

TEACHER'S GUIDE TO THE  
**SCIENCE FICTION ADVENTURE**  
SERIES

FOUR NOVELS BY  
**Andre**  
**NORTON**

THE BEAST MASTER  
STAR GATE  
THE JARGOON PARD  
GRYPHON IN GLORY

by  
**Robert**  
**Foster**

# TEACHER'S GUIDE TO THE SCIENCE FICTION ADVENTURE SERIES

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# TEACHER'S GUIDE TO THE

# SCIENCE FICTION ADVENTURE SERIES

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# INTRODUCTION

## About Andre Norton

Alice Mary Norton was born in Cleveland, Ohio, in 1912. After attending Western Reserve University for two years (1930-32), she worked as a children's librarian for the Cleveland Public Library until 1950, and later worked briefly for the Library of Congress. Forced by ill health to retire, she became a full-time writer. Most of her work has been published under the name Andre Norton, although in the late 1940's and 1950's she also used the name Andrew North.

Norton's writing career began early and has been prolific. Her second novel was published before she was twenty-one, and to date she has published over 90 books. Norton's first books can loosely be called historical romance. The 1952 publication of *Star Man's Son, 2250 A.D.* (later reprinted as *Daybreak—225 A.D.*), a convincing tale of the slow rebirth of American civilization after a nuclear war, signalled a shift into science fiction that coincided with her becoming a fulltime writer and lasted well into the 1970's. But even in the heart of Norton's science fiction period, books such as *Star Gate* (1958), with its "medieval" setting of lords, keeps, dense forests, shrines, and talismans, or *The Beast Master* (1959), with its spiritual emphasis, suggested Norton's affinity for fantasy, first revealed in the 1947 short story "People of the Crater." Her first pure fantasy novel, which began the third phase of her career, was *Witch World* (1963), in which the hero is transported by Arthur's Siege Perilous to a world where telepathic witches battle alien invaders. Over the last twenty years, Norton has turned more and more to fantasy, and recent books such as *The Jargoan Pard* (1974) and *Gryphon in Glory* (1981) should be read as pure fantasies.

## Content, Style, and Structure

In many of her books, Norton reuses similar details and motifs. The most striking of these common elements is the type of world she creates: big, natural, lightly populated by simple societies with little reliance on technology. The Arzor of *The Beast Master*, patterned after the American West, fits this conception well, but its most frequent realization is the type of quasi-medieval setting found in *Star Gate*, *The Jargoan Pard*, and *Gryphon in Glory*. This society is hierarchical and feudal; wars are common but armies are small; warriors are mounted, wear armor, and fight with swords and spears; castles abound; religious belief and a universal moral order are central to the culture; superior power, whether super natural or technological, is treated as magic.

Complementing this low technological level and respect for nature is the prominent role of animals. At the simplest level (as in Hosteen Storm's relationship with his horse, Rain), man and beast develop a solid working interaction based on mutual respect, while ill-treatment of animals is an unfailing sign of evil. Next comes telepathy (Storm and his team) or telepathy (the cats and bear in *Gryphon in Glory*) between human and animal, both of which credit animals with a high level of intelligence. The plot of *Star Gate*, for example, becomes quite implausible unless the reader grants that Vorken is sentient. Finally, Norton's fullest expression of the importance of animals is seen in the shapechanging Wereriders and, in *Gryphon in Glory*, the part-human, part-animal bodies of Kerovan, Landisl, and Galkur.

This view of "animal," and "human," "superhuman," as ranges on a continuum is closely related to Norton's definition of the relation between form and virtue. In Norton's

worlds good and evil exist as absolutes, and usually moral stature is correlate to physical wholesomeness. The evil Star Lords in *Star Gate* look corrupt, and the evil Thas in *Gryphon in Glory* smell foul. However, moral stature cannot be defined in terms of anthropomorphic standards of beauty, for avian characters like Vorken and Landisl are attractive despite their grotesque appearances. One apparent exception to this, the satanic hooves that may mark the evil Galkur's role in Kerovan's conception, is actually a more complex demonstration of the principle, for Kerovan's preoccupation with his outer appearance prevents him from perceiving his true kinship with the Light.

Norton weaves these and other common elements—matrilineal inheritance, talismans, evil invaders, tunnels, caverns—into vivid, fast-paced, highly episodic plots whose effectiveness is enhanced by a bifurcation of the physical setting. On the larger, geographic level the setting is sketchy, architectonic, at times surreal. The road runs straight to the mountain, valleys are enclosed on all sides, vast plains are watered by a single river, mountains rise abruptly from the earth. The undifferentiated Waste begins just beyond the fields of Car Do Prawn or through a rocky arch, gates give entry to new worlds or dimensions, Landisl's hall lies a single step within the mountain. Yet while these images enchant by their starkness, within the locus of a single episode enchantment is achieved by rich detail, as with the inner valley and the cavern garden in *The Beast Master*, the forests prowled by Kethan as pard, or the ruined keep in which Joisan awaits Kerovan.

What holds these distinctive settings together is not a sense of a fully-conceived world creation, but rather a traditional fantasy structure, the "there and back again" developmental quest plot. In its basic form, the quest plot begins with a young hero leaving home for a distant goal. A succession of adventures during his journey instruct him, provide him with talismans, and ally him with powerful friends, preparing him for the climactic test that enables him to achieve his goal, claim his reward (which is often his true heritage), and return home triumphant. Norton alters this plot structure by having her heroes driven from home, either by war (Hosteen Storm) or because of their heritage (the half-breeds Kincar, Kethan, and Kerovan); thus the true goal of the hero's quest, although he rarely recognizes it, is to find his true home.

The best treatment of this inversion of the traditional return from the quest is in *The Jargoan Pard*, in which Kethan has always found his home, the keep of Car Do Prawn, cold and alien. Indeed, he spends much of his quest resisting the summons of Ursilla to return to the keep, but his initial assumption—that the mysteriously attractive Star Tower is the goal of his quest—turns out to be too simple. Instead, the goal of his quest is Car Do Prawn itself: not the keep of his childhood, but rather a place of hidden caverns and Dark Powers. Once Kethan arrives there with the strength to defeat Ursilla, he receives his reward, the revelation that his true home is the Star Tower. Underscoring his inversion of the normal quest pattern is the fact that Kethan's primary task is less to gain a talisman than to undo the effect of the one he already has.

Looking at this narrative structure more closely, it seems that the basic three-part structure of *The Jargoan Pard* (youth in Car Do Prawn/quest in the Waste/climax at Car Do Prawn) is interlaced with a more complex pattern of journeys, physical and mental, stymied and successful, between tower and keep, beginning with Kethan's short romp in the forest on the night he first wears the pard

belt. This pattern of journeys culminates in Kethan's mental contact with the Star Tower's dwellers, which wins him their aid, and his compelled journey to fetch Aylinn, by which Ursilla wreaks her own destruction.

Similar redefinitions of 'home' occur in the other books. In *The Beast Master*, Hosteen Storm finds a new home in Arzor first by recognizing that the land calls to his blood, and finally by viewing Brad Quade, his unknown stepfather, with his own positive values rather than with the twisted hatred of his grandfather. In *Star Gate*, Kincar s'Rud finds a home among the multiple Gorths of the Star Lords, while in *Gryphon in Glory*, Joisan and Kerovan—like Elys and Jervon before them rendered physically homeless by war and alien blood—find their true home in each other.

## Themes

The plot structure of the quest for home supports the dominant theme of all four books: discovery of kinship and acceptance of a mixed heritage. Hosteen Storm is torn between Navajo and the "white man's" culture; Joisan must reconcile her people's rejection of the Old Ones with her love for Kerovan; and Kincar s'Rud, Kethan, and Kerovan are all of mixed blood. All must learn to redefine kinship before they can grasp the benefits of their heritage. All suffer emotional isolation while they are ignorant of their kin, but they triumph by accepting their heritage and integrating the skills and powers specific to each branch of their ancestry. Hosteen Storm learns to combine in peace the Navajo and galactic skills that he has already melded in war. Kincar learns his proper use of the power of the Three and chooses the Gorth appropriate to his destiny. Kethan learns the skills of his Wererider father in order to free himself of the spell of the pard belt. Joisan, strengthened by the memories of her Aunt Math's use of Power, overcomes her aversion to Power to wield the crystal gryphon, while Kerovan sees through his deformity to his true kinship with Landisl and the Light.

