



F.O.L.L.I.E.S RESTRICTED ARCHIVE

THE SHORWELL SELKIES

Aquatic shapeshifters and guardians of the sea



LOCATION: Shorwell, Isle of Wight

CLASSIFICATION: Aquatic Shapeshifter / Sea Guardian

FILE REFERENCE: FOL-SHO-SEL-44

RESTRICTED - PASS HO



CASE SUMMARY

What the investigators currently believe

THE REPORT

Shorwell is a peaceful village of old cottages, St Peter's Church and a freshwater spring. Yet local stories claim that graceful Selkies travel between the village's waterways and the south coast.

A Selkie is said to move like a seal beneath the waves, but may take human form on land. The Shorwell group are playful, curious and exceptionally fast swimmers. They also seem to watch over the sea, its wildlife and its forgotten wrecks.

CREATURE PROFILE

FORM: sleek seal-like swimmer; human form reported on land

TEMPERAMENT: friendly, mischievous, highly curious

SKILLS: extraordinary speed, diving and underwater navigation

FAVOURITE THINGS: sea races, hidden caves, old shipwrecks and underwater photographs

KNOWN PROBLEM: mobile telephones keep disappearing



FACT OR FOLKLORE?

Selkies belong to the folklore of northern European coasts. Traditional tales describe seal-people who can shed a skin and walk on land.

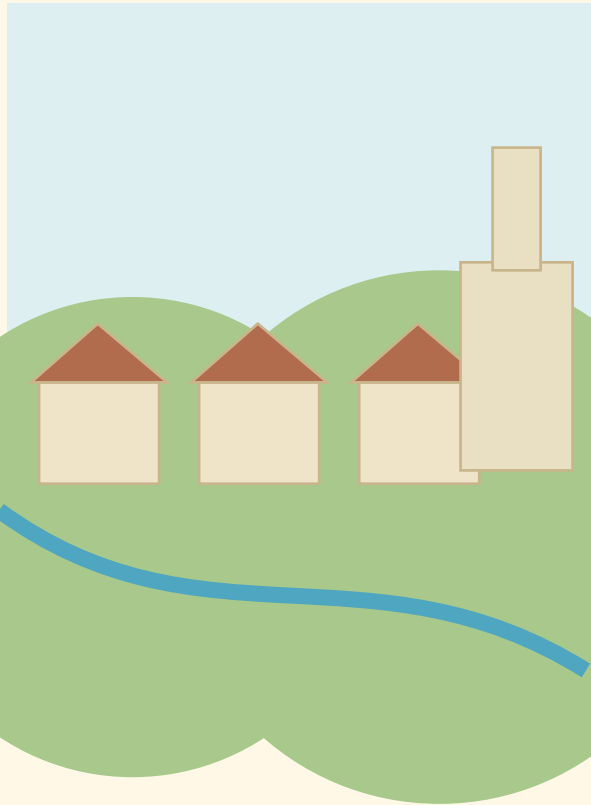
This file records the Isle of Wight story as legend and speculation. The evidence is intriguing, but it does not prove that Selkies are real.

INVESTIGATOR NOTE: Keep an open mind, but label guesses as guesses.



BENEATH THE SURFACE

A quiet village, a hidden route and a very watery mystery



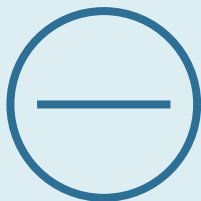
The village grew around St Peter's Church and the freshwater spring known as the Shorwell. The real village lies inland, although the parish stretches towards the southern coast.

The case-file theory is that Selkies follow streams, springs and flooded underground channels between Shorwell and the sea. No investigator has yet mapped the whole route.

Villagers describe soft splashes after dusk, bright eyes near the water and a low song that seems to travel with the current.

CLUE 1

Clear water becomes unusually still.



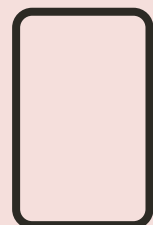
CLUE 2

Small, webbed-looking tracks vanish at the bank.



