



THE HUNTRESS SEA

1. Trianukka is full of incredible creatures, like moonsprites, merwraiths and terrodyls. What other creatures might live in Trianukka? What would they look/act like?
2. Da's message tells Mouse to seek the Storm-Opals and take them to the golden crown. Why does Mouse need to do this?
3. How does Mouse feel about her brother Sparrow? Does that change during the book?
4. There is a diagram of the Huntress at the front of the book. Can you imagine living on a ship, like Mouse? What would be your favourite part of it?
5. Mouse believes that she is destined to become the captain of the Huntress, like her grandma. What advice does Grandma give Mouse, in order to help her become a good captain?
6. Sarah Driver uses lots of very unusual language in Sea. Why do you think she has chosen to do that? What effect does it have?
7. Most of the characters in Sea are named after animals. What animal would you be named after, and why?

"In the sky, the fire spirits dance and ripple. Grandma says they showed our Tribe that I'd be a captain, before I was even born."