The fact that the unknown strain in the protagonist's heritage is frequently nonhuman, combined with Norton's clear fondness for animals, produces a secondary theme: respect for all living things, a sense of the required harmony of humanity and nature, and an understanding that the true links of kinship are spiritual more than physical. This theme in turn is explained and rendered more dramatic by the placement of the protagonist's search for his heritage in the larger context of a struggle between good and absolute evil: humans vs. Xik, Star Lords vs. Dark Ones, or the numerous powers that overshadow Arvon

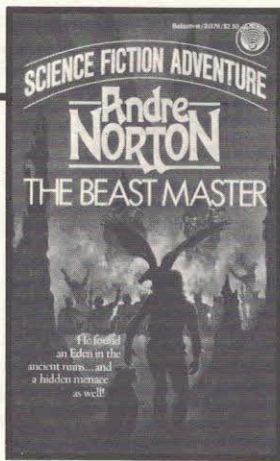
and the Waste. Except occasionally for Hosteen Storm and Kerovan, whose inner turmoil cloud their vision, all the protagonists clearly distinguish good from evil and unhesitatingly befriend the good and strike out at the evil.

The two Witch World books add to this climate of moral urgency a plot complication that reveals the full extent of the theme of the discovery of kinship. Kethan and Aylinn, and Kerovan and Joisan are drawn into the struggle between good and evil by Powers operating at a level far above their own: Kethan and Aylinn by "one to whom is entrusted the duty of keeping the balance of power here in Arvon" (*The Jargoan Pard*, p. 223), and Kerovan and Joisan similarly by Neevor to forestall Galkur's plan. In effect, these protagonists begin as pawns in a struggle which will determine not only their own destiny, but the fate of their world. However exciting this may be to the reader, the characters bitterly resent their status, and in reacting against it they discover that the key to success is not merely the exercise of power on the side of good. Instead, their emerging abilities to use Power derive from their success in developing the will, mastering the recall of memories, driving out alien mental barriers and compulsions, drawing on the inner strengths of their unique heritages—in short, discovering their true selves.

Norton's heroes thus move in two directions. By looking within themselves, they find the inherited powers that enable them to claim their place in the world they choose; by discovering and accepting kinship of body or spirit with others, they fill the inner void of emotional isolation. Norton's novels teach the traditional values of fantasy, perseverance, love, integration, moral order, the enchantment of the unknown, the possibility of success.

## For Further Reading

Remarkably little has been written about Andre Norton. Rick Brooks' "Andre Norton: Loss of Faith" (*The Book of Andre Norton*, ed. Roger Elwood, New York: DAW, 1975, pp. 187-209) discusses themes prevalent in Norton's science fiction up to 1971. Helen-Jo Jakusz Hewitt's "Andre Norton Bibliography" (*ibid.*, pp. 211-221) is a useful compilation of titles and series affiliations through 1974. "Andre Norton" by Elisa Kay Sparks (*Dictionary of Literary Biography*, Volume 8, *Twentieth Century American Science Fiction Writers*, ed. David Cowart and Thomas L. Wymer, Detroit: Gale, 1981, Part 2, pp. 53-56) is a useful critical biography. Although he does not mention Norton and focuses on childhood learning, Bruno Bettelheim's *The Uses of Enchantment: The Meaning and Importance of Fairy Tales* (New York: Knopf, 1976) is a priceless study of the instructive power of fantasy.



# THE BEAST MASTER

## “A Terran on Arzor”— (Pages 7 to 66)

Hosteen Storm is released from one of the military Separation Centers in which all surviving Earth-born troops have been placed following the destruction of Earth in one of the last actions of the human-Xik war. Storm alone has not suffered a psychotic breakdown, his icy self-control preserved perhaps by his Galactic Commando and Beast Master training, perhaps by his Navajo blood and upbringing. In any case, Storm is allowed to settle on the frontier ranching world of Arzor with the other members of his telepathic Sabotage Group: Baku, an African black eagle; the meerkats Ho and Hing; and the giant dune cat, Surra.

As Storm travels to Arzor and meets other veterans, third- and fourth-generation settlers returning home from the war, we learn that what keeps Storm sane is his responsibility to carry out a Navajo blood feud against Brad Quade, a powerful and popular rancher in the Basin country of Arzor. We also learn that relations with Arzor's native race, the Norbies, are strained, some settlers accusing the Norbies of rustling and others maintaining that the mysterious and dreaded Mountain Butchers, the most serious rustlers, are not Norbies.

Storm and his team are attracted by the broad spaces and clean winds of Arzor, and Storm uses his Navajo and Beast Master talents to get a job with Put Larkin, a horse-trader driving a herd to Irrawaddy Crossing in the Basin. The trail crew also includes Ransford and Dort Lancin, discharged veterans, and Coll Bister, an anti-Norbie settler who takes a dislike to Storm. The first night on the trail, their camp is attacked by a yoris, and although Storm and his team quickly kill the eight-foot reptile, the horses stampede. Lancin and Storm go to a nearby Norbie camp for help, and Storm wins the respect of the Norbies as a warrior and totem-bearer, although he barely averts a fight between his totem, Baku, and the zamle-bird totem of the Norbie clan.

During the roundup, Storm is befriended by Gorgol, a young Norbie hunter whose greatest adventure has been to kill a huge predatory bird in the Paszo Peaks. His numbed emotions stirred by Gorgol's offer of a home among the Norbies, Storm picks a fight with Coll Bister to protect Gorgol from him, but surprisingly Bister backs off. At Irrawaddy Crossing, Storm is attacked by someone apparently sent by Bister, but uses his commando techniques to win the fight. He also meets Brad Quade, whose warning saves him from yet another attack, this time by a knife-wielder.

Deeply confused by these attacks, by the dangerous undercurrent of anti-Norbie sentiment he notices at the Crossing, and most of all by the dignity and friendliness of Brad Quade, Storm quickly takes another job as a

scout for Specialist Sorenson, a Survey-Service archaeologist looking for the legendary Sealed Caves of the Peak section. These caves, if they exist, indicate either an ancient native civilization or a nonhuman colonization of Arzor in the distant past. As he leaves the Crossing, Storm opens the package sent to him by his grandfather, Na-Ta-Hay, shortly before the destruction of Earth, and finds in it the legacy of a Dineh warrior: chief blanket, necklace, ketoh bracelet, and concha belt. Yet he is torn between his Navajo heritage and his “white man's” training, between the consolation of the land of Arzor and the knowledge that his own land is lost forever, between the solitary obligation of his blood feud and his admiration for Brad Quade.

## Vocabulary

endorsements (7)	adroitly (35)
detachment (7)	pallid (36)
cosmopolite (7)	reticence (36)
expendable (8)	hackamore (37)
aloofly (9)	complacency (40)
transformation (22)	founder (43)
bestrode (22)	irredeemable (44)
acclimated (27)	regimentation (48)
corselet (29)	amenities (50)
predatory (31)	nebulous (52)
piebald (32)	astutely (61)
stylized (33)	hogan (64)
jesses (34)	pre-empt (66)

## Comprehension Questions

1. Why is the Commander of the Separation Center reluctant to discharge Storm?
2. Who are the Dineh?
3. Why does Storm choose to go to Arzor?
4. What skills does Storm use to break horses?
5. What is strange about the yoris attack?
6. Why must humans and Norbies communicate by sign language?
7. Why has Gorgol not yet reached warrior status?
8. Who saves Storm from the knife attack?
9. Why does Storm feel that his warrior-magic is broken?

## Discussion Topics

1. The utter loss of home caused by the destruction of Earth drives the survivors insane. Does this seem plausible? What comprises “home”? Would the loss be more bearable if the destruction had not been deliberate? Does Hosteen Storm lose more or less than the others?
2. The link between a Beast Master and his team is “a weapon if need be, a companionship always” (p. 11). What are the limits of this link and of Storm's control over the team? Why does Baku attack the zamle? Is Storm really a *beast master*? What kind of satisfaction does he derive from the link? Is this enough to replace the companionship of his own kind? Should it be?
3. How is Arzor like the American West? How are Norbies like American Indians?
4. The good and bad characters and races in this book can be identified both by their actions and their beliefs. Among the settlers, the most important identification is attitude toward Norbies. What other attributes are important? What makes the Xik evil? What groups of values does Norton stress in this book?

5. Why does Storm resent his companions' interest in his affairs? What is his emotional state?
6. What makes it difficult for Storm to regard Quade as an enemy? Is this really a sign that his warrior-magic is broken?

## “Mountain Butchers and Xik”— (Pages 67 to 138)

As Sorenson's party, which comprises Mac Foyle, a settler, and three Norbies including Gorgol, heads toward the Peak country, Sorenson explains the importance of their expedition and expresses confidence in its outcome, for he has obtained as guide Bokatan, a Norbie clan wizard who believes that an off-worlder is needed to help the Sealed Caves people exit from their caves. Storm grows closer to the Norbies, perfecting his use of finger-talk and learning to shoot a small Norbie hunting bow.

Bokatan meets the expedition at the edge of the Peak country and guides them into its heights, where they begin to see alien constructions of a hard, black substance that the animals shy away from. He leads them through a tunnel into a large enclosed valley filled with more alien ruins, a dank lake, and the evidence of much past flooding. A landslide caused by torrential rain traps Storm in a cave with Rain, his horse, and when he digs his way out he comes upon a landscape of destruction: the valley is flooded and haunted by scavengers, two of the horses and Ho have been killed by the storm, Surra is wounded, and Sorenson, Bokatan, and the Norbie Dagotag have been murdered, apparently by the Nitra clan of the Norbies. After burying the dead and tending Surra's wound, Storm makes camp and waits for the waters to recede. He is joined by a wounded Gorgol, who tells him that the attackers were alien Mountain Butchers dressed as Norbies, and that they are holding a settler captive.

