



Elf with a Shelf

Trivia Quiz

Santiago the Seer: The Pearls of Prescott

20q

Think back to what happened in Chapter 20 of *Santiago the Seer: The Pearls of Prescott*. Choose the best answer for each question. No pressure—this is just for fun. Good luck, Seer!

1. What is the name of the magical place Santiago and James visit at the start of Elf with a Shelf?
 - a. The Flabby Fairy Inn and Entertainment Center
 - b. The Hopping Hippo Inn
 - c. The Mystical Moose Lodge
 - d. The Wiggly Wizard Café
2. What strange display do Santiago and James see in the window of the Flabby Fairy?
 - a. A friendly troll handing out flyers
 - b. A giant enchanted mirror that waves
 - c. Flying books
 - d. Rows of mannequin heads wearing hats
3. Inside the Flabby Fairy, what effect does the singer's music have on listeners?
 - a. It causes people's shoes to dance on their own
 - b. It makes everyone fall asleep
 - c. It creates multi-colored bubbles you can taste
 - d. It turns listeners' hair different colors
4. Who is Wasslehook?
 - a. A dwarf policeman patrolling the club entrance
 - b. A talking bird who serves drinks at the club
 - c. The friendly troll bouncer at the door
 - d. The portly elf owner of the Flabby Fairy
5. What "perfect gift" does Wasslehook first try to sell Santiago for Bess?
 - a. Lipstick that makes anyone who is kissed fall in love
 - b. A never-ending cupcake
 - c. Boots that let you moonwalk on the ceiling
 - d. An umbrella that rains chocolate drops
6. What item are Santiago and James actually looking for in Wasslehook's shop?
 - a. A pair of flying boots for quick getaways
 - b. An ancient recipe book for magical cupcakes
 - c. The Pearls of Prescott
 - d. The Torch of Purity
7. Which object does Santiago play around with?
 - a. A chair that chases you until you sit down
 - b. A glove that summons any book he names
 - c. A hat that makes terrible jokes when worn
 - d. A mirror that messes up his hair
8. How does Wasslehook respond when he realizes Santiago is interested in the suit of armor (and the torch in its hand)?
 - a. He immediately triples the price of the torch
 - b. He magically teleports the armor out of reach to hide it
 - c. He smiles and proposes an exchange of services instead of selling it
 - d. He snatches the torch away and claims it's not for sale
9. What creatures does Wasslehook ask them to remove from an abandoned building?
 - a. A colony of kranks
 - b. A herd of tiny unicorns chewing the wood
 - c. A swarm of enchanted paper airplanes
 - d. Mischievous pixies
10. What extra favor does Wasslehook request they do in the old building?
 - a. Fix a magical plumbing leak spilling root beer
 - b. Paint a mural of him on the wall
 - c. Retrieve his great-grandmother's journal
 - d. Take his pet flamingo for a quick fly outside