



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

CASE FILE 36

PUCK

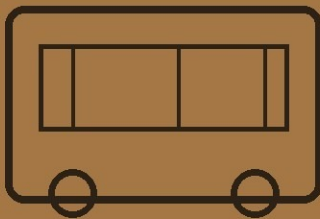
THE GOBLIN OF CHALE

MYTHICAL CLASSIFICATION

Woodland Trickster / Herbalist Goblin



CHILD-SIZED



NOT BUS-SIZED

POINTED EAR



ARTIST'S INK STUDY

FILE REFERENCE: FOL-CHALE-GOBLIN-36

Reported sound: rustle... snicker... WHINNY?

RESTRICTED - PASS HOLDERS ONLY!

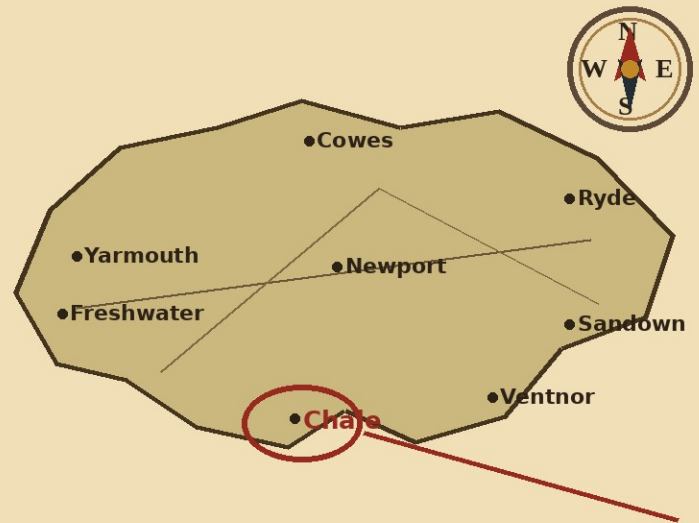


1. LOCATION: CHALE

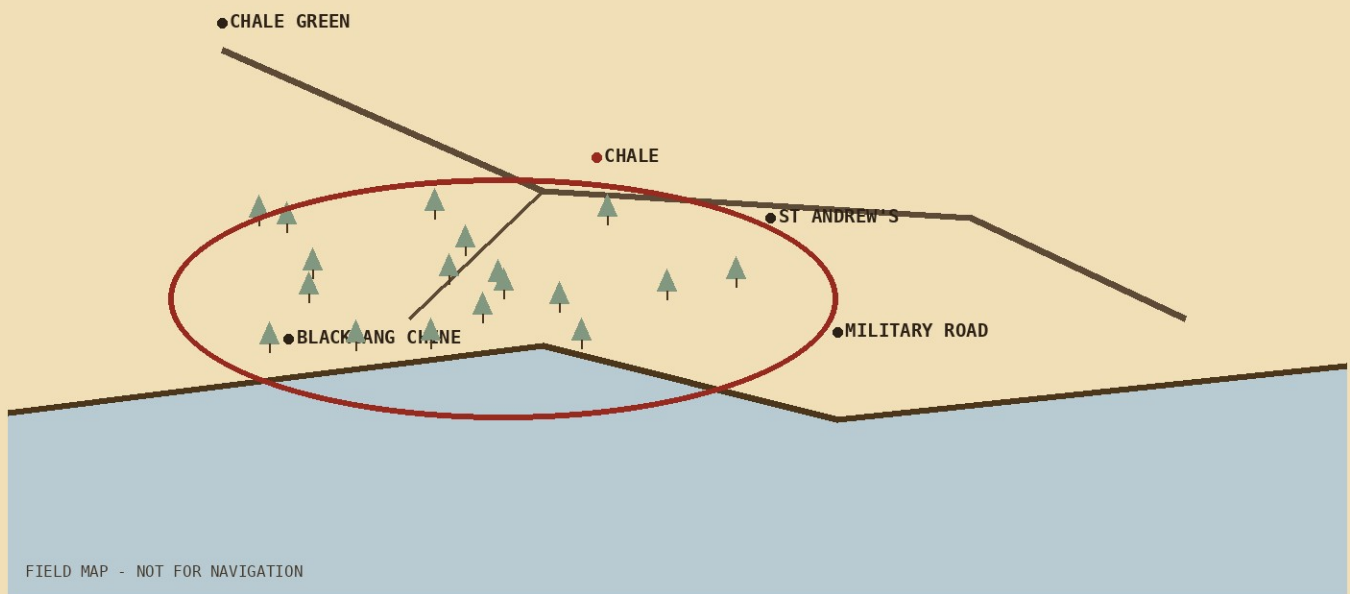
Chale sits on the south coast of the Isle of Wight, where lanes, old trees and open fields meet dramatic cliffs. The investigation centres on the woods and hedgerows near Blackgang Chine, with reported movements towards Chale village.