CLUE 3

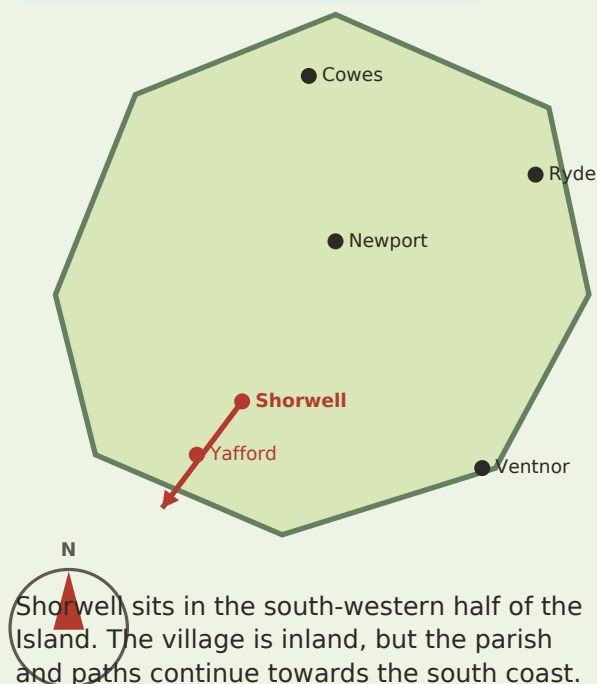
A waterproof phone case was found, but not the phone.



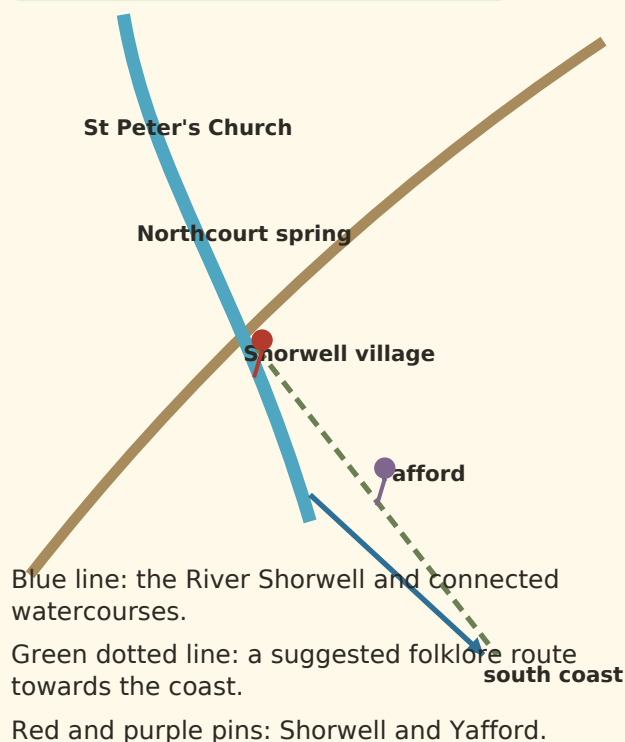
WHERE COULD THEY TRAVEL?

