



The Fablehaven Intruder

Grade 4 math · Addition, Subtraction, Rounding, Skip counting, Division · Reading level grades 3-4

Detective: _____ **Date:** _____

An impostor has slipped past the magical gates of Fablehaven! They are stealing powerful artifacts and letting dangerous creatures loose. Kendra and Seth must use their knowledge of the preserve to identify the culprit before the magical barriers fail completely. Follow the clues to save the sanctuary!

1. Solve each math problem. The answer is a number, and the letter beside it is what that number stands for.
2. In the clue boxes, write that letter in every box showing the same number, then read the secret clue.
3. Use each clue to cross suspects off the list. The one suspect left at the end is the culprit!

My answer: the traitor is _____

Possible suspects

Cross off a row as each clue rules it out. The one left at the end is the culprit.

NAME	MAGICAL SKILL	STOLEN ARTIFACT	CASTING STYLE	MAGICAL TRACE	DEFENSE ITEM
Newt	potion brewer	chronometer watch	left-handed casting	gold fairy dust hair	magical milk
Raxtus	shadow charmer	giant slayer sword	right-handed casting	black shadow residue	magical milk
Hugo	fairy whisperer	translocator key	left-handed casting	silver cocoon threads	distilled salt water
Kendra	potion brewer	sands of sanctity	left-handed casting	black shadow residue	distilled salt water
Chalice	fairy whisperer	giant slayer sword	right-handed casting	black shadow residue	distilled salt water
Knox	golem commander	giant slayer sword	left-handed casting	gold fairy dust hair	distilled salt water
Muriel	golem commander	chronometer watch	left-handed casting	silver cocoon threads	distilled salt water
Kurisock	fairy whisperer	sands of sanctity	left-handed casting	silver cocoon threads	distilled salt water
Ephira	demon binder	chronometer watch	right-handed casting	silver cocoon threads	distilled salt water
Patton	golem commander	sands of sanctity	left-handed casting	black shadow residue	distilled salt water
Warren	fairy whisperer	oculus crystal	left-handed casting	silver cocoon threads	distilled garlic
Seth	potion brewer	translocator key	left-handed casting	black shadow residue	magical milk
Tanu	golem commander	giant slayer sword	right-handed casting	silver cocoon threads	distilled salt water
Olloch	fairy whisperer	translocator key	left-handed casting	gold fairy dust hair	magical milk
Lena	golem commander	oculus crystal	left-handed casting	silver cocoon threads	distilled salt water
Bracken	shadow charmer	sands of sanctity	left-handed casting	silver cocoon threads	distilled salt water
Grandpa Stan	shadow charmer	chronometer watch	right-handed casting	black shadow residue	magical milk
Coulter	potion brewer	translocator key	right-handed casting	silver cocoon threads	distilled garlic
Vanessa	shadow charmer	oculus crystal	right-handed casting	gold fairy dust hair	distilled garlic
Grandma Ruth	golem commander	sands of sanctity	left-handed casting	silver cocoon threads	distilled garlic
Gavin	shadow charmer	giant slayer sword	left-handed casting	gold fairy dust hair	distilled salt water

CLUE 1

Kendra counts the glowing fairy cocoons in the garden. She adds the new ones to the old ones to see how many fairies are safe.

Solve each problem, then write its letter in every clue box that shows the same number.

The diagram consists of two rows of boxes, each representing a sequence of numbers. The top row has 18 boxes, and the bottom row has 12 boxes. The 10th box in the top row and the 6th box in the bottom row are highlighted in orange and labeled 'T'.

