

READING & TRAINING

John Meade Falkner

Moonfleet



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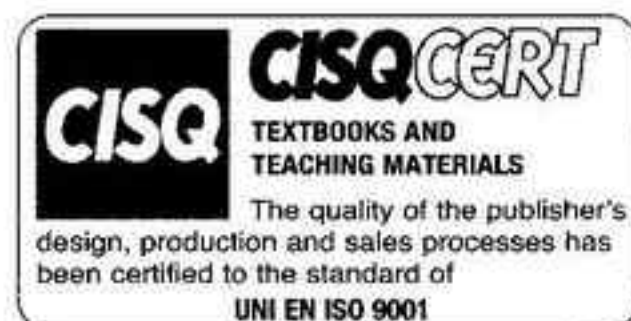
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Chapters 1, 2, 3, 5, 6, 7, 8, 9 are recorded on the accompanying CD.
Chapter 4 is downloadable from our website: www.cideb.it or
www.blackcat-cideb.com.

 These symbols indicate the beginning and end of the extracts
 linked to the listening activities.

 www.blackcat-cideb.com passage downloadable from our site.



The film of *Moonfleet* (1955) was very different from the novel, but the director, Fritz Lang, brilliantly used 18th-century costumes and the English coast to create a sense of romance and adventure.

About the Author

John Meade Falkner was born on 8 May 1858 in Manningford Bruce, Wiltshire, England. His father was the village parson¹ and also a scholar. Falkner was educated at Marlborough College and Hertford College, Oxford.

After Oxford he went to Newcastle and worked as the tutor to the family of Sir Andrew Noble. Noble was the director of Armstrong's of Newcastle, one of the biggest arms manufacturers in the world. In 1916 Falkner became chairman of the company.

His career was varied because he had many interests: poetry,

1. parson : priest.

literature, architecture and antiques. During his many business trips around the world Falkner brought back ancient treasures of all kinds. He was also a map maker and wrote a pocket guide to Oxford in 1894 and to Berkshire in 1902.

In 1895 he published his first novel, *The Lost Stradivarius*. His second novel, *Moonfleet*, published in 1898, was his best known and most successful work.

Falkner became honorary librarian of Durham Cathedral, and from 1902 he lived in the Divinity House on Palace Green in front of Durham Cathedral, which he loved.

His last novel was *The Nebuly Coat* (1903). He died on 22 July 1932.

1 Comprehension check

Read the following statements and decide whether they are true (T) or false (F).

	T	F
1 John Meade Falkner was British.	<input type="checkbox"/>	<input type="checkbox"/>
2 John Meade Falkner's first job was working as the director of Armstrong's of Newcastle.	<input type="checkbox"/>	<input type="checkbox"/>
3 John Meade Falkner was the chairman of a weapons manufacturing company.	<input type="checkbox"/>	<input type="checkbox"/>
4 Falkner was only interested in writing novels.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
5 Falkner became so rich that he was able to go on vacations all over the world.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
6 John Meade Falkner also wrote non-fiction.	<input type="checkbox"/>	<input type="checkbox"/>
7 Falkner's first novel was also his most successful novel.	<input type="checkbox"/>	<input type="checkbox"/>
8 <i>Moonfleet</i> was published when Falkner was forty years old.	<input type="checkbox"/>	<input type="checkbox"/>
9 Falkner continued writing novels until his death.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
10 John Meade Falkner died when he was 74 years old.	<input type="checkbox"/>	<input type="checkbox"/>

The Characters



Top left to right: Ratsey, Grace Maskew, John Trenchard, Mr Glennie
Bottom left to right: Aldobrand, Elzevir Block, Mr Maskew

Before you read

1 Reading maps

Look at the map and with the help of an atlas match the following names to the correct places.

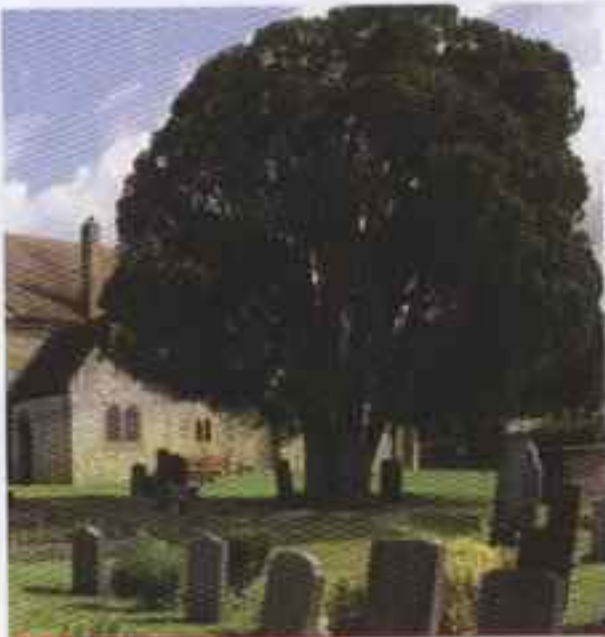
- | | | | |
|----------------------------|-----------------------------------|----------------------------|--------------------------------|
| 1 <input type="checkbox"/> | the Dorset Coast | 4 <input type="checkbox"/> | the English Channel |
| 2 <input type="checkbox"/> | the Isle of Wight | 5 <input type="checkbox"/> | the city of the Hague, Holland |
| 3 <input type="checkbox"/> | the city of Scheveningen, Holland | | |



2 Vocabulary

Match the words in the box to a picture.

lagoon schooner churchyard tombstone
magistrate stream



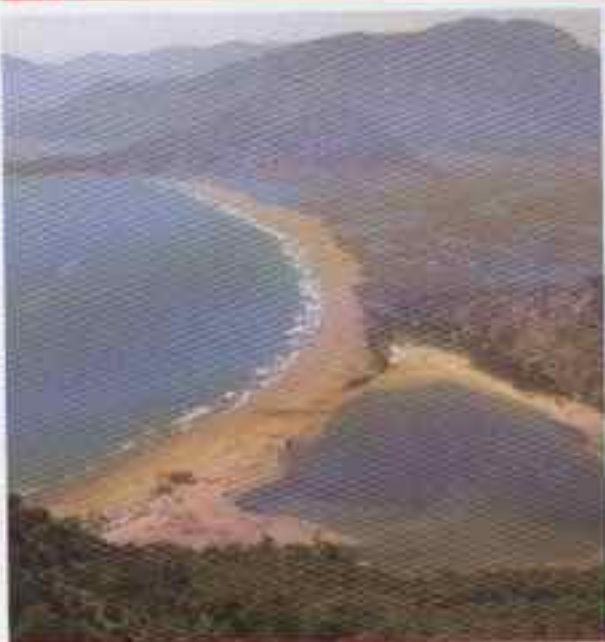
1



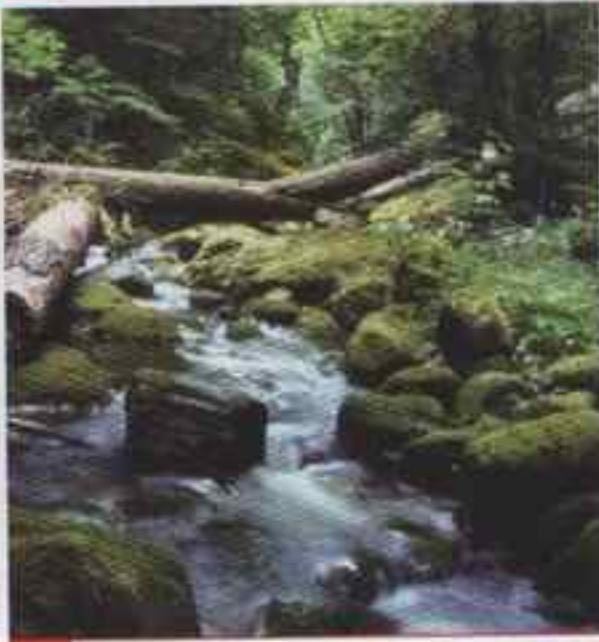
2



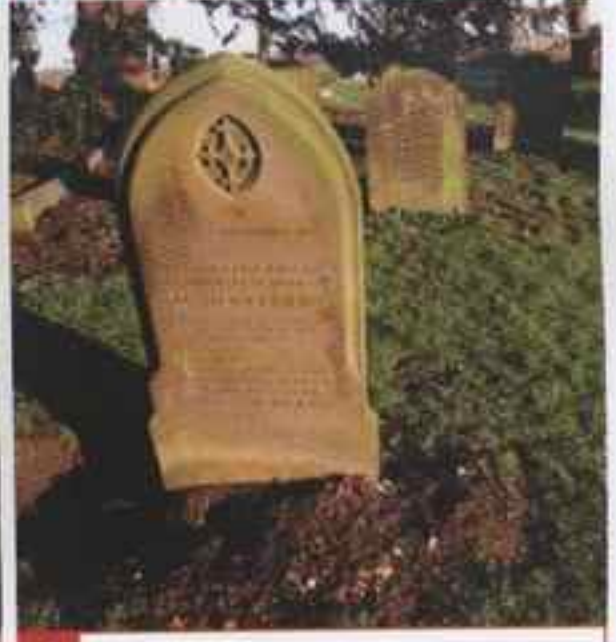
3



4



5



6

3 Reading pictures

Work with a partner. Look at the picture on page 11 and answer the questions.

- 1 What time in history is this story set in, do you think?
- 2 Who do you think the people in this picture are? Look at the pictures of the characters on page 6 if you're not sure.
- 3 What are the people in the picture doing?



CHAPTER ONE

The Mohunes

Moonfleet is a village about half a mile from the sea on the west side of the Fleet stream. The village is separated from the English Channel by a lagoon and a big beach.

When I was a child I thought the village was called Moonfleet because on a calm night the moon shines brightly on the lagoon. But later I learned that the name comes from 'Mohune-fleet'; the Mohune family were once important people in the area.

My name is John Trenchard and I was fifteen when this story began. My parents had been dead for years and I lived with my aunt, Miss Arnold, a kind but strict woman.

It was late in October of 1757 and I was sitting in the living room reading a book called *The Arabian Nights' Entertainment*. When it became too dark to read I got up and went out into the street. It was a poor street because Moonfleet was a poor village, with not even two hundred people. The sun had set and it was beginning to get dark. I walked along to Ratsey's house because I

could hear him working there. Ratsey was the sexton¹ and the mason² of the village.

'Hello, John!' said Ratsey. 'Come in and help me finish this job. You can hold the lantern for me.'

Ratsey was always kind to me so I went in and held the lantern while he worked on the tombstone of David Block, which said:

Sacred to the Memory
of
DAVID BLOCK
Age 15, who was killed by a shot
fired from the schooner Elector,
On 21 June 1757

The whole village was talking about David's death. He was the only child of Elzevir Block, who had the Why Not Inn in the village. David was on a small smugglers'³ boat that June night, when it was stopped by the king's schooner. People said that a local magistrate called Maskew warned the king's soldiers about the smugglers. There was some fighting that night and Maskew shot young David in the face and killed him. Poor David paid a high price for a night's adventure. The other smugglers were caught and sent to prison.

'What a cruel thing to do shooting such a young boy!' said Ratsey, as he worked on David's tombstone.

'Well, I'm almost finished for today. You've helped me with

1. **sexton** : a person who takes care of a church, and sometimes rings the bells and digs the graves.
2. **mason** : a person who makes things with stone.
3. **smugglers** : people who take goods illegally from one country to another without paying tax.



the lantern, John, so come to the Why Not Inn with me. Elzevir needs to talk to friends at a time like this. And we can have something to drink that will warm us on this cold evening.'

I was only a boy and it was an honour to be invited to the Why Not, the inn where all the men went. 'Aunt Jane will get angry if she finds out,' I thought.

The Why Not was not the real name of the inn — its name was the Mohune Arms. The Mohunes once owned the whole village, but they had a lot of bad luck and lost all of their money. Their emblem, the form of a Y, was still on many of the buildings in the village.

I was very excited when Ratsey opened the door of the inn. Elzevir Block was sitting by the fireplace, smoking his pipe. He was a strong man with a lot of grey hair and a rather kind face.

Elzevir got up when we came in and said sharply, 'What does this boy want?'

'Good evening, Elzevir,' said Ratsey. 'John and I want something to drink; it's cold outside. I've just finished working on David's tombstone and it will be ready by Monday night.'

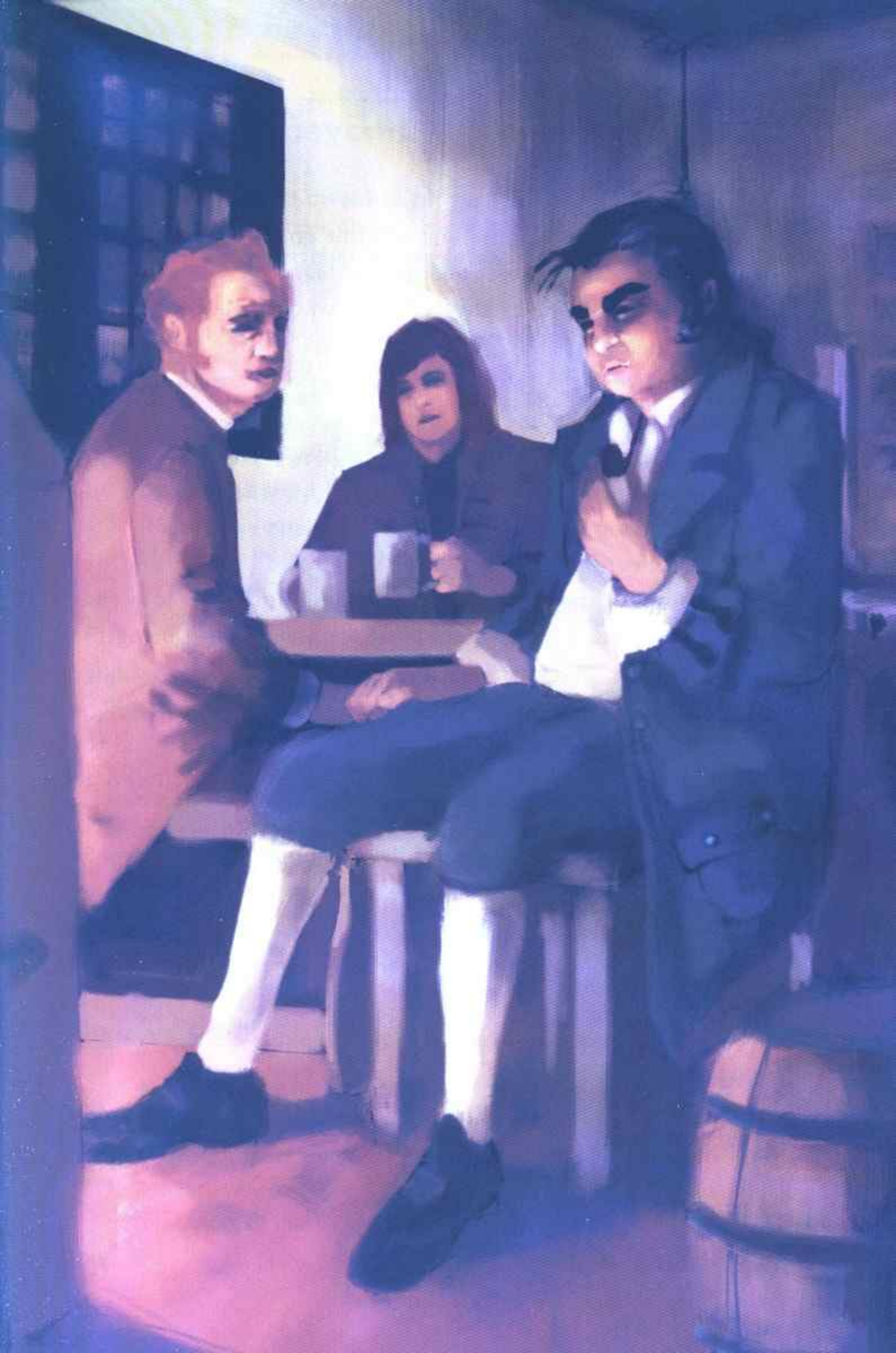
'David will finally rest in peace,' said Elzevir sadly, 'but the men who killed him won't find peace anywhere!'

'What happened to David was terrible,' said Ratsey, 'but revenge¹ is always wrong.'

Elzevir did not answer and looked at the fire in the fireplace. We drank some hot tea and looked at the fire too.

At last Elzevir spoke, 'John, it's time for you to go home. Men say that Blackbeard walks around the streets on the first cold nights.'

1. **revenge** : deliberate hurt to someone who has hurt you.



He evidently wanted to get rid of me so I said goodnight and left. I ran all the way home and I didn't go by the churchyard because Blackbeard's ghost was there at night.

Blackbeard was one of the Mohunes who died a century ago and was buried in the crypt¹ under the church with other members of his family. Some people said he could not rest because he was looking for his lost treasure. Others said he could not rest because he had been evil in his life. Their description of Blackbeard was frightening: they said he was very tall and strong, with a long black beard, a dark face and evil eyes.

The Reverend Mr Glennie, who was the parson and our schoolteacher, knew a lot about these things. He said that Blackbeard's real name was Colonel John Mohune. During the Civil War, King Charles I was a prisoner and gave him a huge diamond in exchange for a favour: to help him escape. Mohune took the diamond, but did not help the king escape. He hid the diamond somewhere and after the war he returned to Moonfleet, where everyone hated him.

Mohune died and the secret of the diamond died with him. So now his ghost was trying to find the precious diamond.

However, Mr Glennie did not believe that Blackbeard had hidden the diamond in the churchyard. He believed it was hidden somewhere else.

I was a brave boy but I never walked near the churchyard at night.

1. **crypt** : a room under a church.

The text and beyond

1 Comprehension check

Read these sentences about Chapter One. Decide if each sentence is correct or incorrect. If it is correct, mark A. If it is not correct, mark B.

