

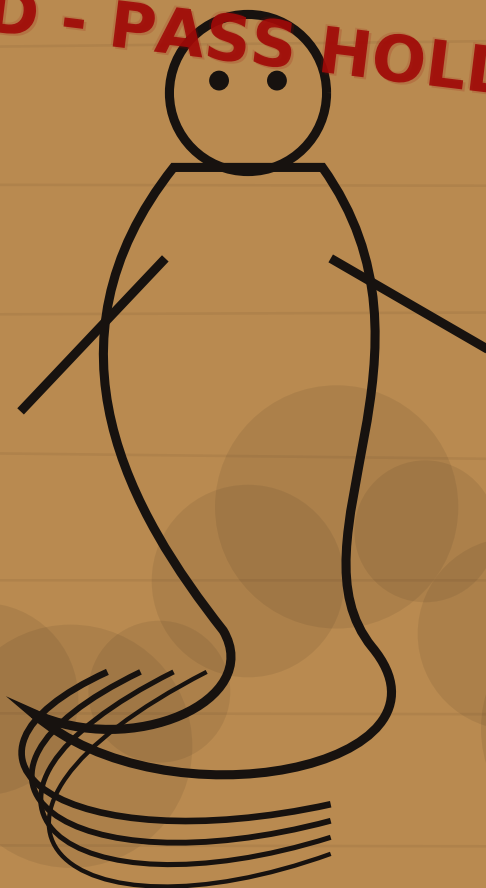
ISLE OF WIGHT FOLLIES - RESTRICTED CASE FILE

THE DJINN OF APSE HEATH

THE SWEET FACTORY IN THE MIST

MYTHICAL CLASSIFICATION: ETHEREAL GUARDIAN AND WISH COUNSELLOR

RESTRICTED - PASS HOLDERS ONLY!



ISLAND BUS - SCALE NOTE



F.O.L.L.I.E.S. REF: APS-DJI-27



MIST, WISHES AND A TRAIL OF SUGAR

CREATURE	The Djinn of Apse Heath
PRIMARY RANGE	Apse Heath, inland west of Lake
APPEARANCE	Tall figure of blue-green-gold mist
KNOWN CLUES	Amber glow, aspen leaves and star sweets
SPECIAL SKILLS	Wise counsel, making and mending
CASE STATUS	Benevolent; wishes require careful thought

THE F.O.L.L.I.E.S. BRIEF

Federation of Legendary Lore Investigation and Evidence Specialists

A guardian in the mist offers advice before wishes are made. The latest clues point to a secret workshop—and an old disagreement glowing on the western horizon.