Wider Isle of Wight position and a closer look at Shorwell

ISLE OF WIGHT OVERVIEW



ZOOMED INVESTIGATION MAP



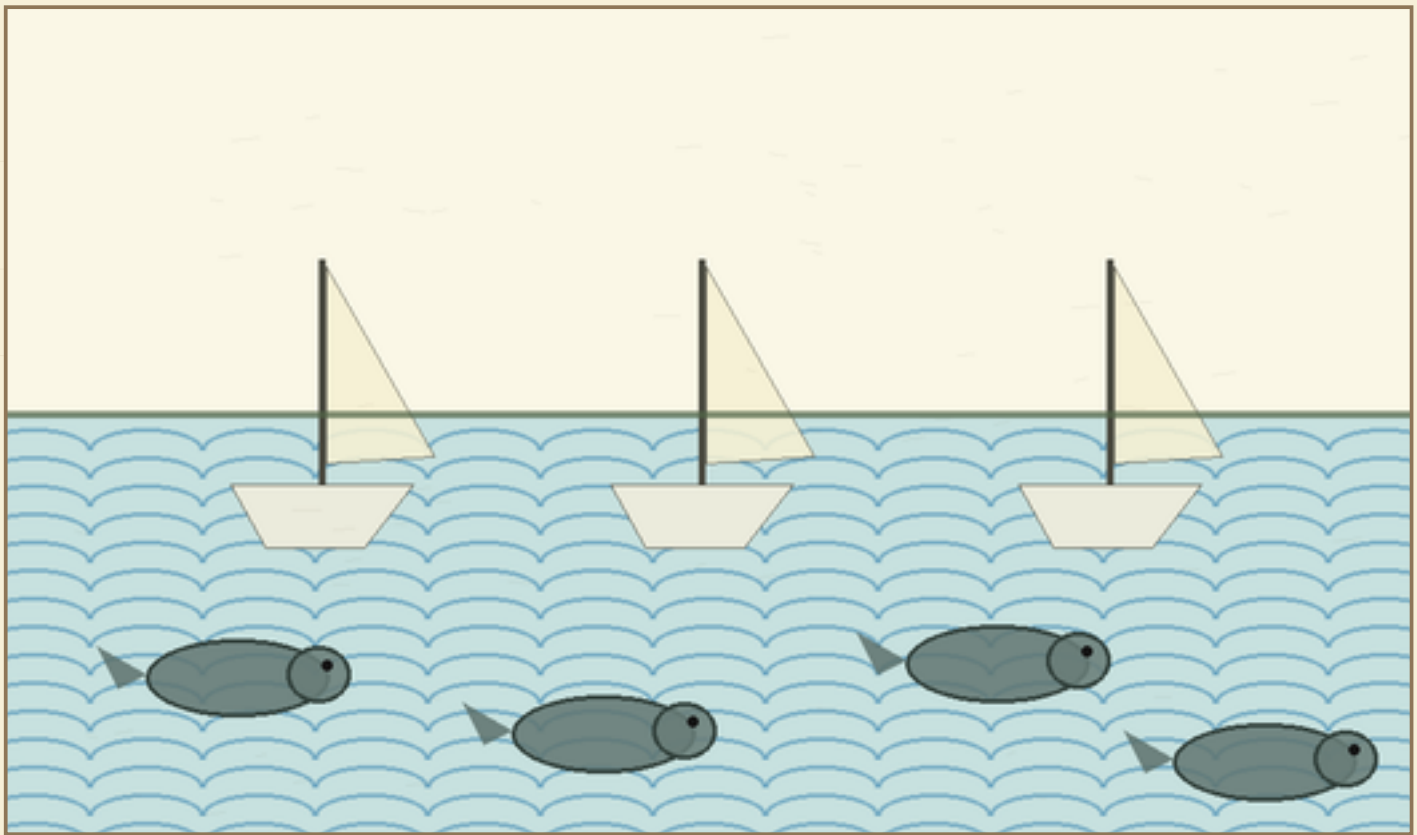
MAP NOTE - ACCURATE GEOGRAPHY, SPECULATIVE CREATURE ROUTE

Shorwell developed around St Peter's Church and the spring within Northcourt. Yafford is a hamlet within Shorwell parish. The village itself is not on the shore, so this case file does not claim a literal 'Shorwell beach'.

Instead, the story is presented as a reported Selkie route between inland water, the Shorwell parish and the Island's southern coast. The red arrows are investigators' speculation, not proven fact.

THE RACE AROUND THE ISLAND

The day the Selkies left every yacht in their wake



RACE REPORT

During the famous Round the Island yacht race, the Shorwell Selkies did not board a boat. They simply slipped into the sea and swam beside the fleet.

Their sleek forms cut through the waves with astonishing speed. The tale claims they finished four hours before the nearest yacht. Sailors were shocked, then delighted.

That evening, villagers held a feast and the unlikely victory became an annual favourite story.

