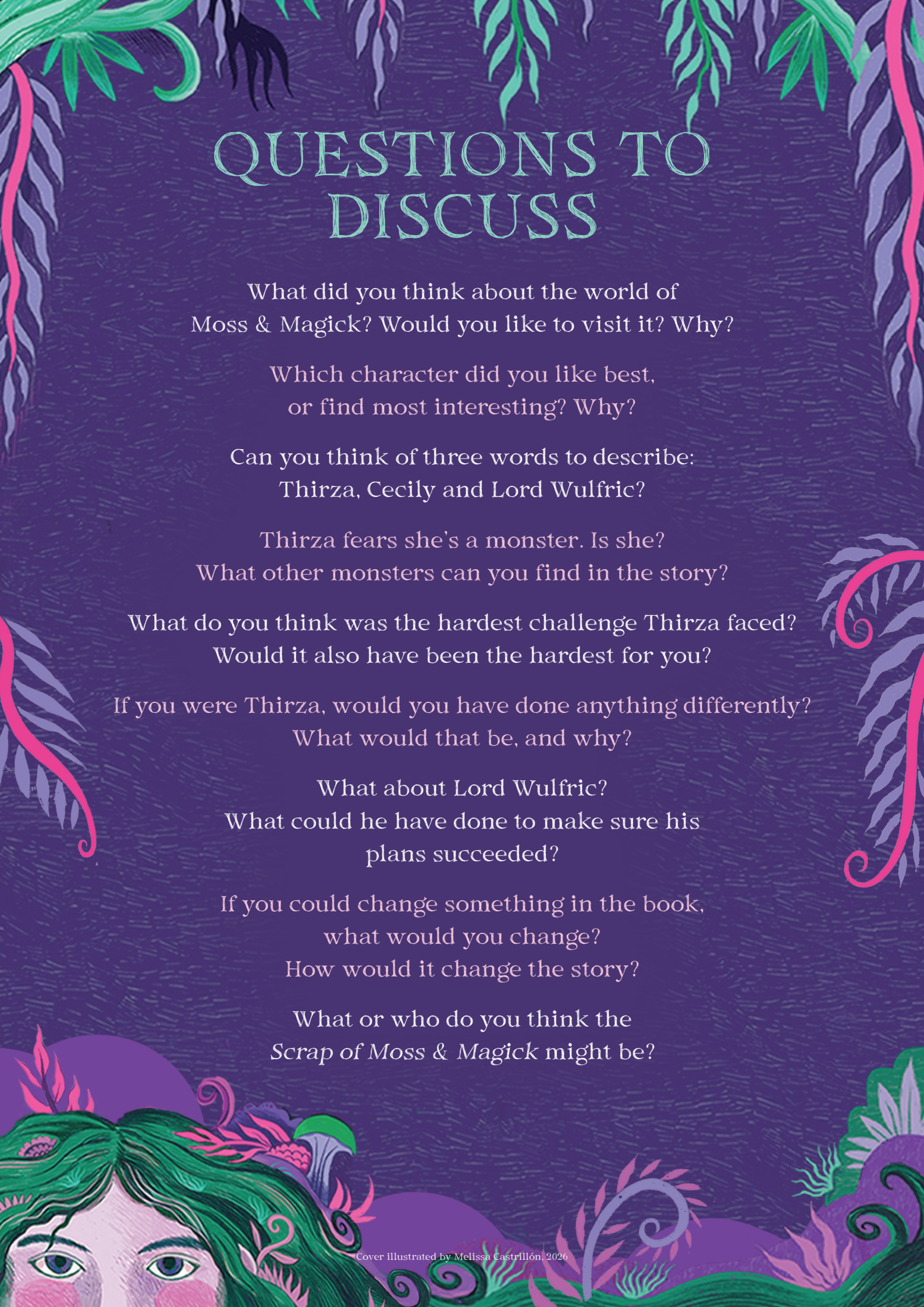
BOOK
CLUB
QUESTIONS

ABOUT THE BOOK



In a realm where the **charms**, **spells** and creatures of **folklore** run amok, eleven-year-old servant girl Thirza uncovers a **terrible secret** and is forced to choose between her own life or that of her best friend.

Expect copious magick, disgraced high magicians, hidden truths and peril aplenty in this thrilling middle-grade debut.



QUESTIONS TO DISCUSS

What did you think about the world of Moss & Magick? Would you like to visit it? Why?

Which character did you like best, or find most interesting? Why?

Can you think of three words to describe: Thirza, Cecily and Lord Wulfric?

Thirza fears she's a monster. Is she? What other monsters can you find in the story?

What do you think was the hardest challenge Thirza faced? Would it also have been the hardest for you?

If you were Thirza, would you have done anything differently? What would that be, and why?

What about Lord Wulfric? What could he have done to make sure his plans succeeded?

If you could change something in the book, what would you change? How would it change the story?

What or who do you think the Scrap of Moss & Magick might be?



EXTRA ACTIVITIES

Lots of magickal creatures are mentioned in the book, from trolls and mere-maidens to imps and woodwoses. Make a list of them and then draw them and write down where you think they lived, what they liked to eat, how they behaved. You can research them or invent your own like the Bone Horse of Durham. Now choose one, and imagine what it would be like to be that creature. What would your day (or night) be like? How would you feel about human beings?



It's very important to wear protection charms after dark in the world of Moss & Magick, to keep you safe from magickal creatures. Many of the charms are made out of leaves, berries and plants, although silver also works. Can you draw – or even make! – a protection charm? What would you use to make it? And what would it protect you against? It doesn't need to be a magickal creature – it could be spiders, or custard...



Thirza says about her magick:
'I can shapeshift a bit [...] I can chat with birds and
beasts. I can see the secret life in things [...] And I can
reach out with my mind and seep into things and make
them do what I want.' - [p.17]

If you were in Ruthyn Hall with Thirza and Cecily,
what magick would you like to make with them?
What might happen if you did? Can you write the story?



Many places have their own folklore and folk tales. This might be
traditional customs or festivals, or it might be stories about ghosts,
smugglers, witches or other magickal creatures. They are often
connected to a particular place. Do you know any folklore about
the region where you live? Can you draw a map of it?



The world of Moss & Magick is an alternate
nineteenth-century Britain. Some parts of Thirza's life
are historically accurate. Think of a time in history,
anywhere in the world. Now add magick!

If you time-travelled back there,
what would you see,
hear and do?