Ages 9–12 45–60 minutes · 1–4 players, or a class in teams

THE LANTERN SOCIETY

The lantern is missing, and the Keeper left five puzzles behind. Find it before the midnight reading.

Every Halloween at midnight, the Lantern Society of the Brindle Hollow Public Library reads *The Legend of Sleepy Hollow* by lantern light. This year the lantern is missing, and the Keeper has left five puzzles behind. Players build a cipher wheel, decode a message, put a torn story back in order, solve a logic grid, crack a library number lock and work out picture riddles. Each puzzle earns a letter, but the letters come out scrambled: a final riddle, readable only with all five letters, tells players what word to make from them. That word is the hiding place. Spooky atmosphere, no gore, and the mystery has a real explanation.

Skills: reading for detail · deductive logic · codes and ciphers · multiplication and place value · story sequence · following multi-step directions · teamwork

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What you need

- Pencils, scissors and a glue stick
- Optional: one paper fastener (brad) for the cipher wheel. No fastener? A fingertip holds the wheels together. Card stock for that page makes a sturdier wheel.
- Optional: a timer, and a battery tea light for atmosphere. No real candles.

Before you play (5 minutes)

1. Print the kit. Fold the answer page in half, words inside, and tape it shut.
2. On page 10, fold the bottom up along the dashed line. It hides the ending.
3. Poke the center holes in the cipher wheels with a sharp pencil.

How to play

1. Read the Keeper's letter out loud, then the legend. Players need the legend for the puzzles.
2. Each puzzle gives one clue letter. Players write it in the tracker on page 2.
3. Stuck? The hints page has two hints per puzzle. Read one at a time.
4. For a challenge, set a 45-minute timer. If time runs out, keep going. The lantern waits.

If a player can't easily see the pictures or uses a screen reader, print page 14 too, or read it aloud.

In a classroom

Teams of 3–4, one kit per team. It fits a 50-minute period if you read the legend to the whole class first. Copy pages 4 and 6 (the crafts) once per team.

Free for home and school use. Please don't post it publicly or sell it.

THE LANTERN SOCIETY

To the newest members of the Lantern Society,

Since 1899, the Society has met in the Brindle Hollow Public Library at midnight on Halloween. We turn off the lights, light the old lantern, and read The Legend of Sleepy Hollow out loud.

This year, the lantern is gone. I know where it is, because I hid it. Every new member has to find it. That's the rule.

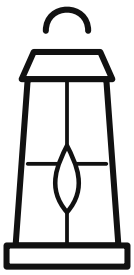
I've left you five puzzles. Each one gives you a letter, but they won't come in order. My last riddle will tell you what word to make, and only members who earned every letter can read it.

Read the legend first. You'll need it.

By lantern light,
M. Pike, Keeper of the Lantern

CLUE TRACKER

Puzzle 1 Puzzle 2 Puzzle 3 Puzzle 4 Puzzle 5



THE LEGEND, IN BRIEF

Retold from Washington Irving's story, first published in 1820

Long ago, in a quiet valley in New York called Sleepy Hollow, there was a new schoolmaster named **Ichabod Crane**. He was tall and skinny, with enormous hands and feet, and he believed every ghost story he ever heard.

Ichabod hoped to marry **Katrina Van Tassel**, the daughter of the richest farmer in the valley. So did **Brom Bones**, a big, loud prankster who rode a horse better than anyone.

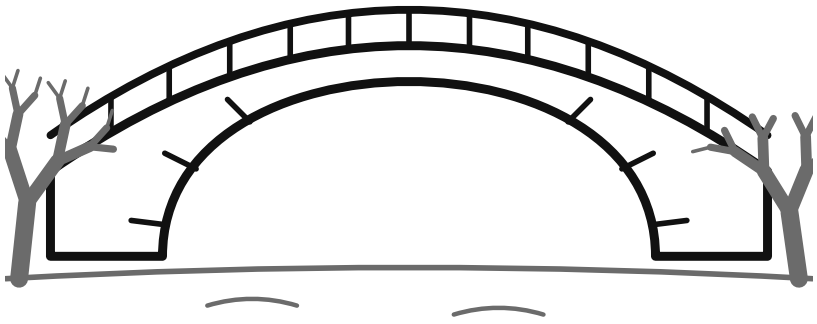
The valley's favorite ghost story was about the **Headless Horseman**, a rider who galloped through the woods at night, searching for his lost head. People said he could never cross the bridge by the old church.