Puck is said to favour mossy rocks, meadow edges and places where horses gather. He is rarely spotted for long. A

ISLE OF WIGHT OVERVIEW



ZOOMED FIELD MAP: CHALE AND BLACKGANG



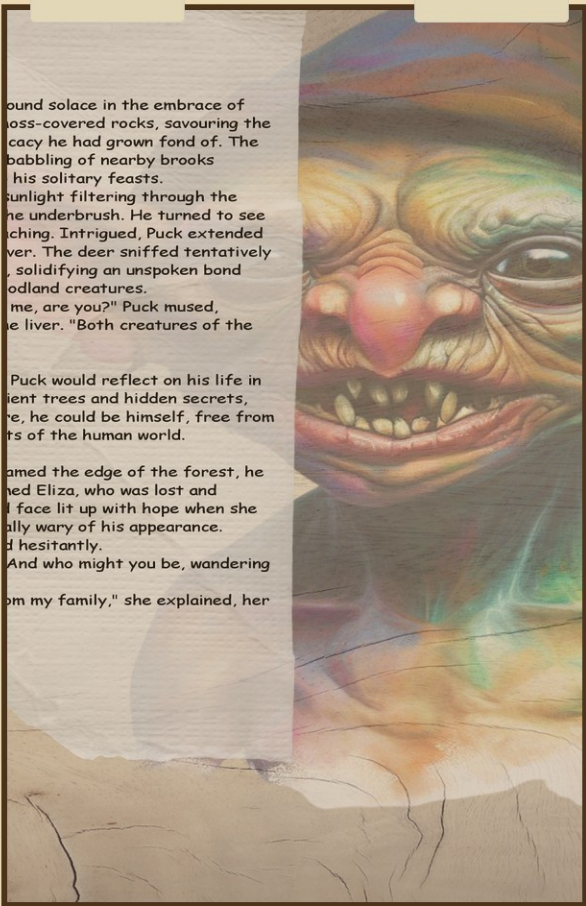
FIELD NOTES

- Possible woodland route between Blackgang and Chale
- Horse meadow is a repeated sighting zone
- Most activity reported near dusk or after snacks disappear





2. CREATURE PROFILE



EVIDENCE IMAGE A - ARTIST RECONSTRUCTION

IDENTIFICATION

Name: Puck
Type: Woodland goblin
Height: About child-sized
Eyes: Bright green
Ears: Extremely pointy

SKILLS

- Horse conversation
- Herb and folklore knowledge
- Moving silently through trees
- Storytelling
- Escaping before the bill arrives

TEMPERAMENT

Mischievous, curious and surprisingly kind. Puck may hide a tool or swap a signpost, but he also guides lost children and helps people in trouble.

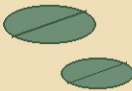
ALLEGED TRACES



Tiny muddy prints



Horse gathering nearby



Leaf-and-twigs cloak fibres



Several empty snack bowls

INVESTIGATOR WARNING

Do not judge a goblin by his teeth. Also, count the crisps before and after he visits.



3. PUCK TALKS TO HORSES

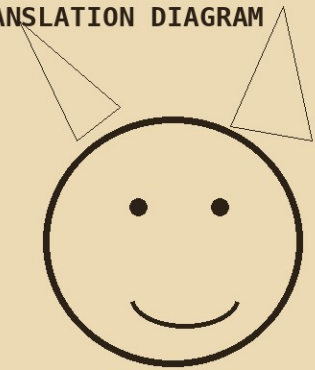
THE HORSE WHISPERER

Puck's favourite companions were the horses grazing near Chale. He approached them slowly, spoke in a soft goblin voice and listened carefully to every snort, whinny and ear flick.

