

WHIMSICAL WONDERS

From Starlight to Scribbles

PEEHANA BOSE



BlueRoseONE.com
Stories Matter

New Delhi • London

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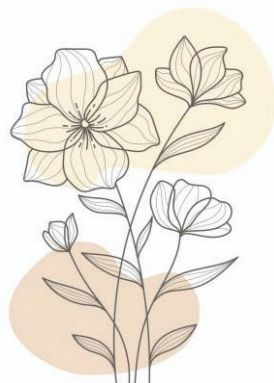
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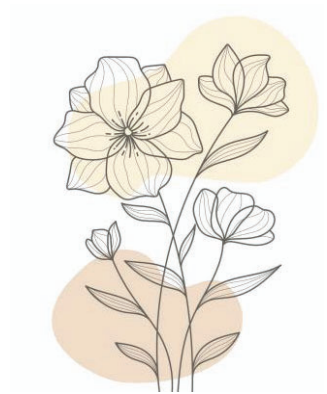
Preface

*After spending many happy moments writing short stories, I'm so excited to share this new book with you! Each story takes you on a different adventure and teaches something special along the way. My first book, **Tales of Magic and Mischief**, came out on May 1, 2023, and your amazing support encouraged me to write my second one, **Fantasia Fables Adventures in Curiosity** on Feb 1, 2024. Now, In the latest edition with *Whimsical Wonders From Starlight to Scribbles*, I hope to bring even more smiles and imagination to readers young and old. Thank you for all your love — keep reading, keep dreaming, and keep believing in your own stories! ✨*



Dedication

This book is lovingly dedicated to my mother, my greatest source of strength and inspiration. Her constant encouragement, endless love, and her mantra — “Try, try until you succeed” — have guided me through every step of my creative journey. Every word in this book carries a piece of her wisdom, support, and belief in me.



Author Introduction

Welcome to the enchanting world of storytelling, created by a 10-year-old author with a heart full of imagination!



Ever since I could hold a pen, writing has been my favorite way to explore ideas, dreams, and magical adventures. Over time, I've poured countless thoughts and stories onto paper, and this book represents the best of my creative journey so far. Each tale is a little doorway into a world of wonder, curiosity, and life lessons — waiting for you to step inside.

*I'm overjoyed to share my author's journey with you once again! After the release of my first book, *Tales of Magic and Mischief* (May 1, 2023), and my second, *Fantasia Fables Adventures in Curiosity* (Feb 1, 2024), this new collection brings a fresh set of stories for you to enjoy.*

In these pages, you'll meet whimsical characters, brave adventurers, and magical moments that spark curiosity and imagination. Every story is a little adventure of its own, and I hope each one leaves you smiling, thinking, and dreaming.

Thank you for joining me on this journey — let's dive in and explore the magic together!

Acknowledgements

Wow! So many people have helped me get here, and I want to say a BIG thank you! To my Grandma, Dinni, for always being my cozy hug, my wise guide, and my favorite cheerleader. To my Grandpa, for teaching me to be brave and for always cheering me on. To my Mamma, my amazing mentor, who inspires me to dream bigger and never give up. To my Daddy, my number-one cheerleader, for making me believe I can do anything! And a huge thank you to everyone who ever said something nice, helped me, or taught me something new — I remember it all, and it made a difference. Most of all, thank you to God, for filling my heart with imagination, courage, and the magic to tell these stories.



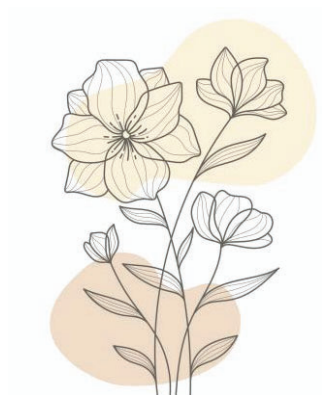
Foreword

As a child, my love for diverse stories fueled my imagination, and I found myself absorbing the lessons they imparted. Now, as the creator of these tales, my aim is to weave narratives rich with morals, offering readers not just entertainment but a valuable addition to their lives. May these stories resonate with you, inspiring reflection and contributing a meaningful touch to your journey.



Prologue

This book takes you on a journey through mystery, action, and adventure. Each page is filled with suspense and excitement that will keep you hooked from start to finish. Get ready for a thrilling experience like no other.



