**Activities for…
Skulduggery Pleasant**

1. In chapter 5, we learn about the Sceptre of the Ancients and the magical power is possesses. What do you imagine the Sceptre would look like? Draw your own Sceptre, taking into consideration the age of it and how powerful it is.
2. Stephanie is threatened in chapter 3 as the strange man turns up at the house looking for the key. We later find out this key unlocks the chamber where the Sceptre is rumoured to be hidden. If you were to design your own key what would this look like, and what would the door be like that it unlocked? Using materials around your classroom why not try making the key itself?
3. In chapter 7 when we first meet Serpine, we are introduced to the Hollow Men who keep guard of his castle. Using you imagination, design a creature just as scary as the Hollow Men. This can be your interpretation of how the Hollow Men would look or a completely new creature.