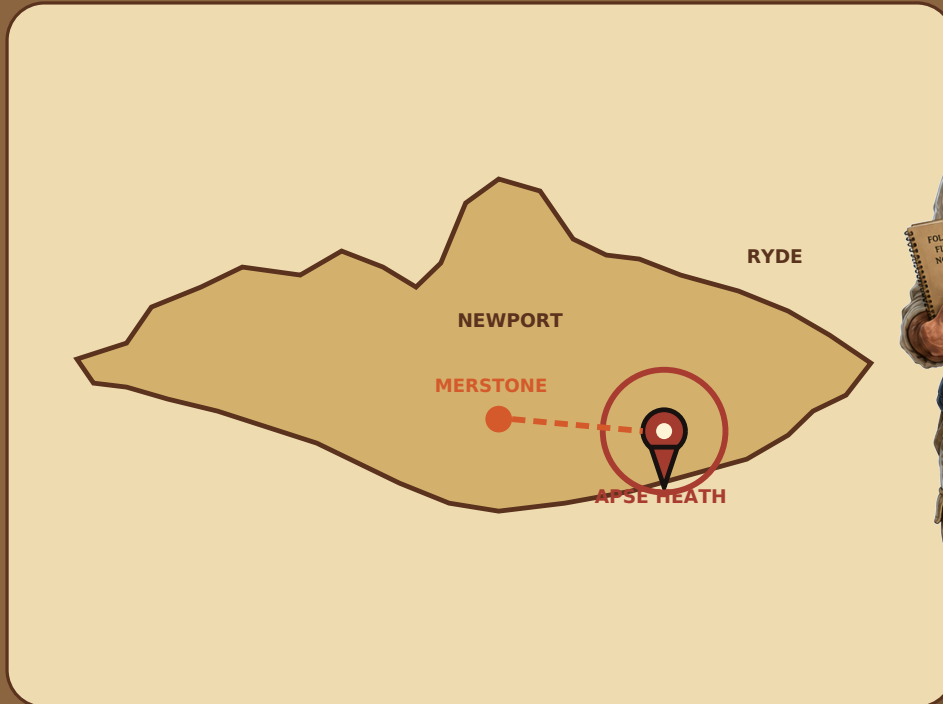


FIELD RULE: Explore with an adult, remain on public routes and never eat an unknown sweet.

THE APSE HEATH WATCH BOARD

MIST SAMPLE

STAR SWEET



ASPEN LEAF

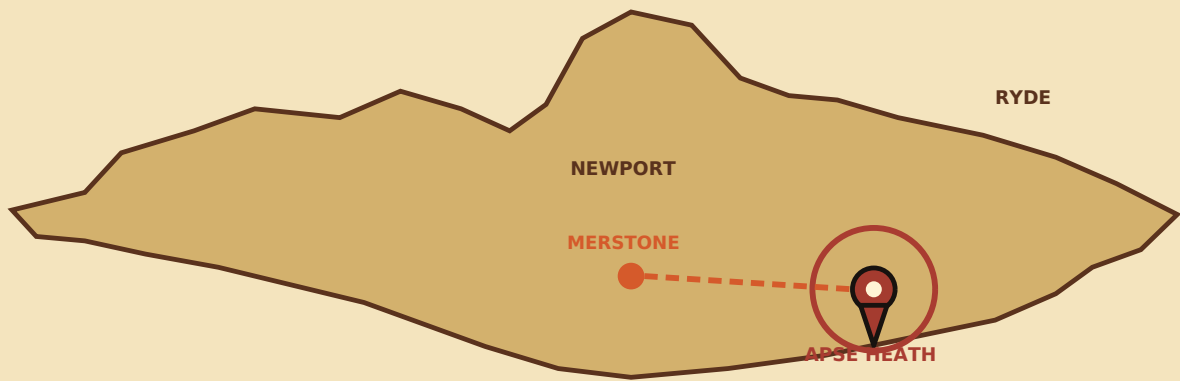
EMBER FEATHER



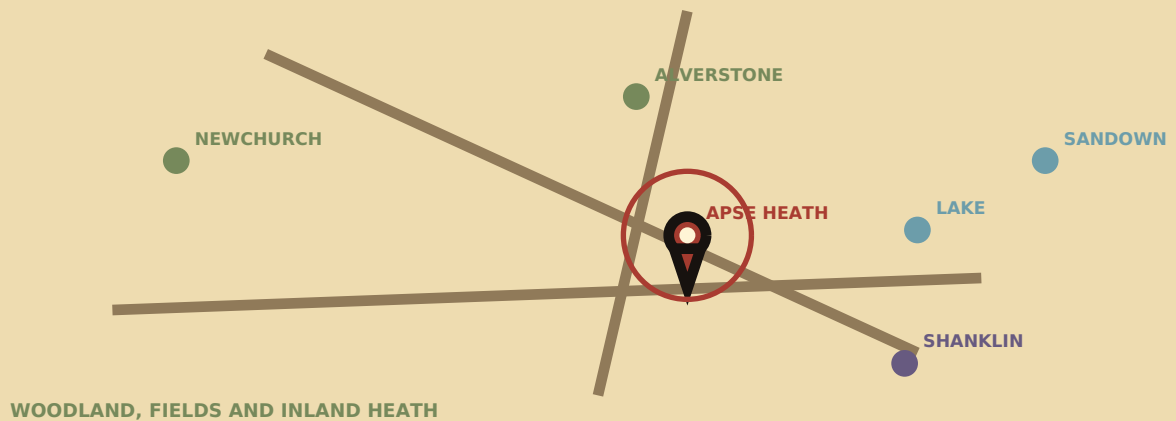
Professor Follies placed the Apse Heath pin in the island's south-east and traced a second clue westward to Merstone.