SPEED COMPARISON

YACHT



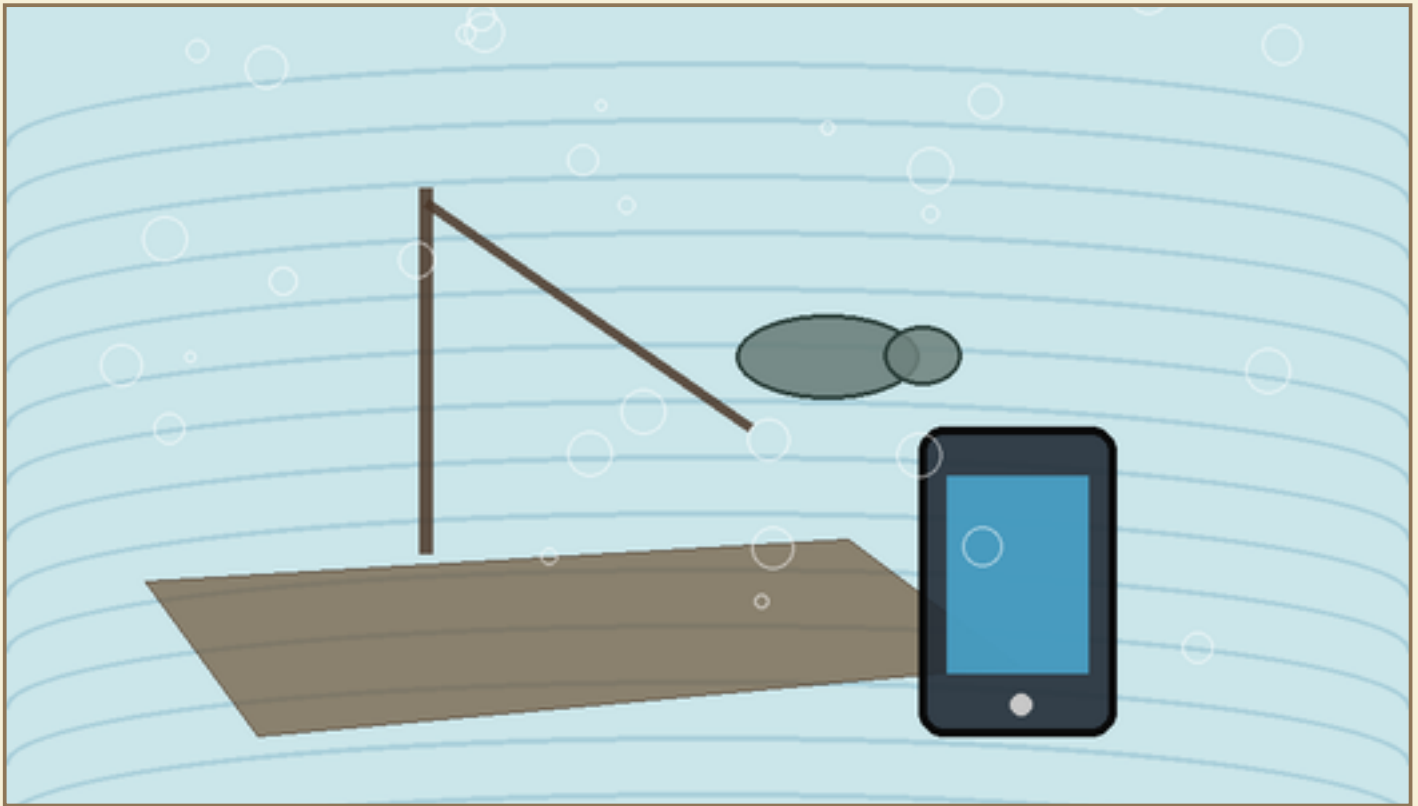
SELKIE



The exact speed is unverified. The important clue is that every witness agreed on one thing: the swimmers were unbelievably fast.

THE MISSING PHONE MYSTERY

Underwater selfies are easy. Keeping the telephone is apparently harder.



KIERAN'S REPORT

Selkie leader Kieran insists that he placed his phone beside a rock after photographing a shipwreck. Moments later, it had vanished. Again.

Villagers searched the shoreline, checked the wreck and even looked inside a very surprised crab's hiding place. No phone was found.

The missing phones became a village tradition: half investigation, half seaside treasure hunt.

