As the Longstepper High-Walker giants criss-cross the forests of Albion, they are also collecting LOST and ENDANGERED words. The giants’ view is, if you lose the words to DESCRIBE things, how can you THINK about them?

Can you use your WISDOM to match the sprite words with their meanings?

We’ve done the first one for you:

1. Fizmer
2. Dragoncold
3. Haareis
4. Will o the wisp
5. Holloway
6. Cowbelly
7. Elf-locks
8. Ghost trales
9. Snaily sludge
10. Flitters

- a. To move house, go walkabout
- b. Paths made through the wildwood by wandering giants
- c. The light trails made by sprites at night time woods in darkness
- d. The revolting bogey-trail left by a Rogrebreath
- e. Trails of light following after sprites as they fly through the woods in the darkness
- f. Rustling noise in grasses
- g. Weather so freezing it makes the breath smoke, so that people look like dragons
- h. Frost growing like fungus on dead wood
- i. Word for mud at the bottom of the river
- j. The tangled hair of sleepers