Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Class:\_\_\_\_\_\_\_

*East to Adonia* Study Guide Questions

**Directions**: Answer the following questions in complete sentences.

Chapter 1 Questions

1. Give two reasons Mercator didn’t want to go to school at the beginning of Chapter 1.

2. Explain why Mercator thought twelve was an important milestone.

3. Explain what you think the author meant by “laws of boy movement- before-noon physics.”

4. Describe in detail the special gift Mercator found in his backpack.

5. What does Uncle Jack do for a living?

6. Explain what is special about the maps Mercator draws for each of Uncle Jack’s new adventures.

7. “Angst” means having a feeling of anxiety or being troubled. Explain what Newton’s personality is like if he is described as “angsty as a bee without a stinger.”

9. What special treatment does Mercator get at school when he is having a map attack?

10. List three discoveries Mercator made as he drew Uncle Jack’s map of Siberia.

Chapter 2 Questions

1. Justify the teachers’ reasons for letting Mercator miss classes when he has a map in his head.

2. Knowing Mercator’s skill is mapmaking, what can you infer about the probable uses of a drafting table?

3. What happens when Mercator gets stuck on a map as he did the Edinburgh map? What usually causes this to happen?

4. Describe Uncle Jack’s special gift. Where did he buy it?

5. Why did Mercator have a negative reaction at first toward the gift?

6. List five items Mercator found in the bag.

7. Of all the items in the bag, which one do you feel will be the most important to the story?

8. What is still troubling Mercator at the end of the chapter?

Chapter 3 Questions

1. Why do you suppose Mercator couldn’t seem to finish the map of Edinburgh?

2. What images did Mercator have when he smelled the aged paper in his bag?

3. There were two surprising qualities of the paper: it wasn’t brittle and it rolled out flat. What might this say about the paper and the contents of the bag?

4. When Mercator first tried to use the pencils and pens on the special paper, what happened?

5. Describe the item, which Mercator found when he tried to put his papers away. Mercator found a piece of paper with Adonia printed at the top.

6. Why was it hard for Mercator to accept the fact that a map of Adonia filled his head?

7. There were two surprising qualities of the paper: it wasn’t brittle, and it rolled out flat. What might this say about the paper and the contents of the bag?

8. Explain what caused the pens, pencils, and Mercator’s mapping skills to finally work?

9. Describe the world of Adonia by listing ten geographical and other details Mercator drew.

Chapter 4 Questions

1. As the images on the map morphed into real objects, Mercator started to recognize them. The Sapphire Mountains bisect Adonia. Contrast the north half of the island with the south half.

2. What was Mercator worrying about as he was falling?

3. What object did Mercator notice and why did he think it might be pretty cool?

4. What position did Mercator realize he was in all of a sudden, making him believe he was probably still at home and perhaps dreaming?

5. What’s the first clue that Mercator wasn’t “in Kansas anymore”?

6. As Mercator took inventory of his situation why did he quit numbering things and begin using letters instead.

7. List one of the items in Mercator’s inventories on page 71 and 72 that you think would be the worse if this happened to you. Explain.

8. Mercator’s strange compass began working. What was different about this compass as compare to a normal one?

9. Mercator hears two voices. Who were the owners of the voices?

10. Give the names and describe Mercator’s first contacts in Adonia.

11. It was stated young women who ride talking horses is not common, even in Adonia. Predict who you think Joni could be.

Chapter 5 Questions

1. Every country has its own customs. Of what custom of Adonia was Mercator unaware, which made Joni mad and Kloot laugh.

2. What are some specific indications that show Mercator was not enjoying his ride on Kloot?

3. What put a sudden end to their ride?

4. Who did the “pirates” think Joni and Mercator were?

5. When Joni and Mercator awoke, what was making Joni sick?

6. Mercator realized two things when talking to Joni. What were these two, upsetting thoughts?

7. Describe the plan to keep Mercator’s real identity a secret.

8. Why do you suppose the man in green wanted Joni?

Chapter 6 Questions

1. As Mercator rides away from the ship in a carriage, what are some of his speculations about where he could or could not be?

2. “Looming over them was an impressive stone tower. High in its sheer, gray face were window slits of light.” After reading these words and studying the picture on page 98, what feeling do you think the author and illustrator are trying to convey to you, the reader?

3. Mercator wanted to escape, but there were too many hallways and doors. Predict how he and Joni could figure out a way of escape.

4. Joni said she was speaking Thredou, not English. What does that tell you about where they are?

5. What is Threa?

6. How can Joni know Kloot made it to her uncle’s and knows what is happening to them?

7. Why did Mercator smile at the very end of the chapter?

Chapter 7 Questions

1. What was the name of the “lunch lady person”? What two things did she bring them?

2. How did Mistress Tefi and Joni great the man they had an appointment with?

3. Duke Ragknar says his King has landed with an army on Threa. What is on Threa that the people on the mainland want?

4. How does the Duke plan on using Mercator’s mapmaking skills against Adonia?

5. What is the problem when Mercator tries to draw the map he planned for the Duke?

6. Describe the Hanavi and how Adonia and Haven came to be.

7. Discuss Joni’s parents’ connection to the Hanavi.

8. What property of kyrnelai does Joni demonstrate? What is different about the kyrnelai on Adonia?

Chapter 8 Questions

1. The second map in Mercator’s head exploded onto the paper. Identify this map.

2. Justify Mercator’s map work for the Duke, even though it could lead to harm for the people of Adonia.

3. Can you explain why Mercator jumped when Mistress Tefi lit the fire?

4. Deduce Mercators odds of going home if the reality of what has happened is not a fairy tale.

5. Explain the difference between the magic on Adonia and being Blessed.

6. Describe the breathtaking sunrise over Adonia’s Sapphire Mountains as seen by Joni and Mercator from the parapet.

7. Predict why Mercator and Joni hid the cloaks from the garden walk. What other plans did they discuss?

8. Recall what the map revealed to Joni while studying the castle map.

9. Describe how Mercator revealed the entrance to the secret passage.

Chapter 9 Questions

1. When Mistress Tefi and her minions left dinner, what did Joni and Mercator hide away?

What else did Joni later ask for from Mistress Tefi?