	A	B
1 The village of Moonfleet got its name from a rich family who once lived there.	<input type="checkbox"/>	<input type="checkbox"/>
2 The story begins on a morning in late October, 1757.	<input type="checkbox"/>	<input type="checkbox"/>
3 Ratsey was working on the tombstone of a boy who was killed in the last war.	<input type="checkbox"/>	<input type="checkbox"/>
4 David Block and John Trenchard are the same age.	<input type="checkbox"/>	<input type="checkbox"/>
5 David died about four months before this story begins.	<input type="checkbox"/>	<input type="checkbox"/>
6 Elzevir has forgiven the men who killed his son.	<input type="checkbox"/>	<input type="checkbox"/>
7 John is afraid of ghosts.	<input type="checkbox"/>	<input type="checkbox"/>
8 Blackbeard was a famous pirate who once lived in Moonfleet.	<input type="checkbox"/>	<input type="checkbox"/>
9 Charles I gave 'Blackbeard' Mohune a diamond because he helped the king to escape.	<input type="checkbox"/>	<input type="checkbox"/>

2 Vocabulary

Match these words with the right definition and write them in the puzzle. You will read the name of a real village in England which was the model for the village of Moonfleet. You can use a dictionary to help you.

calm lantern favour treasure cruel
evidently precious sacred village

1 a very small town	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 quiet and still	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3 holy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4 a lamp that you can carry	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5 act of kindness	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6 very unkind and nasty	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7 very valuable	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8 a store of jewels, gold, etc.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9 clearly	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

'My parents had been dead for years, and I lived with my aunt.'

The past perfect is used to show that something was finished or completed before another action began. It is often used in stories to give the background. In the example above, John uses the past perfect to show that his parents died long before the beginning of his story.

The past perfect is formed in this way: **had + past participle**.

3 The past perfect

A Which of the following events happened before the beginning of the story? Underline them.

- A Magistrate Maskew kills David Block.
- B John goes to the Why Not Inn with Ratsey.
- C Blackbeard hides the diamond.
- D John's parents die.
- E Mr Glennie tells the children about Blackbeard.
- F Ratsey finishes working on the tombstone.
- G John reads a book in his home.
- H Magistrate Maskew tells the king's soldiers about the smugglers.

B Now write the events that you chose in A in the right sentence below, and change the tense to the past perfect. There is an example at the beginning (0).

- 0 John's parents had died..... many years ago, so he lived with his aunt.
- 1 Mr Glennie didn't believe that in the churchyard.
- 2 Elzevir was unhappy because, his son.
- 3, so the soldiers found them easily.
- 4 John knew about the diamond because

4 History

Moonfleet begins in the year 1757. What do you know about this time? Answer these questions with a partner. You can use the Internet to help you.

A Decide if the following events happened before or after 1757.

	Before	After
1 The French Revolution begins.	<input type="checkbox"/>	<input type="checkbox"/>
2 Mozart is born.	<input type="checkbox"/>	<input type="checkbox"/>
3 Napoleon is defeated in the Battle of Waterloo.	<input type="checkbox"/>	<input type="checkbox"/>
4 The steam engine is invented.	<input type="checkbox"/>	<input type="checkbox"/>
5 The American War of Independence begins.	<input type="checkbox"/>	<input type="checkbox"/>
6 The telegraph is invented.	<input type="checkbox"/>	<input type="checkbox"/>
7 Captain Cook explores Australia.	<input type="checkbox"/>	<input type="checkbox"/>
8 The printing press is invented.	<input type="checkbox"/>	<input type="checkbox"/>

B What was happening in your country at this time? Name some important events that happened in your country in the mid-18th century.

Before you read

1 Vocabulary

Match the words (1-5) from Chapter Two with their definitions (A-E).

- | | | |
|-------------|-----------|----------|
| 1 flooded | 3 damp | 5 coffin |
| 2 discovery | 4 passage | |

- A ☐ a long box in which a dead person is buried
- B ☐ something new that someone has found
- C ☐ overflowing of water onto land that is normally dry
- D ☐ a corridor or tunnel
- E ☐ slightly wet

2 What happens next?

Work with a partner. Look at the title of Chapter Two. What do you think it means? What do you think will happen in this chapter? Discuss this for 2 minutes, then share your predictions with the class.




3 Listening

Listen to the first part of Chapter Two. Choose the correct answer — A, B or C.

- 1 Because of the terrible storm in Moonfleet
 - A ☐ the streets were flooded.
 - B ☐ the churchyard was full of water.
 - C ☐ the Why Not Inn was full of water.
- 2 The morning after the storm
 - A ☐ the weather became calm.
 - B ☐ it rained all day.
 - C ☐ before noon, everyone went to the Why Not Inn.
- 3 It was strange that Elzevir Block was in church because
 - A ☐ he usually didn't go to church.
 - B ☐ he was still sad about the death of his son.
 - C ☐ his inn was damaged by water.
- 4 During Mr Glennie's sermon
 - A ☐ strange noises came from outside the church.
 - B ☐ strange noises came from below the church.
 - C ☐ people heard the cry of a man walking towards the church.
- 5 Mr Glennie said that the noise was caused by
 - A ☐ dead men moving.
 - B ☐ Blackbeard's ghost.
 - C ☐ floating coffins.

Noisy Coffins

On the night of 3rd November there was a terrible storm with very strong winds. I don't think anyone in Moonfleet could sleep that night. Early the next morning the churchyard was flooded and water started entering the Why Not Inn. 

But by nine o'clock the wind stopped blowing and the sun came out. Before noon the people of the village came out of their houses to talk about the terrible storm. This storm was important to me because it changed my life. Now I will tell you how.

Very few people came to church on Sunday morning after the flood: Mr Glennie, Ratsey, a few of us boys, some old women and, strangely enough, Elzevir Block, who never went to church. It was cold and damp inside the church so Ratsey lit a fire. Then something unusual happened. Just as Mr Glennie started his sermon¹ we heard a strange noise under the church. It was not a loud noise; it sounded like two boats touching each other at sea. We boys looked at each other because we knew what was under

1. **sermon** : the talk given in church by the parson.

the church — the tombs of the Mohunes. They had been there a long time and they had never made any noise. Everyone in the church was frightened. Then we heard another, louder noise — it sounded like the cry of a man.

At that point everyone ran out of the church except for Mr Glennie, Ratsey, Elzevir Block and me. Mr Glennie went on with his sermon and did not say anything about the strange noises. At the end of the sermon Ratsey asked, 'Mr Glennie, are dead men moving under our feet?'

'No, no,' said the parson, 'the flood has filled the crypt with water and so the coffins are moving around and making a noise.'

I believed the minister's words but I was frightened.

We left the church and walked towards the village together. Mr Glennie was always friendly and kind to me, so I asked him a question.

'Mr Glennie, what do you know about Blackbeard and his treasure?'

'My dear boy,' he answered, 'I don't know much. I only know that Colonel John Mohune, called Blackbeard, spent all of his family's money and the poorhouses ¹ of Moonfleet had to close. He was an evil man and even killed one of his loyal servants. At the end of his life he was probably afraid, and he talked to the Reverend Kindersley of Dorchester. He left a will ² which I have seen.'

'You've seen Blackbeard's will?' I asked excitedly.

'Yes,' said Mr Glennie, 'he said that his treasure, which was the diamond, should be sold and the money used to repair the

1. **poorhouses** : houses where poor people could live if they didn't have a home.
2. **will** : the written last wishes of a person regarding his money and/or property.

poorhouses. But he never said where the diamond was hidden. He probably wanted to get it himself, sell it and then give the money to the poorhouses. But he died before he could get it. So people say he can't rest in his tomb until the treasure is found and the poor are helped.'

I thought a lot about what Mr Glennie said. Perhaps I could find the diamond one day and become a rich man. I also thought a lot about the noises under the church. I decided that coffins did not make those noises, because they get old and the wood breaks after a few years. But what made those strange noises?

So on Monday after school I ran down the street and across the fields to the churchyard. I wanted to listen to the Mohune coffins. I could not get into the church because Ratsey had the key, but I stood outside and listened carefully. Everything was silent — those strange noises had stopped. I walked to the back of the church because it was sunny there, and I saw two men: Ratsey and Elzevir Block. Ratsey was lying on the ground with his ear to the wall, and Elzevir was looking at the sea with a small telescope in his hand. I was surprised and didn't know what to do. At first I felt like running away, but then I decided to stay.

'Good morning, Mr Ratsey,' I said. He jumped to his feet nervously and his face became bright red.

'Good morning, John,' he said. 'What are you doing in the churchyard?'

'I came to listen to the Mohune coffins,' I answered.

'Well, I came here to examine the church wall after the flood. I think I'll have to repair the wall a bit.'

I did not believe what he said because the church wall was in

good condition. As Ratsey was talking to me, I noticed that Elzevir was amused at Ratsey's embarrassment.

When we went to church on Sunday everything was quiet as usual and there were no strange noises in the crypt.

After my meeting with Ratsey and Elzevir at the churchyard, I stayed away from it for a few weeks.

One afternoon at the beginning of February 1758, I was sitting in the churchyard on a flat stone tomb looking at the sea. The floods and bad weather of November had made deep cracks¹ in the earth. I looked at one of the cracks and noticed that it got bigger on the other side of the tomb. I got on my knees and looked down into the big crack, which was like a small hole. I was very surprised and excited when I saw that there was something under the tomb. For a boy of my age this was a great discovery. I put my feet into the small hole and jumped down. I had discovered a secret passage under the church!

My heart beat fast as I slowly walked along the dark passage. Could this be where Blackbeard had hidden his diamond? Suddenly it was so dark that I couldn't see and I was afraid. I climbed out quickly and decided to return later with a candle.

I ran home and got there late for tea. My aunt was angry but she only said, 'You mustn't come home so late, John. A young boy should never be out after half past seven. It's not safe.'

After tea Aunt Jane started reading a book to me, but it was too serious so I thought about Blackbeard's treasure. When she finished reading, it was time for bed and we both went up to our rooms.

'I'll wait for her to fall asleep and then I'll get a big candle from the kitchen and go back to the churchyard,' I thought excitedly.

1. **cracks** : long narrow openings.



The text and **beyond**

1 Comprehension check

Read these sentences about Chapter Two. Decide if each sentence is correct or incorrect. If it is correct, mark A. If it is not correct, mark B.

- | | A | B |
|--|--------------------------|--------------------------|
| 1 Everyone in the church was afraid of the strange noises, but they all stayed to hear the end of Mr Glennie's sermon. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2 In the past, the Mohunes had given money to the poor through Moonfleet's poorhouses. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3 John Mohune spent all his family's money and so the poorhouses had to close. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4 John wanted to find Blackbeard's treasure so that he could help the poor people of Moonfleet. | <input type="checkbox"/> | <input type="checkbox"/> |
| 5 John believed Mr Glennie's explanation of the noises under the church. | <input type="checkbox"/> | <input type="checkbox"/> |
| 6 Ratsey and Elzevir were very pleased to see John when he met them at the back of the church. | <input type="checkbox"/> | <input type="checkbox"/> |
| 7 John thought that the passage would lead to Blackbeard's treasure. | <input type="checkbox"/> | <input type="checkbox"/> |
| 8 John's aunt was angry because she was worried about him. | <input type="checkbox"/> | <input type="checkbox"/> |

2 Discussion

Something mysterious seems to be going on in Moonfleet. Discuss these questions with a partner or in small groups and share your answers with the rest of the class.

- John says that the storm changed his life. Why do you think he says this? How do you think the storm will change his life?
- Mr Glennie says that at the end of his life Blackbeard was afraid. What do you think he was afraid of?
- John doesn't believe that the noises under the church were made by floating coffins. What do you think made the noises?
- When the strange noises were heard, why do you think Ratsey and Elzevir stayed in the church while most of the people ran away?
- It's clear that Ratsey was lying when he said he was repairing the church wall. What do you think he and Elzevir were really doing?

'Ratsey was lying on the ground with his ear to the wall, and Elzevir was looking at the sea with a small telescope in his hand.'

The past continuous is formed in this way:

was/were + verb + -ing

It is used to talk about actions in the past that continued over a period of time. Often the action in the past continuous is interrupted by another action in the simple past. For example:

I was watching TV when the doorbell rang.

In a story, the past continuous can be used to describe a scene, or show what action was in progress at a certain point in the story.

3 Past continuous

In the following sentences choose the right form of the verbs in italics (past simple or past continuous). Then, number the paragraphs in the order they happened in the story to make a summary of the first two chapters. There is an example at the beginning (0).

- A ☐ When John arrived at Ratsey's house, Ratsey (0) *worked/was working* on the tombstone of David, Elzevir Block's young son. Magistrate Maskew (1) *shot/was shooting* David Block in the face while he was trying to escape with the other smugglers.
- B ☐ When John (2) *arrived/was arriving* at the churchyard the next day, Ratsey and Elzevir were listening to the tombs. Ratsey said that he (3) *tried/was trying* to repair the wall.
- C ☐ One afternoon a few weeks later, John (4) *sat/was sitting* on a tombstone, when he (5) *noticed/was noticing* something strange. That night, while his aunt was sleeping, he (6) *went/was going* to the churchyard to find out more about it.
- D ☐ Several days later, everyone was listening to Mr Glennie's sermon, when suddenly they (7) *heard/were hearing* strange noises. Everyone (8) *knew/were knowing* that the tombs of the Mohunes were lying under the church. Mr Glennie said that the coffins (9) *moved/were moving* around in the water. John thought that Mr Glennie (10) *didn't tell/wasn't telling* the truth about this.

INTERNET PROJECT

Work with a partner.

Connect to the Internet and go to www.blackcat-cideb.com or www.cideb.it. Insert the title or part of the title of the book into our search engine. Open the page for *Moonfleet*. Click on the Internet project link. Go down the page until you find the title of this book and click on the relevant link for this project.

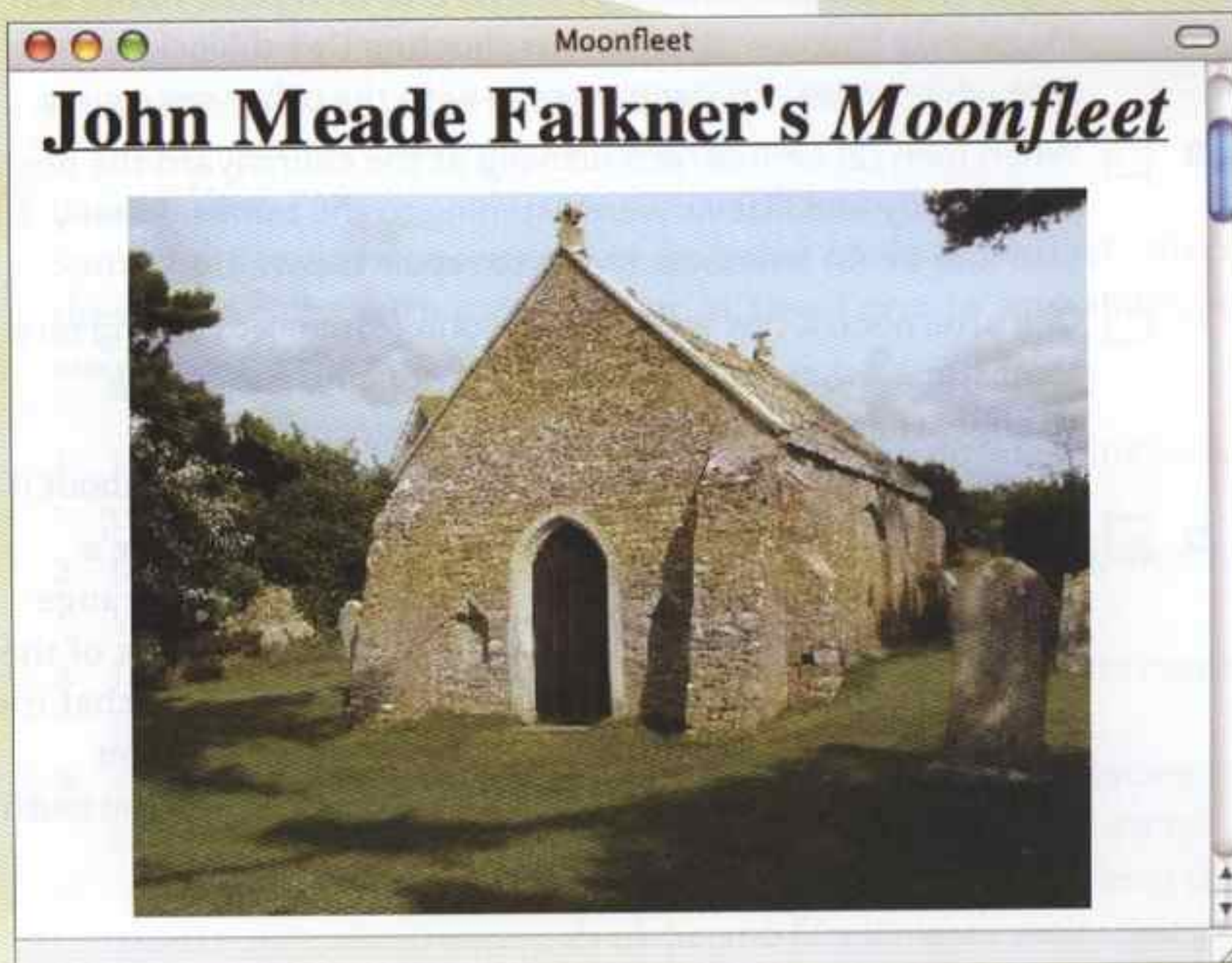
J. Meade Falkner based *Moonfleet* village on the village of East Fleet in Dorset, England. Visit these links.

Find:

- 1 a picture of the church that was the model for the church in *Moonfleet*
- 2 a picture of the tombstone that was the model for David Block's stone
- 3 at least one picture of the countryside around East Fleet.

Find out:

- 4 Was there really a family named Mohune in the area?
- 5 Is there really a passage under the churchyard?
- 6 Were the people of East Fleet sympathetic or hostile towards smugglers?
- 7 What happened to the village of East Fleet in 1824?



4 Writing

John is very excited to discover a passage under the churchyard. Imagine for a moment that you have discovered a secret passage under your home or school. Where do you think it might lead and what will you find there? Write a story in about 100 words. Begin with this sentence.

I walked slowly down the dark passage, holding a candle.

Before you read

1 Reading pictures


Look at the picture on page 33 and talk about the questions.

- In the picture find:
a skeleton a locket a coffin
- Where do you think John is?
- Why do you think he's looking at the coffin?
- Whose coffin do you think it is?

4 Listening

Listen to the first part of Chapter Three. Decide if each sentence is correct or incorrect. If it is correct, mark A. If it is not correct, mark B.

