

# Wingbearer

AUTHOR

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ILLUSTRATOR

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**RECOMMENDED FOR:** Mid to Upper Primary



## SYNOPSIS

Zuli is extraordinary—she just doesn't realise it yet. Raised by mystical bird spirits in the branches of the Great Tree, she's never ventured beyond this safe haven. She's never had to. Until now.

When a sinister force threatens the life-giving magic of the tree, Zuli, along with her guardian owl, Frowly, must get to the root of it. So begins an adventure bigger than anything Zuli could've ever imagined—one that will bring her, along with some newfound friends, face-to-face with an ancient dragon, the so-called Witch-Queen, and most surprisingly of all: her true identity.

## ABOUT THE AUTHOR

Marjorie M. Liu is an attorney and New York Times bestselling author of paranormal romances and urban fantasy. In the world of comic books, she is also the writer of *NYX: No Way Home*, *Black Widow*, *X-23*, and *Dark Wolverine*. She lives in the American Midwest and Beijing, China.

## ABOUT THE ILLUSTRATOR

Teny Issakhanian is an Armenian American illustrator, building worlds and stories as a storyboard artist and visual development artist in the entertainment industry. She has worked on a multitude of shows at animation studios including Walt Disney Animation Studios, DreamWorks Animation Television, Disney Television Animation, and the Jim Henson Company. Teny graduated from the University of California, Berkeley, and the ArtCenter College of Design. She is based in Los Angeles.

## STUDY NOTES

- Though Zuli loves the bird spirits, she knows that she's not the same as them. What does Zuli want to learn about herself, and why do you think that is? Does it affect her desire to help solve the problem facing the bird spirits?
- What do you think Zuli felt when she saw statues that looked like her? How would you feel in her shoes? How do you think the Witch-Queen's offer will impact Zuli's journey to find beings like herself?
- Frowly travels with Zuli on her quest, even though he doesn't want to leave the Great Tree. Why do you think he does this? Is Orien's reason for helping Zuli's quest different from Frowly's? How does each character's relationship with Zuli change over the course of the story?

- Is the outside world different from the Great Tree? If it is, what are some specific instances where Zuli learns that her beliefs and practices aren't the same as those in the outside world? Do you think it was difficult for Zuli to adjust?
- What are some of the distinct ways magic is used in this story? How does the Witch-Queen use her magic in a way that's different from Zuli? Do you think magic is more harmful or good?
- Fear is a powerful emotion, and Zuli, Orien and Frowly all experience it. What is Zuli afraid of? What is Orien afraid of? What is Frowly afraid of? Is there something that helps each character find courage when they're afraid? Why do you think the danger that the owl describes in the North is called the Fear?
- Why was it important to Orien to start flying again after thinking it was pointless for so long? Do you think it was hard for Orien to stop flying? How do the other creatures with wings help Zuli, Orien and Frowly on their journey? Why do you think they help the group?
- What do you think the Witch-Queen wants to do with Zuli? Do you think it's fair for her to offer Zuli information about their past as bait? If you were Zuli, would you want to meet with the Witch-Queen or would you avoid her?