2. What if Mercator drew a map of home as Joni suggested? Would you expect him to be able to get home? Explain.

3. Explain the “magic” of Mercator’s compass. Imagine how this function could be useful in their escape.

4. What did Joni conclude the clear panes and metal needles were made of?

5. After taking off the back panel, record what Mercator and Joni saw when looking through the compass.

6. Explain the mission Joni and Mercator have before they can leave the castle.

7. What did Joni and Mercator see happen to the map Mistress Tefi took.

8. Describe the drawback of the castle’s secret passage system that became Joni and Mercator’s first major obstacle.

9. Explain why Joni was able to communicate with Klara. How did this ability help them to escape?

Chapter 10 Questions

1. What two things did Joni have to convince Captain Laeramothe to do?

2. Contrast how Joni felt after drinking the Captain’s purple liquid with how Mercator felt after drinking similar concoctions his siblings gave him.

3. As Mercator explained why he knew the Captain’s map of Threa was no longer true, what assumption did Captain Laeramothe make about Mercator?

4. Captain Laeramothe was willing to pay Mercator to make a map for him. What was that map?

5. What danger was occurring on Adonia that Captain Laeramothe wanted to avoid?

6. What is the little side trip The Seventh Star is going to be taking?

Chapter 11 Questions

1. As Joni was looking out the ship’s window on page 214, there were several things bothering her. Which of those things do you think was bothering her the most?

2. How did Joni know details about what was going on at the time in Adonia?

3. What are some things Mercator missed about home?

4. What happened when Mercator tried to draw a map, which would take him home?

5. Describe how a sea chart is different than a regular map?

6. Describe Captain Laeramothe’s reaction when he saw the map of Erinthae.

Chapter 12 Questions

1. Describe the scene on deck when Joni and Mercator woke up.

2. After Joni saw the Captains gills, what did she gasp and call him?

3. Describe the creature Captain Laeramothe held dangling from his harpoon.

4. Explain why everyone needed to be strapped to the masts?

5. What protected the *Seventh Star*?

6. The *Seventh Star* did not have cannon for protection. How does the Captain use creatures lurking in the waters to attack the man-owar, explaining the name of the chapter, “Bloody Waters?”

7. React to the way Mercator handled the sickening sight of the demise of the man-o-war.

Chapter 13 Questions

1. Guess what powers *The Seventh Star.* Write the answer when you find it in this chapter.

2. Kloot told Joni someone special would be waiting for them when they land. Who is that person?

3. What did Captain Laeramothe reveal, leaving Joni’s mouth dangling?

4. After the Fall, the Captain and crew fought their way to Adonia through the Dark Waters. Ever since, what has the Captain been searching for? How has Mercator helped with his search?

5. Explain the power mechanism of *The Seventh Seas*?

6. Who does the Captain suggest Mercator ask about how to go home?

Chapter 14 Questions

1. What country is known for fjords?

2. Joni and Mercator got to shore on a longboat. How did Klara get to shore?

3. How did Joni’s mother, the Queen, make Mercator blush?

4. Although the Queen was grateful to the Captain for Joni’s return, assess why the Captain’s face was long with shame.

5. Describe the camp. What was in Mercator’s pavilion?

6. What lulled Mercator to sleep when he was returning to camp?

7. Describe the scene at camp, which greets Mercator the next morning.

8. Assess why the Duke may be looking for Mercator?

9. How was the silver chain able to hold even the Queen with all her powers?

10. How did Kloot and Klara help Mercator escape with the unconscious Joni?

Chapter 15 Questions

1. After she woke up, why did Joni send Mercator flat on his back?

2. After much arguing, who was finally sent to the Monastery to alert Vicaress Ami?

3. Describe how Mercator obtained a map of the camp.

4. While trying to rescue Queen Iana, what good luck did Mercator have when he slid into a pavilion?

5. Just as the tide was turning against the Duke’s men, what caused the havoc of battle to stop?

6. What did the Duke want drawn on a map?

7. What did Joni do to save the day?

8. Describe what the Queen did next.

9. Establish by quotes from the book whether or not you think the Queen and Joni knew Joni had powers.

Chapter 16 Questions

1. What did the Queen find sad about Joni being Blessed?

2. How did Mercator finally “find” his mapmaking kit?

3. Assess why the mountains they traveled through were not normal mountains.

4. What was Queen Iana teaching Joni the evening they camped?

5. What woke Mercator the morning after camping?

6. What kept Mercator from being nauseous and dizzy as he rode Klara.

7. Describe the entrance to the Haven.

8. What was Mercator’s impression of Joni’s father, the King?

9. How had Duke Ragknar track Joni? What problem will this create for Joni inthe future? What good could come of the problem?

10. What title was given Mercator when he was presented the golden chain?

11. Explain what makes the Duke’s rage so deep inside him.