Pinned nearby: an aspen leaf, a sugar star, a glass jar marked "mist" and one brilliant feather that stays warm without burning.

ISLAND LOCATOR + APSE HEATH INSET



APSE HEATH: SOUTH-EAST INLAND | MERSTONE: CENTRAL-SOUTH



LOCAL CHECK: Apse Heath sits inland west of Lake, near Alverstone and Newchurch. Merstone lies farther west, near the island's centre.

SPOTTER GUIDE: THE DJINN

1

MIST FORM

Shifts between blue, green and gold.

2

AMBER EYES

Suggest long memory and close attention.

3

CAUTIOUS WISHES

Asks what might happen after a wish.

4

SECRET MAKER

Builds tiny wonders far from applause.

CLASSIFICATION: Ethereal guardian,
consequence-reader and confectionery artificer.

WHEN THE MIST LOOKED BACK

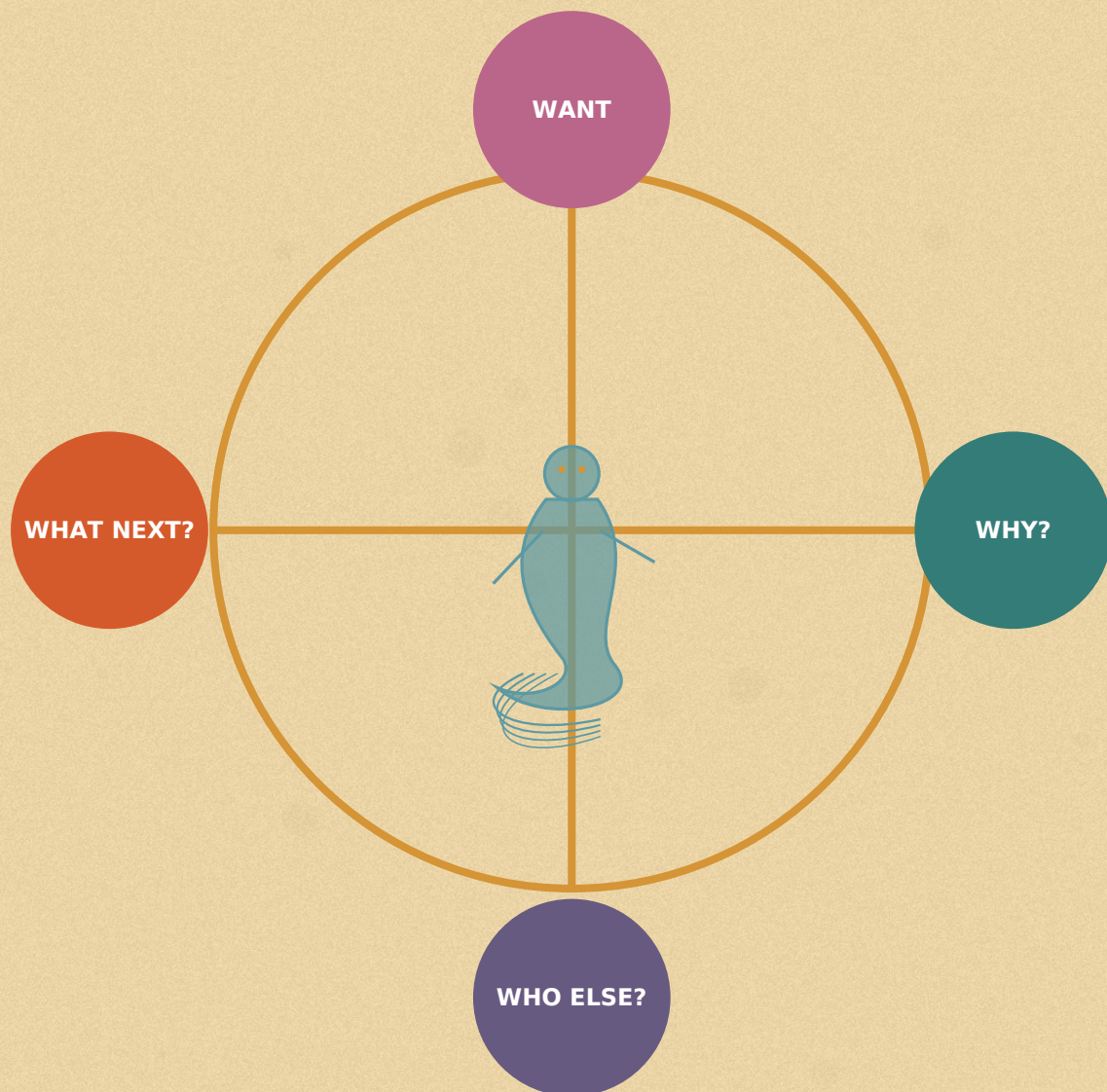


A guardian took shape between the ancient trees.

At first light, the fog folded into a tall figure with amber eyes. The Djinn had sensed a disturbance beyond the grove.

It listened before acting—because every strong feeling, like every wish, can lead somewhere unexpected.

THE FOUR-POINT WISH COMPASS



Before granting a wish, the Djinn asks four questions. A wish that helps one person but harms another needs a wiser plan.

Try the compass with: "I wish I never had to tidy my room."
What might happen next?