- | | A | B |
|--|--------------------------|--------------------------|
| 1 When John left his house he saw that he was the only one awake in the village. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2 John could go into the crypt because he had stopped believing in Blackbeard's ghost. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3 As he walked along the passage, John thought about what he wanted to do with the money from the diamond. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4 The noise in the church had come from floating wine casks. | <input type="checkbox"/> | <input type="checkbox"/> |
| 5 John thought Ratsey and Elzevir were trying to catch the smugglers. | <input type="checkbox"/> | <input type="checkbox"/> |
| 6 John found the smugglers' hiding place by accident. | <input type="checkbox"/> | <input type="checkbox"/> |
| 7 John saw Ratsey walk into the crypt. | <input type="checkbox"/> | <input type="checkbox"/> |



CHAPTER THREE

The Crypt

It was half past ten when I left the house. Everyone in Moonfleet was sleeping, except the men at the Why Not Inn. As I approached the old churchyard I began thinking about Blackbeard's ghost and I felt afraid, but I didn't stop.

When I got to the hole on the side of the tomb I thought, 'Maybe Blackbeard is waiting at the bottom of the hole...' I looked at the bright moon in the night sky and then I looked at the sea. I saw a small sailing boat in the bay — it was probably a smugglers' boat.

I looked at the dark hole again and decided to jump into it. And so my adventure began. I lit my candle, which burnt brightly, and walked through the passage.

'The diamond is probably here somewhere,' I thought. 'I'll be able to buy presents for Mr Glennie and Ratsey and Aunt Jane... I'll become the richest man in Moonfleet!'

As I continued walking I saw footprints on the damp ground. Someone had already been there. Then I suddenly reached a big room: it was the Mohune crypt. All around the walls of the crypt there were stone shelves with coffins on them. What a



frightening place! In the middle of the crypt there were casks of all sizes, with white letters and numbers on them. I was right: the noise we heard in church was not the noise of coffins, but the noise of these casks.

I was amazed. This was a secret hiding place for the smugglers' casks of wine. Now I realised that the flat tomb where I always sat was the smugglers' entrance to the crypt. I remembered how Ratsey had always tried to frighten me with his stories about Blackbeard. He wanted to keep me away from the churchyard. Now I understood why Ratsey and Elzevir were in the churchyard that afternoon. They knew about the secret hiding place and they probably knew about the smugglers. Perhaps they were smugglers!

But how could I find the diamond? I looked at the coffins for a few minutes and then the clock in the church tower struck midnight. What a ghostly time and what a ghostly place!

Suddenly I began hearing voices in the distance and I was terrified. The voices got louder and I heard a man jump from the churchyard into the crypt. He started talking to other men who were still in the churchyard. I wanted to hide but I didn't know where. When I saw a coffin on the top shelf of the crypt I put out my candle, climbed up and hid between the coffin and the wall.

I could not see anything from my hiding place but I heard Ratsey's voice talking to other men.

'I was in Dorchester three days ago,' said one man, 'and people say that Judge Barentyne wants to hang all smugglers.'

'Barentyne and old Maskew are a cruel pair,' said another man. 'If I meet Maskew alone one night I'll...'

'Don't touch Maskew — he's mine!' said a deep voice; it was Elzevir.

Then a man said, 'I don't trust that Trenchard boy. He always sits on the flat tomb and looks at the sea. I even saw him tonight with my telescope. I think he's Maskew's spy: he tells Maskew everything he sees.'

'You're right,' said another man, 'I've seen him near the Maskew house many times.'

The man was right. I liked Grace Maskew and when she was very ill I sat near her house hoping to see Dr Hawkins. One day I saw him and asked him about Grace. He was a kind man and said she was getting better. This made me happy.

'No, the Trenchard boy isn't a spy,' said Ratsey. 'He sits on the flat tomb of the churchyard because he likes looking at the sea. He's a good, simple boy. He believes everything I tell him. I've told him some terrible stories about Blackbeard and he'll never come to the churchyard at night.'

He started laughing and the others laughed too. Then Elzevir spoke.

'John's a brave boy. He's David's age and he'll be a good sailor¹ one day.'

I was pleased to hear Elzevir say those words because I liked him.

'Well, Ratsey,' said Elzevir, 'you have to close that hole under the flat tomb because someone could look down into the crypt.'

'Don't worry, I'll do it,' said Ratsey.

Soon the meeting ended and the men left the crypt. I wanted to leave too, so I lit my candle and looked around. I tried climbing

1. **sailor** : someone who sails ships or boats as their job or as a sport.

down from the stone shelf but I slipped and grabbed ¹ the old coffin. My hand went through the rotten ² wood and touched something strange. I looked at my hand and saw... a man's black beard! I dropped my candle and cried, 'The beard of a dead man, Blackbeard's beard!'

I was terrified and wanted to run away, but I didn't. Perhaps this was a clue, perhaps Blackbeard's treasure was nearby. I looked at the beard carefully and then decided to look inside the rotten coffin.

'I must be brave,' I thought, 'if I want to find the diamond.'

I slowly opened the old coffin and inside I saw the skeleton and old clothes of Colonel John Mohune. I put my trembling ³ hand inside and looked for the diamond, but it was not there. However, I found a locket ⁴ around Mohune's neck. I slowly took the locket out of the coffin and opened it, hoping to find the diamond inside. But the diamond was not inside. I only found a folded piece of yellow paper with some words from the Bible. Those were probably words to keep bad spirits away, so I put the locket around my neck. Perhaps the words would keep Blackbeard's ghost away from me!

I went to the end of the passage and wanted to climb out of the crypt into the churchyard but the hole was closed! Ratsey had closed it that night after leaving the crypt. My candle went out and I was now a prisoner in the dark crypt. I was too tired to be scared, and I sat down on the damp ground and fell asleep.

1. **grabbed** : took hold with two hands.
2. **rotten** : (here) old and broken.
3. **trembling** : shaking.
4. **locket** : a piece of jewellery containing something such as a picture, which is worn on a chain around the neck.



The text and **beyond**

1 Comprehension check

Answer the questions.

- 1 Why had Ratsey told John frightening stories about Blackbeard?
- 2 Why did Elzevir say 'Don't touch Maskew — he's mine'?
- 3 What did one of the men think was the reason why John was often near Maskew's house?
- 4 What was the real reason why John was often near Maskew's house?
- 5 Whose coffin was John hiding behind?
- 6 Why did John take the locket from the coffin? Why did he keep it?
- 7 Why couldn't John leave the crypt?

2 Another Blackbeard

The ghost that John is afraid of is called Blackbeard Mohune. There was a real Blackbeard in history, but he was quite different from *Moonfleet's* ghost. Read the text below and choose the correct word for each space. For each question, mark the letter next to the correct word — A, B, C, or D. There is an example at the beginning (0).

J. Meade Falkner called the ghost in his story Colonel John 'Blackbeard' Mohune. He might have taken the name from a real man (0) D..... called himself 'Blackbeard', and was a pirate (1) the early 18th century.

Blackbeard's (2) name was Edward Teach, and he was probably born around 1680 in Bristol, England. Not (3) is known about his early life, but later he became one of the (4) famous pirates in the world.

Blackbeard had long hair and a huge dark beard that almost (5) his face. In battle, he (6) to put pieces of rope in his hair and beard, and then set (7) on fire. The rope burned slowly and made smoke, so that he looked like he was on fire himself. He also carried six guns, many knives, and at least one sword. Often, captains of other ships were (8) afraid to fight him and gave up their treasure peacefully.

(9) the end of his life, Edward Teach tried to have a quiet life in Virginia, in America, and live (10) an honest man. However, he

loved the excitement of being a pirate too much and he couldn't give up his old ways. In 1718 Blackbeard was (11) in a battle with the governor of Virginia's men.

Blackbeard was famous, but not very successful. When his ship and his goods were sold, they made only £ 2,500 in (12)

- | | | | | |
|----|------------|---------|--------------|------------|
| 0 | A when | B which | C what | Ⓓ who |
| 1 | A on | B at | C about | D in |
| 2 | A real | B true | C honest | D genuine |
| 3 | A many | B more | C much | D most |
| 4 | A more | B best | C most | D well |
| 5 | A hidden | B cover | C hide | D covered |
| 6 | A used | B was | C has | D tried |
| 7 | A them | B they | C it | D his |
| 8 | A very | B more | C so | D too |
| 9 | A Close | B Near | C Almost | D Nearly |
| 10 | A as if | B alike | C like | D such as |
| 11 | A killed | B kill | C dead | D died |
| 12 | A complete | B total | C everything | D together |

3 Vocabulary – fiction genres

Moonfleet is an *adventure* story. It is also sometimes like a *mystery* or a *suspense* story, and in this chapter it's a bit like a *horror* story as well! *Adventure*, *mystery*, *suspense* and *horror* are all words that can be used for different kinds or *genres* of stories. (Look these words up in your dictionary if you're not sure of the meaning.) What other genres can you think of? Work with a partner and try to think of at least five others and write them down. Next, think of a book or film that goes with each genre. Write them below. As a class, put your answers together. How many genres did your class think of?

Genre	Book or film

T: GRADE 5

4 Entertainment

Think about the different genres of films or books that you enjoy. Read the following questions and think about how you would answer them. Then ask a partner these questions and answer them yourself.

- 1 What kind of films and books do you prefer? Why do you like them?
- 2 What's the title of the last book you read? How long did it take you to read it?
- 3 What's the title of the last film you saw? What's the title of the best film you've ever seen?
- 4 You have a choice between watching a science-fiction film, a comedy, a romance or a horror film. Which would you rather watch? Why?

5 Choosing the right DVD

You work at a video store. The people below are all looking for DVDs to rent. On the opposite page there are descriptions of six films with short summaries of the plots and opinions from a critic (person who writes reviews). Decide which film (A-F) would be the most suitable for each person (1-4). For each of these numbers write the correct letter.

- 1 ☐ Karla is usually tired at the end of the day from her stressful job. She likes to watch movies in order to relax. She likes to laugh and she likes romance as well. She doesn't like films with sad endings.
- 2 ☐ John likes films he can watch with his family. He is married with three daughters, who are 8, 10 and 5 years old. At weekends he and his wife rent films that they can all enjoy together.
- 3 ☐ Fiona likes watching films with her boyfriend, and they both like action films. She doesn't like to think too much about the story or the characters of a film. She likes watching films with well-known stars.
- 4 ☐ Aiden likes films with interesting stories. He likes to be kept in suspense, and he especially likes surprise endings. If he thinks a film is boring or too similar to other films, he'll stop watching. He doesn't have time to watch long films.

New releases

A **Harvey Moose – the Movie**

The popular TV cartoon character gets his own film. Harvey travels to New York to find his mother, who lives in a zoo. Along the way there are many songs, jokes and animal characters from the children's programme. Our critic said, 'Anyone who likes the TV programme will love this film... but no one else will.' (76 minutes)

B **She's the Boss**

A pretty young woman who works as a cleaner in an office is mistaken for the boss of the company by a young businessman — who falls in love with her! What will happen when he finds out who she really is? Our critic called this film, 'Silly, but fun.' (95 minutes)

C **Love Me**

A complex love story set against the background of the Cultural Revolution in China. This film won 5 Academy Awards, including 'Best Picture' and 'Best Actress'. Our critic called it, 'beautiful and heart-breaking'. (180 minutes)

D **Darkness**

A man keeps having bad dreams. In his dreams he has done something terrible — but are they really dreams or is it the truth? Meanwhile someone keeps leaving strange messages on his computer. Critics called this film, 'Strange and often shocking'. (90 minutes)

E **Get Tough III**

Frank Fist stars in this film about a police officer who has to save his best friend from a gang of criminals. He gets the job done, with a lot of car chases, fights and shooting. Our critic said, 'If you liked *Get Tough II*, you'll love this film. If you didn't, stay away.' (89 minutes)

F **Meet the Gang**

Two families with eleven children each have a contest to see who can win the town football championship. This film has plenty of sports action and comedy. Our critic said, 'It's a fun ninety minutes that you'll forget almost as soon as it's over'. (92 minutes)

Before you read

1 Vocabulary

Match the sentence beginnings (1-6) with the right endings (A-G) to show that you understand the meanings of the underlined words. You can use a dictionary to help you. There is an example at the beginning (0).

- 0 ☒ F I didn't know where to go and I wasn't sure what to do; in fact...
- 1 ☐ I don't own this apartment. Every month...
- 2 ☐ On a hot day in a crowded room, Susan suddenly fainted. She fell...
- 3 ☐ When you sign a paper...
- 4 ☐ When you start a new job, you usually are given a...
- 5 ☐ Grace was starting to cry, but...
- 6 ☐ I don't want to get out of this big soft chair, because...
- A it means you write your name on it, usually to show your agreement.
- B it's so comfortable.
- C contract, or a written agreement, between you and your boss.
- D I have to pay rent.
- E she wiped the tears from her eyes and tried to smile.
- F I felt very mixed up and confused.
- G to the ground, but with the help of a doctor, she recovered quickly.

2 What happens next?

At the end of Chapter Three, John was trapped in the crypt. Read the sentences and choose the one describing what you think will happen in Chapter Four. Compare your answer with three other people.

- 1 John will dig his way out of the crypt.
- 2 John will be rescued by one of the smugglers.
- 3 John will find some hidden treasure in the crypt.
- 4 John will be rescued by Grace Maskew.
- 5 John will find a passage in the crypt that leads to the Why Not Inn.

The Auction¹

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I don't know how long I slept because it was always dark in the crypt. A bit of light came through the tiny crack in the tomb above my head. I was hungry and thirsty, and I did not know what to do. Soon the small bit of light disappeared and I knew a day had passed. And then another day passed and I felt terrible. I was hungrier and thirstier than the day before. I started calling and shouting, hoping that someone might hear me. But no one heard me and finally I fainted.

When I woke up I was in a clean, comfortable bed in a sunny little room.

'Am I in my aunt's house?' I thought. 'Was the adventure in the crypt a bad dream?'

I felt something around my neck: it was Colonel John Mohune's locket. Then the door opened and Elzevir Block came in.

'Oh, Elzevir, help me! I'm not a spy!'

1. **auction** : a public sale of something to the person who offers the most money.

He looked at me kindly and said, 'No one will hurt you, John. You're at the Why Not Inn. I know you're not a spy. Just rest and eat this.'

I slowly ate some hot soup and for ten days he looked after me until I was well again. During that time he told me what had happened:

'Mr Glennie was the first one to look for you, because you weren't at school. He went to see your aunt who said you had run away. That evening Sam Tewkesbury came to the Why Not Inn and was very frightened because he had heard someone calling and shouting at the churchyard.

'I immediately understood that someone was shut inside the crypt and I went there quickly. I found you and brought you back to the inn. You reminded me of David...'

Elzevir was a very kind man and as the days passed he loved me like a son.

One day Ratsey came to see me and said, 'Only Elzevir and I know that you were in our crypt. So, remember, keep the secret and Elzevir and I will do the same.'

'Don't worry, I won't tell anyone about the crypt — it's our secret,' I said.

When I was feeling better I went to see my aunt, who was not happy to see me.

She did not let me come in the house and said, 'People who go to the Why Not Inn are not welcome in my house!'

I turned my back on the only home I had and walked back to the Why Not Inn with tears in my eyes. I told Elzevir about my aunt and he replied smiling, 'Your new home is here with me, John; you've taken David's place. I'm happy you're here.'

I've mentioned Maskew's name a few times, and I'd like to say

something about him. He was not a tall man and he had a thin face, sharp grey eyes and reddish hair. He was a lawyer and had made money in Scotland many years ago. People said he came to Moonfleet to get away from trouble.

He bought a big mansion¹ on the Mohune property. It was an old mansion with some broken parts, but he did not like spending money. So he only repaired the part where he and his daughter, Grace, lived.

Before Maskew bought the mansion no one lived on the Mohune property, and children played in the big garden and men hunted in the woods. But after his arrival he did not allow anyone on his land. Everyone in Moonfleet disliked him for this. And when he became a magistrate everyone disliked him even more. After the death of young David Block, Maskew's life was in danger.

However, everyone liked Maskew's daughter, Grace. She was a tall, thin girl with light brown hair and a friendly face. She came to school with me and the children of the village and we sometimes met after school.

One morning in March the bailiff² and his clerk came to Moonfleet to renew the 5-year rent of the Why Not Inn. This required a formal auction, even if for generations only Elzevir's family had rented the inn. Elzevir and I sat at a big table near the fireplace and the clerk put a long candle on the big table.

He lit the candle and said, 'Today we are here to receive offers to rent the Why Not Inn for the next five years. When this candle dies, the auction is over and no one can make another offer. Do you all understand?'

1. **mansion** : a very big expensive house with a garden around it.

2. **bailiff** : an important officer of a city or region.



Elzevir and I said, 'Yes.'

'Very well, we can start,' said the clerk.

'What do you offer, sir,' said the bailiff, looking at Elzevir.

'I offer a rent of £12 a year for five years,' said Elzevir in a loud voice.

'Please write it down,' said the bailiff to the clerk. 'Does anyone else want to make an offer?' I was silent and looked around amused, because only Elzevir and I were in the inn.



‘We must wait for the candle to go out,’ said the clerk, ‘then the auction is over.’

So we sat there and waited for the candle to go out. Suddenly the door of the Why Not Inn opened and Maskew appeared. Elzevir’s face became dark and angry.

‘You’re not welcome here, Maskew!’ cried Elzevir.

‘Gentlemen, please,’ said the bailiff, ‘this is an auction and people can come and make offers. The candle is still burning.’

'I offer £13 a year for the inn,' said Maskew. The clerk wrote the offer in his book.

'I offer £20 a year for the inn,' said Elzevir.

'I offer £21 a year,' said Maskew.

'And I offer £30 a year,' said Elzevir angrily. The bailiff, the clerk and I were surprised and confused.

The candle was burning and the two men continued making offers. When the candle started dying, Maskew cried, 'I offer £200 a year!'

'Goodness me!' exclaimed the bailiff. 'Now the candle is out and you, sir, are the new landlord of the Why Not Inn!' He looked at Maskew and said, 'Two hundred pounds a year is a lot of money for this old inn.'

Maskew had an evil smile on his face. Elzevir did not say a word: he was too angry to speak.

The bailiff and the clerk wrote a long contract, which was signed by the three men: Maskew, the bailiff and the clerk.

'Very well, Mr Block,' said the bailiff, 'on May the first you must leave the inn. I'm sorry about this.'

Maskew, the bailiff and the clerk left, and Elzevir and I sat together at the big table. He had his head in his hands and he was silent. He had just lost the inn and I had just lost my home. We were both worried and upset. What could we do now? Where could we go?

The text and **beyond**

PET 1 Comprehension check

For questions 1-5, choose the correct answer — A, B, C or D.

- 1 How long was John trapped in the crypt?
 - A ☐ He was there for at least two days.
 - B ☐ He was there for about twenty-four hours.
 - C ☐ There's no way to know because it was always dark.
 - D ☐ He was there for almost a week.