One autumn night, the Van Tassels threw a party. Ichabod borrowed an old farm horse named **Gunpowder** and rode over in his best coat. He danced, ate far too much, and listened to ghost stories until late.

Riding home alone in the dark, Ichabod heard hoofbeats behind him. A huge rider in a black cloak was following him, and where the rider's head should have been, there was nothing at all. Ichabod kicked Gunpowder into a gallop. If he could just reach the church bridge, he'd be safe. He clattered across, turned around, and saw the Horseman throw his head straight at him.

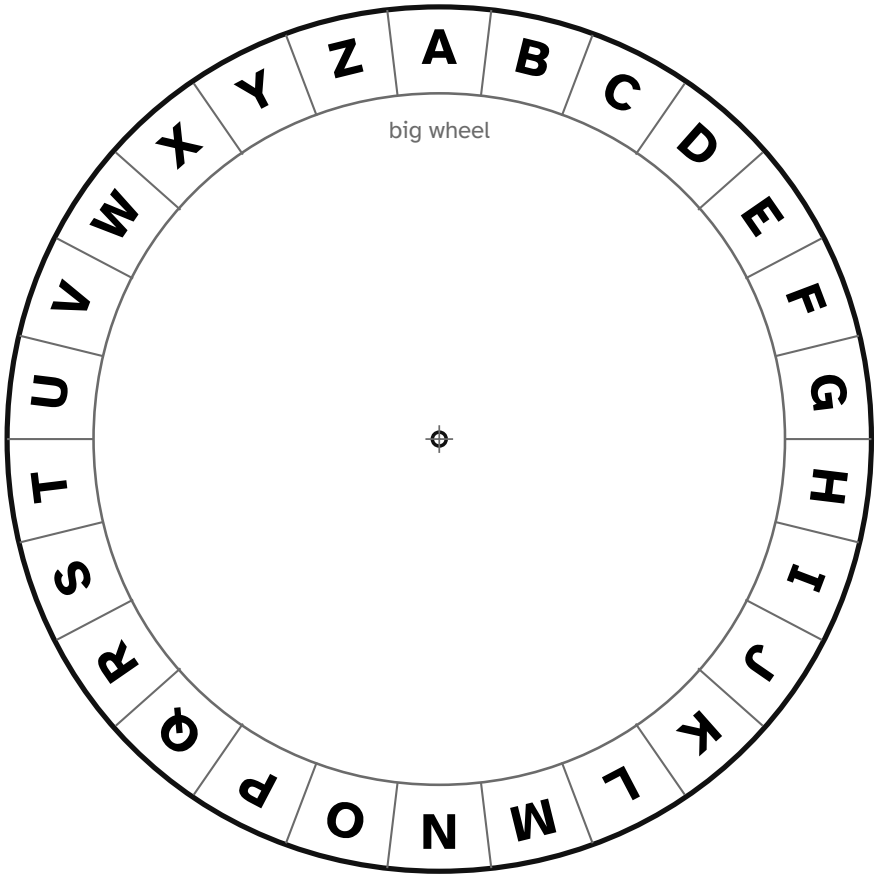
The next morning, Gunpowder was back at his farm, calmly eating grass. Ichabod's hat lay in the road near the bridge. Beside it was a smashed pumpkin.

Ichabod was never seen in Sleepy Hollow again. Years later, a traveler said he was living far away, safe and sound, and working as a judge. And whenever anyone mentioned that pumpkin, Brom Bones laughed very hard, as if he knew more than he was telling.



