

ISLE OF WIGHT FOLLIES • RESTRICTED CASE FILE

THE FISHBOURNE CHIMERA

THREE-PART MISCHIEF FILE

MYTHICAL CLASSIFICATION: TRI-FORM LION-GOAT-SERPENT

RESTRICTED - PASS HOLDERS ONLY!



F.O.L.L.I.E.S. REF: FSH-CHI-18



THREE HEADS. ONE FISHBOURNE CASE.

CREATURE	Chimera - lion, goat and serpent
PRIMARY HOME	Fishbourne woodland and village
SECONDARY TRAIL	Binstead, Oakfield, Swanmore and Ryde
KNOWN CLUES	Pawprint, hoofprint, scale, feather, gnome
SPECIAL SKILLS	Talking, tracking, teasing and dancing
CASE STATUS	Fishbourne resident; friendly and observed

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

Federation of Legendary Lore Investigation and Evidence Specialists

A warm mane, a nose for herbs and a tail with its own ideas. Follow every footprint - even when the footprints disagree.



FIELD RULE

If a garden gnome moves, ask which head looked innocent.



EVIDENCE WALL



Professor Follies circled Fishbourne as the Chimera's home territory, then linked four secondary sightings with a lion paw cast, cloven hoof cast, shed scale, singed golden hair, white feathers, one wandering gnome and a pressed herb. Every clue belongs to the same impossible body. The trail starts and returns to Fishbourne, then curls east through streets and along the water.



THE NORTH-EAST CLUE CORRIDOR



HOME TERRITORY: FISHBOURNE • SECONDARY SIGHTINGS CONTINUE EAST

GROUND CHECK: Fishbourne, on the eastern side of Wootton Creek, is the Chimera's primary home. Binstead lies farther east toward Ryde, while Oakfield, Swanmore and the Ryde shore record its occasional adventures.



PIN CIRCLED • TRAIL CONTINUES



Branches rustled in Fishbourne woodland. Four children expected a fox. Instead, a lion stepped into the light with a goat head on its back and a snake for a tail.

The lion head spoke first: "Please do not run. It makes the snake head think we are playing tag." The snake head looked delighted.

ONE BODY • THREE SPECIALISTS

1

LION HEAD

Speaks calmly, watches the path and leads.

2

GOAT HEAD

Sniffs out plants, snacks and suspicious hedges.

3

SERPENT TAIL

Spots tiny clues and invents enormous mischief.