Top row boxes (from left to right):

- 3106 (orange, T)
- 7249
- 6595
- 5135
- 3998
- 6651
- 6304
- 6112
- 3991
- 3106 (orange, T)
- 6651
- 6139
- 5135
- 4472
- 6541
- 3106 (orange, T)
- 7249
- 6595

Bottom row boxes (from left to right):

- 9611
- 5135
- 3998
- 6651
- 3998
- 6541
- 5135
- 6112
- 2065
- 6541
- 3106 (orange, T)
- 6139
- 6651

$$1804 + 1302 = \boxed{} \rightarrow \boxed{\text{T}}$$

$$4301 + 2350 = \boxed{} \rightarrow \boxed{\text{L}}$$

$$1724 + 2274 = \boxed{} \rightarrow \boxed{\text{U}}$$

$$3391 + 3150 = \boxed{} \rightarrow \boxed{\text{S}}$$

$1755 + 2236 = \boxed{} \rightarrow \boxed{\text{I}}$

$$2880 + 2255 = \boxed{} \rightarrow \boxed{\text{C}}$$

$$4519 + 2076 = \boxed{} \rightarrow \boxed{\text{E}}$$

$$4319 + 5292 = \boxed{} \rightarrow \boxed{0}$$

$$2360 + 3779 = \boxed{} \rightarrow \boxed{\text{A}}$$

$$3024 + 3280 = \boxed{} \rightarrow \boxed{\text{P}}$$

$$827 + 1238 = \boxed{} \rightarrow \boxed{\mathbf{Y}}$$

$$1917 + 2555 = \boxed{} \rightarrow \boxed{\text{K}}$$

$$2689 + 3423 = \boxed{} \rightarrow \boxed{\text{R}}$$

$$3768 + 3481 = \boxed{} \rightarrow \boxed{\text{H}}$$

Scratch space:

CLUE 2 Subtraction

Seth sneaks into the attic and takes some magical items from the vault. He subtracts the stolen gear from the supply chest.

Solve each problem, then write its letter in every clue box that shows the same number.

T																	
8912	3666	2848	7085	4424	1452	8847	2301	2924	2848	7085	4424	3344	2848	7454	5894	2848	

								T						
1452	3666	6652	8080	1452	2924	2848	1951	8912	3666	2301	7454	3344	2848	3344

			T			
5894	2301	1452	8912	4424	7454	7651

$$11352 - 2440 = \boxed{} \rightarrow \boxed{\text{T}}$$

$$7498 - 3074 = \boxed{} \rightarrow \boxed{\text{I}}$$

$$11612 - 2765 = \boxed{} \rightarrow \boxed{\text{U}}$$

$$9777 - 2323 = \boxed{} \rightarrow \boxed{\text{N}}$$

$$11461 - 3381 = \boxed{} \rightarrow \boxed{\text{W}}$$

$$8806 - 1155 = \boxed{} \rightarrow \boxed{\text{G}}$$

$$8171 - 1086 = \boxed{} \rightarrow \boxed{\text{V}}$$

$$4298 - 954 = \boxed{} \rightarrow \boxed{\text{D}}$$

$$9862 - 3968 = \boxed{} \rightarrow \boxed{\text{C}}$$

$$1824 - 372 = \boxed{} \rightarrow \boxed{\text{S}}$$

$$6094 - 2428 = \boxed{} \rightarrow \boxed{\text{H}}$$

$$9014 - 2362 = \boxed{} \rightarrow \boxed{\text{O}}$$

$$5354 - 3403 = \boxed{} \rightarrow \boxed{\text{F}}$$

$$5026 - 2178 = \boxed{} \rightarrow \boxed{\text{E}}$$

$$7135 - 4211 = \boxed{} \rightarrow \boxed{\text{L}}$$

$$2952 - 651 = \boxed{} \rightarrow \boxed{\text{A}}$$

Scratch space:

CLUE 3 Rounding

The magic radar of Fablehaven is blurry today. Grandpa Stan has to round the energy level to the nearest ten to make sure the barriers are working.

Solve each problem, then write its letter in every clue box that shows the same number.