- 2 John woke up
 - A ☐ at his aunt's house.
 - B ☐ in a sunny room in Ratsey's house.
 - C ☐ in a hospital.
 - D ☐ at the Why Not Inn.

- 3 How did Elzevir know where to find John?
 - A ☐ Mr Glennie said that John wasn't at school.
 - B ☐ John's aunt said that he had run away from home.
 - C ☐ Someone said that he'd heard frightening noises at the churchyard.
 - D ☐ Elzevir had heard someone calling and shouting at the churchyard.

- 4 Magistrate Maskew
 - A ☐ made people pay him money if they wanted to use his land.
 - B ☐ and his daughter Grace were disliked by the villagers.
 - C ☐ had money and some power, but was unpopular.
 - D ☐ was disliked because he didn't like spending money.

- 5 Elzevir and John must leave the inn
 - A ☐ immediately.
 - B ☐ in about a month and a half.
 - C ☐ by the end of the month.
 - D ☐ in about three months.

2 Discussion

Talk about these questions with a partner, then share your answers with the rest of the class.

- 1 Why do you think Magistrate Maskew hates Elzevir so much?
- 2 Why did he want to make him leave his home at the Why Not Inn?
- 3 Elzevir tells John, 'You've taken David's place.' What does he mean by this?
- 4 Why does John's aunt tell him that he can't live with her anymore?
- 5 Do you think she is right to do this? Why or why not?

3 The characters

Each of the following sentences describes a character in the story. Write the name of the right character after each sentence. You might need to look through some earlier chapters to find some of them. Then, circle the number of the sentence which is not a description of how the character looks.

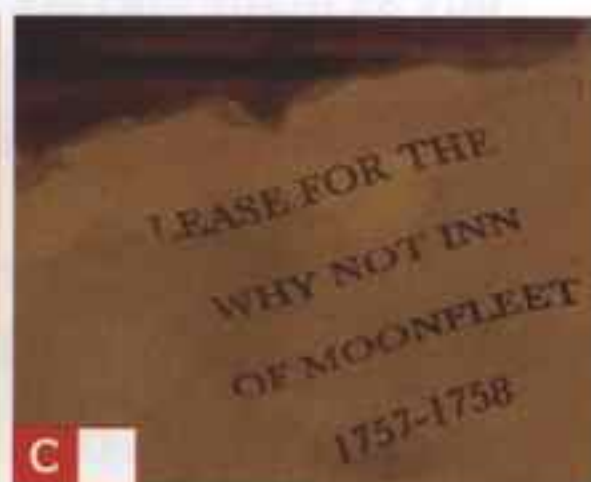
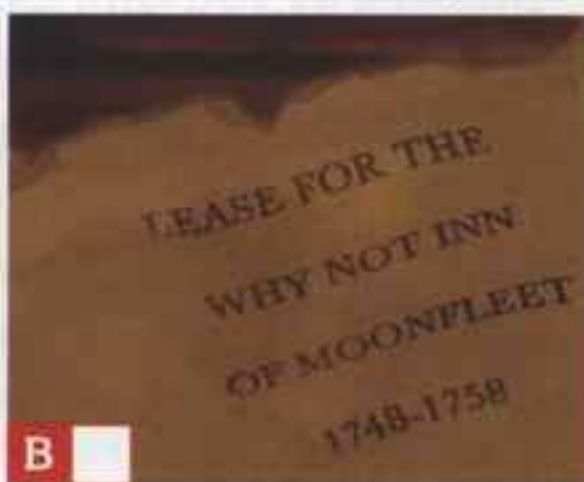
- 1 'He was not a tall man and he had a thin face, sharp grey eyes and reddish hair.'
.....
- 2 'She was a tall, thin girl with light brown hair and a friendly face.'
.....
- 3 'He was a strong man with a lot of grey hair and a rather kind face.'
.....
- 4 'He was very tall and strong, with a long black beard, a dark face and evil eyes.'
.....
- 5 'She was a kind but strict woman.'
.....



4 Listening

There are four questions in this exercise. For each question there are three pictures. As you listen to the recording, choose the correct picture and tick (✓) in the box below it.

1 How often is the auction for the Why Not Inn held?



2 Where did the clerk and the bailiff put their things?



3 What did Elzevir make for dinner?



4 Who put the candle on the table, and where did he put it?



5 A class auction

Have an auction in your class. Get into groups of five or six. Each group has £1,000 pounds each. Your teacher is going to auction the following sentences one by one. Each sentence is about the story of *Moonfleet* so far, but some sentences are not correct. Your goal is to buy as many correct sentences as you can. Explain each sentence as it is offered. You can win sentences if your bid is the highest. Each sentence will only be offered for a limited time.

- 1 The village of Moonfleet is named for the Mohune family.
- 2 The Mohune emblem is in the shape of a Y.
- 3 Elzevir's son David was killed by Magistrate Maskew.
- 4 Blackbeard Mohune was given a diamond by Charles I, the king of England.
- 5 John Trenchard is the same age as David Block was when he died.
- 6 Blackbeard Mohune killed one of his loyal servants.
- 7 Ratsey and Elzevir are smugglers.
- 8 The smugglers use the crypt to hide their casks of wine.
- 9 John decided to stay with Elzevir because he didn't like living with his aunt.
- 10 John pulled out part of Colonel John Mohune's beard.
- 11 The story begins in 1757.
- 12 John likes Magistrate Maskew's daughter very much.
- 13 Elzevir rescued John from the crypt.
- 14 Magistrate Maskew agreed to pay £200 to rent the Why Not Inn.
- 15 Mr Glennie helped Blackbeard Mohune to write his will.
- 16 The people in the church were frightened by the noise of coffins.
- 17 Maskew had made a lot of money in Scotland.
- 18 Magistrate Maskew and Grace lived in a big house on the Mohune property.

Before you read

1 Reading pictures

Look at the picture on page 53 and talk about these questions.

- 1 Where do you think the characters are?
- 2 What are the men carrying?
- 3 What do you think will happen next?



2 Listening

Listen to the first part of Chapter Five. For questions 1-5 choose the correct answer – A, B or C.

- 1 Why were people in Moonfleet angry with Maskew?
 - A ☐ He took Elzevir's home away.
 - B ☐ He was not seen in the village for days.
 - C ☐ He was rich but unpopular.
- 2 Why did Maskew want the smugglers to be arrested?
 - A ☐ He was evil and liked hurting people.
 - B ☐ He wanted to control the smuggling business.
 - C ☐ Nobody knew the real reason.
- 3 What will Elzevir help to smuggle into England?
 - A ☐ casks of rum
 - B ☐ boxes of guns
 - C ☐ casks of wine
- 4 Where will the *Bonaventure* stop?
 - A ☐ Moonfleet Bay
 - B ☐ Hoar Head
 - C ☐ Pyegrove's Hole
- 5 Where will John and Elzevir go to live next?
 - A ☐ in a small house in Worth
 - B ☐ in some rooms at the Lobster Inn
 - C ☐ in another house in Moonfleet



CHAPTER FIVE

The 16th of April

When the people of Moonfleet found out about the auction they were angry with Maskew. For days he didn't come into the village.

The people knew that Maskew wanted to help the king's soldiers arrest the smugglers, but no one understood why. Some said he was evil and liked hurting people. Others said he wanted to get rid of the smugglers so that he could control the smuggling business. In the past I had seen him standing at the window of his mansion with a telescope in his hand, looking at the sea. He was probably looking for the smugglers' boats.

One evening in the Why Not Inn Elzevir said to me, 'Sit down, John, I want to talk to you. That devil ¹ Maskew is trying to catch us smugglers, so we must be very careful with the next cargo. ² The sailing ship *Bonaventure* will be here soon with about one

1. **devil** : (here) very bad person.

2. **cargo** : (here) goods transported on a ship.

hundred casks of wine. But the ship won't stop at Moonfleet Bay; it will go to Hoar Head because Maskew is probably watching the bay and the churchyard. And we won't hide the casks in the crypt. At Hoar Head we'll meet other smugglers with horses and take the casks to Pyegrove's Hole, and hide them there.'


I suddenly felt some cold air on my shoulders and I quickly turned around.

'What's the matter?' asked Elzevir.

'I think someone was listening to us and has just left,' I said. 'I felt some cold air on my shoulders.'

'No, no,' said Elzevir, 'you felt cold air because it's a windy night. Don't worry, John, no one was here.'

'Elzevir,' I asked nervously, 'are we leaving the Why Not Inn tomorrow?'

'Yes, John, we're leaving the inn and we're probably going to live in a small house near Worth. It's near the Lobster Inn and there's a good view of the sea. But you're tired, poor boy. Go to  bed now and get a little sleep.'

Elzevir was right: I was tired but I could not sleep. I did not want to leave Moonfleet because I had lived there all of my life. And I did not want to leave Grace Maskew — she was a dear friend and I loved her. I decided to go and meet Grace the next morning in our secret place in the woods.

The next day was the 16th of April and it was a day I will never forget. It was a beautiful, cool spring day and at ten o'clock in the morning I was in the woods, where I met Grace. We were happy to see each other, but Grace became sad when I told her I was leaving Moonfleet. She told me her father had been

away the night before. We talked about different things and then we said goodbye.

As I was running back to the Why Not Inn I saw Aunt Jane standing at the door of her house.

She stopped me and said, 'John, take this little red Bible. It belonged to your poor mother. Perhaps it will help you find the right way in your life.'

'Thank you, Aunt Jane,' I said politely, putting the little red Bible in my pocket.

I continued running down the village to the inn.

That evening Elzevir and I left the Why Not Inn, and started walking towards Hoar Head which was fifteen miles away. Hoar Head was the highest cliff in the area. It was after midnight when we got there. We saw other smugglers waiting silently and some of them had horses. We went down to the beach and met the men from the *Bonaventure*. Most of them were French or Dutch. The precious casks were quickly brought to shore and by three o'clock in the morning we began leaving the beach. We climbed up the cliff with the heavy casks and I noticed something or someone moving behind a bush. Some of the other men noticed too. It was Maskew! Two of the younger men ran after him as he tried to escape, and caught him after a few minutes. They brought him forward — he was pale. They tied his hands and feet and threw him to the ground. He was the most hated man in Moonfleet.

'Shoot him!' cried one of the smugglers.

'No, hang him!' cried some others.

'Let's throw him over the cliff and into the sea!' shouted a young smuggler, laughing.



'Look, he's got a gun under his coat!' said an old smuggler, taking the gun and throwing it at Elzevir's feet.

Elzevir looked at the gun and then at Maskew. 'This man killed my son: he's mine! Don't touch him! Leave him here with me. Take the casks away and hide them — it's almost morning.'

The men complained but they listened to Elzevir. After a while they slowly climbed up the cliff with their horses and casks. Elzevir, Maskew and I were alone now, and I was afraid. I knew how much Elzevir hated Maskew.

'Let me go, criminal!' shouted Maskew. 'I'm an important magistrate and you're just a smuggler! If you don't let me go, I'll hang you.'

Elzevir did not shout, he spoke calmly and coldly.

'You killed my son, David, and you took the inn away from me. You devil! Now I'm going to kill you with your gun.'

'Don't kill me. Think of my poor daughter, Grace. She has only got me in the world — her mother is dead.'

'And I had only one son, David, and you killed him!'

I felt terrible, and as I looked at Maskew's pale face and frightened eyes, I could see a bit of Grace in him. I felt sorry for him and thought about the girl I loved.

'I can give you ten thousand pounds if you let me go,' said Maskew, his voice shaking. 'I'll give you the Why Not Inn and I'll leave Moonfleet...' Maskew started crying like a baby. It was a sad scene.

I looked at Elzevir in the eyes and said, 'Please don't kill him, think of his daughter, Grace. She'll be all alone — let him go, Elzevir.'

Elzevir raised the gun and pointed it at Maskew's head. At that moment I pulled Elzevir's arm and the gun went off, but Maskew was not hit.

Suddenly we heard voices on the cliff above us and we looked up. There were about twenty of the king's soldiers standing on top of the cliff with their guns pointed at us.

'Stop where you are!' cried one soldier. 'You're prisoners of the king.'

'Someone told them about the ship!' cried Elzevir angrily. 'And I know who it was! It was you, Maskew, you were listening to our conversation the other night at the inn. John was right! You're a dead man.'

Elzevir pointed the gun at Maskew's head but at that moment some shots came from the cliff. Maskew fell over: he was dead. A shot from one of the soldiers had hit him in the head and killed him immediately.

'Run to the side of the cliff and hide!' cried Elzevir. I started running but I fell and I felt a terrible pain in my leg.

'I can't walk anymore!' I said to Elzevir.

He turned around, picked me up like a baby and carried me away along the side of the cliff, while the soldiers continued shooting.

The text and **beyond**

1 Comprehension check

Answer the questions.

- 1 Why was the *Bonaventure* going to stop at Hoar Head instead of Moonfleet Bay?
- 2 What did John believe happened while he and Elzevir were talking at the inn?
- 3 Why did John go to meet Grace Maskew?
- 4 How did Maskew and the soldiers know how to find the smugglers?
- 5 Why didn't Elzevir want any of the other smugglers to kill Maskew?
- 6 Why did John try to save Maskew?
- 7 Who killed Magistrate Maskew?
- 8 What probably happened to John's leg at the end of Chapter Five?

2 Discussion

Discuss these questions with a partner and share your opinions with the rest of the class.

- 1 'Elzevir raised the gun and pointed it at Maskew's head.' Would it be right for Elzevir to kill Maskew? Think of some reasons why you think he should kill Maskew, and some reasons why you think he shouldn't kill him. Imagine you are Elzevir. What would you choose to do?
- 2 'Think of my poor daughter, Grace. She has only me in the world.' Do you think Grace's feelings for John will change now? Why or why not? What will Grace's life be like now?
- 3 What do you think is going to happen next? What will happen to John, Elzevir, the other smugglers and Grace?

'If you don't let me go, I'll hang you.'

The first conditional shows possibilities that exist in the future, based on something that happens (or doesn't happen) in the near future or the present.

In the example above, Maskew is promising to make sure that Elzevir will be hanged in the future, if he doesn't free Maskew right now.

Sentences in the first conditional have an **if** or **condition** clause and a **result** clause. The main verb of the **if** clause is written in the present tense, even if you are talking about something that will happen in the future. The **result** clause uses **can**, **will**, **may**, **might**, or **should**, followed by a verb in the base form. For example:

*If you **come** to my house tomorrow, we'll **have** dinner together.*

3 The first conditional

Complete the sentences.

- 1 If I sleep too late tomorrow, I will
- 2 We will if we don't study for our exams.
- 3 If you, you can borrow my jacket.
- 4 You might if you're not careful on your bicycle.
- 5 If you want to prove that you love me, you can
- 6 If you don't know the answer for a test question, you should

'Grace became sad when I told her I was leaving Moonfleet. She told me her father had been away the night before.'

We use reported speech to give an idea of what someone has said without using their exact words. We use the verb **tell** with an indirect object to show that someone has said something to another person. Compare these three sentences.

*'Grace, I'm leaving Moonfleet,' John **said**.* (direct speech)

*John **said** that he was leaving Moonfleet.* (reported speech with *say*)

*John **told** Grace that he was leaving Moonfleet.* (reported speech with *tell*)

Notice that the main verb in John's speech changes from the present continuous to the past continuous when reported speech is used. When we change from direct speech to reported speech the main verbs change in these ways:

present → past

past → past perfect

present continuous → past continuous

present perfect → past perfect

4 Reported speech with *tell*

A Complete these sentences to change the direct quotations to reported speech. Use *tell* with an object. There is an example at the beginning (0).

- 0 'John, my father was away the night before,' said Grace.
Grace told John that her father had been away the night before.
- 1 Aunt Jane said, 'John, this Bible belonged to your mother.'
Aunt Jane told John that to his mother.
- 2 'John, we're leaving the Why Not Inn tomorrow,' Elzevir said.
Elzevir told John that they tomorrow.
- 3 John said to Elzevir, 'I felt some cold air on my shoulders.'
John told Elzevir that he on his shoulders.
- 4 John said, 'Elzevir, someone has been here, listening to us!'
John told Elzevir that listening to them.
- 5 The soldier said, 'Smugglers, you are prisoners of the king!'
The soldier told the smugglers of the king.

B Now change the reported speech to direct speech. There is an example at the beginning (0).

- 0 Maskew told Elzevir that he was the new landlord of the Why Not Inn.
'I'm the new landlord of the Why Not Inn.' Maskew said to Elzevir.
- 1 John told Grace that he'd left his aunt's house.
John said, 'Grace, house.'
- 2 Ratsey told Elzevir that the churchyard was full of water.
Ratsey said, 'Elzevir, of water.'
- 3 Aunt Jane told John that he was not welcome in her house.
Aunt Jane said, 'John, in my house.'
- 4 Maskew told Elzevir that he was going to jail.
'....., Elzevir,' said Maskew.
- 5 Mr Glennie told John that floating coffins had made the noise under the church.
'John, the noise under the church,' said Mr Glennie.