BEFORE PUZZLE 1

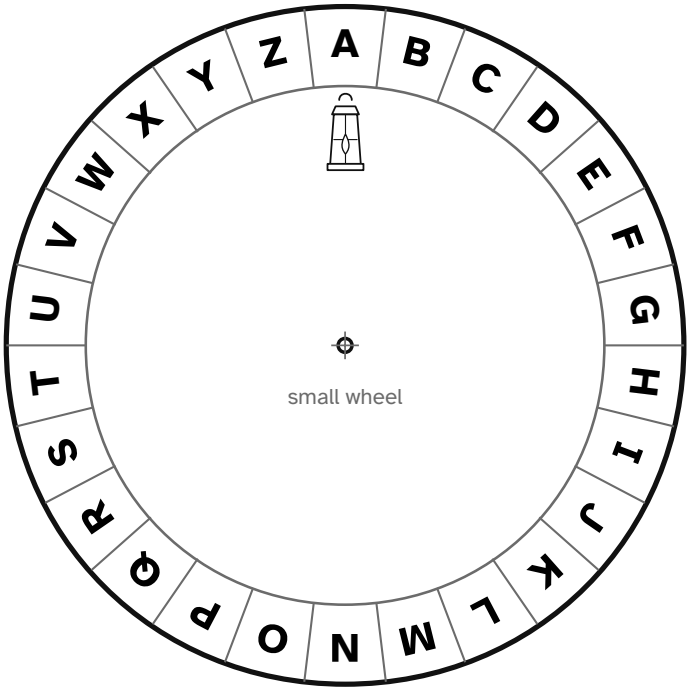
MAKE THE CIPHER WHEEL



1. Cut out both wheels along the outer circle.
2. Poke a hole through each center dot with a sharp pencil.
3. Lay the small wheel on the big one. If you have a paper fastener, push it through both holes and open its legs flat on the back.
4. Turn the small wheel. Its letters should line up with the big wheel's.

No fastener? Stack the wheels and hold the centers together with a fingertip.

Keep the wheel. The Keeper might send more codes next year.



PUZZLE 1

THE KEEPER'S CODE

> *The Keeper left this note taped to the library door: "The first test is whether you were really listening to the legend."*

The Keeper's first message is in code. The setting is **F, for Founders**.

1. Turn the small wheel until the lantern sits right under the **F** on the big wheel. Don't let it slip.
2. Find each code letter on the **big** wheel.
3. Write the letter just inside it, on the **small** wheel.

B M F Y B F X Y M J

_____ _____ _____

S F R J T K

_____ ____

N H M F G T I ' X M T W X J

_____ __ _____

Answer the question. The legend can help.

☐☐☐☐☐☐☐☐☐

> *The door unlocks. A second note waits inside: "Well done, new member. The next test is harder."*

Clue letter: the first letter of your answer ☐

PUZZLE 2

THE TORN PAGE

Pike's copy of the legend was torn into five pieces. Pike says the lantern's hiding place only makes sense if you know the story in order. Put the story back together.

1 Cut out the five cards on the dashed lines.

2 Glue them into the boxes in the order they happen in the story.

1	**2**
3	**4**
5 (last)	

R A headless rider chases Ichabod through the dark woods.

E A smashed pumpkin is found near the bridge.

S Ichabod Crane comes to Sleepy Hollow to teach school.

A The Van Tassels throw an autumn party.

C Ichabod hopes to marry Katrina Van Tassel.

Clue letter: the letter on the last card ☐

PUZZLE 3

WHO SAT WHERE?

> *The pieces fit. In the margin, in the Keeper's handwriting, a note points to the shelves.*

Pike's seating notes from last Halloween got smudged. Three members each brought one book to read aloud and sat in a different spot. Only four clues are left. Whoever read the legend aloud knows where to look next.

The Raven	a poem by Edgar Allan Poe
Rip Van Winkle	a story by Washington Irving
The Legend of Sleepy Hollow	a story by Washington Irving

1. Priya sat on the stairs.
2. The person in the armchair brought a poem.
3. Mateo didn't bring a story by Washington Irving.
4. The person in the window seat didn't bring *Rip Van Winkle*.

	BOOK			SEAT		
	The Raven	**Rip Van Winkle**	**Sleepy Hollow**	**Window seat**	**Armchair**	**Stairs**
Olu						
Priya						
Mateo						

Mark ✗ for "no" and ● for "yes."

Who brought *The Legend of Sleepy Hollow?* _____

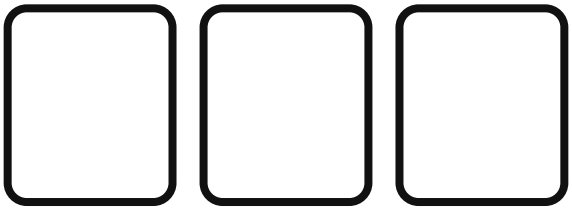
Clue letter: the first letter of their name ☐

PUZZLE 4

THE SHELF LOCK

Every book in a library lives on a numbered shelf. The Keeper left the next clue on one shelf and locked its number with three riddles.