THE PHOENIX OF MERSTONE

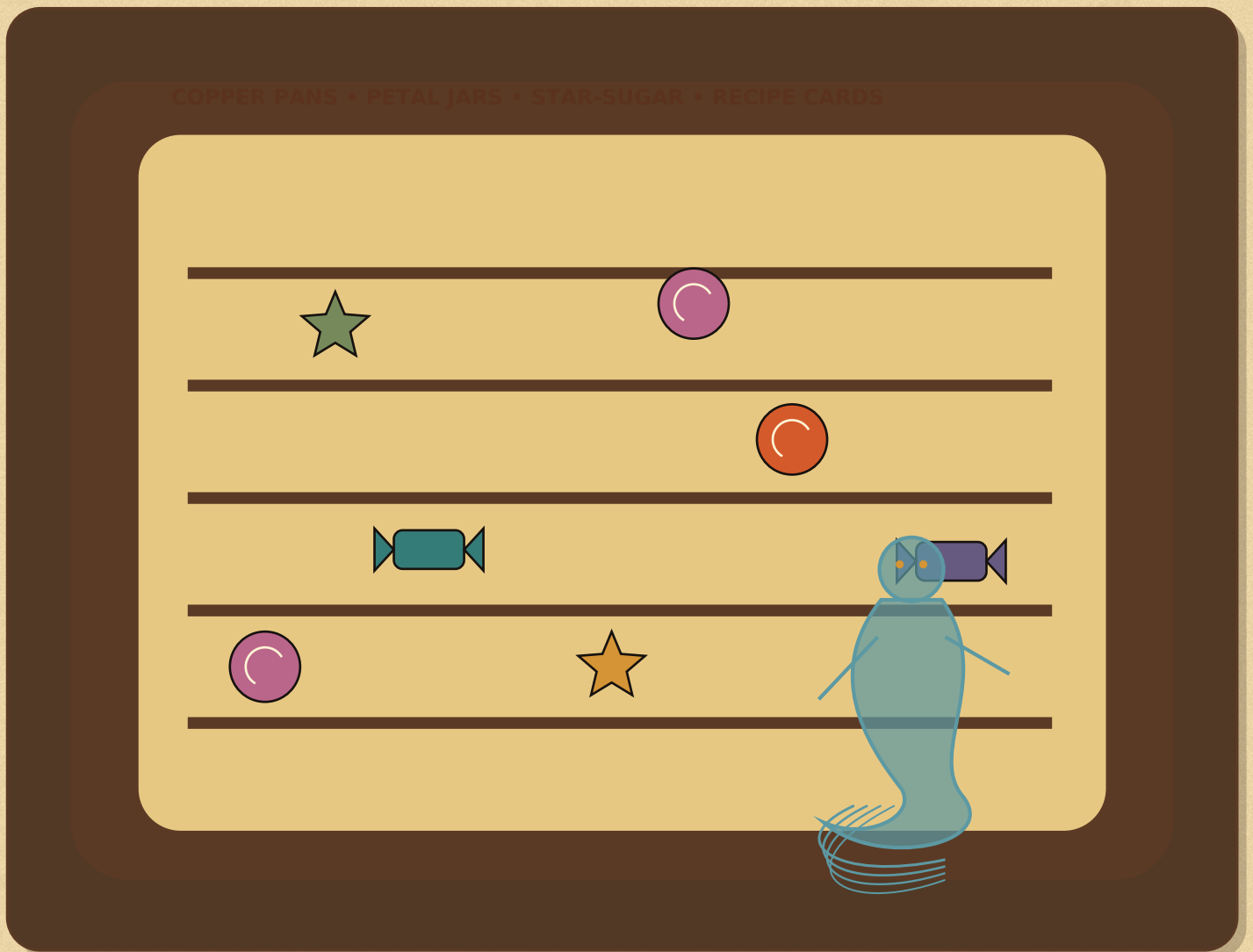


A fiery silhouette crossed the Merstone sky.

The Djinn remembered old fires and blamed the Phoenix whenever smoke appeared.

But a creature seen near the ashes is not automatically the cause. Professor Follies circled that sentence twice: location is a clue, not a conclusion.

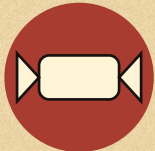
THE SECRET SWEET WORKSHOP



Hidden inside an ancient oak was a workshop rebuilt
brick by enchanted brick.

A curious child discovered it while walking with a trusted adult.
The Djinn welcomed them both and demonstrated each recipe
safely.

HOW TO BUILD A WONDER-SWEET



1. IDEA

Choose the feeling: courage, calm or laughter.

2. CHECK

List ingredients and every allergy warning.

3. MAKE

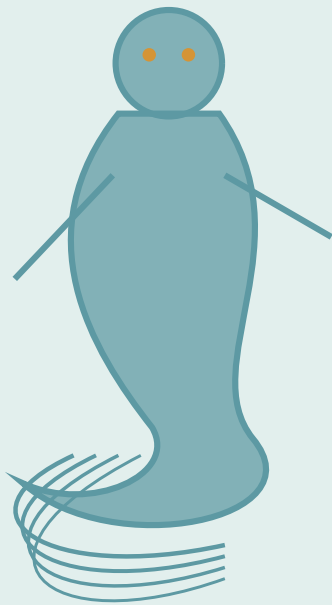
An adult handles heat and sharp tools.

4. SHARE

Offer, never pressure; ask before tasting.

Case rule: magical-looking food is still food. Check ingredients, allergies and adult permission.

THE WISH THAT BECAME A PLAN



COMFORT KIT

- Warm blanket
- Water and rest
- Trusted grown-up
- Medical help if needed

An anxious grandparent asked for help. The Djinn did not promise an instant cure.

Instead, it helped the family make a calm plan: comfort the child, contact the right grown-ups and seek proper medical care. Wise magic knows when people need people.

