

TALE TOWN'S DETECTIVE AGENCY HEADQUARTERS

Detective, your phone is ringing, answer it . . .

Bumblebore



"Detective, I need your help immediately on this seriously spooky case. Someone broke into the Bogglehart Wizard Academy and stole the Haunting Hat. The Haunting Hat was locked up for an important reason. Its incredible power will turn the one who wears it into a ghost. Whoever stole the hat and is wearing it must be stopped! The only way to get the hat off the ghost is to chant the wearer's name three times loudly with a special hat removal spell. That's where I need your help!"

You stop browsing Halloween costumes and collect your detective kit for this spooky investigation. You ask Bumblebore to explain the Haunting Hat.

"As I mentioned before, the Haunting Hat turns the one who wears it into a ghost. The longer the Haunting Hat is worn, the more the ghost takes control and will do all sorts of mischievous things. As a ghost, the wearer will have the ability to turn invisible, fly, walk through walls, and frighten anyone. Multiple complaints are already going around Tale Town about a frightening ghost stealing candy; I'm pretty sure that's our Haunting Hat ghost! It seems like the culprit has a sweet tooth. Detective, meet me at Bogglehart's Wizard Academy to begin your inspection on the matter."

Bumblebore



On the following pages, you will be visiting locations to discover clues. As you complete each page, go over your possible suspect list to see if any information you discovered eliminates a character from being the one who is wearing the Haunting Hat.

1. VISIT LOCATION: Bogglehart's Wizard Academy

Bumblebore



"Greetings Detective! The place I am about to take you is top secret; only members of the Magic Council should know about this chamber! It seems as though someone has either leaked its whereabouts or perhaps the Haunting Hat thief is one of the council members themselves."

Bumblebore leads you down a long case of stairs. Nothing but a few fire torches light the way. It's cold and damp. The stone walls feel slimy as you pay close attention to any information that might lead to a clue.

As you reach the bottom of the stairs, Bumblebore uses a glowing green key to unlock the chamber door. The inside of the chamber is eerie and kind of creepy. A few other strange objects are nearby. However, Bumblebore doesn't divulge any information to you about them. Instead, Bumblebore takes you directly to a gold mantelpiece.

Bumblebore



"This is where we kept the Haunting Hat, I don't know how the thief was able to get past the three giant spiders who were guarding it. These creatures are usually brilliant at stopping intruders with their super sticky webs. If only these spiders could talk, then we could figure out who stole the hat. Shall we head to Tale Town to see if anyone can help?"

CLUE 1. Fill in the missing letters to complete the answers in the comprehension questions below. Then match the letters with the numbers into the empty boxes to reveal a clue! The first one is done for you.

Use the text above to answer the questions below. Highlight where you find the answers in the text above as evidence.

- Who should know about the chamber where the Haunting Hat was kept? **Only**
m₁ e₂ m₃ b₄ r₅ s₆ o₇ t₈ t₉ e₁₀ t₁₁ h₁₂ e₁₃ a₁₄ g₁₅ e₁₆ c₁₇ u₁₈ c₁₉ i₂₀ c₂₁ i₂₂ l₂₃.
- What does Bumblebore use to unlock the chamber door? **A** l₉ w₁₀ i₁₁ n₁₂ g₁₃ e₁₄ e₁₅ k₁₆ y₁₇.
- What was the Haunting Hat kept upon in the chamber? **A** g₁₄ d₁₅ n₁₆ e₁₇ l₁₈ p₁₉ e₂₀ e₂₁.
- What was guarding the Haunting Hat? r₂₁ e₂₂ g₂₃ i₂₄ n₂₅ p₂₆ d₂₇ e₂₈ r₂₉.
- How do the guards stop intruders inside the chamber? **With** s₂₈ p₂₉ e₃₀ r₃₁ s₃₂ i₃₃ k₃₄ y₃₅ w₃₆ s₃₇.
- Why does Bumblebore wish that the spider guards could talk? **To** g₃₃ u₃₄ re ot wold take the spider guards could take the hat.

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| 30 | 10 | 28 | 12 | 6 | 27 | 15 | | | | | | | | | | |

2. VISIT LOCATION: Miss Muffet's Tuffet

Soon you see Miss Muffet, eating her curds and whey. You and Bumblebore sit down beside her; luckily you don't frighten her away.

Miss Muffet



"Would you like some of my curds and whey? I was going to sit down to enjoy some candy instead, but a ghost frightened me away and stole my bag of treats. So I'm stuck with the same old boring stuff again today."