INTERNET PROJECT

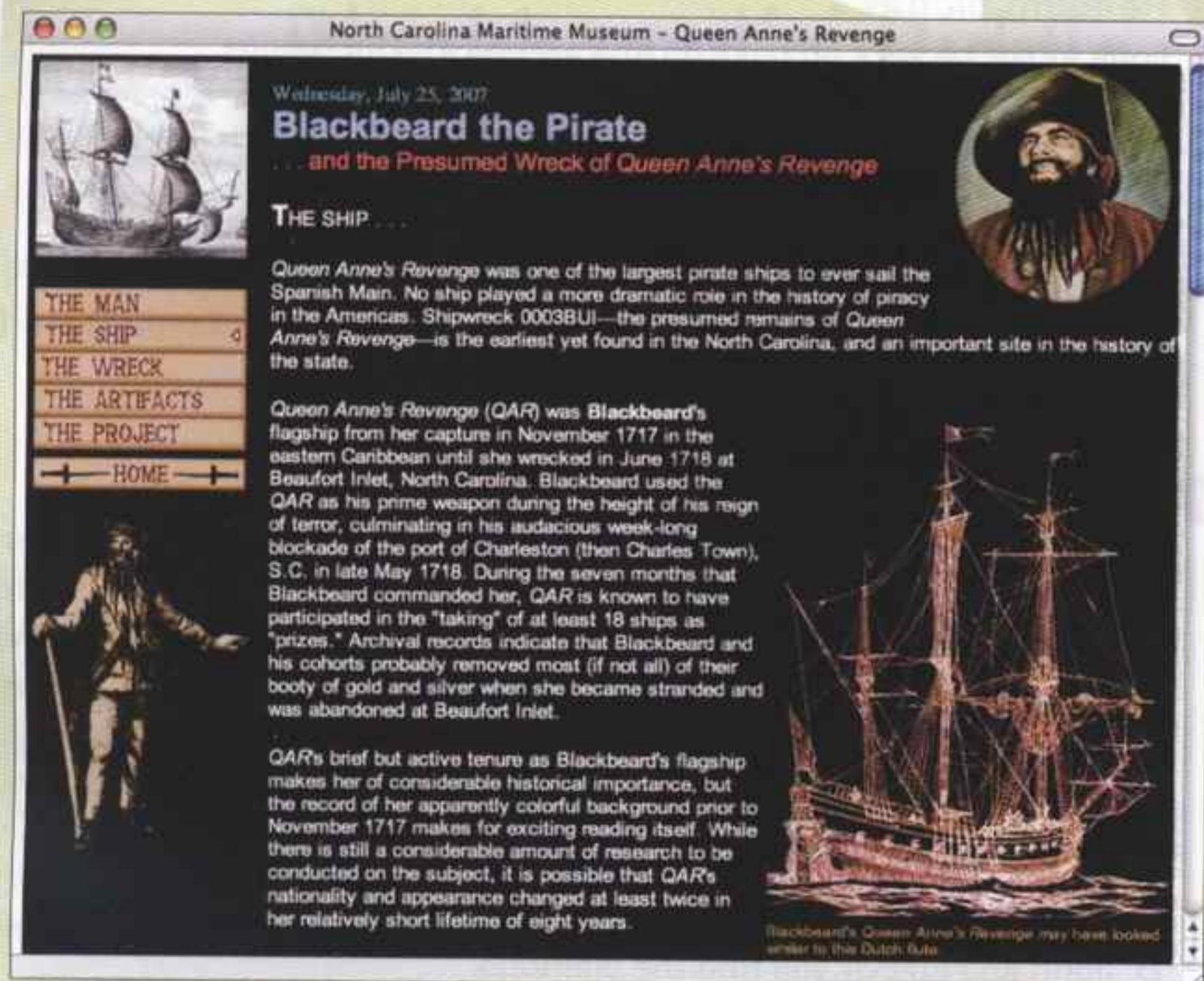
Famous Ships

John and Elzevir are waiting for a ship which is called *Bonaventure*. All ships have names. Do you recognise any of these names of ships?

H.M.S. Victory *R.M.S. Titanic* *Queen Anne's Revenge*

The Black Pearl *The Cutty Sark*

Connect to the Internet and go to www.blackcat-cideb.com or www.cideb.it. Insert the title or part of the title of the book into our search engine. Open the page for *Moonfleet*. Click on the Internet project link. Go down the page until you find the title of this book and click on the relevant link for this project.



North Carolina Maritime Museum - Queen Anne's Revenge

Wednesday, July 25, 2007

Blackbeard the Pirate

... and the Presumed Wreck of *Queen Anne's Revenge*

THE SHIP ...

Queen Anne's Revenge was one of the largest pirate ships to ever sail the Spanish Main. No ship played a more dramatic role in the history of piracy in the Americas. Shipwreck 0003BUI—the presumed remains of *Queen Anne's Revenge*—is the earliest yet found in the North Carolina, and an important site in the history of the state.

Queen Anne's Revenge (QAR) was Blackbeard's flagship from her capture in November 1717 in the eastern Caribbean until she wrecked in June 1718 at Beaufort Inlet, North Carolina. Blackbeard used the QAR as his prime weapon during the height of his reign of terror, culminating in his audacious week-long blockade of the port of Charleston (then Charles Town), S.C. in late May 1718. During the seven months that Blackbeard commanded her, QAR is known to have participated in the "taking" of at least 18 ships as "prizes." Archival records indicate that Blackbeard and his cohorts probably removed most (if not all) of their booty of gold and silver when she became stranded and was abandoned at Beaufort Inlet.

QAR's brief but active tenure as Blackbeard's flagship makes her of considerable historical importance, but the record of her apparently colorful background prior to November 1717 makes for exciting reading itself. While there is still a considerable amount of research to be conducted on the subject, it is possible that QAR's nationality and appearance changed at least twice in her relatively short lifetime of eight years.

Blackbeard's *Queen Anne's Revenge* may have looked similar to this Dutch Galleon

A Work with a partner. Look at the list of famous ships above. Which of these ships...

- | | |
|---------------------------------|-------------------------------|
| 1 ...are wrecks? | 4 ...still exist? |
| 2 ...was a pirate ship? | 5 ...was in a famous battle? |
| 3 ...was famous for being fast? | 6 ...is completely fictional? |

- B** Choose one of these ships and prepare a short talk about it.
What kind of ship is it? Why is it famous?
Where can it be found now?
- C** Work with a partner and design your own ship. What kind of ship is it? How many people will it hold? How many cabins or rooms are there and what are they used for? Don't forget to give your ship a name.

Before you read

1 Reading pictures

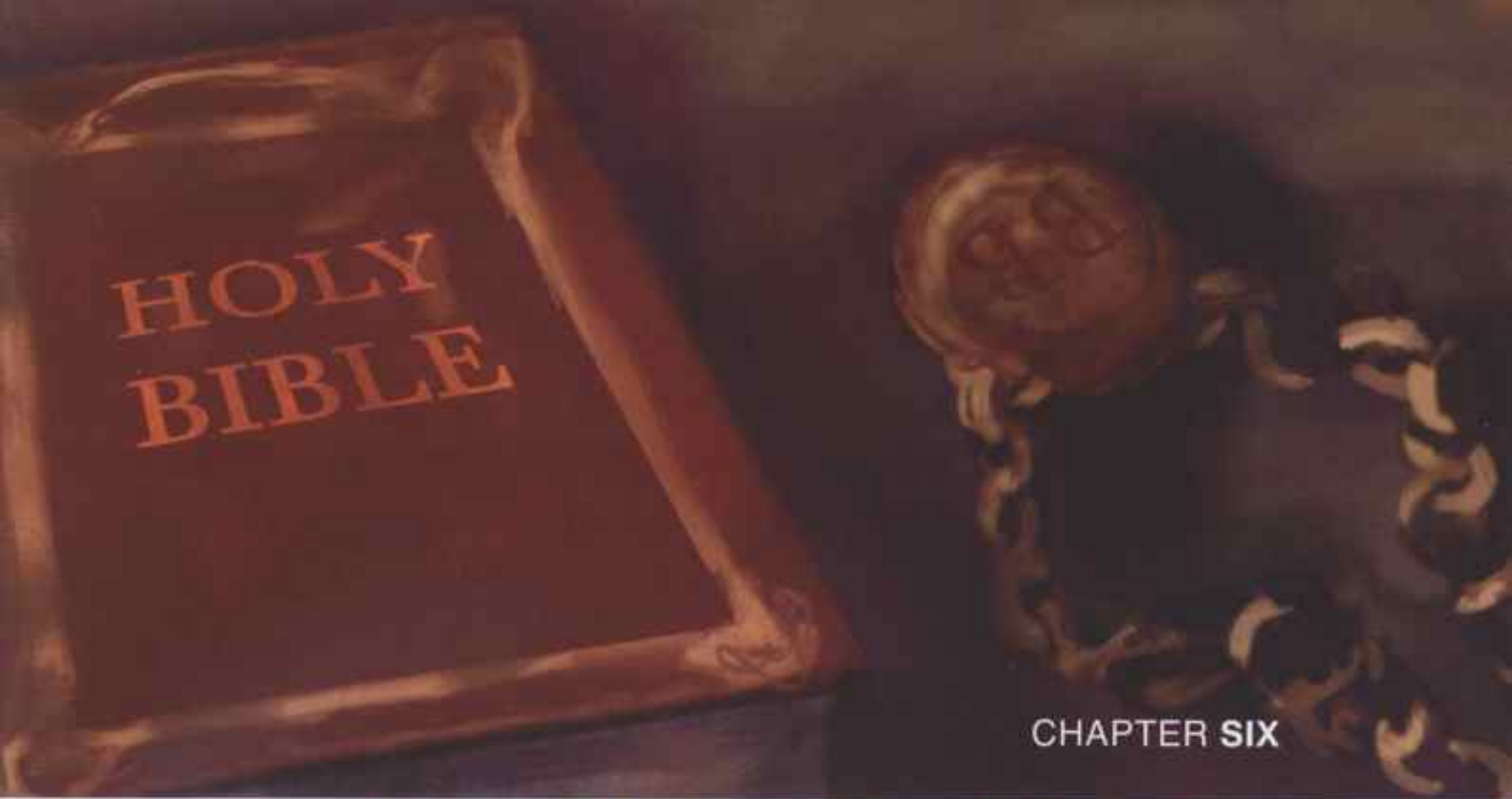
Look at the picture on page 65 and answer the questions.

- 1 Where do you think John is? Why do you think he is there?
- 2 What happened to John's leg?
- 3 What do you think John is reading?
- 4 Why do you think John is alone? Where do you think Elzevir might be?

2 What happens next?

Read the following sentences. Three of these events will happen in Chapter Six. Circle the letter of the event you think is most likely to happen. After you read Chapter Six, check your answers to see how close you were.

- A Grace will tell John that she hates him because he killed her father.
- B John will find out that his leg is broken.
- C Elzevir will be caught by the king's soldiers.
- D John and Elzevir will find the diamond.
- E John will visit Grace secretly.
- F Ratsey will tell the king's soldiers where to find Elzevir and John.
- G John will discover the hiding place of Blackbeard's diamond.



Blackbeard's Riddle¹

Elzevir and I stopped when we were far from the soldiers. It was almost morning.



'Can you stand up, John?' he asked. 'Is your leg broken?'

'I can't stand up — my leg hurts terribly,' I replied.

'Then you've broken it, my boy,' said Elzevir sadly, looking at my left leg. 'We have a quarter of an hour before the soldiers can get down to this side of the cliff. Listen carefully, John. With your broken leg we can do one of two things: we can wait for the soldiers to come and take us to prison, or we can try to escape to a secret hiding place called Joseph's Pit.'

'How can I escape? My leg's broken and I can't walk,' I said, weakly.

'I'll carry you, John. There's a difficult, narrow path along this cliff. It's called the Zigzag. Few men know about it and even fewer men can walk on it because it's very steep² and

1. **riddle** : words that tell you the solution to a secret.

2. **steep** : (here) nearly vertical.

dangerous. If you fall from the Zigzag you're a dead man because below you there's only the sea and the rocks.'

'It's better to die on the rocks or in the sea than to go to prison,' I said. 'Let's go, Elzevir.'

'The soldiers will never follow us on the Zigzag,' said Elzevir, looking up at the soldiers.

Elzevir picked me up and we started walking. I understood his courage and his love for me.

'Remember, John, don't look down,' he said. 'Just shut your eyes!'

The path was difficult and dangerous. I was terribly frightened and I often shut my eyes because I didn't want to see where we were going.

Too many things had gone wrong in the last few days: we lost the Why Not Inn, the soldiers found out about our smuggling and I broke my leg. And now we were looking for a place to hide. Why did Elzevir and I have all of this bad luck?

At a certain point Elzevir said, 'Let's stop here for a few minutes. I need to rest — I'm not a young man anymore. Joseph's Pit is the perfect place for us, because you must rest your leg a long time before you can walk again.'

'Thank you, Elzevir,' I said, trying to smile. My leg hurt terribly but I did not complain.

We were soon moving again and Elzevir's strength amazed me. We finally reached the secret hiding place by evening and we were both very tired.

'Here we are,' said Elzevir, 'this is Joseph's Pit. It's a big cave near the sea and we'll be comfortable. No one can find us here.'

I looked around and saw that there was an opening at the far end of the cave. I felt the fresh sea air and was happy to be there. Elzevir gave me some water to drink and I fell asleep on a bed of sand. I was very ill with a high fever for many days and he looked after me like a mother looks after her child. At night he went to find food and during the day he never left me alone. He was able to tell Ratsey where we were and Ratsey often brought us food, which he left at an old house nearby. Ratsey was a real friend and he helped us as much as he could.

'Well, John, when your leg gets better we have to leave England and take a ship to France,' said Elzevir one evening. 'We'll stay there until the soldiers stop looking for us, then we can return.'

By the middle of May my leg was getting better. One night when Elzevir was away looking for a ship to take us to France, Ratsey came to the cave and talked to me.

'I've got bad news, John,' he said, pulling a piece of paper out of his pocket. 'Read this! The king's soldiers are still looking for you and Elzevir. Now there's a price on your heads: fifty pounds for Elzevir and twenty pounds for you. They think Elzevir killed Maskew. You're both in big trouble.'

'Elzevir went out to look for a ship to take us to France,' I said.

'Good! I'm glad!' said Ratsey. 'Stay away from England until things are quiet.'

'I hope he finds a ship tonight,' I said.

Ratsey left the cave and I was alone and worried. There was a big storm outside. For some strange reason I started touching the locket around my neck and opened it. I took out Blackbeard's piece of paper and started reading it. There were words from the Bible, so I opened my little red Bible and found them. But there were some mistakes: Blackbeard had written two numbers before the words each time, but only the first number was right. What did the second number mean? Was it a riddle? Could I solve it? I read the numbers and the words many times. Perhaps the second numbers hid Blackbeard's secret... and I was right! I soon solved the riddle and discovered Blackbeard's secret. The number four meant the *fourth word*, and I found five of them:

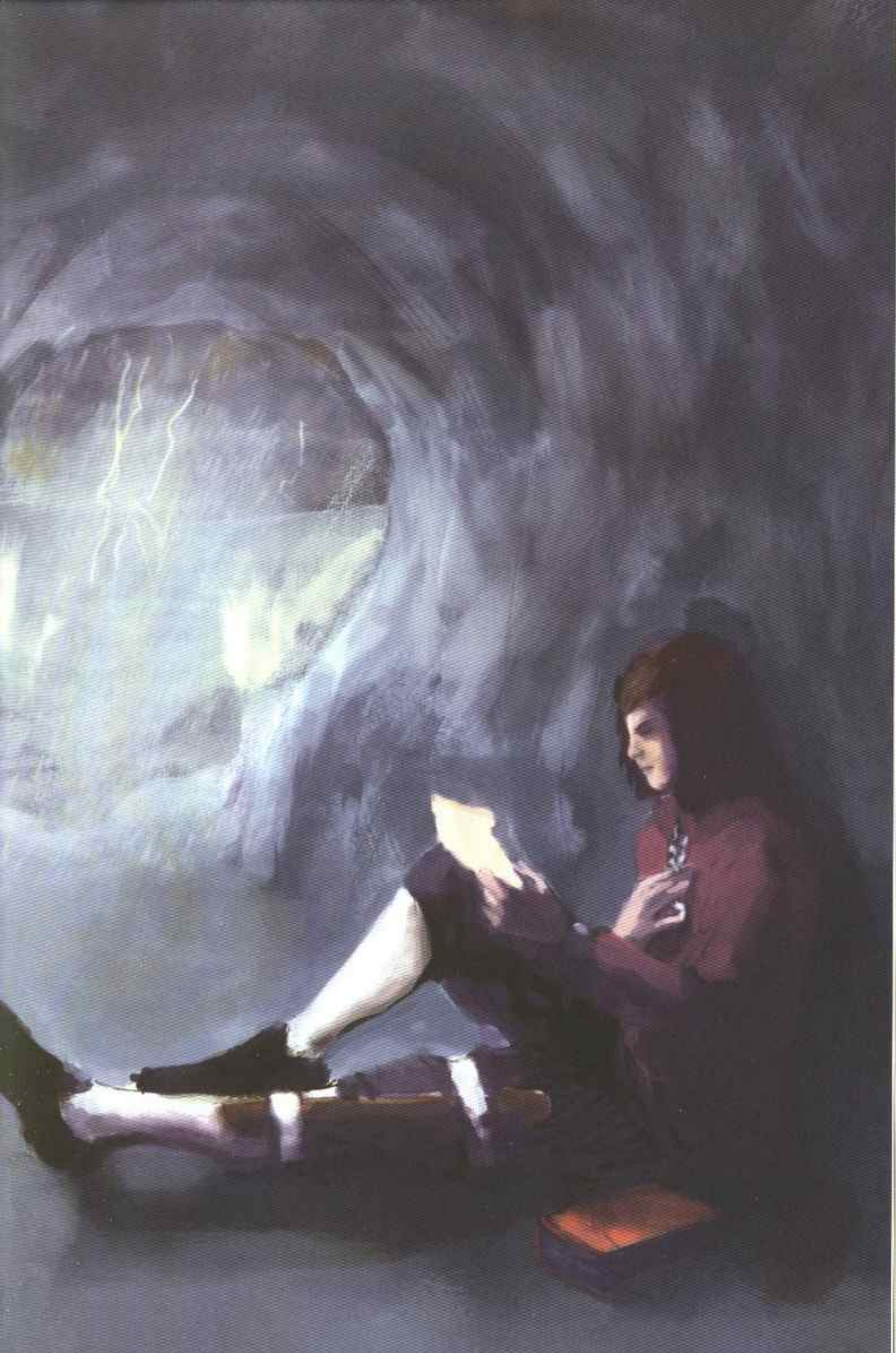
eighty feet deep well¹ north

What did these words mean? They went around in my head as the wind blew outside and I fell asleep. The next morning I woke up and saw Elzevir. I was very excited and told him how I discovered Blackbeard's secret. He listened carefully and looked at the notes. Now he was excited too.

'Yes!' he cried. 'You're a clever boy, John! The well that Blackbeard mentions is the famous well at Carisbrooke Castle! It's one of the deepest wells in England. People come from London to see it! Blackbeard probably hid the diamond eighty feet deep in the well.'

'Carisbrooke — that's the castle where King Charles I was a prisoner during the Civil War,' I said. 'I'm sure it's the well at Carisbrooke Castle!'

1. **well:** a deep hole in the ground from which people take water.



'I know Carisbrooke Castle very well! It's about two miles from Newport on the Isle of Wight. We can stay at the Bugle Inn, where smugglers are welcome!' Elzevir's eyes shone with excitement.

Another week passed and I started walking around the cave slowly. I was getting stronger every day. Elzevir went to meet Ratsey one night and came back with clothes and a whip: ¹ they were the clothes of a carter. ² There were two white jackets, two hats and carter's trousers. With these clothes no one could recognise us.

'Your leg is much better now, John, and we can leave in two days,' said Elzevir. 'The *Bonaventure* will come and we can go on board at night.'

