



A Ranger's Guide to Glipwood Forest

by Andrew Peterson

Adventurers' Guide

Welcome, Adventurers! By following in the footsteps of Owin and his intrepid band of rangers, you are embarking upon a **MOMENTOUS JOURNEY** through Glipwood's most feared forest, Glipwood Forest. Huzzah!

But this bookish adventure is nothing to the journey you may in fact undertake in your own neighborhood! Whether your hamlet, town, city, or dinghy contains woods, parks, alleyways, caves, dank holds, or other natural features, be assured that it is stuffed to the brim with interesting things to behold, sketch, and flee. Many dangers await! And many wonders as well.

Starting out on your journey:

- Who will come adventuring with you? (Together is better!)
- Where will you explore (with your grownups' permission)?
- What do you need to bring? (See Owin's suggestions!)
- Be sure to map your adventures so others can explore after you. (What places and details will you include?)
- Be sure to sketch your fellow rangers as well. (For posterity!)
- Once you are outside, pay close attention to the plants, animals, insects, and other natural features around you. Sketch and describe them in your adventurer's journal. (Note the details!)
- If your neighborhood contains any toothy beasts, it may be prudent to practice climbing trees. (Woe!)

Now, let's get started! As Henry Chadd would say, "Melons! What chingery gribbance, these barnswallow feet."

—Madame Sidler



A Ranger's Guide to Glipwood Forest

by Andrew Peterson

Adventurers' Guide

Things to chat about as you travel:

- In the Foreword, Ollister Pembrick talks about how deeply this book affected him. Are there any books you've discovered which have affected you this way? What would you say about it in the foreword?
- Would you rather follow the creatures and beasts, as Owin desires to do, or shelter in place with Sharin and Shonna? (pages 16-17)
- What's the biggest tree you've ever seen? What's the biggest in your neighborhood? (page 113)
- How would you have reacted to waking up surrounded by toothy cows? Do you have any spine-chilling escapes of your own? Tell us! Tell us! (pages 113-121)
- If you've read *The Wingfeather Saga* or *Wingfeather Tales*, you'll have heard the name Anklejelly before—but where do you think this name came from? (page 121)
- What place along Owin's route would you most like to visit? What draws you to it? The creatures? The danger? The wondrous sights? The tasty comestibles?
- Owin's last words to us express the hope that we will have our own tales to tell after following his journey. What's changed in Glipwood since he passed that way? What experiences would you recount to the rangers at the end of your rambles? (page 123)
- Which of the rangers in this Guide would you most want in your adventuring party? What do you like about them?
- If you were to choose an adventuring name for yourself, what would it be?



A Ranger's Guide to Glipwood Forest

by Andrew Peterson

Adventurers' Guide

Tips for Further Adventuring:

- Look up a wild plant guide for your area. Do any redberries or deadberries grow near you? What about other deceptively-similar plants, or other notable species? (pages 70-71)
- Is your neighborhood home to any wild creatures such as squeeblins or thwaps? Consult Ollister Pembrick's excellent guides to the locations he's traveled, and consider making your own. (Be careful! Be ungobbed!) Look to see if there is a wildlife sanctuary near you, where you may be able to observe some of these creatures without donning a disguise.
- Consider carefully transplanting a seed or cutting of some local plant you find. Does your neighborhood grow husps, or elmins? What about threelips (or even twolips)? Visit a plant nursery, county extension, or trial garden to learn more about how to care for your local species.
- Are there any protected national areas nearby that you can visit, such as a state park, or a national forest, or caves or wetlands? See if your grownups will help you plan a trip. (Some of these parks even have their own adventuring guides for young rangers!)
- Where else would you like to visit—in your world, in Aerwiar, or anywhere? What details would you include in a guidebook? Visit your local library and see if they have any guides to fascinating places for you to borrow and read. Make a list of supplies in case you have the opportunity to visit.



A Ranger's Guide to Glipwood Forest

by Andrew Peterson

Adventurers' Guide

Adventurers' Eggs Four Ways

Given that eggs (snickbuzzard, fazzle dove, sweetf, and many others) are the least fatal source of protein in Glipwood Forest (no claws! no fangs!), it behooves the adventurer to learn several ways to prepare them. (Just don't be caught by the eggs' parents.) You will need:

- Eggs: Snickbuzzard, fazzle dove, sweetf, or other (eggs may be tiny or gargantuan; just be sure you have enough for everyone)
- Butter (you may need more or less, depending on method)
- Herbs (honeybud works well; twaidge root is perfect. If you can find neither of these, consider thyme, nutmeg, papprika, or salt and pepper)
- Cheese (optional, but consider: It is cheese)
- Tiny toast (the perfect accompaniment for any egg)

Way #1: Shambled eggs

Crack several eggs into a bowl and add some milk, about a tablespoon per egg. Mix well with a fork. Heat up a pan, add some butter, and when the butter is melted, pour in the eggs. Do not stir! Let the eggs think about their fate for a minute. As the eggs begin to thicken, lift up their edges so that the liquidy eggs can run underneath. When the eggs are fluffy and glossy and cooked through, put them on a plate and eat them warm. (This is a good tip for eggs generally.)

Way #2: Buttery eggs

Heat up your pan, and plop in some butter (more is better—at least a tablespoon per egg). When the butter is hot, crack each egg and slip it into the pan. While they cook, spoon the hot butter over the tops of the eggs. This makes nice dippy eggs for your tiny toast, if you stop cooking them when the whites are white but the yellows are still wiggly.

Way #3: Baked eggs

This method requires an oven, which adventurers don't always have, but when you are between adventures and wanting to let your eggs cook while you read about someone else's adventures, baking works very well. Butter some baking dishes and crack an egg or two into each one (if they are small dishes) or several eggs into one dish (if the dish is larger). Pour a bit of cream on top of the eggs to cover them, as well as any extra ingredients you may enjoy (cheese, snipped greenions, or even a few spinach leaves). Bake them in a nice hot oven (350°) for about 12-15 minutes, until the whites are white and the yellows are as wiggly (or not) as you like them.

Way #4: Boiled eggs

This method is very easy: Boil some water. Add some eggs. The end!

If you enjoy hard-boiled eggs, cook them longer: about 14 minutes for hen-sized eggs. Soft-boiled eggs will take about half that. Experiment to find the time that you like best!

When the eggs are done, if you have ice water or a nice cold stream nearby, plunge the eggs straight in to stop them cooking. If you are camping in a high tree to avoid predators, stop right here. Do not light fires in trees. Have some diggle jerky or a glipfruit instead.

Bonus: Tiny eggs

Important: You definitely need tiny eggs for this method! Do not simply cut up larger eggs. This will never work.

Collect several tiny eggs per person. Cook them however you like, but carefully! carefully! Tiny eggs do not need very long to cook! Any method will work, though—boiled, buttery, baked, no matter. Mixing them together and shambling them would be silly, though, as you will lose the charm of their tinyness.

Another Bonus: Top-hat eggs

Clean some top-hat mushrooms (not bowler-hats! be very careful!) and cut them into large but biteable pieces. Put some butter into a flat pan over medium-hot heat, and when the butter is hot, pour in your top-hats. Top-hat mushrooms can be added to any form of eggs. AGAIN: DO NOT USE BOWLER-HATS.