"We know that you have some experience with spiders, so we were wondering if you could help us find a way to speak with them. The ghost who stole your candy is wearing the powerful Haunting Hat. Somehow, someone got past the three spider guards who were protecting it. No one has ever gotten past them before. Perhaps, if we can get the spiders talking, they will tell us who the thief is."

Bumblebore



Miss Muffet



"Eek! Spiders! Oh no, you've got that wrong, I do not like, let alone, speak to spiders. However, I do know who can help you, but, I'm not coming with you, he scares me. The giant spider, Anansi, lurks deep within Chasm Cave. The cave is an hour south of here. Anansi, the spider, is cunning, vain and mischievous. He is a special spider who can speak to humans. He may have some idea how the thief got past the spider guards. Before you go, I recommend taking him a gift. He will only help if there is something in exchange for it."

Bumblebore quickly whips up a super gross fly soup. Then packs it carefully into his satchel to take to Anansi, the spider.

CLUE 2: Below is a set of words that **RHyme** with words that are located somewhere in the text above. The blank lines represent missing letters in the rhyming word answer. As you fill in a letter on each blank line, match that letter with the number underneath into the empty boxes to reveal a clue! All word answers are somewhere in the reading section on this page → Highlight the word answers in the text above as evidence.

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3. VISIT LOCATION: Chasm Cave

Webs hang from the ceiling and all down the sides inside Chasm Cave. It's quiet, except for a few faint drips of water echoing. Bumblebore uses his staff to create a torch. You both slowly walk further into the cave, bracing yourselves to face Anansi. Soon, eight large red eyes open and focus on you. As Anansi perks up onto his eight hairy legs, Bumblebore presents the bowl of fly soup to the spider.

Anansi the Spider



"That soup looks rather dull. Please tell me that you haven't come here to bore me, I have no patience for that sort of thing."

As Bumblebore speaks, Anansi starts to spin web thread. Observing your surroundings, you suddenly have a gut feeling that something doesn't seem right.

"Last night, someone managed to get past my three spider guards and stole the Haunting Hat. We need your help. Do you have any idea how someone was able to get past the spider guards? Can you talk to them to help us find out who the thief is?"

Bumblebore



Anansi the Spider



"Yes, I know exactly how the culprit got past the spider guards."

Anansi crawls in circles around you as he speaks.

"With my help of course . . . I ordered the giant spiders aside while my accomplice stole the hat. My ghostly partner in crime should be here with lots of candy treats soon!"

Bumblebore

"WHO is the one wearing the Haunting Hat?"



Within seconds, Anansi pushes Bumblebore into an extremely sticky web. Luckily, Bumblebore is quick enough to use his magic to send you flying out of the cave before Anansi gets the chance to trap you.

CLUE 3. Fill in the missing letters to complete the answers in the comprehension questions below. Then match the letters with the numbers into the empty boxes to reveal a clue!

Use the text above to answer the questions below. Highlight where you find the answers in the text above as evidence.

1. What does Bumblebore use to create a torch? **B**₁ m₂ b₃ l₄ e₅ b₆ o₇ r₈ e₉ s₁₀ h₁₁ i₁₂ s₁₃ h₁₄ i₁₅ s₁₆ a₁₇ f₁₈ t₁₉ o₂₀ create a torch.

2. How did the culprit get past the spider guards? **W**₁ i₂ t₃ h₄ a₅ n₆ s₇ i₈ '₉ s₁₀ h₁₁ p₁₂ e₁₃ r₁₄ r₁₅ e₁₆ d₁₇ e₁₈ d₁₉ e₂₀ d₂₁ e₂₂ s₂₃ i₂₄ d₂₅ e₂₆ r₂₇ s₂₈ a₂₉ s₃₀ i₃₁ d₃₂ e₃₃ w₃₄ h₃₅ i₃₆ l₃₇ e₃₈ h₃₉ i₄₀ s₄₁ a₄₂ c₄₃ c₄₄ m₄₅ p₄₆ a₄₇ n₄₈ h₄₉ e₅₀ h₅₁ s₅₂ h₅₃ o₅₄ l₅₅ e₅₆ t₅₇ h₅₈ e₅₉ a₆₀ t₆₁.

3. What does Anansi push Bumblebore into? **A**₁ n₂ e₃ x₄ t₅ r₆ e₇ m₈ e₉ d₁₀ e₁₁ l₁₂ y₁₃ w₁₄ e₁₅ b₁₆.

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4. VISIT LOCATION: Grimview Graveyard

You land safely at Grimview Graveyard. Suddenly, you see the ghost wearing the Haunting Hat flying through with multiple brown bags filled with treats. You quickly hide behind a nearby tombstone. Someone else is lurking amongst the shrubs nearby. Using your binoculars, you see Prince Charming.