First digit	How many books the members brought in Puzzle 3.
Middle digit	Three times the first digit.
Last digit	One less than the middle digit.



first middle last

Find your shelf. The letter on its tag is your clue letter.

133 Ghosts (T)	**389** Weights and measures (L)	**398** Folk tales and legends (B)	**523** The moon and stars (M)
598 Birds (R)	**811** American poems (P)	**839** Norse sagas (N)	**938** Ancient Greece (S)

> True fact: many school and public libraries use these numbers, called the Dewey Decimal System. Look for them on the spines of nonfiction books next time you visit.

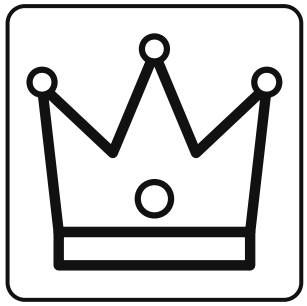
Clue letter ☐

PUZZLE 5

PICTURE RIDDLES

> *On the shelf, tucked behind the books, a card in Pike's handwriting reads: "You're almost there."*

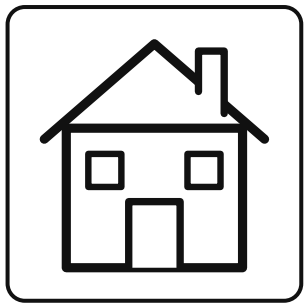
Pike hid the last clue in pictures. Only someone who has read the legend can read these. Each picture is a word. Do the letter math to turn it into a word from tonight's story.



– N ☐☐☐☐

★ 

+ END ☐☐☐☐☐☐



– U + R ☐☐☐☐☐

Each box holds one letter. "– N" means take out the N. "+ END" means add END to the end.

Clue letter: the first letter of the ★ answer ☐

THE LAST STEP

FIND THE LANTERN

> *Pike's note says you've earned the final riddle.*

Your clue letters are scrambled. The Keeper's last riddle tells you what word to make from them. Each word of the riddle has its own wheel setting: set the lantern under the clue letter from the puzzle named below the word.

O **W T M R** **H V S**

Puzzle 1 Puzzle 2 Puzzle 3

X I P M F **H Z C W O**

Puzzle 4 Puzzle 5

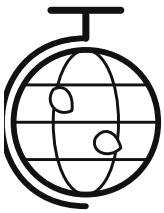
What am I? Unscramble your five clue letters to answer the riddle. That's where the lantern is hidden.

Fold the bottom of this page up along this line before you start. Open it when you've solved the riddle.

You found it! The lantern was inside the old globe in the reading room. Tucked under it is a note: "*Welcome to the Lantern Society. Every member finds the lantern once, and now you have too. At midnight, we read. M. Pike*"

Cut out your membership card on the next page.

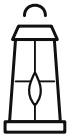
P.S. Brom Bones laughed because he had a secret too. What do you think it was?



MEMBERSHIP CARDS

One for each member. Cut on the dashed lines.

THE LANTERN SOCIETY



BRINDLE HOLLOW PUBLIC LIBRARY

Member: _____

Found the lantern on: _____

Time: _____ min Hints used: _____

THE LANTERN SOCIETY



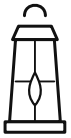
BRINDLE HOLLOW PUBLIC LIBRARY

Member: _____

Found the lantern on: _____

Time: _____ min Hints used: _____

THE LANTERN SOCIETY



BRINDLE HOLLOW PUBLIC LIBRARY

Member: _____

Found the lantern on: _____

Time: _____ min Hints used: _____

THE LANTERN SOCIETY



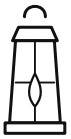
BRINDLE HOLLOW PUBLIC LIBRARY

Member: _____

Found the lantern on: _____

Time: _____ min Hints used: _____

THE LANTERN SOCIETY



BRINDLE HOLLOW PUBLIC LIBRARY

Member: _____

Found the lantern on: _____

Time: _____ min Hints used: _____

THE LANTERN SOCIETY



BRINDLE HOLLOW PUBLIC LIBRARY

Member: _____

Found the lantern on: _____

Time: _____ min Hints used: _____

HINTS

Read one hint at a time. Cover the rest with a sheet of paper.

