"Esteban and the Ghost" - from Spain

McAllister, Angela. "Esteban and the Ghost." *A World Full of Spooky Stories: 50 Tales to Make Your Spine Tingle*, Frances Lincoln Children's Books, 2021, pp. 110-111.

Esteban traveled on a donkey from one village to another, mending pots and pans.

One day, he came to a village beside a castle. Esteban set out his tools in the square, and before long people brought him things to mend. While he worked, Esteban asked the villagers about the castle.

"The castle is haunted by a ghost that wails from the chimney every night," they told him. "Many people have tried to banish it, but they've all been found sitting by the fireplace, frightened to death in the morning."

"Well, I'm not afraid of a ghost," said Esteban boldly. "I shall keep it company tonight."

The villagers admired his bravery.

"I'll need some supplies," Esteban said. "Bring me lots of firewood, a frying pan, plenty of bacon and eggs, and a flask of wine, and I shall get rid of your ghost for you."

Eager to be rid of the ghost, the villagers brought everything Esteban asked for. When his work was done, he loaded his provisions onto his donkey and rode up to the castle.

Inside the castle was dark and cold. Esteban carried his supplies into the great hall and put him beside the enormous fireplace; then he lit a blazing fire at one side of it and put some bacon in the frying pan to cook.

"This is the way to banish cold and fear," he said to himself.

He had just poured a glass of wine when a mournful voice cried out from the chimney.

"Oh, my!" it wailed loudly. "Oh, my!"

"That's not a very cheerful greeting," said Esteban, "but then, I'm used to the sound of my donkey." And he kept cooking his bacon.

"Oh, my!" wailed the voice again. "Oh, my!"

Esteban took no notice. He lifted the crispy bacon out of the pan and put some eggs in.

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Then the voice cried, "Look out below; I'm falling!"

As Esteban lifted the eggs onto his plate, a leg fell down the chimney wearing half a pair of brown trousers. He put it to one side and ate his bacon and eggs. When he'd finished the voice cried out again.

"Look out below, I'm falling!" it shouted, and the other leg tumbled out of the chimney.

Esteban put it with the first leg and then tossed another log onto the fire.

Again the voice cried out and a a body in a blue shirt fell out of the chimney, followed by one arm and then another.

All the while, Esteban continued cooking more bacon and eggs, which he ate with plenty of wine. "Now there is only the head to come," he thought to himself.

Sure enough, as Esteban ate his last mouthful, the voice cried out once more and a head with thick black hair and a long black beard dropped out of the chimney and rolled across the floor. It joined up with the rest of its body and stood before Esteban with an anxious look in its eyes.

"Good evening," said Esteban.

"Good evening indeed," said the ghost. "You are the first person to stay alive long enough for me to put my body together again."

"That's because I brought food and firewood," Esteban explained.

Then the ghost told Esteban to follow him into the courtyard and dig a hole. To Esteban's amazement, he found three bags of gold.

"I was once a thief," the ghost told Esteban. "But if you promise to give two bags of this stolen gold to the poor and keep one for yourself, my wickedness will be forgiven and I can rest in peace."

Esteban nodded solemnly. "I promise," he said, and with that the ghost's clothes dropped to the ground and he vanished.

Read Aloud Narrative Elements

Listen and follow along with the story being read aloud, paying attention to the narrative elements below. Write down your ideas for each column. Then, answer the question at the bottom of the page: What makes this story spooky?

Describe the Setting *Where the story takes place*	**Who are the characters?** *The people or things talking or making decisions*
Magical Elements *Actions or events that wouldn't happen in real life*	**The Conflict** *The problem*

What makes this story spooky?

Group Story Questions

Take turns reading the story with your group. Then, work together to answer the questions below. Be prepared to share report out about your story.

1. Title of your story and its country of origin:

2. Summarize your story in 1 or 2 sentences.

3. What is the setting of your story?

4. Who is the protagonist (the hero or main character) of your story? What can you infer about this character from the text?

5. Who is the antagonist (the villain or the character who gets in your protagonist's way) of your story? What can you infer about this character from the text?

6. Describe the magical elements in your story. Provide a direct quote from the text about how these elements impacted the characters or the progression of the story.

7. What is the conflict (the problem) in the story? How was it resolved?

Report out:
- **The title and country of origin of your story**
- **Your summary**
- **The magical elements in your story.**

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Setting-O-Matic

Begin by drawing simple sketch of your setting, in the box, and then answer the questions to develop more details about your setting.)

What kind of place is this? What is this place called?
(Example: It's a forest, and it's called The Whispering Woods)

_____

Describe at least 3 features of this place, using sensory language.
(Example: tall trees that smell like cinnamon, a gentle wind, purple berries growing on bushes)

_____

_____

Describe at least one magical element in your setting.
(Example: the trees whisper to each other, but the people living around the forest think it's just the wind)

_____

How does the magical element impact your story?
(Example: the trees start talking to my protagonist)

_____

Character-O-Matic: Step 1

Begin by drawing simple sketches of your protagonist and your antagonist.

Protagonist (the hero)	Antagonist (the villain)

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Character-O-Matic: Protagonist

Answer the questions below to develop more details about your protagonist.

Describe your protagonist's physical appearance. Are they human, a mythical creature, an animal? What is their name?
(Example: My protagonist's name is a human girl named Annabel. She wears her long brown hair in two braids, and she walks with a wooden cane her grandfather made for her.)

_____

_____

Describe your protagonist's personality—give them at least 1 positive trait and 1 negative trait.
(Example: Annabel is curious about the world around her, but she often gets lost in her daydreams so she gets lost a lot.)

_____

_____

What does a typical day in your protagonist's life look like? Do they have a routine?
(Example: Every morning, Annabel goes to the edge of The Whispering Wood to gather firewood and berries so her mother can make breakfast.)

_____

_____

_____

What does your protagonist want more than anything in the world?
(Example: Annabel is only allowed to take 50 steps into the woods, which is far enough to gather small sticks and berries to bring back. She desperately wants to keep walking, especially once she thinks she hears someone talking to her.

_____

_____

_____

Character-O-Matic: Antagonist

Answer the questions below to develop more details about your antagonist.

Describe your antagonist's physical appearance. What is their name?
(Example: My antagonist is a fairy named Seela who lives in The Whispering Woods. They are a small creature, with long arms and legs, and wild hair that looks like straw.

_____

_____

Describe your antagonist's personality—give them at least 2 traits.
(Example: Seela is protective of the forest and untrusting of humans.)

_____

_____

What does the antagonist want more than anything in the world?
(Example: Seela wants to keep humans out of The Whispering Woods.)

_____

_____

How do your protagonist and your antagonist meet? This is the start of the _problem_ in your story.
(Example: One morning, Annabel thinks she hears someone talking to her, while she's out gathering supplies for breakfast. She decides to follow the voice, but she gets lost on the path. Suddenly, Seela appears from behind a tree and demands to know who Annabel is. . .)

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_____

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