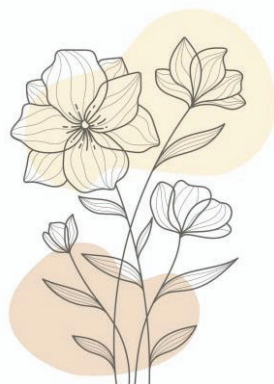
Illustration

In this captivating book , every illustration is a masterpiece crafted by the talented Peehana Bose. Each intricately detailed pencilmation brings the story to life, intertwining seamlessly with the narrative and character imaginations. Dive into a realm where every stroke of the pencil tells a tale, and let the magic of Peehana Bose's artistry transport you to a world where story details and character emotions come alive on each page.



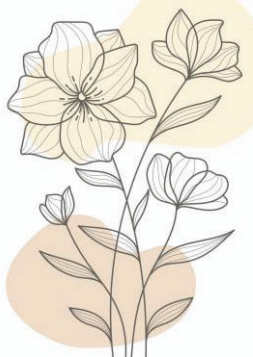
Short Description of The Book

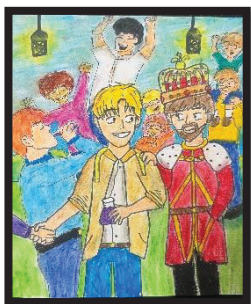
Discover 8 captivating stories that sparkle with imagination and insight. Every story not only entertains but also shares timeless lessons that linger in your heart long after you've turned the page. From daring adventures to whimsical worlds, each tale is filled with unforgettable characters, exciting twists, and moments that make you laugh, think, and dream. Perfect for young readers and the young at heart, this collection is a treasure trove of fun, curiosity, and inspiration — where every page opens the door to wonder and discovery.



Contents

1. The Power of a Peaceful Heart.....	1
2. Crooked Paths Curve Back.	11
3. What Goes Around, Comes Around.....	19
4. The Last Heist.....	28
5. The Absurd World.....	36
6. Lost in Mars.....	43
7. The Foolish Gosling.....	48
8. The Cunning Woodcutter and the Honest Cobbler.	53





The Power of a Peaceful Heart



Long ago, in the beautiful world of Happiness, all the people were cheery and peaceful. They were never disappointed with anything and they always remained happy. There ruled the king, King Felix Jollyheart. He never disappointed his

people, stayed very joyful, and made decisions which were good for everyone. Though hatred never touched his heart, he had one enemy: King Varkor Wrathén from the world of Anger. He was an evil king who hated his people and wished never to rule for them. Everyone in Anger who were haters and foes of Happiness, feared for King Wrathén, because if they disrespect him, they will be executed. King Jollyheart admired his royal mason, Clyde Alcott. He was known for building beautiful architectures and secret hiding spots, which King Jollyheart especially liked. The secret hiding areas were so discreet and vanish-ready, even the royal spies couldn't find them. Clyde was so creative that he could build hiding spots anywhere. All of them were secretive enough to fool even the sharpest eye. King Jollyheart was so impressed with his work that he invited him to his palace, since he was always outside the building. When the king was showing him his palace halls, Clyde said, "This hall echoes a lot, Your Majesty. This unfortunately might give spies an advantage." Surprise flickered in King Jollyheart's gaze before it hardened into a frown. It made him

question his palace's safety. He was disappointed with Clyde. "What? Do you think my palace is unsafe?" He spoke sourly. "I think so, sir." Clyde replied, but then changed his mind, "M-maybe not. I'm deeply sorry, Your Majesty—" "I've let you in here, and you question the safety of my palace!?" The hallway echoed, King Jollyheart was enraged. "I should've never let you enter. Your services are no longer required. Pack your things and leave; consider yourself gone." He pointed to the exit strictly.

"As you command, Your Majesty. It has been the highest honor to serve your realm. Then I shall take my leave; may your kingdom rise ever higher, even without my hands." Clyde walked out, heartbroken. Then there was an echo of silence. King Jollyheart was surprised; he was angry for the first time. He was disheartened, but felt pleased with his decision of firing his royal mason. When he walked in the Great Hall, he noticed everyone panicking and devastated. He never saw anyone upset. He sat upon his throne and asked everyone, "What is the matter, my loyal followers? Why are you all low-

spirited?" His informer slowly walked to him. "King Wrathen from Anger will be coming to our world." He announced, sadly. "Then what is the problem? He might've come to apologise to us all." King Jollyheart was confused. The informer then continued, "No, Your Majesty. His messenger said that he'll be bringing his men to attack us and put a curse on us!" The king raised his brows. The informer added, "The messenger gave this letter to us which was written by King Wrathen for Your Majesty." He gave the letter to King Jollyheart. He read it out aloud:

"To the King of Happiness,

Your days of peace have come to an end.

For too long, you have ruled your quiet lands while ignoring the strength rising beyond your borders. I am no longer content to watch from the shadows.

My armies march at dawn. Your walls will crumble, your banners will fall, and your people will kneel — or burn.