Storm suspects that the Mountain Butchers are actually Xik who have established a secret space port to steal frawn, the major food resource of Arzor. With Gorgol's bloodthirsty approval, he decides to attack them and rescue the prisoner. In preparation, he puts on his Navajo regalia, daubs himself with camouflage/war paint, and ceremoniously gives his stun rod to Gorgol, who has the use of only one arm. Searching for the aliens, Storm and Gorgol find a terraced inner valley, containing a herd of stolen frawn, several Xik, a camouflaged spaceship—and a real Nitra scout. Gorgol's outrage at the presence of a spaceship in territory sacred to the Norbies compels Storm even more strongly to attack the Xik.

That night, they explore the Xik outpost and, when the Nitra stampede the Xik horses, the captive settler escapes and is rescued by Gorgol. As the Xik sweep the inner valley with force beams, cutting down their horses rather than let them escape, Baku, Storm, and Surra kill a Xik guard and take his blaster, while Gorgol catches three horses. They retreat to the cave in which Storm was trapped earlier, and there he learns that the rescued settler, who has the appearance of a Navajo, is Logan, Brad Quade's son. Logan tells Storm of the Xik plan to start a war between Norbies and settlers by attacking each side in disguise.

## Vocabulary

rarefied (69)	horrific (99)
pittance (69)	methodically (117)
impervious (71)	acute (118)
appreciatively (71)	tenuous (126)
tractable (85)	tantalizing (134)
inimical (98)	ineptitude (136)

## Comprehension Questions

1. What is striking about Sorenson's earlier find at the Krabyaolo excavation?
2. What is THE MEAT?
3. What signs indicate that Sorenson and the others have been killed by Nitra?
4. When Storm suggests leaving the valley to warn the settlers, why does Gorgol regard him “with a kind of level measurement” (p. 99)?
5. What first gives Storm the idea that the Mountain Butchers are Xik?
6. When do we first see Logan Quade?
7. Why does Storm retreat to the cave?
8. What is the Xik plan for Arzor?

## Discussion Topics

1. Dagotag explains (p. 74) that the Nitra and Shosonna are enemies, but that the Nitra are not evil. What constitutes evil to Dagotag? What qualities are required among the Shosonna so that they can respect their enemies? How does this differ from the enmity between humans and Xik? Is Storm lying when he tells Gorgol (p. 113) that Xik eat THE MEAT?
2. “You faraway man—but you think Norbie” (p. 76). In what ways does Storm resemble the Norbies? Is he really closer to them than to his human companions? How do Storm's magic and his superstitions compare with those of the Norbies?
3. Both Storm and the animals distrust the black alien substance. What does this say about Storm? How do their responses differ?
4. Trace the process that breaks down the two negative aspects of Storm's personality: his emotional isolation and his blood feud with Brad Quade. What are the positive emotions to which he responds most readily? Is hatred for the Xik a positive emotion?
5. When Storm discovers the Xik base, his first reaction is a reawakening of the excitement of his commando days. However, his eventual reasons for destroying the Xik are very different. What are they?
6. To what extent is this book science fiction? Is there much science in the book? Does the presence of a hero who believes in magic and who draws on great spiritual resources detract from the plausibility of the story?

## “The Sealed Caves and Beyond”— (Pages 139 to 223)

Trapped between the Xik and the Nitra war party, Storm and his band (except for Baku) hide uneasily in the cave. When he learns from Logan that Brad Quade is part Cheyenne, Storm's emotional confusion about the blood feud increases even more. But soon a new peril arises: the Xik annihilate the Nitra with an energy weapon whose backlash kills most of the life in the valley, including the Xik's human allies, and seals the entrance to the cave. Unable to break through the seal, Storm and his party reluctantly set off down the tunnel, where they discover a garden containing the most aromatic plants of many different worlds, including Earth. The group is overwhelmed with delight, and their wounds and weariness are healed with marvelous quickness, but Gorgol and Storm realize that such a Paradise is a trap to men who are weary and homeless. Storm uses his Xik blaster to break through a bricked-up wall leading to another cave-mouth. However, as they leave the cave they are attacked by yoris, and Logan receives a poisoned wound. Gorgol draws out the poison, and he and Logan return to wait in the garden while Logan recovers.

Storm goes for help, but he is captured by the rancher Dumaroy and Coll Bister, who are already beginning to attack the Norbies. Bister stuns Storm to prevent him from talking to Dumaroy. Storm awakens to find himself bound, but Bister loosens the ropes, probably planning to kill him as he escapes. However, when Rain attacks one of the Dumaroy's men who has whipped him, Storm escapes, and using inflated waterskins he floats downstream, where he is found by Brad Quade and Peace Officer Kelson. Kelson accepts Storm's suggestion that Bister is an aper, a Xik surgically disguised to resemble a human.

They follow Dumaroy's trail but are ambushed, apparently by Nitra but perhaps by Xik disguised as Nitra. Storm is shot in the shoulder, rayed again, and left for dead. He recovers and stumbles to the garden, where he finds that Gorgol has also been rayed. Storm arouses Gorgol, who dresses Storm's wound and goes to look for Logan. While Storm, rejoined by his team, recovers rapidly, Gorgol learns that Logan was recaptured by the Xik. The Xik, in turn were ambushed by Nitra, who now plan to sacrifice Logan, Brad, and two of Brad's men to the Thunder Drummers. Accompanied by his team, Storm walks into the Nitra camp and, using the full powers of the Singers of his people and the awe inspired by his team, releases the captives. As a crowning touch, Gorgol rays the Nitra wizard just as he desperately attacks Storm.

The Xik ship explodes as it attempts to take off, leaving Bister stranded. Storm encounters Bister on a narrow ledge, where they fight with knives by the light of Bister's torch. Although weakened by his wounded shoulder, Storm gains an advantage by taunting Bister about his aloneness, maneuvers the crazed alien into the direct beam of the torch, stabs him, and collapses over his enemy's body. He awakens in the Quade house and finally challenges Brad Quade, only to learn that his grandfather's blood feud was a lie designed to separate the two-year-old Storm from his father, Nahani, who had accepted the ways of the white man. After Nahani's death, Na-Ta-Hay hid Storm from his mother, who later married Brad Quade, making Storm and Logan half-brothers. Relieved of the mission that had sustained his life, Storm nearly collapses into the madness of the homeless ones, but he is restored by Brad Quade who tells him, "Here, too, is the family—"

## Vocabulary

grandiloquent (139)	flaccid (183)
inherent (144)	fastidious (185)
bestridden (147)	inquisitor (187)
inert (153)	incredulity (187)
obdurate (155)	apparition (200)
languorous (161)	exultation (202)
sere (166)	repudiate (221)
pallor (168)	oblivion (222)

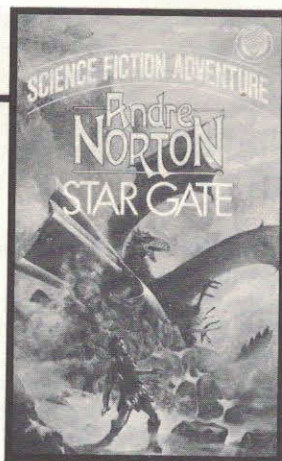
## Comprehension Questions

1. Why does Brad Quade have the right to wear a ketch?
2. What seals the mouth of the cave?
3. What makes Storm lose control of himself when he cannot get into the garden?
4. Why is Storm the most susceptible to the trap in the garden?
5. What makes Storm suspect that Bister is an aper?
6. Why is Bister afraid of Storm?
7. Who ambushes whom?
8. Why don't the Nitra pursue Storm after he rescues the prisoners?
9. Why does Storm feel that he must fight Bister alone?

## Discussion Topics

1. What is an alien?
2. Do you think the garden was intended as a trap? Why is this artifact of the lost race so delightful, while the tunnels and ruins seem ominous?
3. The origin of the Sealed Caves people is never revealed fully. How much do we know about them? What is the effect of the ruins and garden on the mood of the book? On our opinion of Norbie beliefs? Would these be different if the Caves had been built by an ancient native culture?
4. How do Storm and Bister resemble each other? What is the key difference between them?
5. Bister's fear of being alone enables Storm to defeat him. Does Storm in turn conquer his own fear of isolation, or does he use his obligations to ignore his fear? In the long run, can fears be ignored?
6. Compare the effects on individuals of the three major motifs involving physical appearance: ceremonial dressing by Storm and the Norbies; the disguises of Bister and the Xik; and the physical resemblance between Storm, Logan, and Brad. What features strengthen people? What weakens them?