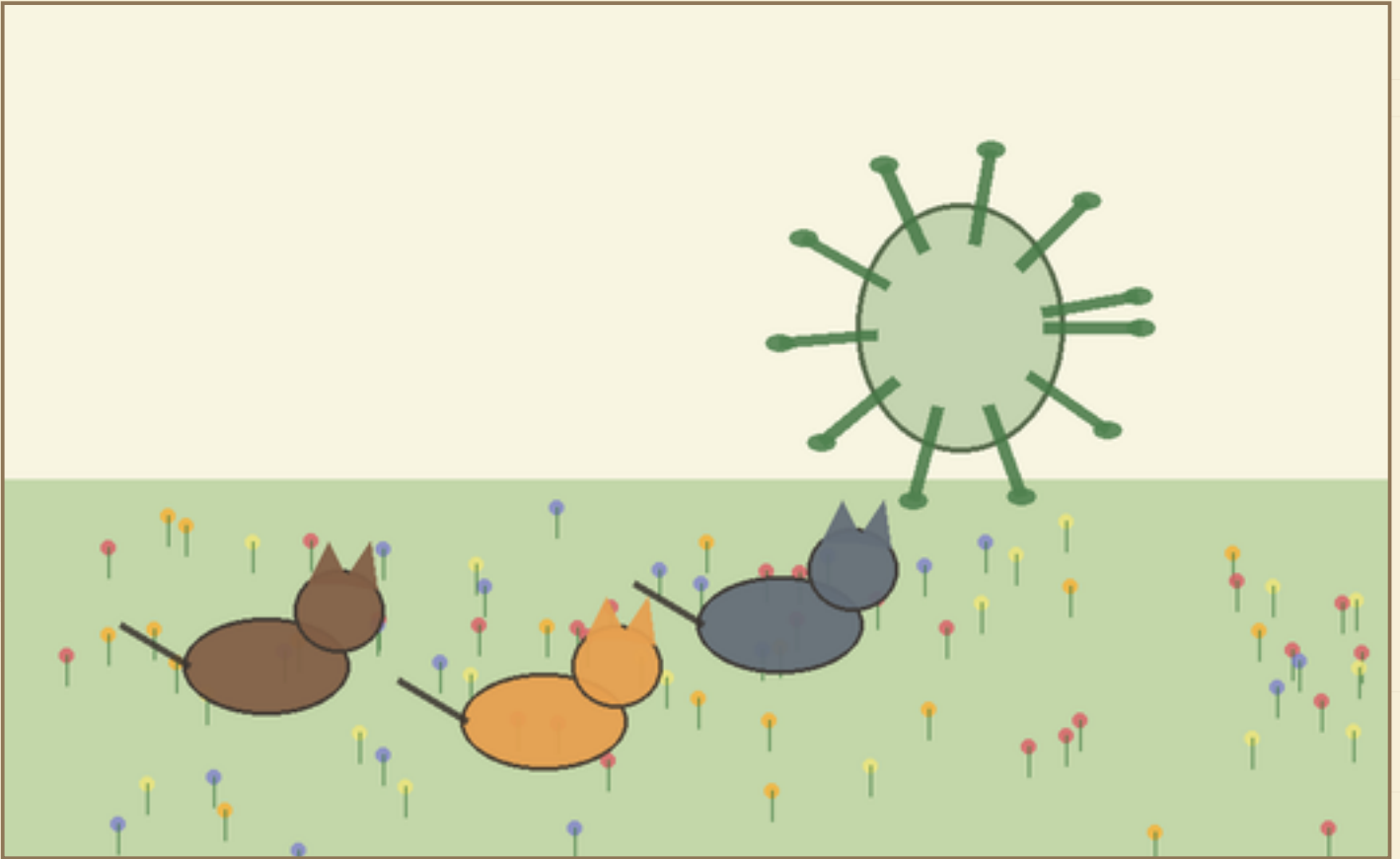
EVIDENCE BAG 44-B

1. One empty waterproof case
2. Three photographs of bubbles
3. A blurred image of a shipwreck
4. A message reading: "Where did I put it?"
5. No actual telephone



CATS IN THE GORGON'S GARDEN

A very strange friendship begins with an unexpected feline



THE PRANK

The Selkies sometimes carried unsuspecting cats into a nearby garden and placed them among the roses. The garden belonged to the local Gorgon, who was not used to surprise visitors.