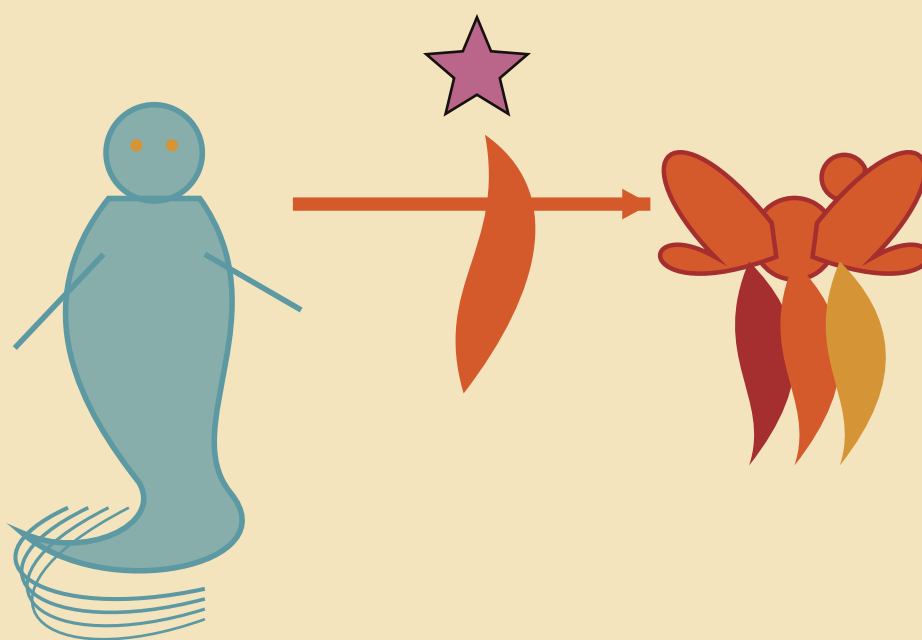
THE FESTIVAL BENEATH THE OAK



The Djinn shared the workshop during the village festival. Families marvelled at the copper pans, glowing recipes and impossible sugar stars.

Then a warm orange light appeared at the doorway.

A FEATHER, A SWEET AND THE TRUTH



The Phoenix offered a feather—the symbol of renewal. The Djinn offered a star sweet—the symbol of remembered joy.

They compared what each had actually seen. The old blame loosened. Understanding did what anger could not.

FROM SUSPICION TO UNDERSTANDING

NOTICE

Smoke appears near Merstone.



ASSUME

"The Phoenix caused it."



CHECK

What evidence supports that?



LISTEN

Hear the other creature's account.



REVISE

Change the conclusion when facts change.

A fair investigator can say, "I was wrong." That sentence opens more doors than a key.

DESIGN A RESPONSIBLE WISH

MY WISH IS...

IT COULD HELP...

IT MIGHT AFFECT...

A WISER VERSION IS...

Try a funny wish: "I wish every sock could talk."
What would socks say—and would bedtime ever be quiet again?

MIST AND FIRE OVER THE ISLAND



The Djinn guarded Apse Heath with patience. The Phoenix watched Merstone with the courage to begin again.

Together they learned that friendship is not agreeing about everything—it is listening, checking and choosing what to build next.

WHAT DO YOU THINK?

1. Why did the Djinn ask questions before granting wishes?

2. What made the Djinn suspect the Phoenix?

3. Which clue showed that suspicion was not proof?

4. Why was the hidden workshop important?

5. How did the two guardians repair their friendship?

6. What strange sweet would you invent—and what would it do?

Professor Follies says: A careful question can be more powerful than a careless wish.





RESTRICTED FILE CLOSED

The Djinn of Apse Heath

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

Federation of Legendary Lore Investigation and Evidence
Specialists

If mist gathers beneath the aspens of Apse Heath, pause
before making a wish. The guardian may ask what happens
next.

PASS HOLDERS' CASE MATERIAL

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