# STAR GATE

## “An Unexpected Inheritance”— (Pages 5 to 64)

Kincar s'Rud is heir to Wurd, the master of Styr's Hold on the planet Gorth. On his deathbed, Wurd reveals that Kincar is a half-blood whose father was Lord Rud of the human Star Lords. Now the Star Lords, who civilized the Gorthians but denied them access to advanced technology, are gone. Realizing that Kincar's uncle Jord will contest the lordship and cause a serious rift in the Hold, Wurd tells Kincar to join the other Gorthians of mixed blood. Numbled by this revelation and uncomfortable with his new identity, Kincar takes his mount, the larng Cim, and his pet, the mord Vorken, and rides into the Waste toward a secret rendezvous point. When he camps for the night, he discovers that Wurd has given him a Tie, a stone with magic powers whose guardianship is a sacred duty.

The next day, Kincar encounters a party of half-bloods and Star Lords under attack by outlaws. After helping to beat off the attackers, Kincar joins the party, which is led by Lord Dillan and includes the half-bloods Jonathal and Vulth. Near the rendezvous, the outlaws make a last desperate attack. Vorken is wounded by a blaster bolt but rescued by Kincar, who in turn is rescued by Vulth. The rendezvous contains a gate that opens onto another world, and in passing through it Kincar suffers agonizing pain from the Tie. Lord Dillan destroys the gate as the embattled rearguard comes through. The party then passes through another gate into a parallel Gorth (although for quite a while Kincar assumes it is the same world), once more destroying the gate behind them.

The band takes shelter in a massive deserted hold. Although exhausted by the pain of the Tie, Kincar grooms Cim and falls asleep in the stall. The next day, Kincar meets several of his new companions, including Lord Bardon and the Lady Asgar, who heals Vorken's wound. The Star Lord device she uses causes Kincar agonizing pain from the Tie; then to his surprise she uses Gorthian techniques to heal him. She and Lord Dillan begin to educate Kincar, explaining the relationship between Gorthian and Star lore, informing Kincar that as guardian of a Tie he will develop powers and responsibilities, relating the history of the Star Lords' involvement with Gorth, and expressing their fears for the future.

### Vocabulary

oblique (7)  
surcoat (9)  
ceremonious (10)  
jerkin (11)  
tutelage (14)  
tractable (16)  
impale (17)

bole (42)  
disconcerting (49)  
brusqueness (49)  
retort (54)  
convulsively (54)  
brand (56)  
adhering (57)

bemused (19)  
appraisingly (23)  
embellishment (23)  
deference (24)  
inured (26)  
misconstrued (32)  
indulgently (36)  
contrivance (38)

dissent (57)  
bane (59)  
tail (60)  
cleaved (63)  
foresake (63)  
serenity (63)  
foreboding (64)  
premonition (64)

### Comprehension Questions

1. What are the major physical differences between humans and Gorthians?
2. What are the risks of bearing a Tie?
3. What is a Tie tied to?
4. What indications are there that the outlaws who attack the travellers are not simple outlaws?
5. Who is Herk?
6. Why were the star gates developed?
7. What causes multiple worlds to exist?
8. Why does Kincar sleep in the stall?
9. Why is Kincar reluctant to help the Lady Asgar?

### Discussion Topics

1. How civilized is the Gorth on which Kincar grew up? Why did the Star Lords keep some of their learning from the Gorthians? What kinds of learning did they keep secret? Why didn't they eliminate the outlaws? Was their involvement on the whole beneficial or, as Lord Dillan believes, a mistake. Discuss in terms of the “white man's burden.”
2. What are the ties between Kincar and Vorken, and what can threaten them? How do they differ from the relationship between Kincar and Cim, or between Hosteen Storm and his team in *The Beast Master*? Distinguish between trained obedience and comradeship. As the story progresses, analyze the circumstances in which Vorken saves Kincar's life.
3. What does Kincar consider “Star magic”? What is the real nature of his magic?
4. What is the difference between the healing of Gorth and the healing of Star lore? How can the Lady Asgar and Lord Dillan use both powers?

### “Allies and Ambushes”— (Pages 65 to 114)

One day Kincar discovers a hot stream coming out of the mountain near the fortress and sees a deliberately carved wood chip float out from the depths of the mountain. But he cannot find an entrance into the mountain. Later he comes upon a dwarf-like native dressing a sward killed by Kincar with a ray blaster lent him by Lord Dillan. He attacks the native and is at first overcome, but the arrival of Vorken turns the tables. As Kincar and Lord Bardon bring their prisoner back to the fortress, Kincar states that he resembles one of the “inner men” of Gorthian legend.

The prisoner's hostility toward Kincar, his fear of the Star Lords, and his total amazement at the close, easy relationships he observes between humans and Gorthians begins to reveal the nature of this new Gorth: here the Star Lords are “gods,” enslaving and brutalizing the Gorthians. The inner man, Ospik, also reveals that on this Gorth, Kincar's father, Lord Rud, is still alive. Kincar invokes the Three to prove to Ospik that he and his companions are neither gods nor demons, and the Star

Lords decide to attempt to overthrow the evil Star Lords, pitting twenty warriors against a planet. Ospik, now eager to aid them, departs to inform his Cavern Master of the situation.

As the winter passes, the inner men ally themselves with the Star men; Lord Bardon introduces bows, with which the half-bloods prove very proficient; and Vorken disappears during the mating season. A party led by Lord Bardon travels the inner men's passages through the mountains to spy on one of the Lords' lowland roads. They observe a party of recaptured outlaws and unhesitatingly kill all the guards but one, whom they take captive, and then free the prisoners. Most of the latter have been brutalized and starved into apathy, but some, led by the outlaw captain Kapal, are capable of fighting. Lord Frans and Kapal believe that in time most of the others can at least become productive farmers in the valley below the fortress. After the party returns to the fortress, all agree to continue the struggle against the Dark Lords, and Kincar volunteers to scout the lowlands, disguised as a Hand of the Dark Ones.

## Vocabulary

disparagingly (65)	striven (83)
fetid (67)	invocation (83)
altitude (69)	mazed (84)
rudimentary (70)	mailed (84)
manikin (70)	essayed (84)
preempting (71)	ascertained (85)
accursed (72)	imposture (86)
expediency (73)	spear-festing (85)
tractable (75)	fletcher (92)
encumbered (75)	plaited (93)
steading (75)	clement (93)
misshapen (75)	prismatic (97)
lowering (79)	smarting (99)
mystification (79)	cortege (100)
homage (81)	wains (100)
incredulously (81)	guise (107)
defiled (82)	seeming (107)
foundering (82)	despoiling (107)
adlewit (82)	bestirred (109)

## Comprehension Questions

1. Why does Kincar dislike using the ray blaster?
2. Who is the best hunter of the group? Why?
3. What is the relationship between Dillan and Kincar?
4. Why did Wurd keep Kincar ignorant of his heritage?
5. What finally gives Kincar a sense of belonging?
6. Why can't Lord Dillan build another gate?
7. What is the blasphemy of a Hand's brand?
8. Why does Kincar volunteer for the scouting mission?

## Discussion Topics

1. Why do the Star Lords feel responsible for the plight of the new Gorth? Do you agree with them? Discuss in terms of the parallel development of the two worlds (see pp. 84 and 118-20).
2. The Star Lords have no objections to war. Is this a sign of a civilized culture?
3. "To lay bonds upon any unwilling living thing, whether it be man or beast, is evil... Service must be rooted in the need to form part of a pattern" (p. 95). Is this realistic? How can the "pattern" be established without one party asserting dominance, either physical or cultural, over the other? Can slavery and imprisonment be contrasted by identifying the source of evil as the oppressor in one case and the prisoner in the other?
4. How are responsibilities divided among the Star Lords? Why does Lord Bardon have the most

authority? If the Star Lords were to form a government, what would their titles be? Why do they deliberately keep their social organization informal?

## "The Road to U-Sippar"— (Pages 115 to 162)

The key question in Kincar's preparation for his mission is whether he can be marked with the blasphemous Hand's brand and still retain the Tie. He succeeds and sets off for the lowlands, riding the faithful Cim. Seeking shelter from a storm, he comes across a shrine and experiences a mystical joining with the Three. The next day he reaches a ruined fishing village at the seacoast where he encounters two fugitives from Lord Rud: a noble-born boy and his tongueless retainer, Murren. Kincar's disguise causes Murren to attack him, but finally he wins the boy over. Though they are surrounded by Lord Rud's men, Murren steals Cim and escapes with the boy, leaving Kincar to be captured and taken to the dungeons of Lord Rud's fortress in the city of U-Sippar.

Although threatened by the brutish jailer Sood, Kincar is treated fairly well. He is brought before Lord Rud, who partially penetrates his disguise, then orders him kept in good condition for further questioning. The tower cell to which he is returned affords a vista of U-Sippar. After examining the bizarre blend of Gorthian and Star Lord architecture, Kincar ponders his situation and the evil nature of the man who is this Gorth's version of his father, and hears the cries of quarreling mords in Lord Rud's hatchery.

