



F.O.L.L.I.E.S CASE FILE

34 THE FRESHWATER GORGON

Mythical classification: Guardian Gorgon | Coastal Protector



FILE REFERENCE

Freshwater-Gorgon-IW-34

STATUS: Restricted archive | Pass access required

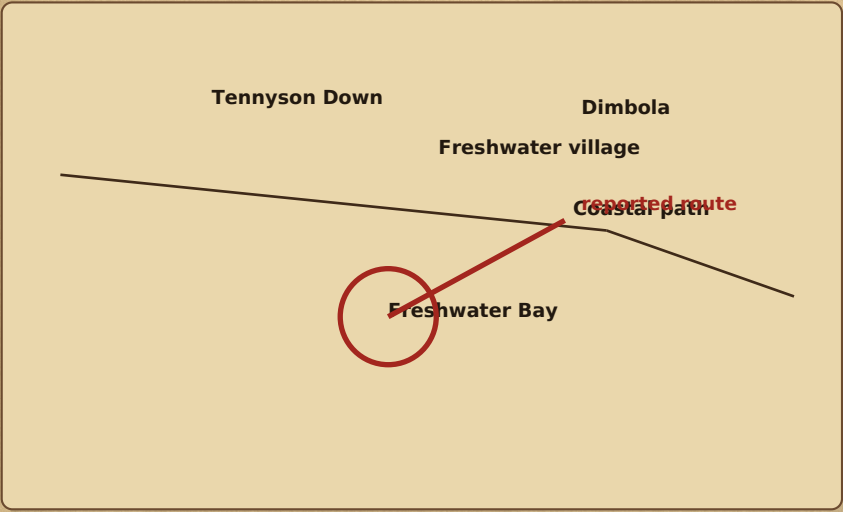
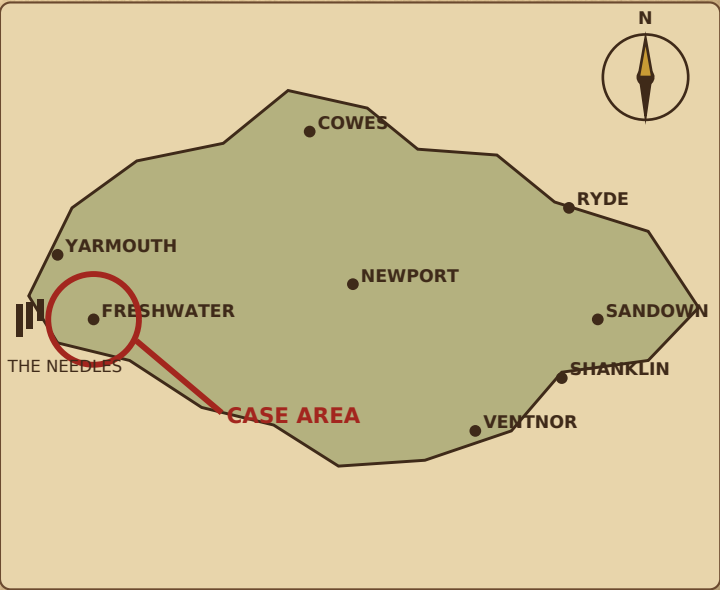
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1. LOCATION BOARD: FRESHWATER

Freshwater lies on the western side of the Isle of Wight, close to Freshwater Bay, Tennyson Down, Dimbola Museum and Galleries, and the chalk stacks of the Needles.

The Gorgon is most often associated with cliff paths, sheltered coves and quiet places where abandoned animals may be found.



Lens marked with sea salt

LOCALS SAY...

“At dusk, the old statues seem to watch the sea. If the wind is right, you may hear a hiss that does not belong to any wave.”

Unverified village account

VITAL FACTS

Story number: 34
Case area: Freshwater and Freshwater Bay
File reference: Freshwater-Gorgon-IW-34
Map status: Investigator sketch, based on real relative locations



2. CREATURE PROFILE

HEIGHT

Estimated 3.5 metres from head to tail tip.

GAZE

May petrify an aggressor. Reports remain partly speculative.

TEMPERAMENT

Protective, curious, adventurous and unexpectedly fond of cats.

REPORTED SOUND

A low hiss mixed with the rustle of many small scales.



Artistic reconstruction - eye contact not advised

HABITAT

Freshwater lakes, hidden pools, cliff caves and quiet waterways. Some accounts place her close to the coastal path.

KNOWN HABITS

- rescues stray cats
- walks the cliffs
- watches the bay
- complains about the Pegasus
- swaps stories with Bigfoot

INVESTIGATOR SUMMARY

The Freshwater Gorgon appears fearsome, but her actions suggest a guardian rather than a hunter. Statues around the village are often blamed on her gaze, although no formal proof has been recorded. The strongest evidence concerns her care for animals and repeated appearances during danger.



3. FRIENDS, GRUMBLES AND RESCUE



EVIDENCE NOTE: SERAPHINA

On a sunny afternoon, the Gorgon noticed a bedraggled kitten balanced on a narrow cliff ledge. She reached out carefully, and the kitten leapt into her arms.