Puzzle 1	1. Keep the lantern under F the whole time. The code letter is on the *outside*; the real letter is on the *inside*.
	2. The first word is BMFY. B on the big wheel sits over W, so the word starts with W. The question asks about a horse.
Puzzle 2	1. Start with Ichabod arriving in Sleepy Hollow. End with what people found the next morning.
	2. The party comes before the ride home.
Puzzle 3	1. Only one book is a poem. So who could be sitting in the armchair?
	2. Mateo can't have an Irving story, so he brought *The Raven*, and he's in the armchair.
Puzzle 4	1. Three members each brought one book in Puzzle 3.
	2. Three times 3 is 9, and one less than 9 is 8.
Puzzle 5	1. Say each picture's word out loud, then spell it.
	2. LEG + END spells a word that's in the title of tonight's story.
The last step	1. Word 1 is one letter long. Set the lantern under your Puzzle 1 letter, find O on the big wheel, and read the letter inside it.
	2. If a riddle word comes out as nonsense, the clue letter for that puzzle is probably wrong. Go back and check it.

Grown-ups get a kit too

Our free escape-room kit for teens and adults, *The Clockmaker*'s *Study*, is on the same page you got this one from. New kits for this age are added there too. Kinundrum makes personalized puzzle countdowns for families and group chats.

Answers. Fold this page in half, words inside, and tape it shut before you play.

Puzzle 1	WHAT WAS THE NAME OF ICHABOD'S HORSE? **GUNPOWDER**. Clue letter **G**. (Each code letter is 5 places after the real one.)
Puzzle 2	S, C, A, R, E (it spells SCARE). The last card is **E**.
Puzzle 3	Mateo: *The Raven*, armchair. Priya: *Rip Van Winkle*, stairs. **Olu**: *The Legend of Sleepy Hollow*, window seat. Clue letter **O**.
Puzzle 4	3, 9, 8: shelf **398**, folk tales and legends. Clue letter **B**. (389 is the trap.)
Puzzle 5	CROWN − N = CROW. ★ LEG + END = **LEGEND**. HOUSE − U + R = HORSE. Clue letter **L**.
The riddle	Letters in puzzle order: G, E, O, B, L. The riddle reads I SPIN THE WHOLE WORLD (settings G, E, O, B, L, one per word).
The lantern	**GLOBE**. The lantern is in the old globe in the reading room.

Credits

Story: our own retelling of Washington Irving's "The Legend of Sleepy Hollow" (1820), which is in the public domain. The Brindle Hollow Public Library, the Lantern Society and its members are made up.

Illustrations: original art made for this kit. Fonts: Atkinson Hyperlegible (Braille Institute of America), SIL Open Font License 1.1; Creepster (Sideshow), SIL Open Font License 1.1; Noto Sans Symbols 2 (The Noto Project Authors), SIL Open Font License 1.1.

ANOTHER WAY TO PLAY

Text versions of the picture puzzles, for a player who can't easily see them or uses a screen reader. Read them aloud or hand this page over. The answers and hints are the same; write answers on the puzzle's own page. The letter, the legend and Puzzles 3 and 4 are already text.

The cipher wheel · Puzzle 1 and the last step

No wheel needed. The big wheel is the alphabet A to Z. To set the wheel to a letter, write A under that letter, then B under the next one, and keep going, wrapping around to the start, until every letter has a partner. Find each code letter in the top row and read the letter under it. Graph paper or a notebook line helps. Here is an empty strip to fill in:

Big wheel	**A**	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**I**	**J**	**K**	**L**	**M**	**N**	**O**	**P**	**Q**	**R**	**S**	**T**	**U**	**V**	**W**	**X**	**Y**	**Z**
Small wheel																										

For the last step, each riddle word has its own setting, so start a fresh strip for each word.

Puzzle 2 · The Torn Page

The five cards are already text. Instead of cutting and gluing, put the card letters in story order and write them in boxes 1 to 5.

Puzzle 5 · Picture Riddles

- Picture 1: a crown. Take out the N. Four letters.
- Picture 2, the starred one: a leg in a striped stocking. Add END to the end. Six letters.
- Picture 3: a house. Take out the U and add an R. Five letters.