Brought outdoors by Sood and his men, Kincar is examined again by Lord Rud and by this Gorth's Lord Dillan, who removes the false Hand brand. Lord Dillan wants to question the captive further, but Lord Rud wants Kincar silenced at once. Sood's men strip Kincar, uncovering the Tie, which terrifies them. When Sood grasps the talisman, it burns and shrivels his hand. Enraged, he tries to stab Kincar, but the Tie turns his other hand. As the crippled Sood attempts to grapple with the bound Kincar, Lord Rud releases his mords to kill both men. Sood is killed, but Kincar is saved by Vorken, now the ruling mord of Rud's hatchery. The false Lord Dillan, against his brother's wishes, takes Kincar and Vorken into his flier.

## Vocabulary

traumatic (115)	superlative (137)
quiescent (116)	disconcerted (139)
pent (116)	indiscretion (140)
talisman (116)	lackwit (140)
reverence (117)	shingle (141)
render (117)	withers (141)
minutiae (118)	concocted (142)
proscribe (119)	arras (144)
elongated (120)	roistering (145)
apprehension (121)	hitherto (146)
serpentine (121)	daunting (146)
borne (123)	aversion (147)
brand (124)	excrescences (151)
despoiled (129)	debased (151)
riven (133)	hybrid (151)
wan (133)	extolled (152)
degradation (134)	improvisation (153)
allay (137)	inadvertent (156)

## Comprehension Questions

1. What is the most unbreakable law of the Dark Ones?
2. Why does Kincar insist on keeping the Tie?

3. How does Kincar recognize the shrine of the Three?
4. Why does Murren continue to distrust Kincar?
5. How does Lord Rud see through Kincar's disguise?
6. Why do Lords Rud and Dillon disagree about how to treat Kincar?
7. Why are the guards afraid of the Tie?
8. Why does the Tie burn Sood?

## Discussion Topics

1. How is Kincar changed by his experience at the shrine? Discuss both the immediate effects and the more subtle long-term effects.
2. In Norton's books, physical appearance frequently reflects moral stature. Contrast the appearances of the two Lord Dillans, Kincar and the boy fugitive, and of Hosteen Storm and Coll Bister (in *The Beast Master*).
3. Sood and his men are brutish, as befits the servants of a lord who regards Kincar as "less than a well-trained beast" (p. 146). What, if any, admirable traits do they show? Can you make a case for seeing Sood as a potentially good man corrupted and debased by the society of the Dark Ones?
4. How does the Tie respond to good and evil? Why does it respond to evil in *Star Lords* in the same way that it responds to neutral or beneficial Star Lord technology? Consider Norton's generally antitechnological stance.

## "Confrontations and Departures"— (Pages 163 to 223)

Lord Dillan and Lord Rud continue to argue over Kincar's fate. Correctly suspecting that Lord Rud has broken the Great Law against miscegenation, Lord Dillan assumes—both correctly and incorrectly—that Kincar is Rud's son. Once again Lord Dillan's will prevails, and Kincar is taken to this Gorth's version of Terranna, where the Dark Ones' spaceships have been incorporated into a vast fortress and storehouse. Dillan uses a mental conditioner on Kincar, but the Tie (and Vorken's maddened attack when Kincar experimentally removes the Tie) saves both man and mord from being driven insane by terror.

While Lord Dillan is taking Kincar to the Dark Ones' council, Kincar manages to free Vorken and then escape himself. Stealing a flier, by blind luck he guides it toward the mountains, where a sa-mord attacks, impaling herself on the nose of the flier and causing it to crash. Kincar stumbles away from the wreck and collapses, but is rescued by the Star Lords and Vorken. Back at the rebel fortress, Kincar tells his story and again meets the boy from the fishing village, who names himself Kathal s'Rud, half-blood son of the evil Lord Rud.

Using the reconstructed flier and information supplied by Kathal, Lord Bardon plans an assault on the Dark Ones during the upcoming celebration of the anniversary of their coming to Gorth, when all gather at the ship-towers. The Star Lords enter one of the deserted ships and find that its power supply is still active. They set most of the ships' to blast off after five hours, loot the supply rooms of material needed to build gates, and then con-

verge on the flagship, the *Gangee*, where the celebration is held. When they are spotted through the com screen by the Dark Ones, Lord Dillan sets the controls to blast off within minutes, and the raiders escape. Several Star Lords are wounded and Kincar deafened in the ensuing destruction. As they recover, Vulth rides up to tell them that the false Lord Dillan has escaped from the *Gangee* and turned many of the ex-slaves remaining at the hold against the Star Lords.

As the two Lord Dillans confront each other, Kincar uses the Tie to steady the Gorthians and test the Star Lords. When the Tie rejects the Dark Lord Dillan, Kapal kills him. Inspired by the Three, Kincar delivers a prophecy and passes the Tie to Kathal. After building another gate, the Star Lords and half-bloods pass through it, seeking the Gorth of their dreams.

## Vocabulary

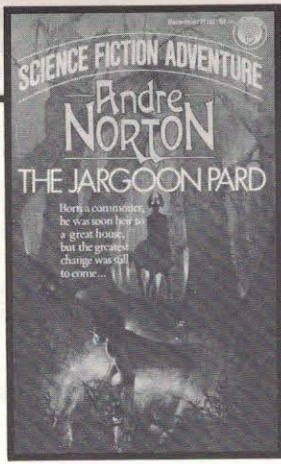
pestilent (163)	lethargy (194)
impudence (167)	deft (196)
emanation (170)	inadvertently (201)
redolent (170)	covert (203)
tempered (177)	internecine (203)
adept (177)	appropriated (203)
impervious (189)	riven (216)
inertia (190)	derelict (217)
providential (193)	fey (222)

## Comprehension Questions

1. Why is Lord Dillan so concerned about the effect of Sood's death?
2. Why does Kincar doubt that he can use the full power of the Tie?
3. How does Vorken save Kincar from the conditioner?
4. What is the difference between the older and younger generations of the Dark Ones?
5. Why is Kincar the only half-blood in the party that enters the ships?
6. Why does Lord Bardon lose control of himself when he sees the Lady Alis among the Dark Ones?
7. How does the false Lord Dillan gain control over the ex-slaves?

## Discussion Topics

1. Kincar assumes that the Tie saves him from the conditioner, while the false Lord Dillan takes his resistance as proof of his mixed blood. Who is correct? Consider the Lady Asgar's comments (pp. 193-94). What does Kincar's assumption indicate about his ability to accept his new heritage?
2. Why is Kincar so sure that he can never wield the full power of the Tie? Do you agree with him? How does the process by which the hero gains Power differ in *Star Gate* and in the two *Witch World* books?
3. What are the signs of the superiority of each of the Lord Dillans with respect to the other Star Lords or Dark Ones?
4. Is the death of the false Lord Dillan justified? What about the sentence that the true Lord Dillan pronounces for the other Dark Ones? Are there any viable alternatives? Should that make a difference?



# THE JARGOON PARD

## “Car Do Prawn”— (Pages 13 to 96)

Kethan, heir to the House of the Car Do Prawn in the land of Arvon, tells the hidden story of his birth. Desiring a son through whom she can rule Car Do Prawn, the Lady Heroise conceives by an unknown father supplied by her Wise Woman, Ursilla. As her time nears, they journey to the shrine of Gunnora. The only other woman there is attended by a local Wise Woman and a man who may have been exiled from Car Do Prawn many years before. Heroise gives birth to a daughter, whom Ursilla switches for the other woman's newborn son, placing a spell of forgetting on her and her less-skilled Wise Woman. Heroise names the boy Kethan, and the other woman names her daughter Aylinn.

Kethan's youth at Car Do Prawn is lonely. He is ignored by his grandmother, the Lady Eldris; teased by his cousin and intended bride Thaney; bullied by Thaney's brother Maughus; and viewed merely as a tool to power by his mother and Ursilla. Moreover, Kethan instinctively dreads the Keep. His main interest is in the ancient history of Arvon, a time of misuses of the Power by warring Lords, which culminated in a final war when many of the Great Ones, along with their followers, were exiled to other dimensions. On the night before the six-year-old Kethan is to be moved from the Ladies' Tower to the Youths' Tower, Ursilla and Heroise take him to the Wise Woman's secret chamber and perform a rite of Power over him. The next morning, he is put into the charge of Pergvin, an old and loyal family retainer, and they quickly learn that dogs and horses are unnaturally afraid of Kethan. However, Kethan proves adept with arms, using weapons originally made for a son of the Lady Eldris who was later exiled from Car Do Prawn because of his Wererider blood.

As Kethan grows older, the balance of the Power begins to shift, and unrest comes to Arvon. Kethan is untouched by these matters until the visit of Ibycus, a rich trader with an air of the Power. Kethan is irresistibly drawn to one of his wares, a belt of pard fur mounted with a jargoona carved in the shape of a pard's head. Perceiving some secret in Kethan, Ibycus counsels him to follow his own desires, not the will of others, and convinces the Lady Eldris to have Thaney give Kethan the pard belt as a betrothal gift. That night, wearing the belt, Kethan slips out of the Keep and runs half-naked through the woods beneath the full moon.