I immediately thought about Grace because I wanted to see her before leaving. But I didn't want to tell Elzevir.

'Can I go back to Moonfleet before leaving for Carisbrooke? I'd like to see my old village one last time because I love it.'

Elzevir smiled and asked, 'Do you love the village or *someone* in the village?'

My face became red and I said, 'I... I love Grace Maskew.'

Elzevir was silent at first and then said, 'She's a good girl and I'm glad I didn't kill her father. You can go and see her but wear the carter's clothes and be very careful. I'll wait for you here. Be back by midnight!'

It was dark when I left the cave and I walked all night until I got to Moonfleet the next morning. I went to Grace's house and knocked on the door, hoping she was alone at home.

1. **whip** : a long thin piece of material such as leather, used for hitting people or animals.
2. **carter** : a man who drives a cart with horses.

When Grace opened the door she did not recognise me in the carter's clothes.

'Grace,' I said softly, 'it's me, John Trenchard. Are you alone at home?'

'John!' she exclaimed. 'Come in!' She put her hand in mine and smiled at me.

Grace wore black clothes now because her father was dead, and she had a thin, pale face. I loved her very much.

'Let's go outside and sit in the garden,' she said warmly.

I explained everything that had happened to me. I told her about the last minutes before her father's death and she cried, but she was not angry with me. Then I showed her Blackbeard's locket and she read the writing inside. I told her about the diamond and how I wanted to find it and become the richest man in Moonfleet.

Before I left, Grace said, 'John, I've kept a candle burning in the window every night in the past. I'll keep it there and I'll always think of you until you come back. Be careful! Remember that Blackbeard's diamond is evil and it has a curse¹ on it. If you find it, use it to help the poor.'

We kissed, and then I left.

1. **curse** : bad luck.

The text and **beyond**

PET 1 Comprehension check

For questions 1-7, choose the correct answer — A, B, C or D.

- 1 Why was the Zigzag path dangerous for Elzevir and John?
 - A ☐ John's leg was broken, and so it was difficult for him to walk.
 - B ☐ It was easy to fall from the path to the sea and rocks below.
 - C ☐ John didn't want to see where they were going.
 - D ☐ The soldiers were shooting at them as they walked.
- 2 How did John get better?
 - A ☐ A doctor helped him to recover after a few days.
 - B ☐ He slept for a few hours and then he could walk again.
 - C ☐ He got well, but he lost the use of his leg for life.
 - D ☐ He recovered slowly with Elzevir's help and could walk.
- 3 John and Elzevir were hiding in Joseph's Pit for
 - A ☐ several months.
 - B ☐ about one month.
 - C ☐ about one week.
 - D ☐ about two weeks.
- 4 What bad news did Ratsey bring?
 - A ☐ The villagers will pay the soldiers £70 to arrest John and Elzevir.
 - B ☐ Elzevir and John's share of the smuggling money came to £70 for both of them.
 - C ☐ There is a reward offered to anyone who catches John or Elzevir.
 - D ☐ John will have to pay £20 to the soldiers in order to gain his freedom.
- 5 Elzevir and John are planning to
 - A ☐ leave the country for a time, and return home later.
 - B ☐ leave England forever and live in France.
 - C ☐ travel through Europe until the soldiers stop looking for them.
 - D ☐ spend the next few years as sailors on the *Bonaventure*.

- 6 Why does Elzevir think that the diamond is in Carisbrooke Castle?
- A ☐ Charles I was a prisoner there.
- B ☐ The name of the castle is in Blackbeard's code.
- C ☐ There is a very deep well there.
- D ☐ The castle is in the north of England.
- 7 What is Grace's advice to John?
- A ☐ He shouldn't look for Blackbeard's diamond.
- B ☐ He should give the diamond away.
- C ☐ He should put the diamond back in the Mohune tomb.
- D ☐ He should use the money from the diamond to help the poor.



2 Listening

Listen to a conversation between Ratsey and John. This conversation is not written in your book. Decide if each sentence is correct or incorrect. If it is correct, mark A. If it is not correct, mark B.

- | | A | B |
|---|--------------------------|--------------------------|
| 1 Someone else is running the Why Not Inn now. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2 John only asks Ratsey about Grace. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3 Grace thinks Elzevir and John are innocent. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4 The villagers stopped hating Maskew after he died. | <input type="checkbox"/> | <input type="checkbox"/> |
| 5 John tells Ratsey about his feelings for Grace. | <input type="checkbox"/> | <input type="checkbox"/> |
| 6 Ratsey believes John and Grace are a good match now. | <input type="checkbox"/> | <input type="checkbox"/> |
| 7 Ratsey says that John is very intelligent. | <input type="checkbox"/> | <input type="checkbox"/> |
| 8 It's dangerous for Ratsey to bring John and Elzevir food. | <input type="checkbox"/> | <input type="checkbox"/> |

3 Discussion

Answer these questions with a partner, then share your answers with the class.

- 1 John says, 'It's better to die on the rocks or in the sea than to go to prison.' Do you agree with him? Why or why not? What would you do in his place?

5 Secret codes

A Blackbeard's Code

- 1 Do you understand how Blackbeard's code works? Here is one of Blackbeard's clues from *Moonfleet*.
Psalm 69: 11 But let not the waterflood drown me; neither let the deep swallow me up.
- 2 The first number is the number of the psalm (or prayer). The second number should be the number of the verse, but it's wrong. This quote is actually from verse 15 of psalm 69, not verse 11. But if you look at the eleventh word in the sentence, you'll see one of the words John found. Which one is it?
- 3 Blackbeard was using the Bible as a sort of code book. Suppose we use this book in a similar way. See if you can solve this code, which reveals how you can get the answers to all the activities in this chapter. Numbers count, and so do all words in chapter titles. The first number in each group is the number of a chapter.
1: 32, 134 6: 1, 2
- 4 Make your own coded message using this book as a code book.

B Morse Code

In the Morse Code, every letter is shown as group of long lines (or dashes) and dots. These dashes and dots can be written or they can be heard as long and short sounds.

What would your name look and sound like in Morse Code?

What would a sentence in English look and sound like?

Follow the directions on page 59 and find on the Internet a Morse Code translator. Translate your name and a few sentences in English into Morse code.

Write your name and the title of this book in Morse Code here:

.....
.....

The English Civil War

When King James I died in 1625, his son Charles became the second Stuart king. For many years there were religious problems between Catholics and Protestants in Great Britain.

King Charles I was an intelligent man and a patron of the arts, but he was a bad politician and made many mistakes. He was not able to get along with the members of Parliament.

Two months after becoming king, Charles married a French Catholic princess, Henrietta Maria, although he was a Protestant. Parliament did not approve of this marriage and things got worse.

Parliament tried to limit King Charles's power, but, like his father, he believed that a king ruled by Divine Right – a right that came from God. So in 1629 he dismissed ¹ Parliament and ruled without it for eleven years.

In 1640 Charles needed money to fight a war against Scotland so he called Parliament together again. However, its members decided to limit the king's power and refused the money he had requested. Charles was very angry and in 1642 he tried to arrest some leaders of Parliament, but they escaped and set up their own army outside London.

At this point the conflict between Parliament and the king became a Civil War. This was one of the most violent periods in British history. The strict Protestants, called Puritans, the members of Parliament and the working people who did not want to pay the king's taxes were known as 'Roundheads' and fought against the king. At the beginning of the Civil War they did not have many weapons, and

1. **dismissed** : sent home.



Charles I of England (c. 1635) by Antoon van Dyck.

their uniforms were very simple. Their main area of support was in the south and east of the country.

The Catholics, the nobility and the people who did not like Parliament were known as 'Royalists' or 'Cavaliers' and they fought with King Charles I. They had good weapons and usually wore beautiful, expensive uniforms. Their main area of support was in the north and the west.

The leader of the 'Roundheads' was Oliver Cromwell, a Puritan and

a great soldier. He wanted to remove the monarchy from Great Britain. He led a strong army called the 'New Model Army' and won many important battles, such as the Battle of Marston Moor in 1644 and the Battle of Naseby in 1645.

In June 1646 the Royalists were defeated ¹ at Oxford and King Charles I was made prisoner. He was sent to Carisbrooke Castle on the Isle of Wight, where he remained for a year. After a seven-day trial for treason ² he was found guilty and beheaded ³ in public on 30 January 1649. This was the only time a British king was beheaded.

Oliver Cromwell was made Lord Protector of England, Scotland, Ireland and the colonies. For the first and last time in its history, Britain became a republic known as the Commonwealth.

This was a period of Puritanism and many things changed under this strict rule. Cromwell was a strict Puritan and he wanted to create a Puritan society. Everyone had to go to church on Sunday. People were not allowed to celebrate Christmas and May Day. Dancing and drinking were forbidden and all theatres were closed. The Puritans believed that one had to work hard and use any free time to pray. Cromwell soon became very unpopular.

When he died in 1658 his son, Richard, became the new Lord Protector. However, he was not very popular with the people, either. By 1660 the country wanted to return to the traditional monarchy. Parliament asked Charles I's son, Charles II, to return to Britain and become king. He returned on 29 May 1660, his 30th birthday, and the people were happy to have a king again after the strict Puritan rule of Cromwell.

1. **defeated** : lost the battle.

2. **treason** : when you are not loyal to your country.

3. **beheaded** : had his head cut off.

1 Comprehension check

Decide if each sentence is correct or incorrect. If it is correct, mark A. If it isn't correct, mark B.

- | | A | B |
|---|--------------------------|--------------------------|
| 1 Charles I was the second king of England. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2 Charles could not get along with Parliament because he was a Catholic. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3 King Charles believed that he should rule without Parliament. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4 Charles called Parliament together because he needed money. | <input type="checkbox"/> | <input type="checkbox"/> |
| 5 The people of England were angry because Charles I had put members of Parliament in prison. | <input type="checkbox"/> | <input type="checkbox"/> |
| 6 In the Civil War, Catholics and Protestants fought against each other. | <input type="checkbox"/> | <input type="checkbox"/> |
| 7 Charles I was put into prison and then killed. | <input type="checkbox"/> | <input type="checkbox"/> |
| 8 Oliver Cromwell became the new king of England. | <input type="checkbox"/> | <input type="checkbox"/> |
| 9 Most people in England believed Cromwell was a good ruler. | <input type="checkbox"/> | <input type="checkbox"/> |

2 The English Civil War and *Moonfleet*

Answer the questions. You may have to look in other parts of the book for some answers.

- 1 When was Charles I made a prisoner? How many years before the beginning of the story of *Moonfleet* was this?
- 2 In *Moonfleet*, Blackbeard Mohune met Charles I. Where did he meet him? What did he promise Charles? Did he keep his promise?
- 3 What is the name of the castle and the island where Charles I was kept a prisoner?
- 4 Find this island on the map on page 7.
- 5 Go to the beginning of Chapter Seven and find the names of the castle and the island. Why do you think this castle will be important to the story later?

Before you read

1 Reading pictures

Look at the picture on page 79 and answer the questions.

1 Find these things in the picture:

bucket stone candle rope

2 Where do you think John is?

3 How did he get there?

4 What is he doing?

5 What do you think is going to happen next?

2 The setting

In this chapter, John and Elzevir will travel through these places:

A ☐ The Isle of Wight, England

B ☐ The Hague, Holland

C ☐ Newport, England

D ☐ Scheveningen, Holland

E ☐ the Dorset coast, England

Look at the map on page 7, then answer the questions.

1 Where do you think John and Elzevir will go first?

2 Where is the next place they will go after that?

3 Number the places from the list above in the order that you think John and Elzevir will pass through them.

4 After you've read Chapter Seven, check to see if you were right.

The Well

I returned to the cave at midnight and quickly fell asleep. The next night Elzevir and I went aboard the *Bonaventure* and we left the Dorset coast for the Isle of Wight. Early in the morning we were already walking in the streets of Newport and soon found the Bugle Inn. The owner of the inn remembered Elzevir and was very kind to us. He gave us a big, clean, sunny room and lots of good food. Elzevir was a prince among the smugglers!

He was out most of the day getting information about Carisbrooke Castle, which was now used as a prison for French prisoners. I remained at the inn and waited for him.

He was a clever man and made friends with the guards of the prison. He entered the castle a few times and saw the well.

'I wanted to get to the well without telling the man who looks after it,' Elzevir said, 'but it's impossible, because I need his help. I don't trust him but I had to tell him about the treasure in the well. He said he'll help us if we give him some money.'

'When are we going to see the well?' I asked.

'Tomorrow morning at six,' said Elzevir.

The next morning we left the Bugle Inn before six and walked to the castle. It was a hot, rainy July morning and we got wet.

The man who let us in was big and tall and about thirty years old. He had black hair and I didn't like his eyes. He took us through many rooms and we finally got to the well.

'Who is going down into the well?' asked the man.

'I am,' said Elzevir, holding a long rope.¹

'No, Elzevir,' I said, 'let me go. I'm smaller and lighter. Please...'

'Alright, John, go on, but be very careful and don't look down,' said Elzevir.

'You can't trust a boy down there,' said the man, looking at the well.

'John isn't a boy — he's a man and I trust him,' said Elzevir.

I got into the wooden bucket and Elzevir tied an eighty-foot rope to it. He and the man lowered me gently into the well. As I went down it became darker and colder. I had a candle to help me see the wall. At the end of the rope I started looking around. I moved my candle along the wall to see if there was a hole or a hiding place but I couldn't see anything.

'Have you found anything?' the man shouted.

'No, nothing!' I shouted back.

Then the bucket moved down a little and I continued looking. Suddenly I saw the letter Y clearly marked on a stone of the well: it was the symbol of the Mohunes! I moved the stone a bit with my hand and then pulled on it. It came out of the wall and I saw a small hole. I put my fingers into the hole and pulled out a tiny bag.

1. rope :





I opened the bag slowly and found a diamond as big as a walnut! ¹ It was Blackbeard's diamond! I had never seen a diamond before and I turned it between my fingers. It was beautiful.

'What are you doing?' shouted the man. 'Have you found something?'

'Yes,' I shouted. 'I've found the diamond! Pull me up!'

They pulled me up quickly and at the top of the well I saw the man's face. 'Give me the diamond! Put it in my hand!'

'No,' I said. 'Let me get out of the bucket first.'

'Let the boy get out of the bucket!' said Elzevir, angrily.

I climbed out of the bucket with the diamond in my hand.

'Give me the diamond!' cried the man. 'You found it in *my well* so the diamond is *mine*!' Then he turned to Elzevir and said, 'I know who you are: your name is Block and there's a price of fifty pounds on your head.'

I quickly put the diamond into my pocket.

'Careful Elzevir,' I cried, 'he's got a gun!' The two men started fighting and although Elzevir was older he was much stronger. As they fought, the man slipped on the wet stones and fell into the well, screaming. We heard a loud noise when he got to the bottom. Elzevir was sad because he did not want to kill him.

I started thinking of Grace's words: 'the diamond is evil, it has a curse on it.'

I looked at Elzevir and said, 'Let's throw the diamond back into the well: it's evil and it has a curse on it!'

Elzevir thought for a moment and then said, 'No, no! You're good and honest, John. Give me the diamond and I'll keep it for you. You know you can trust me.' I gave it to him.

1. walnut :



When we got back to the Bugle I went upstairs and lay down on the bed, trying to rest and think. Elzevir was downstairs talking to the owner of the inn.

When he came upstairs he said, 'It's dangerous for us to stay here, John. There's a Dutch ship leaving for Holland tonight. The owner of the Bugle knows the captain and he'll take us. The city of the Hague is the most important market in the world for diamonds.'

So a few days later we arrived in the port of Scheveningen and stayed in a small inn with some sailors.

One night Elzevir pulled the little bag with the diamond out of his pocket and said, 'Here, John, you keep it, it's yours. Remember, if you become rich because of this diamond, use the money to rebuild the poorhouses in Moonfleet — that's what Blackbeard wanted to do with it.'

I put the diamond in the locket around my neck because it was the safest place. When I was alone I often opened the locket and looked at the beautiful diamond, and dreamt of becoming rich and marrying Grace. But then I always remembered Elzevir's words...

Since Elzevir's mother was Dutch he could speak that language quite well, and he asked around about diamond dealers.¹ He learned that most of the diamond dealers lived in one part of town and the best one was Krispijn Aldobrand. He was rich, he was a good dealer and asked few questions. He was the right man for us.

1. **dealers** : people who buy and sell something.

The text and **beyond**

1 Comprehension check

Decide if each sentence is correct or incorrect. If it is correct, mark A. If it is not correct, mark B.

	A	B
1 The guard wanted John to go down the well instead of Elzevir.	<input type="checkbox"/>	<input type="checkbox"/>
2 Elzevir measured the depth of the well with a rope.	<input type="checkbox"/>	<input type="checkbox"/>
3 Someone had marked the place of the diamond with a Y.	<input type="checkbox"/>	<input type="checkbox"/>
4 The guard wanted a share of the money from the diamond.	<input type="checkbox"/>	<input type="checkbox"/>
5 Elzevir pushed the guard down the well.	<input type="checkbox"/>	<input type="checkbox"/>
6 John probably wanted to throw the diamond away because of what happened to the guard.	<input type="checkbox"/>	<input type="checkbox"/>
7 Elzevir changed his plan of going to France.	<input type="checkbox"/>	<input type="checkbox"/>
8 John planned to give the money from the diamond to Moonfleet's poorhouses.	<input type="checkbox"/>	<input type="checkbox"/>
9 One of Elzevir's parents was not English.	<input type="checkbox"/>	<input type="checkbox"/>
10 People thought Krispijin Aldobrand was a good diamond dealer.	<input type="checkbox"/>	<input type="checkbox"/>

2 Discussion

Work with a partner and talk about these questions.

- John says he often dreamt of 'becoming rich and marrying Grace.' Why does he believe he needs money before he can marry Grace? Do you agree? Why or why not?
- 'Elzevir was a prince among the smugglers!' What does John mean by this expression?
- Were you surprised when the guard tried to take the diamond? Why or why not? Why do you think the guard wanted Elzevir to go down the well instead of John?
- Carisbrooke Castle is being used as a prison for French prisoners. Why? Use reference books or the Internet to find out more about the Seven Years' War. Which countries were fighting? Where did it take place? What were the dates?

'The two men started fighting and although Elzevir was older he was much stronger.'

We use **although**, **though** and **even though** at the beginning of a clause of concession. These three expressions mean the same thing, but **even though** is slightly stronger than **though**. In the example above, John means that it might be expected for Elzevir to be weaker than the younger guard, but the opposite is true. You can put a clause of concession at the beginning, middle, or end of a sentence.