Children soon gathered to hear his tales. His favourite concerned Bella, a horse who, according to Puck, loved music. With patience and a pinch of goblin magic, Bella sang a melody so beautiful that even the leaves seemed to listen.

Was Bella truly singing? Puck only grinned. 'That secret belongs to Bella and me,' he said.

TRANSLATION DIAGRAM



1. PUCK SPEAKS

2. EARS TURN

3. HORSE WHINNIES

4. PUCK NODS WISELY

WHAT THE CHILDREN REPORTED

"Bella really sang!"

— claimed one very excited child

"Puck translated every whinny."

— reported a second witness

"The horse may simply have wanted an apple."

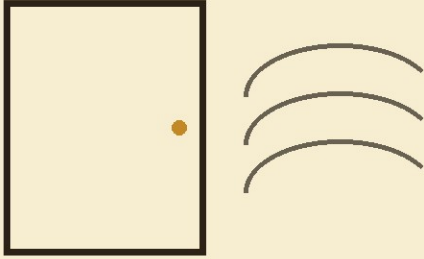
— Professor Follies, cautiously

FIELD FACT: Horse language is not included in ordinary dictionaries.



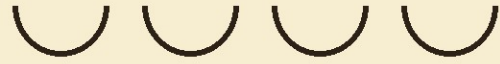
4. THE GREAT PUB SNACK INCIDENT

1. PUCK ARRIVES



The village pub was warm, noisy and full of laughter. Puck slipped inside, following the unmistakable scent of delicious snacks.

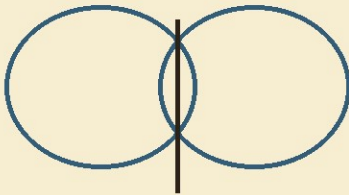
2. SNACKS VANISH



EMPTY!

One bowl became two. Two became several. Before anyone could object, the bar snacks had completely disappeared.

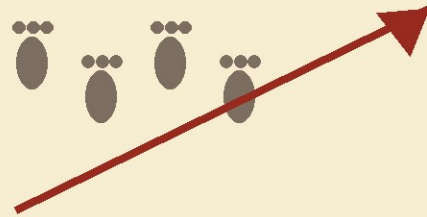
3. PAYMENT OFFERED



ALLEGED FAIRY WING

When the barkeeper demanded payment, Puck offered a fairy's wing. Whether genuine, borrowed or entirely imaginary remains disputed.

4. ESCAPE!



The barkeeper refused. Puck bolted through the door and vanished into the night, shouting, "Can't blame a goblin for trying!"

EVIDENCE LEDGER

E-36-01	Seven empty bowls	CONFIRMED
E-36-02	Small muddy footprints	LIKELY
E-36-03	One fairy wing	HIGHLY QUESTIONABLE
E-36-04	Barkeeper's patience	MISSING

INVESTIGATOR VERDICT: An exceptionally poor payment plan.