When Kethan returns to the Keep, Ursilla tries to get the belt from him, first directly and then through the Lady Heroise, who claims that it is an attempt by the Lady Eldris to win the heirship for Maughus. Kethan resists their demands, and for a time his troubles are submerged in the growing unrest in Arvon and in the labor of the harvest.

On the first night of the next full moon, Ursilla drugs Kethan. On the second night, locked in his room, he turns into a pard and is discovered by Maughus and Thaney. Later, hearing the door unlocked, Kethan attempts to reach Ursilla in the Ladies' Tower, only to walk into a trap set by Maughus. Although Kethan escapes from the Keep and, using the instincts of the pard, eludes the pursuit, he is attacked when he stops to rest by a great hawk, apparently sent by Ursilla. The hawk steals the pard belt from him.

Unable to change back to human form without the belt, Kethan learns to live as a pard, determined that this fate is better than submission to Ursilla. Fearing the extinction of his human identity, Kethan's only hope is to find someone with Power who is willing to help him.

## Vocabulary

songsmith (13)	discernible (44)
pertaining (13)	baneful (44)
amulet (14)	dispelled (46)
barrenness (14)	distraught (51)
lest (15)	tabards (56)
foretelling (15)	testiness (57)
languorous (16)	constrained (58)
devious (16)	ensorcell (58)
manifest (17)	petulant (58)
jerkin (17)	derisively (59)
quirts (17)	approbation (64)
harkened (20)	peremptory (64)
portent (20)	behooved (64)
divan (22)	cloying (64)
fast (26)	chatelaine (66)
grandam (27)	imperious (68)
deemed (29)	covertly (68)
disputatious (30)	detestation (68)
braziers (32)	heretofore (68)
wont (32)	austerity (71)
abject (35)	wains (73)
paddock (38)	aught (74)
solicitude (38)	engendered (77)
unobtrusive (39)	retorted (79)
ordained (39)	surreptitiously (82)
slavered (39)	sinuosity (83)
concocted (39)	discomfiture (91)
lightsome (40)	expedient (92)
countenance (40)	

## Comprehension Questions

1. Who does Pergvin think the man at Gunnora's shrine is?
2. Why does Maughus hate Kethan?
3. Why does Kethan distrust his mother and Ursilla?
4. What is the source of Kethan's self-control?
5. Who is the rightful Lord of Car Do Prawn?
6. Why were the Wereriders exiled from Arvon?
7. Why does Pergvin help Kethan?
8. Why is Lord Erach disappointed in Kethan?
9. Why does Ursilla drug Kethan?
10. What causes Kethan's shapechanging?

## Discussion Topics

1. What is the Power?
2. If the Lady Heroise had been born a man, would she have been happier?
3. Why can a Wizard or Warlock summon more of the Power than a Sorceress (p. 29)? What is the effect of

the fact that in this book and in *Gryphon in Glory* virtually all supernatural beings are male? (The single exception, the female cat in *Gryphon in Glory*, is also the most shallow-minded.)

4. Is exile a lasting means of removing evil?
5. *The Jargoona Pard* is written with deliberately archaic diction and syntax. Rewrite some passages in standard modern English. Do they lose their effect?
6. Trace the etymology of some of the obscure words in the book, beginning with *jargoona* and *pard*. Where appropriate, examine how the root meanings of the words have changed over time.
7. What is ordinary life in Arvon like? Is it preferable to the real world?
8. How wise is Kethan as he begins to resist his mother and Ursilla? Consider his disbelief of their tale of the Lady Eldris' plot.
9. What kind of man is Lord Erach? Why does he do nothing about the strife within his household?

## "The Pard"— (Pages 97 to 152)

Continuing upstream, Kethan comes upon a girl gathering flowers at a pillar of quartz shining with the light of the moon. Deciding that she is a Wise Woman, and irresistibly drawn to her for some unknown reason, he approaches her, but when she finds that he cannot speak to her, she casts a spell of immobility on him and leaves. Recovering from the spell, Kethan follows the Moon Witch to a five-pointed tower surrounded by an extensive herb garden and a paddock containing horses that are not frightened by him.

Falling asleep in the garden, Kethan dreams that Ursilla is calling him, and both his natures combine to resist her spell. Although his will remains strong, he is on the verge of being destroyed for his resistance when he is rescued by a woman bearing a wand of Power. She recognizes that Kethan is under a spell, but refuses to help him because the spell bears the taint of the Shadow. At this rejection, the pard's rage escapes from Kethan's human control, but he is repulsed by the Green Magic of the Star Tower and by the woman's wand. Seeking other aid, Kethan returns to the glade of the moonflowers, but its enchantment is gone.

Kethan sleeps again, awakening suddenly to a sense of terror that causes all of the beasts of the forest to take flight. His human mind recognizes that they are being driven, and he breaks out of the main path of flight only to be trapped in the web of a giant spiderlike monster dwelling in a ruin. He is rescued by a snow cat who communicates with mind speech. The snow cat seals the monster's hole and brings a branch bearing leaves that burn away the web. The snow cat, whom Kethan suspects to be a Wererider, stays with the exhausted pard until the Moon Witch arrives, bearing a sprig of moly encased in a crystal globe on a chain. She places the chain around Kethan's neck, and he is transformed into his human shape.

Brought to the Star Tower, Kethan tells his story to its three inhabitants. He learns from them that he will return to pard form when the moly dies, that he is spell-tied to the belt, that because of the spell the Tower's defenses are breached by his presence, and that the remedy to the spell lies within himself. As the moly dies, Kethan resolves to return to Car Do Prawn and somehow seize the belt. Leaving the Tower in pard form, Kethan suspects that he may have the talent to shapechange by his own will, but that Ursilla has deliberately hidden this knowledge from him. Searching through his mind for the key to the spell, Kethan first explores the pard half of his mind and, finding nothing there, examines his memories until he finds a

dark barrier, set there by Ursilla. Combining the wills of man and pard, Kethan succeeds in passing the barrier and finds in his earliest memories a picture of a pard changing into a man. Encouraged, Kethan teaches himself to shapechange, first for a few seconds and then for longer periods. He enters Car Do Prawn as a man, but is immediately intercepted by Ursilla and turned back into a pard.

## Vocabulary

thaumaturgist (106)	effluence (120)
innate (107)	pestilent (120)
nonce (109)	carapace (121)
naught (109)	acid (124)
oblivious (111)	harrowing (125)
abased (113)	bemused (130)
benign (115)	respite (137)
estrangement (116)	geas (139)
assuaging (116)	attuned (148)
coursed (118)	manifestation (148)
emanation (118)	encompass (149)
foreordained (118)	engulfment (151)

## Comprehension Questions

1. Why is Kethan drawn to the Moon Witch?
2. What would have happened if the woman of the Star Tower had not broken Ursilla's summons?
3. How does Kethan recognize that the animals are being driven?
4. How does Kethan judge friend and foe?
5. Why is Kethan a threat to the Star Tower?
6. To what is the belt the key? What is the answer that lies within Kethan?
7. Why does Kethan wait until the complete dark of the moon to enter Car Do Prawn?
8. Why doesn't Kethan resist Ursilla when she changes him back into a pard?

## Discussion Topics

1. Trace the development of Kethan's use of his two natures. What aspects of his life as a pard does he enjoy most? What does he dislike? What is wrong with his distinction between "Kethan" and "the pard"?
2. "We who are of the Old Race know when anything is of the Shadow" (p. 105). How does this absolute perception of good and evil affect Kethan's decisions? When does he begin to use this knowledge? Should he have begun earlier?
3. Examine all color references in the book in terms of the Color Magic (p. 106).
4. An important principle of fantasy is that powers and rewards must be earned, not given. Why is Kethan given the pard belt? What harm does the gift do him? What makes the dwellers in the Star Tower finally help Kethan? Does he earn that help?
5. What is the difference between achieving external rewards (such as the lordship of Car Do Prawn) and conquering one's own will? Which type of achievement is more satisfying to the reader?
6. Compare the Star Tower and Car Do Prawn.

## “Ursilla’s Cavern”— (Pages 153 to 224)

Ursilla questions Kethan about his past resistance to her, and he manages to satisfy her without revealing his friends in the Star Tower or his own ability to shapechange. He learns that Ursilla and Maughus are engaged in a struggle for power, which Ursilla intends to win by restoring Kethan from the spell set by Eldris and Maughus. Ursilla then leaves Kethan within a star of Power in her inner chamber. Heroise enters and reads the Tarot cards for him. The reading contains one puzzling element, the Magician in the Eighth House, implying that Kethan has in his nature the ability to use the Power. Heroise glosses over this problem, but Kethan takes it as confirmation of the growing strength of his will. Left alone, he sets out to oppose Ursilla’s magic and establishes a mental link with the Star Tower. At this sign of their shared destiny, the dwellers in the Tower at last agree to aid Kethan fully. Using their strength and his own, he breaks Ursilla’s wards, but before he can find the belt, she returns, followed closely by Eldris and Maughus. Ursilla incites Kethan to kill Maughus, but human scruples restrain his pard’s rage.