For example:

Although I love you, I can't marry you.

I can't marry you, **even though** I love you.

I can't marry you, **though** I love you.

3 Clauses of concession

Complete the sentences by writing part of a clause of concession, or part of a main clause. There is an example at the beginning (0).

- 0 Even though the weather was terrible....., I still loved my trip to Ireland.
- 1 Although she never studies,
- 2 I stayed up all night watching TV, even though
- 3, though it was freezing cold outside.
- 4 Although he's never taken guitar lessons,
- 5, even though you burned down my house.
- 6 Even though, I still had enough energy to finish the race.
- 7 Though I'd already eaten six burgers and a carton of ice-cream,
- 8, although I don't have a driving license.
- 9 Even though I've always been nice to Ben,
- 10 Mike was very nervous before the test, even though
- 11 Lucy, although both her parents are very short.
- 12 The restaurant, even though the food there is terrible.

T: GRADE 6

4 Speaking: travel

John leaves Moonfleet village for the first time in his life in this chapter. He gets to see another part of his own country, and later he goes to a foreign country for the first time. What is your own experience of travelling? In pairs or small groups, ask each other the following questions.

- 1 Where is the last place you've travelled to?
- 2 Did you enjoy going there?
- 3 What did you think of the food, the weather, the people you met?
- 4 Did you see any famous landmarks or places?
- 5 If you did, what did you think of them?
- 6 What place do you want to travel to next?
- 7 What do you want to do there?
- 8 What are some things that you need to do before you leave?

**5 A real cursed diamond?**

The idea of a beautiful jewel with a curse on it is a popular one. Blackbeard Mohune's diamond is one of many cursed jewels that have appeared in books and stories through the years, and there are also several real diamonds that are supposed to be cursed.

Read the text below and decide which word (A, B, C or D) best fits each space. There is an example at the beginning (0).

The Hope Diamond is a large, beautiful, and very valuable jewel.

(0) this famous diamond have a curse on it?

Some say that the diamond came from the eye of a statue in India. It was stolen by a French merchant, (1) Jean Baptiste Tavernier. Tavernier took the diamond to France, (2) it came to Louis XIV, the king. Later it passed to Louis XVI, who (3) it to his wife, Marie Antoinette. After the French Revolution in 1789, the jewel was stolen and brought to London. There, it (4) bought by a man called Henry Hope, who gave the diamond (5) name. Many years later, in 1911, it was bought by an American woman named Evalyn Walsh McLean, who became famous (6) wearing it everywhere.

Now the Hope Diamond is in the Smithsonian Institution, a museum in Washington, D.C.

Is there (7) a curse on the diamond? There are many stories about the terrible things that happened to people (8) owned it. However, many of these stories are not true. (9) example, people said that Jean Baptiste Tavernier was killed by wild animals in India after he found the diamond. In fact, he became rich, lived to (10) 84 years old and died in Russia. Some of the stories of the curse came (11) its famous owner, Evalyn Walsh McLean. She liked to invent stories about the diamond because she thought that wearing a cursed diamond made her (12) more interesting to people.

- | | | | |
|-------------|-----------------|------------|----------|
| 0 A Is | (B) Does | C Has | D Why |
| 1 A was | B known | C named | D from |
| 2 A how | B where | C which | D why |
| 3 A present | B bought | C gift | D gave |
| 4 A is | B has | C was | D had |
| 5 A some | B her | C their | D its |
| 6 A for | B of | C because | D about |
| 7 A real | B true | C truthful | D really |
| 8 A which | B whose | C who | D what |
| 9 A The | B Because | C For | D As |
| 10 A be | B have | C became | D turned |
| 11 A by | B from | C about | D with |
| 12 A looks | B say | C tell | D seem |

6 Curses!

Use reference books or the Internet to look for stories and films in English with the word 'curse' or 'cursed' in the title.

How many can you find? Do you know any of them?

Before you read

1 Reading pictures

Look at the picture on page 89 and talk about the questions.

- 1 Find these things in the picture:

stone shelves scale a bottle of green liquid

- 2 Where do you think John and Elzevir are?
- 3 The old man in this picture was mentioned near the end of Chapter Seven. Who is he?
- 4 What do you think the old man is doing?
- 5 What do you think John, Elzevir and the old man might be thinking?

2 What happens next?

Read the sentences. Five of these things will happen in Chapter Eight. Work with a partner and try to guess which ones. After you've read Chapter Eight, check to see if you were right.

- 1 The diamond dealer will give John a lot of money for the jewel.
- 2 Elzevir will throw the diamond away.
- 3 John will send money home to Moonfleet to help the poor there.
- 4 The diamond dealer will steal John and Elzevir's diamond.
- 5 The diamond will really be glass, and worth nothing.
- 6 John and Elzevir will travel back to England.
- 7 John will try to break into the diamond dealer's house at night.
- 8 When Elzevir and John's ship lands in Holland, men from the English army will be waiting there to arrest them.
- 9 John will find out in a letter that Grace has married someone else.
- 10 Aldobrand will lie about how much the diamond is worth.
- 11 John and Elzevir will become rich enough to buy the Why Not Inn.
- 12 Elzevir and John will decide to live in Holland instead of going back to England.
- 13 John and Elzevir will accidentally cause the death of Aldobrand.
- 14 Aldobrand's servants will attack John and Elzevir.

The Diamond Dealer

One evening late in the summer we went to Aldobrand's house before sunset. It was a small, white house with green shutters ¹ and a little garden in front of it. He lived in this neighbourhood with several other jewellers, but they had no shops. They usually had a sign above their door saying that they bought and sold jewels.

10

A little old man with white hair and a white beard opened the door. He was at least seventy.

'Well, gentlemen, what do you want to sell?' he asked us in English. 'Please remember that I buy only good diamonds — no toys!'

Elzevir answered, 'This boy has a diamond to sell.'

I had the diamond in my hand and gave it to him. He looked at it carefully and brought it close to his eyes. Suddenly his face and his voice changed. His eyes shone as he looked at the diamond.

1. **shutters** : wooden or metal covers on the outside of the window. They can be opened to let in the light, or closed to keep out the sun or the cold.

'It's too dark here, I need more light,' he said. 'Follow me.' He went upstairs and we followed him closely because he had the diamond in his hand.

He went into a room with a big window, a small balcony and cupboards and shelves. There were small black boxes and books on the shelves. He sat at a small table and looked at the diamond. Then he held it up against the light of the window.

He looked at me excitedly and said, 'What's your name, young man? Where do you come from?'

'My name's John Trenchard, sir, and I come from Moonfleet, in Dorset.' He wrote this down in a big book.

Elzevir looked at me angrily, and I immediately understood. Why did I give that man my name? I didn't know that this was going to change my life.

'How did you get this diamond?' asked Aldobrand, touching it with his finger.

'We're not here to answer questions,' said Elzevir, angrily. 'We came here to sell a good diamond. We're honest Englishmen. Do you want to buy it?'

'Well, I must test it before I decide to buy it,' said Aldobrand. He opened a cupboard and took out a bottle of green liquid, some scales,¹ and a black stone. He weighed the diamond, rubbed² it against the black stone and then put a drop of green liquid on it. As I waited for Aldobrand's decision, I stood on the balcony and looked at the small garden with tall red flowers and a pear tree.

'How much money is the diamond worth?' I thought excitedly.

1. **scales** : a piece of equipment used for weighing things, for example amounts of food that you need to make a particular meal.
2. **rubbed** : moved one surface against another.



'Ten thousand pounds or fifty thousand... or perhaps a hundred thousand?'

Suddenly Aldobrand turned around and said, 'Gentlemen, this diamond is not a diamond! It's only a pretty piece of glass. It didn't pass any of the tests. First, it's too light — a diamond is heavier. Second, it didn't make a white line on the black stone. And the green liquid did not become orange when it touched the diamond.'

'What!' said Elzevir, who was very disappointed.

'I... I can't believe it!'

'But I can give you ten pounds for it,' said Aldobrand, looking at us carefully.

'Ten pounds!' cried Elzevir angrily. 'We don't need ten pounds. This diamond has a curse on it!' He took the diamond and threw it out of the window into the garden.

Aldobrand stood up and cried, 'You fool! Why did you throw it out of the window?'

Elzevir took my arm and pulled me out of the room and down the stairs. He was very angry as we walked back to our inn.

'Leave that diamond alone, John. It's cursed. It has brought us bad luck.'

'No, Elzevir, the diamond is ours,' I said. 'And it's not a piece of glass! We were fools to believe Aldobrand. I saw his face and his eyes when he looked at the diamond. He knew it was a precious diamond. We must go back to Aldobrand's garden and find it. I saw it fall near one of the tall red flowers: I can find it! I'm sure I can, Elzevir.'

'No, John, listen to me,' said Elzevir. 'That diamond's cursed and it will bring us more bad luck. Forget it!'

'Please, Elzevir,' I said excitedly, 'let's go to Aldobrand's garden tonight and I'll find the diamond!'

'I don't know, John...' he replied.

Elzevir finally agreed with me and that night we went back to Aldobrand's house. Everything was dark and silent and we saw only one light, in Aldobrand's upstairs room. We climbed over the garden wall quietly and I started looking for the diamond near the tall red flowers. But it was gone!

'Aldobrand's already found it!' I said softly. 'He knows it's not a piece of glass. Now I'm going to climb on the pear tree and look inside his room.'

'I'll follow you,' said Elzevir. 'But be careful, John.'

'Don't worry!' I said excitedly.

I climbed up to the balcony and saw Aldobrand sitting at his table, looking at my diamond. I was very angry because Aldobrand had stolen it. Without waiting to ask Elzevir what to do, I jumped through the window and into the room and put my hand on the diamond.

Elzevir was behind me. Aldobrand screamed, 'Thieves! Thieves! Help!'

Suddenly six big men, who were Aldobrand's servants, came into the room and hit us with sticks. I fell to the floor. I saw Elzevir fighting bravely, but then he fell too.

The text and **beyond**

1 Comprehension check

Decide if each sentence is correct or incorrect. If it is correct, mark A. If it is not correct, mark B.

- | | A | B |
|---|--------------------------|--------------------------|
| 1 Aldobrand bought and sold jewels at his house. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2 Aldobrand's old servant answered the door. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3 Aldobrand probably knew the diamond was real as soon as he saw it. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4 Elzevir didn't want John to tell Aldobrand his real name. | <input type="checkbox"/> | <input type="checkbox"/> |
| 5 Elzevir told Aldobrand about finding the diamond in the well. | <input type="checkbox"/> | <input type="checkbox"/> |
| 6 The diamond is really just a piece of glass. | <input type="checkbox"/> | <input type="checkbox"/> |
| 7 Aldobrand lied to John and Elzevir about the value of the diamond. | <input type="checkbox"/> | <input type="checkbox"/> |
| 8 It was Elzevir's idea to go back to Aldobrand's house at night. | <input type="checkbox"/> | <input type="checkbox"/> |
| 9 Aldobrand found the diamond in the garden and took it to his room. | <input type="checkbox"/> | <input type="checkbox"/> |
| 10 John went through the window to Aldobrand's room, but Elzevir stayed behind. | <input type="checkbox"/> | <input type="checkbox"/> |

2 Listening

You will hear a conversation between Aldobrand and his servant. For each question, fill in the missing information in the numbered space.

Aldobrand's orders for his servant

Now

Help him look for something in the (1)

Tonight

Prepare (2)

Find (3) extra men to guard the house.

Tomorrow

Take (4) to his two best customers.

(5) him at six o'clock.

Serve breakfast at (6)

3 Vocabulary

Match the following words with the right definition, then write them in the puzzle. The puzzle will show the amount John got for the diamond from Aldobrand. You can use a dictionary to help you.

weigh immediately decision balcony
disappointed stone neighbourhood

- 1 a choice
- 2 a small piece of rock
- 3 very quickly, at once
- 4 to measure how heavy or light something is
- 5 feeling sad or angry because you expected something better
- 6 A structure that sticks out from a wall:
you stand or sit on it.
- 7 a small area within a city or town

4 Writing

Imagine that you are Aldobrand. You are writing a letter to someone who often buys jewels from you to tell him about the precious diamond that you have now, because you want to sell it to him for a high price. You can also tell him how you got it, or you could lie about this part. Write about 100 words.

Dear Mr Van Basten,

Today I have some very good news for you!

.....
.....
.....

Contact me immediately if you are interested.

Sincerely,

Krispijn Aldobrand

“We’re not here to answer questions,” said Elzevir angrily.’

The word **angrily** in the example above is an adverb of manner. It describes the way Elzevir spoke to Aldobrand. In other words, he spoke to him in an angry way. Adverbs of manner are usually formed by adding **-ly** to adjectives. In the case of words like **angry**, which have more than one syllable and end in a **-y**, the **y** is changed to an **i**.

5 Adverbs of manner

Look through Chapter Eight and find at least five other adverbs of manner. Which ones were used to describe how the characters speak? Which ones were used to describe actions?

6 A three-sentence story

Choose words from the lists below to complete the following story. For (1), (2), (4), (5) you need to choose from the list of adverbs. For (3), you need to choose from the list of objects. Otherwise, there are no right or wrong answers. You can use a dictionary to help you.

Objects: rose letter bag of onions key pile of money
big fish gun football suitcase chicken

Adverbs: slowly quickly joyfully sadly loudly softly
coldly warmly excitedly angrily gracefully
clumsily foolishly sweetly mysteriously
mischievously

Paula walked into the room (1)
She (2) picked up the (3) and
smiled (4) ‘Now I have to find Paul,’ she said
(5)

Compare your story to three other people’s stories. Then ask them what will happen next in their story. Be prepared to answer this question yourself.

T: GRADE 6

7 Speaking: money

John thought finding the diamond would make him happy, but so far it's brought him nothing but bad luck.

Read the following questions about money and talk about them with a partner.

- 1 Do you think you need to have money in order to be happy?
- 2 Why or why not?
- 3 What do you usually spend money on?
- 4 Do you use it to buy music, clothes, computer games or other things?
- 5 Do you think you spend money well or carelessly?
- 6 Are you expecting to receive some money in the near future?
- 7 If so, what do you intend to do with it?
- 8 When you get it, how much will you spend and how much will you save?
- 9 What do you plan to buy with it?

Before you read

1 Vocabulary

A Match the words (A-H) with their definitions (1-8). You can use a dictionary to help you.

A judge

D rarely

G fort

B kneel

E improve

H lawyer

C bay

F shore

1 ☐ to make something better

2 ☐ almost never

3 ☐ to go down on your knees

4 ☐ a part of the sea which is partly surrounded by land

- 5 ☐ a person whose job is to decide the results of a trial
- 6 ☐ the land along the edge of a sea, lake or river
- 7 ☐ a building which is built so that it can be defended against an enemy
- 8 ☐ a person whose job is to practice or give advice about the law

B Which words have something in common?

2 What happens next?

Chapter Nine is the last chapter in the book. How do you think it's going to end? What do you think will happen to John, Elzevir, the diamond, Grace and Aldobrand?

Talk with a partner and share your answers with the rest of the class.

3 Reading pictures

Look at the picture on page 99 and answer the questions.

- 1 Who are the people in the picture?
- 2 How much time do you think has passed since Chapter Eight?
- 3 What is happening in this picture?
- 4 Where do you think this is happening?

Look at the picture on page 103 and answer the questions.

- 1 Who are the people in this picture?
- 2 Where do you think they are?
- 3 What emotion do you think the man is feeling?
- 4 What emotion do you think the woman is feeling?
- 5 What do you think they might be saying to each other?
- 6 What do you think is going to happen next?



CHAPTER NINE

A Storm at Sea

Elzevir and I were taken to prison – a horrible Dutch prison. During the trial ¹ we told our story to the judge, but he did not believe us. He believed Aldobrand who told a very clever story.



‘These Englishmen jumped through the window of my room and wanted to steal one of my precious diamonds,’ said Aldobrand, looking at the judge.

‘Liar! Thief!’ shouted Elzevir. ‘That diamond was ours, not his! He’s a liar and a thief!’

The judge turned to us and said, ‘You two will spend your life in prison for this crime!’

Elzevir did not complain, but I was furious.

‘All of my life in prison!’ I thought. ‘I’m just a boy and now I’m ruined!’

Was Blackbeard’s diamond really cursed?

As we were walking out, I looked at Aldobrand and said, ‘Good

1. **trial** : a legal procedure in a court of law.



day, Mr Aldobrand liar and thief! That diamond will bring you only evil in this life and in the next!

Elzevir and I were soon separated and I rarely saw him. The prison was cold, dark and dirty, and there was only bread and water to eat.

Every day the prisoners had to work hard to build a big fort nearby, and that is what we did for ten years.

These were long, difficult years without a moment of rest or happiness.

Then one morning, when I was a man of twenty-six, a guard said to us, 'You're leaving Holland and you're going to Java to work on the Dutch sugar farms.'

'Is this my future — working and dying on a sugar farm in Java?' I thought, angrily. 'I'll never see Grace or Moonfleet again. Blackbeard's diamond was cursed!'

That morning I saw Elzevir, whose hair was now white. We were very happy to see each other. He was going to Java, too, on the ship called the *Aurungzebe*.

We left Holland with bad weather and it got worse every day. After a week there was a big storm at sea, with tall waves, strong winds and rain. As Elzevir and I looked towards the shore we suddenly understood where we were. We couldn't believe our eyes: Moonfleet Bay! Soon the ship started sinking. The prisoners and the guards were terrified because they knew nothing about a storm at sea. But Elzevir, who had lived his life on the sea, tried to help them.

'Don't take the lifeboats!' ¹ he cried. 'You'll never get to shore. Stay on the ship until she gets to the bay near the beach, and

1. **lifeboats** : small boats used to save the passengers of a ship in a disaster.



then jump! Listen to me, I was born here! I've seen hundreds of storms in Moonfleet Bay!

But no one listened to Elzevir. Everyone tried to get into the lifeboats and they all died in the rough sea. Elzevir and I stayed on the ship until the last minute.

'John, listen to me!' he said loudly. 'Jump when I tell you! The men on the beach will throw us a rope and we must catch it before another big wave comes. Remember, the big waves are dangerous because they'll pull you back into the sea. Good-bye John and God save us both!'

I held his big hand and waited to hear the word *jump*!

'Jump now!' he shouted suddenly.

