

1. **agitate**- make (someone) troubled or nervous.
2. **fathom**- understand (a difficult problem or an enigmatic person) after much thought.
3. **deny**- refuse to give or grant
4. **retort**- a sharp, angry, or wittily incisive reply to a remark.
5. **saga**- a long, involved story, account, or series of incidents.
6. **trickle**- a small flow of liquid.
7. **nurture**- care for and encourage the growth or development of.
8. **nimble**- quick and light in movement or action; agile.
9. **emblem**- a sign, design, or figure that identifies or represents something:
10. **dumbfounded**- greatly astonish or amaze.

11. **customary**- according to the customs or usual practices associated with a particular society, place, or set of circumstances.

12. **lurk**- (of a person or animal) be or remain hidden so as to wait in ambush for someone or something.

13. **conjure**- implore (someone) to do something.

14. **catastrophe**- an event causing great and often sudden damage or suffering; a disaster

15. **canny**- having or showing shrewdness and good judgment