Ursilla and Kethan flee through a secret passage into a place of Power far beneath Car Do Prawn, an ancient cavern with a circle of faceless stone statues representing alien forces more powerful than the Voices or the Shadow. At Ursilla’s calling, Heroise comes there with the pard belt, reporting that Maughus has gone mad. She wishes to stop their plot, but Ursilla will not be swayed. She begins a ritual to summon the Power represented by a statue holding a man like a plaything in its hand. As the ritual progresses, Kethan is compelled to bring the Moon Witch to Ursilla. Although he cannot physically resist the compulsion, he plans to resist mentally, and even begs the dwellers in the Star Tower to kill him. But they reply that their destinies are entwined, and all three return with him.

At the cavern entrance, the snow cat and the woman are delayed by a force barrier, and Kethan and the Moon Witch set off ahead, his fears for her contrasting with her confidence in their Power. As they near the cavern, the Moon Witch tells the story of her family and reveals their names: Aylinn, Gillan, and Herrel. In the meantime, Ursilla has summoned Eldris and Maughus, and the secret of the exchanged children, Kethan and Aylinn, is revealed before all of them along with Ursilla’s plan to bind Kethan to her by forcing him to kill Aylinn. At the sight of the pard belt Kethan shapechanges and seizes Maughus’ sword, but then he falls under Ursilla’s compulsion. As he struggles not to harm Aylinn, Ursilla torments him by burning the belt. Aylinn eases his pain, and Gillan arrives, seizes the belt, and passes it to Kethan. Ursilla then attacks Aylinn with flame but Kethan rescues her, and both retreat onto the lap of one of the statues, which holds a flower in its hand. Drawing on both Kethan’s strength and her own, Aylinn brings the flower to life, and it scatters sparks of light that partially quench the two rings of fire surrounding them and Ursilla. Herrel (in snow cat form) and Gillan attack Ursilla as the statue holding the man-toy comes to life. The god drops the man and reaches ponderously for Herrel, whom Ursilla drives into its grasp. Seeking to aid Herrel, Kethan throws his sword at Ursilla. The sword strikes her wand of Power and destroys it. Her power broken, Ursilla is swept away and the god turns back to stone.

Aylinn and Kethan gladly leave Car Do Prawn to Maughus. Ibycus appears to explain the reasons for his machinations, and he returns to Kethan and his family to the Star Tower, now truly his home.

## Vocabulary

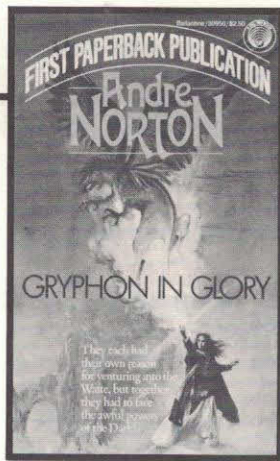
gainsay (156)	incised (182)
runes (160)	oblivious (182)
confounding (160)	elemental (183)
endowed (160)	cryptically (183)
repository (163)	portents (186)
dormant (165)	tendrils (190)
gobbets (169)	buttress (193)
dire (171)	fane (202)
bereft (172)	manifestly (207)
bade (176)	disconcerted (209)
monoliths (182)	gainsay (222)
appendage (182)	

## Comprehension Questions

1. Why does Kethan succeed in deceiving Ursilla?
2. Why does Heroise read the Tarot cards for Kethan?
3. Why does Kethan reach out to the Star Tower?
4. What keeps Kethan from killing Maughus in Ursilla’s chamber?
5. What are the Voices?
6. What drives Maughus mad?
7. What is Ursilla’s plan?
8. What causes Kethan’s moment of weakness in the cavern?
9. Who is Ibycus?

## Discussion Topics

1. Contrast “natural” and “unnatural” actions in the book. For example, shapechanging in itself is natural, but enabling a beast to speak with a human voice is unnatural. Is the effect of the pard belt natural or unnatural?
2. While in pard form, Kethan has several opportunities to kill humans. What restrains him? Why are some actions only appropriate to the human form?
3. Draw the family tree of Kethan and Aylinn. Trace the proper descent of lordship in Car Do Prawn. Mark all the characters who have mixed blood.
4. Gilland Herrel claim Aylinn as kin even though they are not blood relatives. Trace the conflicting definitions of kinship offered by various characters.
5. Analyze the final struggle with Ursilla in terms of symbolic magic.



# GRYPHON IN GLORY

## “Into the Waste”— (Pages 1 to 69)

Lady Joisan, armed and bearing the crystal globe encasing a silver gryphon given her by her departed husband, Kerovan, leaves her home to follow him. She encounters two companions, Jervon, a warrior of the Dales, and Elys, a woman with Power. Meanwhile, summoned by Lord Imgry, Kerovan rides on into the Waste, tormented by the disgrace of his mixed blood, his love for Joisan, and dreams of the gryphon-man Landisl. Gradually, we learn the secret of Kerovan's birth: his mother, Temphera, had summoned a Power by whom she conceived a child to use as a tool for her ambition. Her plan succeeded only in part; Kerovan's mixed blood is marked by the hooves he possesses instead of feet. Reaching manhood, Kerovan fought with his fellow Dalesmen against the invading Hounds of Alizon, and thus he met Joisan: Temphera and Rogear, Kerovan's cousin, had abducted Joisan to use the power of the gryphon. Kerovan rescued her in the Waste and brought her home, but has since deserted her, believing that she cannot love him because of his mixed blood. Throughout their adventures runs the mysterious figure of Neevor, who says that the crystal gryphon is a key that Joisan can only use at the appointed time.

Upon reaching Imgry's camp, Kerovan learns that Alizon seeks a source of Power in the Waste, and that his mission is to arrange an alliance with the lords of the Waste. He sets off into the Waste. At a waterhole he finds and buries an alien corpse. Later, seeking shelter for the night, he comes upon a ruined building containing the foul remains of a nest. While cleaning it out, he finds a scrap of metal of the same kind as his wrist band, which glows when near a source of Power. The next day he encounters a Wererider, Herrel, and despite initial suspicions he is taken on foot to the lodge of the Wereriders, where he delivers his message to Lord Hyron. Hyron is reluctant to help the Dalesmen, but he is fully aroused at the news of the corpse that Kerovan buried, for it is a Thas, one of an evil race that has great powers within the earth.

## Vocabulary

abide (2)	despoilers (33)
keep (2)	besetting (33)
gryphon (3)	askance (33)
invocation (3)	niggardly (35)
rebuke (4)	forage (36)
hampering (4)	incantations (36)
prudence (6)	sustenance (36)
wardsigns (6)	ensorcel (39)
escarpment (8)	enthralled (39)

runnels (8)	herbage (40)
imbued (8)	lodestone (40)
comely (10)	fetid (41)
graven (15)	perforce (42)
avian (16)	surmounted (44)
songsmiths (19)	accoutrements (44)
congealed (20)	decried (47)
sufferance (20)	bemused (53)
countenance (21)	volition (56)
overawe (21)	disrepute (58)
deference (21)	bole (61)
amiss (24)	pommel (65)
aversion (25)	dolts (67)
scry (27)	geas (67)
cadence (28)	portentous (69)

## Comprehension Questions

1. What makes Joisan trust Jervon and Elys?
2. Why does Kerovan regard his heritage as a burden?
3. Why does Kerovan no longer hide his hooves?
4. How did Kerovan and Joisan meet?
5. Why does Joisan want to be able to use the Power?
6. What precautions does Kerovan take when traveling in the Waste?
7. What causes Kerovan's wrist band to glow?
8. Why does Hyron feel contempt for the Dalesmen?

## Discussion Topics

1. How well do Joisan and Kerovan know each other? What is the source of the barrier that prevents Kerovan from acknowledging his love for Joisan?
2. What are the first indications that *Gryphon in Glory* is set in the same world as *The Jargoona Pard*? Are the two Herrels the same person? Which book takes place earlier? Using these two books, *Year of the Unicorn*, and *The Crystal Gryphon*, reconstruct the full history of Arvon and of the Wereriders.
3. Does Imgry seem as heartless as Kerovan believes him to be, or is Kerovan's opinion another sign of the barrier he erects against other people. In what other situations does Kerovan also incorrectly imagine that he is disliked or disdained?
4. “It is like all Power—it does not work for the direct advantage of the summoner” (p. 27). What are the other rules of Power?
5. Joisan's love for Kerovan is an obsession that drives her to leave her people and risk her life. What is the source of this obsession? Is it a compulsion of the type that later drives Kerovan to Landisl's hall? How can you tell?