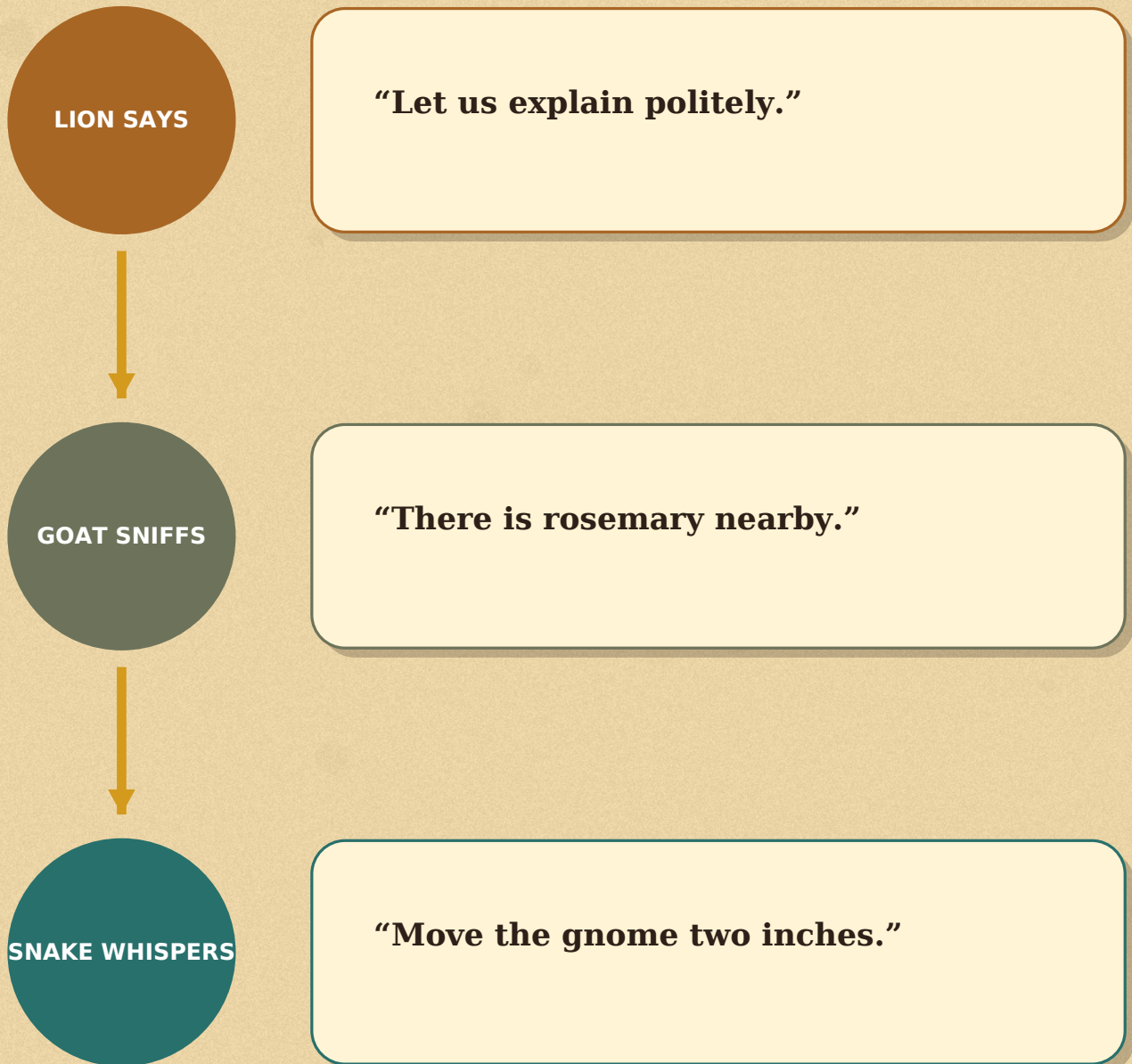
4

GLOWING MANE

Flickers warmly when excitement rises.

CLASSIFICATION: Tri-form mythical mammal-reptile with independent opinions.

WHEN THREE IDEAS ARRIVE AT ONCE



The Chimera is clever because it can notice three things at once. It is also complicated for exactly the same reason.

EVIDENCE 02: RYDE WATER CHASE



At Ryde, the Chimera met the Sea Serpent. A splash became a chase, the chase became tag and the serpent tail immediately declared itself referee.

Families watched from the promenade as three heads, one sea serpent and several arcs of water turned the shore into a laughing obstacle course.

THE EXTREMELY OFFICIAL RULES OF TAG

1

SPLASH

Sea Serpent starts the game.

2

DODGE

Lion paws choose the route.

3

SPOT

Goat head watches the shoreline.

4

DECLARE

Snake tail shouts who is "it".

Safety note: mythical water tag is best observed from dry land with a towel ready.

EVIDENCE 03: HARMLESS MISCHIEF



By morning, the garden gnomes had changed places. The postman opened his bag and found white feathers tucked between perfectly safe bundles of letters.

The lion head tried to look dignified. The goat head found a hedge. The snake tail still had one feather in its mouth.

CLUES FROM A VERY BUSY MORNING

GNOME SHUFFLE

No damage; maximum confusion.

FEATHER POST

Letters safe; postman surprised.

SIGN SWAP

Pointed to cakes instead of cabbages.

TAIL TRACE

One wiggly line through every scene.

A prank stops being funny when someone is hurt, frightened or unable to undo it.

EVIDENCE 04: BOTANICAL NOSE



Back in its Fishbourne home territory, the goat head stopped beside an unusual plant. Professor Follies checked the leaves while the children pressed one tiny sample.

No wild plant was tasted, and no cure was claimed. The team recorded the clue, photographed the patch and left the rest growing.

THE FOUR-STEP PLANT CHECK

1

OBSERVE

Look closely without touching.

2

IDENTIFY

Use a trusted guide and an expert.

3

RECORD

Sketch, photograph and note the place.

4

PROTECT

Take nothing unless permission is clear.

Never eat an unknown wild plant. A clever nose is evidence, not permission.



At its home festival in Fishbourne, the Chimera danced. The lion head laughed, the goat head wore flowers and the serpent tail kept surprisingly good time.

Friendly werewolves shared tea and fairy cakes made with a donated shimmer of fairy magic. No fairies were baked, bottled or inconvenienced.

HOW TO GREET A WEREWOLF POLITELY

1

ASK FIRST

Even magical handshakes need agreement.

2

OFFER TEA

Use cups with sturdy handles.

3

SHARE CAKES

Magic may sparkle; fairies stay outside.

4

LISTEN

A howl can mean hello, music or more tea.

The best magical handshake is the one everybody understands and chooses.

WHAT THE EVIDENCE SHOWS

CURIOUS

Three viewpoints reveal more clues.

PLAYFUL

Fun needs boundaries and kindness.

HELPFUL

Special abilities can serve a community.

WELCOME

The unexpected can become a neighbour.

FINAL FINDING: The Chimera was never one simple thing. It was thoughtful, troublesome, useful and joyful - sometimes all before breakfast.



WHAT DO YOU THINK?

1. Which Chimera head would make the best detective?

2. When does a prank stop being funny?

3. Why did the Sea Serpent enjoy the game?

4. What clue would you add to the evidence wall?

5. How can unusual abilities help a community?

6. What would the three heads argue about at breakfast?

Professor Follies says: A creature with three opinions gives us three times the evidence - and at least four times the paperwork.





RESTRICTED FILE CLOSED

The Fishbourne Chimera

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

Federation of Legendary Lore Investigation and Evidence
Specialists

If a gnome moves, a feather appears and three different
footprints cross the same path, open this file before breakfast.

PASS HOLDERS' CASE MATERIAL

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