S																	
200	130	4300	1100	3000	700	2300	5000	230	900	2000	700	2300					
		S							S								
1700	2000	200	700	2000	1300	1300	5000	1700	200	1100	1300	700	900	1100	700	5000	4300

Round 213 to the nearest hundred → **S**

Round 1,113 to the nearest hundred → **A**

Round 4,579 to the nearest thousand → **E**

Round 126 to the nearest ten → **P**

Round 4,267 to the nearest hundred → **R**

Round 1,966 to the nearest thousand → **I**

Round 2,341 to the nearest hundred → **H**

Round 744 to the nearest hundred → **T**

Round 1,305 to the nearest hundred → **L**

Round 878 to the nearest hundred → **W**

Round 227 to the nearest ten → **M**

Round 3,007 to the nearest thousand → **Y**

Round 1,668 to the nearest hundred → **D**

Scratch space:

CLUE 4 Skip counting

Tanu lines up his healing potions in rows of five. He skip counts by fives to quickly tally up his inventory before the battle.

Solve each problem, then write its letter in every clue box that shows the same number.

W																		
8	27	40	130	28	9	20	15	35	26	55	27	60	16	130	16	130	130	9
6	50	60	27	45	20	15												

Skip-count by 2s. Fill the blank: 2, 4, 6, __, 10, 12 → **W**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, __, 60, 65 → **V**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, __, 140, 150 → **O**

Skip-count by 5s. Fill the blank: 5, 10, __, 20, 25 → **S**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, __, 40, 45 → **I**

Skip-count by 3s. Fill the blank: 3, 6, __, 12, 15 → **N**

Skip-count by 5s. Fill the blank: 5, 10, 15, __, 25, 30 → **D**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, __, 45, 50 → **F**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, __, 30, 33 → **E**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, __, 30, 32 → **U**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, __, 50, 55 → **A**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, __, 55, 60 → **H**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, __, 28, 30 → **L**

Skip-count by 2s. Fill the blank: 2, 4, __, 8, 10 → **T**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, __, 65, 70 → **R**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, __, 18, 20 → **C**

Scratch space:

CLUE 5**Division facts (1-12) - the last clue**

Grandma Ruth has a basket of magical treats. She divides them equally among the friendly satyrs so everyone gets an equal share.

First solve each problem. Then find each answer in the numbered list below and cross that sentence out. One sentence will be left - that is exactly what the villain did!

Step 1 - solve these:

$22 \div 2 = \boxed{}$

$40 \div 4 = \boxed{}$

$36 \div 4 = \boxed{}$

$30 \div 5 = \boxed{}$

$3 \div 1 = \boxed{}$

$4 \div 4 = \boxed{}$

$36 \div 3 = \boxed{}$

$8 \div 4 = \boxed{}$

$14 \div 2 = \boxed{}$

$45 \div 9 = \boxed{}$

$24 \div 3 = \boxed{}$

Step 2 - cross out the sentence with each answer:

1. The villain orders the clay golem to dig, then teleports away with the translocator key.
2. The villain commands the shadows to block our path, then teleports away with the translocator key.
3. The villain binds a rogue demon to a contract, then swings the giant-slayer sword.
4. The villain commands the shadows to block our path, then throws the sands of sanctity.
5. The villain brews a glowing speed potion, then looks through the oculus crystal.
6. The villain whispers to the fairies for help, then swings the giant-slayer sword.
7. The villain orders the clay golem to dig, then swings the giant-slayer sword.
8. The villain brews a glowing speed potion, then rewinds time with the chronometer watch.
9. The villain orders the clay golem to dig, then rewinds time with the chronometer watch.
10. The villain whispers to the fairies for help, then throws the sands of sanctity.
11. The villain whispers to the fairies for help, then teleports away with the translocator key.
12. The villain commands the shadows to block our path, then looks through the oculus crystal.