## “Caverns and Cats”— (Pages 70 to 155)

As Joisan and her companions wait for Kerovan to emerge from the wood, they are attacked by the Thas, who undermine the earth beneath them. Joisan is captured and taken through the solid earth to a dark cavern, lit only by a faint glow from the crystal gryphon. As she explores the cavern, the Thas attack her, but she fends them off, using as weapons first her belt and then the light of the crystal gryphon. Continuing her exploration of the cavern, she links thought with Kerovan for an instant, and then realizes that she needs to discipline her will if she is to exploit whatever talent she possesses. Joisan looks for a way out using the gryphon as a key. The light

from the gryphon leads her to another vast cavern, open to the sky, its floor covered with a network of low partitions. When daylight comes, a colored pattern is revealed on the floor, forming a winged creature with a globe at its center. Following an indirect path seemingly demanded of her, Joisan approaches the globe. Upon reaching it she is transported to a ruined keep, Carfallin, which is guarded by two cats and a bear who communicate with mindspeech. At first the animals are contemptuous of her, but after hearing her story and examining the gryphon, they grant her shelter.

The next day, the cats tell her that forces of the Dark are stirring throughout the Waste and that a man, perhaps Kerovan, is approaching along the road below the keep. While exploring the keep, Joisan enters a sealed room whose contents crumble, except for a ring set with a gem in the shape of a cat's head. Convinced that the ring is meant for her, she puts it on.

Meanwhile, Kerovan leaves the Wereriders and encounters Elys and Jervon, who tell him of Joisan's capture. Elys calms Kerovan and convinces him that Joisan is still alive. The three then set out for the mountains to find her with Kerovan riding Joisan's mare. As they travel, Kerovan marvels at the easy, equal relationship between Elys and Jervon, while Elys tries to convince him that he has more power than he realizes. While skirting a place of evil, they come upon a highway of the Old Ones, marked with runes, symbols, and the silver outlines of footprints, which at night glow and fade as if they were still traveled. In the morning, Elys informs Kerovan that she and Jervon are forbidden to accompany him further. Feeling even lonelier, Kerovan continues westward along the road, until one day the cats accost him and he is reunited with Joisan.

## Vocabulary

foreboding (71)	witling (120)
noisome (76)	condescending (120)
foreshortened (80)	lain (121)
inherent (83)	bane (123)
divers (87)	assented (123)
reproof (87)	covent (126)
diffused (97)	sloughing (131)
meticulous (97)	allayed (138)
import (99)	impervious (140)
tenuous (99)	fustiness (144)
summarily (105)	irksome (145)
tremulous (106)	gleaning (145)
disparagingly (106)	deemed (147)
inimical (114)	girth (152)
semblance (120)	

## Comprehension Questions

1. How does Joisan develop her talent?
2. What does the Thas attack indicate?
3. What makes Kerovan distrust Elys and Jervon?
4. Why does Joisan prefer to think that she is transported from the cavern by accident?
5. Why does Kerovan resent Elys' idea that they have been chosen by the Old Ones?
6. How do the cats recognize that the crystal gryphon is a Key?
7. Why does Joisan sleep in the courtyard?
8. Why does Elys regret that she and Jervon must depart from Kerovan?

## Discussion Topics

1. "You are neither one thing nor the other... Learn what you are," Hyron tells Kerovan. Why is it difficult for Kerovan to discover and accept his true nature? What is the kinship he feels between himself and Elys?

2. As the story unfolds, it becomes clear and Joisan and Kerovan are part of a larger struggle between Light and Dark. Compare the reactions of the Wereriders, the cats, and Elys and Jervon to this struggle.
3. Compare Joisan's relationship with Elys and Jervon with Kerovan's.
4. Why is freedom of choice so important to both Joisan and Kerovan?
5. Why does loneliness torment Kerovan more than it does Joisan?

## "Joisan and Kerovan"— (Pages 156 to 213)

Still believing himself tainted, Kerovan struggles to deny his love, but Joisan insists that she will accompany him regardless. That night as he sleeps, Kerovan hears a debate between Neevor and the Dark Lord Galkur that explains more of his heritage: Kerovan's mother summoned Galkur to father her child, but Galkur's place was taken by Neevor's lord, Landisl, the Sleeper. Kerovan strives to recognize Neevor's voice. When he does so, Galkur perceives him and tries to seize him, but is foiled by Landisl. Awakening, Kerovan finds himself compelled to continue traveling toward the mountains, and at times the compulsion makes him see Joisan as an obstacle. Still she accompanies him, refusing to accept rejection, looking for a way to free her beloved lord.

Their journey is marred by evil: first an attack by the ghost of Temphera and then an ambush by the Thas, who attempt to seal off the highway. Joisan uses the crystal gryphon to fend off the Thas, but this effort so exhausts her that Kerovan must bind her to her horse and lead her to where the highway abruptly ends at the side of a mountain. As Kerovan strives to penetrate the rock, the gryphon shatters its encasing crystal, grows to an enormous size, and passes through the rock. Kerovan and Joisan follow, to find themselves in the hall of the Sleeper. The gryphon breaks through the Sleeper's coffin and wakes his master.

When Galkur invades the hall, Landisl transports Kerovan and Joisan to an open courtyard, where they are met by Neevor and the gryphon, Telpher. The ensuing conversation reveals the true nature of the conflict: Landisl is the only survivor of the four Sky-Ones who defeated Galkur in the past, while Galkur's plotting includes not only the failed conception of Kerovan, but also the invasion of Arvon by the Hounds of Alizon. When Galkur arrives, he maliciously tries to make them believe that Kerovan is of the Dark. Despite Joisan's efforts, her husband succumbs to this lie. As a last act of defiance, Kerovan tries to kill himself but is foiled by the piece of metal he found in the Waste. Strengthened by this proof that he is of the Light, Kerovan finally trusts himself, and finds the strength to resist Galkur.

A battle of raw Power breaks out between Galkur and the joined strength of Landisl, Neevor, Kerovan, and Joisan. Neevor's staff is broken and Joisan is wounded. As she falls, Kerovan's rage is loosed and he attacks Galkur, turning the tide of the battle so that Landisl can destroy the Dark Lord. When Joisan and Kerovan recover, Neevor alone is there. Kerovan accepts his kinship with Landisl but rejects the path of Power, choosing instead to be himself, a man, with Joisan.

## Vocabulary

don (156)	materialized (184)
exuding (163)	besmirching (185)
ineptly (164)	rivulet (185)
corporal (164)	dissolution (186)
myriad (169)	rank (186)



grimacing (172)  
professed (175)  
adept (177)  
tangible (177)  
repudiated (178)  
bale-fire (178)  
embodiment (181)  
residue (181)  
assailed (182)

pallid (187)  
hackmore (187)  
assay (187)  
wherein (189)  
rapacious (195)  
beguiling (204)  
tutelage (206)  
inception (208)  
persevered (212)

### Comprehension Questions

1. How does Joisan know that her ring is not evil?
2. Why does Kerovan want to reject the idea that he was led to Joisan?
3. Who is the Sleeper?
4. What is it that is "stirred fully awake" (p. 179) by the ghost of Tempheera?
5. What is the significance of the three ruined gates?
6. What prevents Kerovan from killing himself?
7. Why is Kerovan's anger at being manipulated by Powers not turned against Landisl?
8. What does the gryphon mean to Joisan?

### Discussion Topics

1. At the same time as they dread discovering that they are manipulated by Powers, both Kerovan (p. 166) and Joisan (pp. 82, 173) express a desperate need to know the truth. Is knowledge the difference between accepting destiny and being a pawn of the gods? Does their knowledge help them?
2. Joisan says, "What I desired most of my lord was that he understand me" (p. 168). What does she mean by this? Is this the whole truth?
3. How do you react to Joisan's referring to Kerovan as "my lord"?
4. Why does Joisan believe she will never return to the Dales? Is the Waste a place of exile or a refuge?
5. While Joisan and Kerovan dread being pawns of the gods, Neevor says that "it is by their own will and courage" (p. 201) that they succeed. Evaluate this statement.
6. How does Norton make the physical manifestations of gods plausible? Consider the literal meaning of words such as *materialize*, *embodiment*, *corporal*, and *dissolution*.

# NOTES

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ISBN 0-345-31941-9

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First Ballantine Books Edition: February 1984

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Robert Foster has taught Tolkien, science fiction and fantasy at Rutgers University in New Brunswick, New Jersey. His publications include *The Complete Guide to Middle Earth* (Ballantine Books, 1974), *Teacher's Guide to the Hobbit* (Ballantine Books, 1981), *Teacher's Guide to The Science Fiction Adventure Series* featuring the books of Lester del Rey and Robert A. Heinlein (Ballantine Books, 1982) and several articles on Tolkien and linguistics. Mr. Foster holds a B.A. in linguistics from Columbia University and an M.A. and Ph.D. in English and Medieval Literature from the University of Pennsylvania.