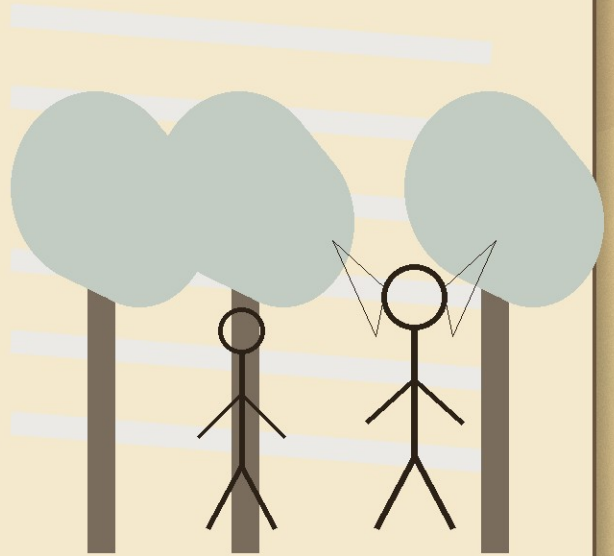
5. THE LOST CHILD IN THE FOG

ELIZA MEETS PUCK

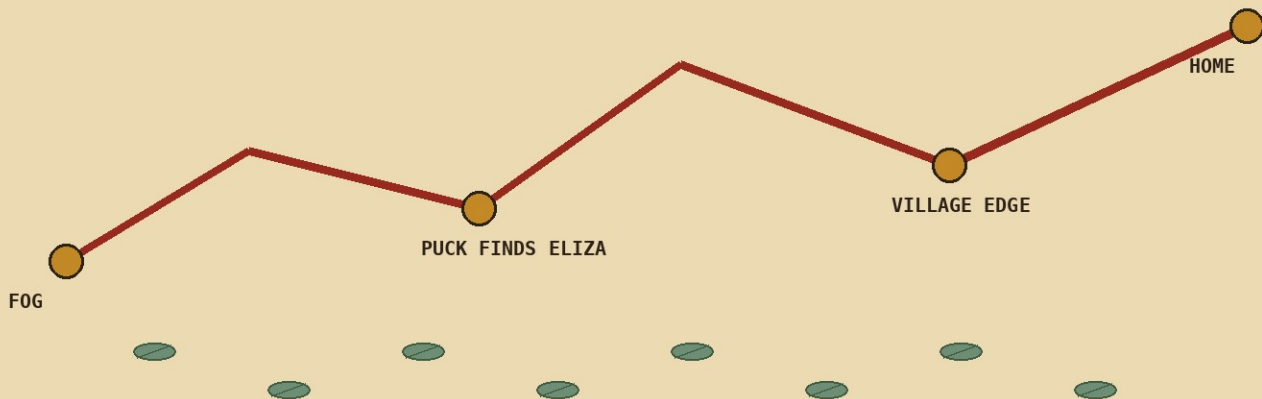
One foggy morning, Puck found a young girl named Eliza near the edge of the forest. She had become separated from her family and was frightened.

Eliza was wary of his pointed ears and unusual face, but Puck's grin softened. He promised to guide her back to Chale. Along the way he told ridiculous stories until she laughed and forgot some of her fear.

At the village edge, Eliza hugged him. Puck reminded her that the forest held many secrets, but some should never be explored alone.



SAFE ROUTE BACK TO CHALE



PUCK'S WOODLAND RULES

1. Tell an adult where you are going.
2. Stay on known paths.
3. If lost, stop, stay calm and call for help.
4. Do not follow mysterious laughter deeper into the woods.



6. THE FOREST HEALER

ETHEL ASKS FOR HELP

Puck's knowledge was not limited to pranks. When Ethel's grandson became ill, the village remedies had not helped. Ethel asked Puck whether the forest held an answer.

Puck gathered leaves and plants, explaining what each was said to do in old goblin lore. Back at Ethel's cottage, he prepared a remedy. In the story, the child recovered, and Ethel thanked Puck for using his tricks to heal rather than confuse.

The villagers began to see him differently. He was still unpredictable, but his wisdom and care had become part of Chale's life.

GOBLIN HERBARIUM



MOONLEAF

Fictional. Silvery leaves.



WHISPERMINT

Fictional. Smells of rain.



BRAMBLEBERRY

Fictional. Very sticky.

REAL-WORLD SAFETY NOTE

The plants above are invented for this story. Never eat wild plants or use them as medicine unless a qualified adult or expert has identified them and confirmed they are safe. Looking is clever. Guessing is not.

WHAT PUCK ACTUALLY TEACHES



OBSERVE

Notice shapes, scents and habitats.



RESPECT

Take nothing unnecessarily.



SHARE

Explain knowledge carefully.



PROTECT

Leave enough for wildlife.



7. PUCK LEAVES CHALE

THE LAST CONFIRMED SIGHTING

One crisp autumn morning, Puck felt the woods calling him towards new adventures beyond the Isle of Wight. He said farewell to the village and visited the horse meadow one final time.