At first she was bewildered. Then she began to enjoy the joke. Each new cat became an excuse for tea, laughter and another conversation with her watery neighbours.

The result was an unlikely friendship between creatures who looked very different.

IMPORTANT

Real cats should never be carried or moved as part of a prank.

This is fantasy. In the real world, treat animals gently and leave them where they are safe.



NIAMH GOES SHOPPING

Magic meets an ordinary basket of groceries



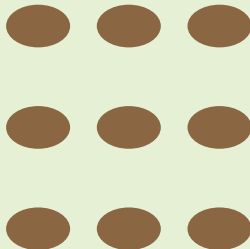
YAFFORD FIELD NOTE

Selkie Niamh visited nearby Yafford on a shopping trip. The shopkeeper stared, then welcomed her. A villager offered a basket of fresh scones, because it is difficult to remain alarmed while holding a warm scone.

Niamh chose fruit, bread and a suspiciously large number of waterproof bags. Soon she was chatting with the villagers as though magical shoppers visited every Tuesday.

The story became evidence that curiosity can replace fear when people take time to speak kindly.

SCONE COUNT

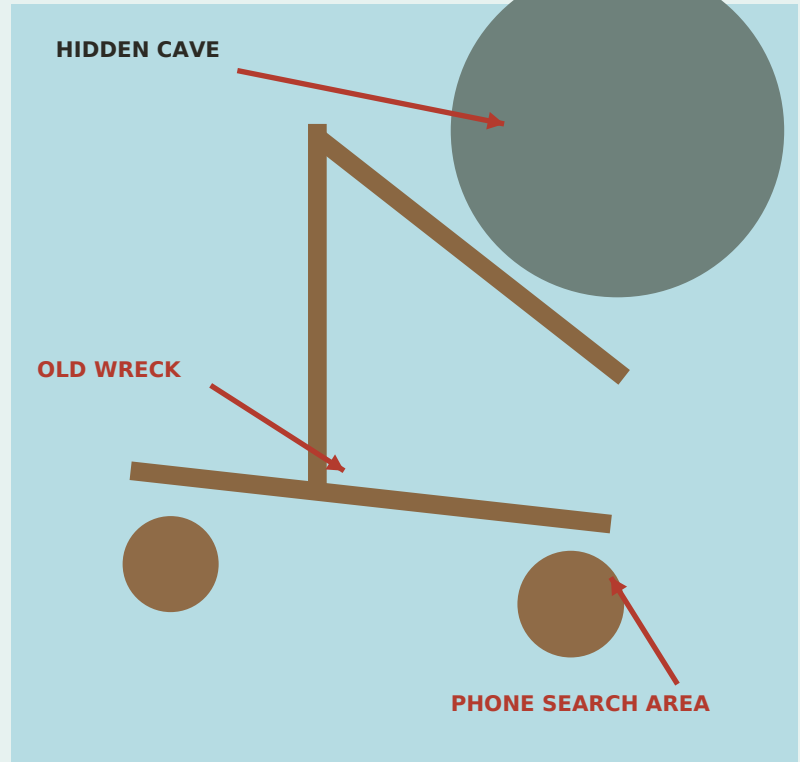


Official total: 9

One may have vanished.

GUARDIANS BENEATH THE WAVES

Caves, wrecks and the work that happens where nobody can see



GUARDIAN LOG

When they are not racing or searching for lost phones, the Selkies patrol underwater caves and old shipwrecks. They check for trapped wildlife, damaged habitats and anything that might disturb the sea.

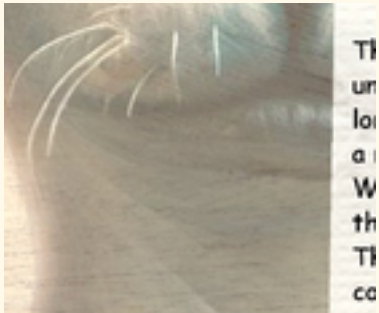
Kieran calls the ocean 'a library with moving shelves'. Fiona insists that protecting it is more important than any record or race.