Prince Charming



"This ghost is a menace! Everyone in Tale Town is too scared to do any trick or treating this Halloween. I'm planning to try and trick the ghost by setting a trap with lots of treats."

You explain the situation. Together, you and Prince Charming start planning a trap for the ghost.

"Aha! Here's the plan: we will use a bunch of candy as bait for the ghost. Then once the ghost takes the bait, we will trap it with the Enchanted Vacuum. Then, we will attempt to make a deal with Anansi for Bumblebore's release in exchange for the ghost. When we do this, I need you to have figured out the name of who is wearing the Haunting Hat and shout it to Bumblebore. I'll then release the ghost from the vacuum so that your wizard friend can quickly cast the removal spell. What do you think, Detective?"

Prince Charming



You state that the ghost has stolen candy from all over Tale Town. Where will you get lots of candy now?

Prince Charming



"Rosina, the witch, has a house made of gingerbread and decorated with thousands of candies. You will find it in the eastern part of the Whispering Woods, near a river. I need you to go to Rosina's house and collect as much candy as you can carry while I go and get my Enchanted Vacuum. We'll meet back here within the hour. Now, let's go!"

CLUE 4: You will need to read the text above to look for clues as to what the missing letters are in words listed under the Proper Nouns and Common Nouns categories below. Only words in the reading passage above are in the lists below. Reading is a MUST to check the context of how each word is used. Then match the letters with the numbers into the empty boxes to reveal a clue!
 → Highlight the word answers in the text above as evidence (assign a color for proper nouns and common nouns!).

Proper Nouns

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Common Nouns

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5. VISIT LOCATION: The Gingerbread House

Soon, the most delicious looking little cottage appears through the trees; It's the Gingerbread House! Looking at the walls, you can see that all sorts of yummy sweet treats lie upon the rooftop, walls, doors, and windows. Taking the candy off the house without asking would be stealing; you can't do that. So, you decide to knock on the door to ask Rosina's permission before collecting.

Rosina the Witch



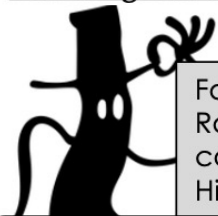
"Hello, dearie. Come in, sit down, have some chocolate cake, and pink lemonade."

You politely ask if you could collect some candy treats from her house.

"Yes, darling, you certainly can. However, come inside first so that we can have a chat. Then we will fill your bags with candy until they are nice and fat."

You enter Rosina's house. She seems like a nice witch, very generous indeed. However, it's not until after you entered the house that she locks the door and you realize that this was a trick.

Haunting Hat Ghost



"Don't be alarmed! I'm not going to bite . . . For now! "

Fortunately, the Haunting Hat Ghost begins pulling the candy off Rosina's house so powerfully, that the whole gingerbread wall collapses giving you an easy escape! Hiding outside is Prince Charming.

Rosina the Witch



Prince Charming



"Not quite what was planned, but this will do! Detective, get out of that house! I'm about to turn the Enchanted Vacuum on to capture the ghost."

CLUE 5. Fill in the missing letters to complete the answers in the comprehension questions below. Then match the letters with the numbers into the empty boxes to reveal a clue!

Use the text above to answer the questions below. Highlight where you find the answers in the text above as evidence.

- Why do you ask Rosina for permission to take the candy? **Because** ₁**aking the candy off the ho**₂**se** ₃**i** ₄**hou** ₅ **asking would be s**₆**a** ₇**ing.**
- What does Rosina offer you to eat and drink? **C**₉**oc** ₁₀**la** ₁₁**e c** ₁₂**ke and pi** ₁₃**k le** ₁₄**ona** ₁₅**e.**
- When do you realize that you've been tricked by Rosina? **When she l**₁₆**cks the doo**₁₇**af**₁₈**r going** ₁₉**ns** ₂₀**de the house.**
- How did the Haunting Hat Ghost make the wall collapse? **By p**₂₂**lli** ₂₃**g the c**₂₄**dy off Rosina's house** ₂₆**owerf** ₂₇**lly.**
- Who is about to turn on the Enchanted Vacuum? **P**₂₈**i** ₂₉**ce** ₃₀ ₃₁ ₃₂ **rmring.**

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