Eliza asked whether he was leaving. Puck told her not to fear, because the forest would always watch over Chale. Then he turned, stepped between the trees and disappeared into the foliage.

The villagers never forgot him. Some claimed to hear his laughter in the wind. Others discovered misplaced tools, mysteriously corrected signposts or the unmistakable sound of a horse answering a question nobody else had heard.

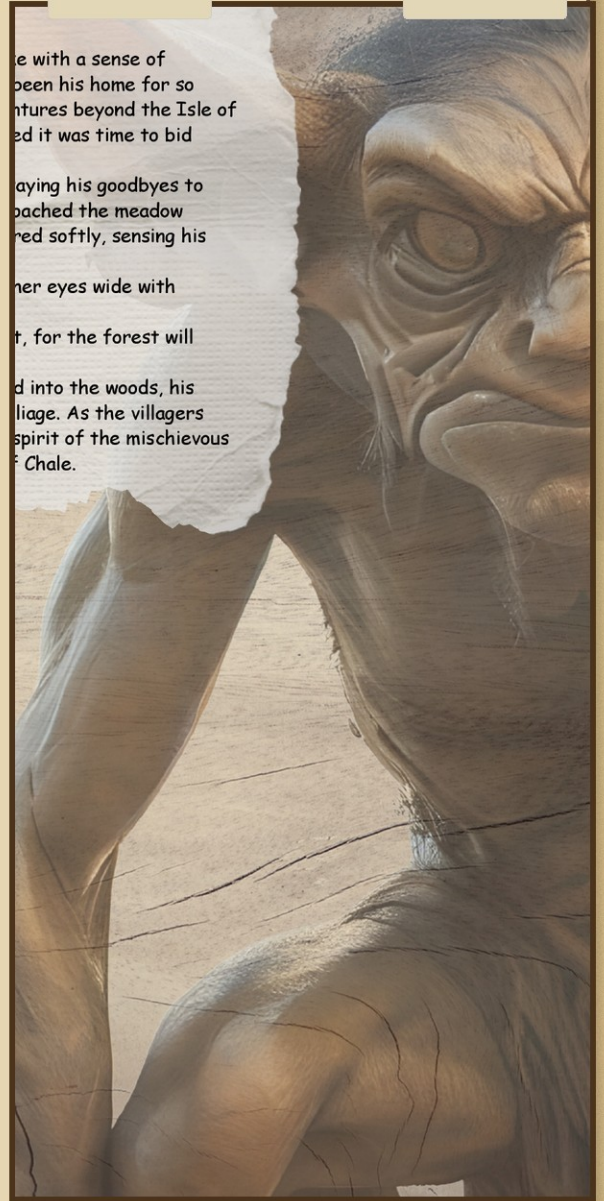
...e with a sense of
...been his home for so
...ntures beyond the Isle of
...ed it was time to bid

...aying his goodbyes to
...ached the meadow
...red softly, sensing his

...her eyes wide with

...t, for the forest will

...d into the woods, his
...liage. As the villagers
...spirit of the mischievous
...Chale.



CASE TIMELINE



STATUS: WHEREABOUTS UNKNOWN



8. PROFESSOR FOLLIES ASKS...

Every good investigation leaves questions behind. Use evidence from the case, your imagination and a sensible amount of goblin suspicion.



1

Which of Puck's actions provides the strongest evidence that he was kind?

2

Did Puck genuinely believe a fairy's wing was suitable payment, or was it another prank?

3

How might you tell whether a horse was enjoying one of Puck's stories?

4

Why was Puck right to warn Eliza not to explore the woods alone?

5

Which item would you pack first for a safe woodland investigation, and why?

6

If Puck visited a café today, how many snacks should the staff count before letting him in?

FIELD JOURNAL: Write or draw your best theory here.



**FEDERATION OF LEGENDARY LORE
INVESTIGATION AND EVIDENCE SPECIALISTS**

CASE FILE 36: THE GOBLIN OF CHALE

Investigation remains open. Keep your eyes on the hedgerows, your snacks carefully counted, and every suspicious signpost facing the correct direction.

Puck may have left Chale, but a good legend rarely stays in one place for long.



RESTRICTED FILE - PASS HOLDERS ONLY

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