We jumped into the rough, cold sea and we could see the men on the beach with the ropes. I was very cold and weak. Elzevir caught one end of a rope and said, 'Take this rope!' He pushed me onto the beach with his strong hands: he saved my life. Then I heard a big wave coming behind me but I couldn't turn around...

A minute later I was lying on the beach and I was shaking with cold. A crowd of men and women stood around me but I couldn't speak. I remember that some men put warm blankets around me and carried me to a fire where I fell asleep.

'Was this all true?' I thought as I woke up. 'Am I in Moonfleet and a free man now?'

I was lying on the wooden floor of the Why Not Inn, and I heard a voice say 'Elzevir'.

'Elzevir' I said. 'Where is Elzevir?'

'Who's asking about Elzevir?' said a voice I knew: it was Ratsey's!

'Don't you remember me, Ratsey?' I said sitting up and

looking at him. 'I'm John Trenchard who left Moonfleet long ago. Where is Elzevir?'

Ratsey's face became white when he saw me, and then he came to me and shook my hand warmly. He asked me many questions but I wanted to know about Elzevir.

Ratsey spoke very softly and said, 'You're the only person we found on the beach.'

'That's not true,' I cried, 'Elzevir was close to the beach when he gave me the rope and pushed me forward.'

'Yes, he saved your life, John,' said Ratsey, 'but a big wave got him and pulled him back into the sea.'

'No! No!' I cried in despair. 'He saved me but he didn't save himself! Oh, dear Elzevir, I won't see his face or hear his kind voice anymore! I loved him like a father!'

It was almost morning and I put a blanket around my shoulders and went back to the beach. I wanted to find Elzevir's body. There was no sign of the *Aurungzebe*, but its wreckage¹ was all over the beach. Ratsey came to the beach too and sat next to me.

'Eat this bread and meat, John,' he said kindly. I wasn't hungry but ate the food slowly, looking at the sea. Then suddenly I felt strange. 'Elzevir is coming,' I thought. 'I can feel it.'

The waves were bringing his body to the beach and I ran towards it, with Ratsey following me. I knelt down by his body and touched his face and hair then I kissed his cold cheek. The men from Moonfleet who knew him came to the beach and carried him back to the Why Not Inn. There they laid his body on the long table.

1. **wreckage** : (here) broken parts of a ship.

I sat next to Elzevir's body for many hours, and many memories came to my mind. Then I started thinking, 'I have lost my only friend. What can I do now? Where can I go?' I felt lost and terribly sad.

Then someone touched my shoulder. I turned around and saw a tall, beautiful woman standing behind me. It was Grace Maskew.

'John,' she said, 'have you forgotten me? Didn't you see the light at my window?'

I could not speak.

'I'm very sorry about Elzevir,' she said. 'I know he was a brave man with a kind heart. But do you still love me, John?'

I took her hand and said, 'Dear Grace, of course I still love you; I've always loved you. But many things have changed. You're a noble lady and I'm a very poor, unlucky man.' I told her about the diamond and about my ten years in prison.

'John, please don't talk about money,' she said. 'There are more important things in life. Forget Blackbeard's diamond — it was evil.'

Grace and I talked for a long time and then she left.

Shortly after, Mr Glennie, my old teacher, came to see me. He took out his prayer book and said some prayers for Elzevir. Then he took a piece of blue paper from his pocket. It was a letter from Krispijn Aldobrand's lawyer in Holland. It had arrived eight years before when I was in prison. The long letter said that before dying Aldobrand wrote a will and left all of his money to John Trenchard of Moonfleet! He explained that the diamond was real and that he had stolen it from me and Elzevir, and now



he was very sorry. The diamond had brought him a lot of bad luck.

'Well, John, you're a very lucky young man,' said Mr Glennie, smiling. 'There's no longer a price on your head so you're a free man. And you're a very rich man too, with all of Aldobrand's money.'

I was very surprised and did not know what to say. Suddenly, I wasn't poor anymore! How strange life is! Mr Glennie and I talked about Aldobrand's will until midnight and then he left. I spent the night next to my great friend, Elzevir.

This is the end of my story. I received all of Aldobrand's money but I did not keep it for myself. With Mr Glennie's and Grace's help I rebuilt and opened the poorhouses, and built a new hospital and new homes for the people of Moonfleet. Part of the money was used to improve the church and the school, too. I became an important person in my village.

Grace and I got married and the old Mohune mansion became a beautiful home again. We have three lovely children: Elzevir, Grace and John. We live happily in Moonfleet and never leave it. When there is a bad storm I run down to the beach with the others and try to help the men at sea. Sometimes we cannot help them and we see them die. And each time I stand on the beach with a rope in my hand I remember dear Elzevir and how he saved my life.

The text and **beyond**

PET 1 **Comprehension check**

For questions 1-6 choose the correct answer — A, B, C or D.

- 1 Elzevir and John were put in prison because
 - A ☐ the judge found out that they were smugglers.
 - B ☐ they had killed Magistrate Maskew in England.
 - C ☐ the judge believed Aldobrand's lies.
 - D ☐ they were English and Holland was at war with England.
- 2 Why were the prisoners sent to Java?
 - A ☐ Men were needed to work on sugar farms there.
 - B ☐ Their crimes were so bad that they had to be sent away.
 - C ☐ They were going to be made free men there.
 - D ☐ The prisoners had all asked to go to Java.
- 3 What was Elzevir's advice to the other prisoners?
 - A ☐ Stay on the boat until it gets to land, then walk to the shore.
 - B ☐ Only get in the lifeboats when the ship is in the bay.
 - C ☐ Wait until the ship gets to the bay, then try to swim to shore.
 - D ☐ Stay on the ship until the last minute, then use the lifeboats.
- 4 What happened to Elzevir?
 - A ☐ He was pulled back into the sea by a large wave and died.
 - B ☐ He couldn't swim well, so he couldn't get to the shore.
 - C ☐ He died because he was trying to save the other prisoners.
 - D ☐ Some men on the beach threw Elzevir a rope, but he couldn't catch it.
- 5 Aldobrand most likely left his money to John because
 - A ☐ he had no family of his own and he liked John.
 - B ☐ he felt bad about stealing the diamond from John.
 - C ☐ he thought the diamond had a curse on it.
 - D ☐ most of his money was gone, so the amount was very small.

6 Which is true?

- A ☐ With Aldobrand's money, John became a rich man, so he could marry Grace.
- B ☐ John used Aldobrand's money to buy a mansion for himself and Grace.
- C ☐ John gave all of Aldobrand's money to the poorhouses of Moonfleet.
- D ☐ John used Aldobrand's money to make life better for the people of Moonfleet.

PET 2 Writing

Imagine that you live in Moonfleet at the time of this story. You've received an invitation to the wedding of John Trenchard and Grace Maskew. Write a card to send to Grace. In your card you should:

- thank her for inviting you
- let her know whether or not you will be able to come to her wedding
- ask her what she would like for a wedding present.

Write 35-45 words.

PET 3 Notes and notices

Look at the following notes and notices. What do they say? Choose the correct answer – A, B, or C.

Elzevir,
We're all meeting in the crypt
at midnight. Tell no one.
Be sure you're not followed.
Samuel

1 This note says

- A ☐ there is a secret meeting in the crypt tonight.
- B ☐ no one is allowed to be at the meeting tonight.
- C ☐ Elzevir and Samuel are meeting each other at midnight.

Elzevir Block and John Trenchard

Reward offered for any information

leading to their arrest:

£50 for Block, £20 for Trenchard

Report to Magistrate Cleary

KRISPIJIN ALDOBRAND

DEALER IN JEWELLERY

Jewels, silver and gold
bought and sold.

Fair prices, no questions asked.

ENGLAND NEEDS YOU!

Imagine yourself a soldier
in the king's armed forces.

Good pay, free uniform,
travel and excitement!

Contact Magistrate Maskew

- 2 The sign says that Magistrate Cleary
 - A ☐ is offering to give John Trenchard £20 and Elzevir Block £50.
 - B ☐ will give money to anyone who can tell him where to find John and Elzevir.
 - C ☐ will give the reward to a person with any information about John and Elzevir.

- 3 According to this sign, Aldobrand
 - A ☐ refuses to answer any questions about jewels, silver, or gold.
 - B ☐ will give you a good price if you don't ask him any questions.
 - C ☐ will buy jewels from you and will not ask where they come from.

- 4 Contact Magistrate Maskew if
 - A ☐ you want to join the English army.
 - B ☐ you are a soldier and you need a free uniform.
 - C ☐ you want to travel to England with the king's forces.

'Elzevir did not complain, but I was furious.'

Furious means very, very angry. It's an adjective that shows an extreme state. Earlier in the chapter John uses another 'extreme' adjective when he calls the prison **horrible**. **Horrible** means very, very bad. It's another adjective that shows an extreme state.

Note that when you use these kinds of 'extreme' adjective, you shouldn't use words like **very** or a **little bit** before them, but you can use words like **completely** or **absolutely**. You are either **absolutely furious** or you are not furious at all. You can't be a **little bit furious**.

What other adjectives like this do you know?



4 Adjectives

Complete these sentences with an adjective from the list below. You can use a dictionary to help you. There is an example at the beginning (0).

furious enormous exhausted ridiculous brilliant
 shocking hilarious gorgeous terrified

- 0 I'm not just good-looking, I'm gorgeous
- 1 I'm not just angry, I'm
- 2 I'm not just clever, I'm
- 3 I'm not just tired, I'm
- 4 It's not just silly, it's
- 5 I'm not just scared, I'm
- 6 It wasn't just funny, it was
- 7 It's not just big, it's
- 8 It wasn't just surprising, it was

5 Discussion

Read the questions and think about how you would answer them. Make notes of words or phrases you might want to use. Then, talk about these questions with a partner. Change partners after each question so that you will have a chance to talk to as many people as you can.

- 1 'I loved him like a father.' Was Elzevir a good 'father' to John? He was very kind to John. However, he also put him in danger many times. What do you think?
- 2 Some people have said that young people shouldn't read *Moonfleet*. This is because the heroes are smugglers and the villains are law officers. They say this sets a bad example for young people. What do you think? Should young people read *Moonfleet*?
- 3 What is your opinion of this book? What is your favourite part? Who is your favourite character? Is there any part of the book that you didn't like?

PET 1 Comprehension check

For each question choose the correct answer — A, B, C or D.

- 1 How did Elzevir Block's son David die?
 - A ☐ He was killed in a battle in the war with France.
 - B ☐ He was killed by Magistrate Maskew at the Why Not Inn.
 - C ☐ He was shot by Maskew when he was on a smuggling boat.
 - D ☐ He drowned when he was pushed from a smuggling boat.

- 2 In his will, Blackbeard Mohune said that his treasure
 - A ☐ should be used to repair the Mohune tombs.
 - B ☐ would go to anyone who could understand his code.
 - C ☐ was cursed, and should be destroyed.
 - D ☐ should be sold and the money used to help the poor.

- 3 In the Mohune crypt, John found
 - A ☐ a locket with some lines from the Bible inside it.
 - B ☐ some money that the smugglers had hidden.
 - C ☐ a map that showed the location of the diamond.
 - D ☐ the ghost of Blackbeard Mohune.

- 4 Why did John leave his aunt's house?
 - A ☐ He preferred life with Elzevir at the Why Not Inn.
 - B ☐ His aunt died, and he had no other family.
 - C ☐ His aunt told him that she didn't want him to live with her.
 - D ☐ He wanted to learn about smuggling from Elzevir.

- 5 Elzevir and John had to leave the Why Not Inn because
 - A ☐ they wanted to look for Blackbeard's treasure.
 - B ☐ Maskew became the new landlord of the inn.
 - C ☐ they were wanted by the law for smuggling.
 - D ☐ Maskew had bought the inn from Elzevir.

- 6 How did Magistrate Maskew die?
- A ☐ John shot him by accident on the beach.
 - B ☐ Elzevir killed him with his own gun.
 - C ☐ He was accidentally shot by a soldier.
 - D ☐ One of the smugglers shot him to save Elzevir.
- 7 How did John and Elzevir escape the soldiers?
- A ☐ They hid in a cave until the soldiers left.
 - B ☐ They both ran and hid in the forest.
 - C ☐ They sailed away in a small smuggling boat.
 - D ☐ They took a dangerous path along the cliffs.
- 8 What happened to the guard at Carisbrooke Castle?
- A ☐ He fell into the well because he slipped on some wet stones.
 - B ☐ Elzevir shot him because he tried to steal the diamond.
 - C ☐ John pushed him into the well to stop him from hurting Elzevir.
 - D ☐ He ran away and told the soldiers where to find John and Elzevir.
- 9 What did Aldobrand do when John and Elzevir brought him the diamond?
- A ☐ He got angry and threw it out the window.
 - B ☐ He said it was glass and offered a low price for it.
 - C ☐ He said he couldn't buy it because it was cursed.
 - D ☐ He told them that they had stolen it from someone.
- 10 How did John and Elzevir get back to Moonfleet?
- A ☐ They escaped from prison and sailed home.
 - B ☐ A storm blew their ship into Moonfleet Bay.
 - C ☐ The prisoners were sent to England to work.
 - D ☐ They were released after ten years and sent home.

2 Characters

Read the sentences and match them with the name/names of the right character/s from the list. There is an example at the beginning (0).

John Trenchard (J) Elzevir Block (E) Magistrate Maskew (M)
Grace Maskew (G) Ratsey (R) Mr Glennie (GL) Aldobrand (A)
Blackbeard Mohune (B) David Block (D) Aunt Jane (AJ)

This person...

- 0 B, D..... died before the story of *Moonfleet* began.
- 1 did not want John to go to the Why Not Inn.
- 2 kept a candle burning in the window every night.
- 3 saw Blackbeard's will.
- 4 died during the story.
- 5 brought John and Elzevir food when they were hiding.
- 6 killed his loyal servant.
- 7 named one of their children after Elzevir.
- 8 gave money to the poorhouses of Moonfleet.
- 9 took Elzevir's home away from him.
- 10 was John's teacher, and the parson of the church.
- 11 was a well known diamond dealer.
- 12 was the sexton of the church.
- 13 gave John a Bible.
- 14 was killed by one of the king's soldiers.
- 15 was fifteen at the beginning of the story.

Key to Exit Test

1 1 C; 2 D; 3 A; 4 C; 5 B; 6 C; 7 D; 8 A; 9 B; 10 B.

2 1 AJ; 2 G; 3 GL; 4 M, AJ, A, E; 5 R; 6 B; 7 G, J; 8 J; 9 M; 10 GL; 11 A; 12 R; 13 AJ;

14 M; 15 J, D.

This reader uses the **EXPANSIVE READING** approach, where the text becomes a springboard to improve language skills and to explore historical background, cultural connections and other topics suggested by the text.

The new structures introduced in this step of our **READING & TRAINING** series are listed below. Naturally, structures from lower steps are included too. For a complete list of structures used over all the six steps, see *The Black Cat Guide to Graded Readers*, which is also downloadable at no cost from our website, www.blackcat-cideb.com or www.cideb.it.

The vocabulary used at each step is carefully checked against vocabulary lists used for internationally recognised examinations.

Step Three B1.2

All the structures used in the previous levels, plus the following:

Verb tenses

Present Perfect Simple: unfinished past with *for* or *since* (duration form)

Past Perfect Simple: narrative

Verb forms and patterns

Regular verbs and all irregular verbs in current English

Causative: *have / get* + object + past participle

Reported questions and orders with *ask* and *tell*

Modal verbs

Would: hypothesis

Would rather: preference

Should (present and future reference):
moral obligation

Ought to (present and future reference):
moral obligation

Used to: past habits and states

Types of clause

2nd Conditional: *if* + past, *would(n't)*

Zero, 1st and 2nd conditionals with *unless*

Non-defining relative clauses with *who*
and *where*

Clauses of result: *so*; *so ... that*; *such ... that*

Clauses of concession: *although*, *though*

Other

Comparison: *(not) as / so ... as*; *(not) ... enough to*; *too ... to*

Available at Step Three:

- **The £1,000,000 Bank Note** Mark Twain
- **Bizarre Tales** Peter Foreman
- **The Canterville Ghost** Oscar Wilde
- **Classic Detective Stories**
- **The Diamond as Big as The Ritz** F. Scott Fitzgerald
- **Duck Soup** Peter Foreman
- **Great Mysteries of Our World** Gina D. B. Clemen
- **Gulliver's Travels** Jonathan Swift
- **The Hound of the Baskervilles** Sir Arthur Conan Doyle
- **Jane Eyre** Charlotte Brontë
- **Julius Caesar** William Shakespeare
- **Lord Arthur Savile's Crime and Other Stories** Oscar Wilde
- **Moonfleet** John Meade Falkner
- **Of Mice and Men** John Steinbeck
- **The Pearl** John Steinbeck
- **The Phantom of the Opera** Gaston Leroux
- **The Prisoner of Zenda** Anthony Hope
- **The Red Badge of Courage** Stephen Crane
- **The Return of Sherlock Holmes** Sir Arthur Conan Doyle
- **Romeo and Juliet** William Shakespeare
- **The Scarlet Pimpernel** Baroness Orczy
- **Sherlock Holmes Investigates** Sir Arthur Conan Doyle
- **Stories of Suspense** Nathaniel Hawthorne
- **The Strange Case of Dr Jekyll and Mr Hyde** Robert Louis Stevenson
- **Tales of the Supernatural**
- **Three Men in a Boat** Jerome K. Jerome
- **Treasure Island** Robert Louis Stevenson
- **True Adventure Stories** Peter Foreman
- **Twelfth Night** William Shakespeare
- **The Vegas Hills Carnival Mystery** Michelle Brown

Moonfleet



Young John Trenchard lives in Moonfleet, an English village with dark secrets. One day he discovers a hidden crypt below the cemetery where smugglers meet and hide their goods. Here he accidentally finds the skeleton of evil Colonel Mohune, better known as Blackbeard, and a precious clue that could help him find Blackbeard's treasure...

Thrilling adventures with smugglers, the king's soldiers, a corrupt magistrate, a greedy diamond dealer and others await John in this exciting story set in the eighteenth century.

- Wide range of activities practising the four skills
- PET-style activities
- Trinity-style activities (Grades 5/6)
- Dossier: *The English Civil War*
- Internet projects
- Text recorded
- Exit test with answer key



Step One	■	CEFR A2	Exam Level KET
Step Two	■	CEFR B1.1	Exam Preparation PET
Step Three	■	CEFR B1.2	Exam Level PET
Step Four	■	CEFR B2.1	Exam Preparation FCE
Step Five	■	CEFR B2.2	Exam Level FCE
Step Six	■	CEFR C1	Exam Preparation CAE

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