"You shall be called Seraphina," the Gorgon whispered.

Her cottage at the edge of Freshwater became a refuge for stray and abandoned animals. Even cautious villagers could not deny her compassion.

GRUMBLE ALERT

The Gorgon still holds a ridiculous grudge against the Alum Bay Pegasus, mostly because the Pegasus refuses to give her a lift after long walks.



BEST FRIEND: BIGFOOT

Bigfoot's enormous feet amused the Gorgon so much that she nicknamed him "Bigfeet".

One evening near the Needles, he teased her:

"For someone who can turn people to stone, you complain a lot about walking."

The Gorgon replied that all her snakes were apparently "just for show". Bigfoot laughed so loudly that the cliffs sent it back twice.



Possible Bigfoot route. Shoe size: frankly unhelpful.



4. THE OLD GORGON CLAN

A VISITOR NAMED ALISTAIR

Long ago, a young warrior called Alistair reached the Isle of Wight in search of adventure. He followed stories into the cliffs and caves of Freshwater Bay.

The Gorgons watched him carefully. They sensed that he had come with curiosity rather than cruelty, so they chose not to turn him to stone.

Medusa, the clan’s matriarch, welcomed him as a friend. In the days that followed, Alistair learnt their ways, explored hidden passages and discovered how their gaze could carve remarkable forms into rock.

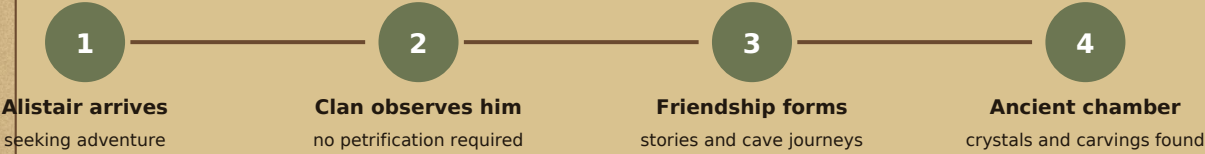
INVESTIGATION ROUTE

One expedition took the group south across the Island towards caves beneath the cliffs near St Catherine’s Lighthouse. There, glittering crystals and ancient carvings revealed chambers untouched for centuries.

Geographical note: the lighthouse is south of Freshwater, not beside the bay. The journey would have crossed a substantial part of the Island.



CASE CHRONOLOGY



5. STORM OVER FRESHWATER BAY



The night the deep rose - artistic reconstruction

THE STORM ACCOUNT

A violent storm struck Freshwater Bay. From the darkness rose a creature that threatened to swallow the shore in shadow. Medusa ordered the clan to act, while Alistair gripped his sword and stood beside them.

The Gorgons joined their power, turning the storm into a blaze of light. Alistair fought at the water's edge. The dark force recoiled and dissolved beneath the waves.

Freshwater Bay was saved because they acted together.

BRAVE | UNITED | PROTECTORS



6. WHAT REMAINS TODAY

AFTER THE STORM

When the storm passed, the Gorgons thanked Alistair for his courage. Medusa gave him a small fragment of serpentine hair as a token of friendship and protection.

Alistair left Freshwater Bay changed by what he had seen. He carried the token close to his heart and promised never to forget the clan.

The story survived as a tale of friendship between ordinary people and extraordinary guardians.

FIELD NOTES: PRESENT DAY

- The Gorgon still walks cliff paths and hidden coves.
- She cares for animals great and small.
- She watches the sea and the old statues.
- She remains suspicious of anyone who harms wildlife.
- Seraphina is believed to supervise all kitten-related decisions.



“Legends are not merely stories. Sometimes they are promises that a place will still be protected tomorrow.”

EVIDENCE STATUS Story accounts consistent; physical proof remains incomplete.

Investigation classification: enduring local legend with strong guardian behaviour.



7. PROFESSOR FOLLIES ASKS...

Every investigation should end with more questions than it began with. That is how curiosity avoids becoming too comfortable.

- 1 The Gorgon can frighten people and rescue kittens. Can a creature be both alarming and kind?
- 2 Why do you think the clan trusted Alistair instead of turning him to stone?
- 3 Which clue would you investigate first: the statues, the cliffside footprints or the strange hissing?
- 4 Was the dark creature defeated by magic, courage, teamwork, or all three?
- 5 How many pairs of sunglasses would a Gorgon need to make eye contact completely safe?
- 6 The Gorgon grumbles about the Pegasus. Do you think they should settle the argument with a race, a picnic or a very serious meeting?



EXPLORER JOURNAL CORNER

Write, sketch or argue your case here:



STAY CURIOUS. STAY KIND. STAY BRAVE.



F.O.L.L.I.E.S

Federation of Legendary Lore Investigation and Evidence Specialists

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The case remains open wherever curiosity survives.
Keep this file secure, and treat the Island kindly.

INVESTIGATION REVIEWED
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No QR codes. No shortcuts. Only proper investigating.