Answer Key

The Fablehaven Intruder

Culprit: Bracken

shadow charmer · sands of sanctity · left-handed casting · silver cocoon threads · distilled salt water

Trail: Start 21 → Clue 1 18 → Clue 2 12 → Clue 3 8 → Clue 4 4 → Clue 5 1

Clue 1 (Addition): "THE CULPRIT LACKS THE OCULUS CRYSTAL"

$1804 + 1302 = 3106$ (T) · $4301 + 2350 = 6651$ (L) · $1724 + 2274 = 3998$ (U) · $3391 + 3150 = 6541$ (S) · $1755 + 2236 = 3991$ (I) · $2880 + 2255 = 5135$ (C) · $4519 + 2076 = 6595$ (E) · $4319 + 5292 = 9611$ (O) · $2360 + 3779 = 6139$ (A) · $3024 + 3280 = 6304$ (P) · $827 + 1238 = 2065$ (Y) · $1917 + 2555 = 4472$ (K) · $2689 + 3423 = 6112$ (R) · $3768 + 3481 = 7249$ (H)

Clue 2 (Subtraction): "THE VISUAL EVIDENCE SHOWS LEFT HANDED CASTING"

$11352 - 2440 = 8912$ (T) · $7498 - 3074 = 4424$ (I) · $11612 - 2765 = 8847$ (U) · $9777 - 2323 = 7454$ (N) · $11461 - 3381 = 8080$ (W) · $8806 - 1155 = 7651$ (G) · $8171 - 1086 = 7085$ (V) · $4298 - 954 = 3344$ (D) · $9862 - 3968 = 5894$ (C) · $1824 - 372 = 1452$ (S) · $6094 - 2428 = 3666$ (H) · $9014 - 2362 = 6652$ (O) · $5354 - 3403 = 1951$ (F) · $5026 - 2178 = 2848$ (E) · $7135 - 4211 = 2924$ (L) · $2952 - 651 = 2301$ (A)

Clue 3 (Rounding): "SPRAY THEM WITH DISTILLED SALT WATER"

Round 213 to the nearest hundred = 200 (S) · Round 1,113 to the nearest hundred = 1100 (A) · Round 4,579 to the nearest thousand = 5000 (E) · Round 126 to the nearest ten = 130 (P) · Round 4,267 to the nearest hundred = 4300 (R) · Round 1,966 to the nearest thousand = 2000 (I) · Round 2,341 to the nearest hundred = 2300 (H) · Round 744 to the nearest hundred = 700 (T) · Round 1,305 to the nearest hundred = 1300 (L) · Round 878 to the nearest hundred = 900 (W) · Round 227 to the nearest ten = 230 (M) · Round 3,007 to the nearest thousand = 3000 (Y) · Round 1,668 to the nearest hundred = 1700 (D)

Clue 4 (Skip counting): "WE FOUND SILVER COCOON THREADS"

Skip-count by 2s. Fill the blank: 2, 4, 6, __, 10, 12 = 8 (W) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, __, 60, 65 = 55 (V) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, __, 140, 150 = 130 (O) · Skip-count by 5s. Fill the blank: 5, 10, __, 20, 25 = 15 (S) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, __, 40, 45 = 35 (I) · Skip-count by 3s. Fill the blank: 3, 6, __, 12, 15 = 9 (N) · Skip-count by 5s. Fill the blank: 5, 10, 15, __, 25, 30 = 20 (D) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, __, 45, 50 = 40 (F) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, __, 30, 33 = 27 (E) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, __, 30, 32 = 28 (U) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, __, 50, 55 = 45 (A) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, __, 55, 60 = 50 (H) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, __, 28, 30 = 26 (L) · Skip-count by 2s. Fill the blank: 2, 4, __, 8, 10 = 6 (T) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, __, 65, 70 = 60 (R) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, __, 18, 20 = 16 (C)

Clue 5 (Division facts (1-12)): surviving statement is box 4 → Bracken

$22 \div 2 = 11$ · $40 \div 4 = 10$ · $36 \div 4 = 9$ · $30 \div 5 = 6$ · $3 \div 1 = 3$ · $4 \div 4 = 1$ · $36 \div 3 = 12$ · $8 \div 4 = 2$ · $14 \div 2 = 7$ · $45 \div 9 = 5$ · $24 \div 3 = 8$