



F.O.L.L.I.E.S. REF: BOW-CHU-8

CHARLIE THE CHUPACABRA

BOWCOMBE CASE FILE

MYTHICAL CLOUTIER / A-CHUPACABRA



FIELD SKETCH: MIDNIGHT CHUCKLE DETECTED

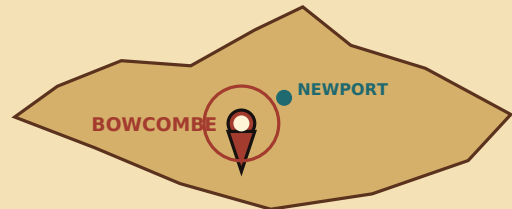
SPINY NIGHT CREATURE | BOOK LOVER | PICNIC PRANKSTER

CASE OPEN

THE WALL OF CLUES



VERIFIED LOCATION INSET



LOCATION: Bowcombe, in the island's centre-west, southwest of Newport.

PINNED ARTEFACTS: scale, spine, pawprint, picnic cloth, library card, recycled dragon sketch and chocolate coin.



SOMETHING SPINY IN BOWCOMBE



Moonlight silvered the hedges. Two amber eyes blinked above a stone wall, followed by long ears, a row of spines and a picnic basket.

“Evening,” said Charlie. “I am conducting sandwich research.”

SPIKY, STEALTHY & SURPRISING



1 EARS

Long enough to hear a picnic wrapper from across the field.

2 SCALES

Grey-green plates that gleam under the Bowcombe moon.

3 SCALE

A hiker and island bus confirm Charlie is person-sized.

4 SPINES

A flexible ridge from crown to tail: dramatic but carefully controlled.

THE HARMLESS-MISCHIEF RULES

Charlie loved a surprise, but a good prank needed rules. Nobody should be frightened, stranded, hurt or left with a problem they could not easily fix.



Professor Follies note: hiding car or house keys is never a harmless prank. Charlie now uses picture clues and picnic tokens instead.

CHARLIE'S NIGHTLY ROUTINE

1 READ

Start with a chapter in the oak.



2 LOOK

Spot a puzzle the village can enjoy.



3 PLAN

Make the surprise safe and fair.



4 SHARE

Leave a clue and join the laughter.

Charlie's best jokes left Bowcombe happier, tidier or more curious than before.

THE BOWCOMBE PICNIC CAPER



While rounders filled the field with cheers, Charlie borrowed one cheese sandwich and left a trail of picture clues. The villagers spotted him, laughed and turned the caper into a yearly game.

HOW TO OUTSMART CHARLIE

1

LOOK

Check baskets, branches and suspiciously cheerful hedges.



2

FOLLOW

Use arrows and picture clues, not guesses.



3

THINK

Ask what Charlie wants you to notice.



4

LAUGH

Solve it together and share the picnic.

Best rule: winning is fun; everyone feeling included is better.

CAN YOU SOLVE CHARLIE'S CLUE?



**I turn but never walk.
I have sails but never voyage.
I stand above the fields.
What am I?**

PAUSE. FOLLOW. THINK.

Draw your answer or whisper it to the nearest investigator. Then follow the arrow.



ANSWER ON THE NEXT EVIDENCE PAGE

A WINDMILL!

A windmill turns its sails while staying in one place. Every clue fits, and Bowcombe's next picture clue waits nearby.

WHOOSH!



Charlie's clues led across the square, around the pond and towards the old oak. Nobody raced alone: each clue needed a different pair of eyes.

THE MOST WELL-READ CHUPACABRA



Before every adventure, Charlie climbed the old oak with a book. Tommy found him there one moonlit evening. A shared story became the start of an unlikely friendship.



BOOKS OPEN DOORS

CHARLIE: "I am reading about listening, confidence and making friends."

TOMMY: "May I borrow it when you finish?"

CHARLIE: "Yes, if you bring me your favourite adventure next."

ONE BOOK • TWO READERS • NEW FRIENDSHIP

They began swapping mysteries, adventures and funny stories. Tommy grew more confident. Charlie discovered whole shelves he had never tried.

CASE NOTE: A RECOMMENDATION IS A KIND OF TREASURE MAP.

THE SCHOOLYARD SURPRISE



Charlie arranged clean bottles, tins and cardboard into a gleaming dragon. With a teacher helping to check every material, the children started an art-and-recycling club.

BUILD A FAIR TREASURE HUNT

1 START

Choose a safe public starting point.



2 CLUE

Use a picture, riddle or direction arrow.



3 TEAM

Make each clue easier with several minds.



4 TREASURE

Finish with something everyone can share.

THE TREASURE UNDER THE OAK



The final clue led to a chest of chocolate coins beneath the old oak. Charlie watched from a branch as Bowcombe shared the treasure. The best prize was the adventure they had solved together.

WHAT KIND OF CREATURE IS CHARLIE?



MISCHIEVOUS

He loves a surprise and accepts sensible limits.



BOOKISH

He reads widely and swaps stories with Tommy.



INVENTIVE

He turns clues and clean materials into adventures.



COMMUNAL

His best ideas bring neighbours together.

FINAL FINDING: Charlie's finest trick is turning mischief into curiosity, creativity and shared laughter.

QUESTIONS FOR BOOKISH MINDS

1. When does a prank stop being harmless?

2. Which picnic food would be hardest for Charlie to resist?

3. Why did reading help Charlie and Tommy become friends?

4. What could you safely build from clean recycled materials?

5. Design a picture clue that leads to a Bowcombe landmark.

6. What should Charlie put in his next treasure chest?



Professor Follies



PASSPORT

CASE FILE COMPLETE

TO MYTHICAL CREATURES

CHARLIE THE CHUPACABRA • BOWCOMBE

ISLE OF WIGHT

FO

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

**Federation of Legendary Lore
Investigation and Evidence Specialists**

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Keep wondering. Keep looking. Keep excellent notes.

ISLE OF WIGHT FOLLIES