The Selkies' adventures are unseen by most villagers, but their whispered accounts add mystery to Shorwell's folklore.

EVIDENCE BOARD

What supports the story, and what remains unexplained?

EVIDENCE 44-A



Blurred shoreline figure

EVIDENCE 44-B



Close-up, source unknown

EVIDENCE 44-C



Artist reconstruction

WITNESS NOTES

- 'The sea sang before dawn.'
- 'Something swam faster than the yachts.'
- 'The cats looked confused but unharmed.'

OBJECTS RECOVERED

- Waterproof case
- A sea-smoothed button
- Nine photographs, all blurry
- One cat collar, owner located

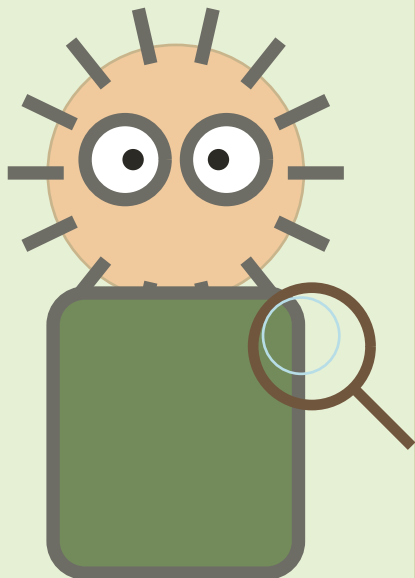
UNANSWERED QUESTIONS

- Where do the Selkies change form?
- Why do the telephones disappear?
- How do they navigate underground water?
- Did they truly finish the race four hours early?



PROFESSOR FOLLIES ASKS...

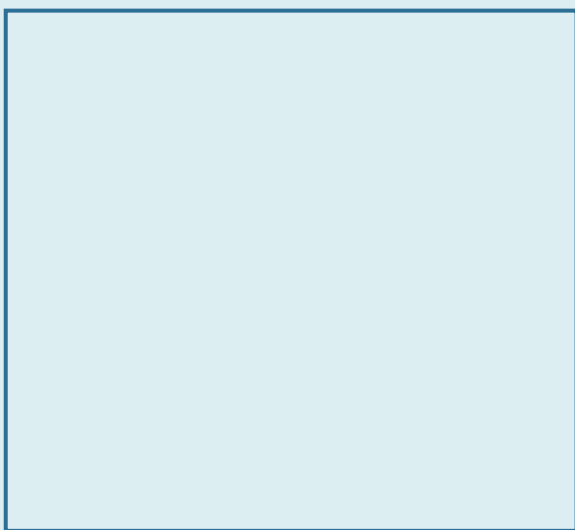
Observation, imagination and a small amount of sandwich mathematics



Professor Follies

- 1 The map shows Shorwell inland. How might a Selkie travel between the spring and the sea?
- 2 Which item on the evidence board is the most convincing, and which is the silliest?
- 3 Why might the Selkies enjoy racing yachts if they already know they are faster?
- 4 What sensible explanation could there be for all the missing telephones?
- 5 Was moving cats into the Gorgon's garden funny, unkind, or both? Explain your answer.
- 6 Niamh bought nine scones. If three Selkies shared them equally, how many would each receive?
- 7 Design one rule that every sea guardian should follow.

DRAW A SELKIE CLUE



What would an investigator find beside the water?

WRITE YOUR THEORY

Remember: a good theory explains more than one clue.

CASE FILE 44 CLOSED - FOR NOW

FOL-SH0-SEL-44



SECRET ARCHIVE NOTE

The Selkies remain unverified. Their story, however, carries a clear message:

Protect the sea. Welcome the unusual. Keep hold of your telephone.

The next splash may be only a fish - or the beginning of another investigation.

RESTRICTED - PASS HOLDERS ONLY!

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

Federation of Legendary Lore Investigation and Evidence Specialists

KEEP EXPLORING. STAY CURIOUS. TREAT EVERY CREATURE KINDLY.