Surrender now, and I may spare what little remains of your pitiful kingdom. Refuse... and I shall leave nothing but ashes behind.

Choose wisely — your time runs short.

— King Varkor Wrathen,

Ruler of the Anger Realm'."

King Jollyheart was appalled. He was overwhelmed with terror. He trembled, fear clutched at his chest. The informer asked, "So, what is your decision, sir? Will we surrender, or let him attack our people?" "Surrender." He answered, his voice trembling with fury and disbelief. He knew it was a horrible decision, but what options did he have? He took a letter and pen and started writing his resignation:

'To the King of Anger, Varkor Wrathen,

With a heavy heart, I lay down my sword.

To protect the lives of my people and avoid needless bloodshed, I surrender the kingdom of Happiness to your rule. May your wrath be stayed, and your armies withheld from our gates.

I ask only for mercy upon the innocent — the children, the weak, the loyal. Let them not suffer for the pride of their king.

This decision weighs upon me deeply. But peace, even in defeat, must prevail over destruction.

— **King Jollyheart of Happiness'**

He called the messenger and told him to deliver the letter to King Wrathen. But he found the messenger running back to him after moments, shouting, "Wrathen and his people have come to our world! They will destroy everything now!" King Jollyheart was now frozen in horror. He then got up from his throne and went outside to give the letter to King Wrathen himself. Everyone told him to not go but he shrugged. He stood in front of King Wrathen and gave him the letter. The evil king read the letter and gave a maniacal laugh. "*But peace, even in defeat, must prevail over destruction'*? We are not like you, Felix. And we will *never* be like you!" King Wrathen was tittering spitefully. "Now what will you do, Varkor?" King Jollyheart asked displeasingly. "What will *I* do?" He mocked. "I will curse you and everyone in your *peaceful* world. You will be frowning forever!" He let out a diabolical laugh. King Jollyheart was furious. "I surrendered to you. But, you cursed me and my people! How dare you do such a thing, you

selfish, glory-stealing miscreant!? I promise you will pay, you swine! You'll be a heartless monarch who will be hunted, hated, and struck down by those you wronged! And a vile king whose name will be spat upon and whose reign will end in fire and chains!" He bellowed. "See? You're frowning and cursing now. The curse is now applied on everyone wherever my men are walking. Go see for yourself." King Wrathen exclaimed. When King Jollyheart turned around, he gasped, horrified. The evil king's men were cursing everyone who they saw. Now, everyone was cursed and was frowning. King Wrathen chortled menacingly and went away with his people after they were done cursing everyone. King Jollyheart fell to his knees, and buried his head in his hands. But, there was one person who wasn't cursed, surprisingly — Clyde Alcott. When he walked out of his hiding spot, he noticed everyone unhappy.

"Everyone's unhappy; it's because of King Wrathen! Oh, he will pay for his sins! He comes to our world and firstly, destroys our property, secondly, curses everyone, and lastly, insults our king!? One day, his actions will come back to

him." He proclaimed. He ran up to the place where announcements are made to everyone in Happiness and yelled: "Dear people, this is the king's royal mason, Clyde Alcott talking!" Everyone looked up at him with somber faces, wondering what was up with the mason. "I need to tell you that," he continued, "I'm the only one in this world who is not cursed! And... I can help you! Please trust me and follow my lead. I'll take you to Wizard Zenthis Astralis, as he is the one — the *only* one — who can cure everyone from curses." At first, no one believed him and thought he was out of his mind. Then, few people — Clara, Raymond, and Harvey asked him how he knows who Zenthis Astralis is. Clyde explained that Wizard Astralis once saved him from a curse when he was young, and that's how he and Astralis became friends. After listening, 50-70 people started believing him and wanted to go to Astralis. But the majority of them denied and started demeaning and belittling him. Then, Clyde asked, "Now, it is time for King Jollyheart to decide. What do you think, Your Majesty?" Jollyheart looked at his mason, and started to think about it. "Please make the

decision fast, Your Majesty. We have to cure our people's curses!" Clyde declared. Few people in the majority started to look up. A new light broke through. Things were looking brighter. A ray of hope appeared. Then, everyone started cheering for Clyde. "Alcott! Alcott! Alcott! Alcott!" But, their faces showed no sign of cheerfulness because of the curse. Jollyheart thought about it, and finally agreed! Clyde was very pleased. They all hopped on their vehicles and carts and started going to Astralis. When they reached, Clyde knocked on the door of Astralis's "Arcane Sanctuary".

When Astralis opened the door, he was stunned looking at a huge crowd; thousands and millions of people lined up near his cottage, hoping for a cure. When he turned to Clyde, he was pleased. "Oh, Alcott! I haven't seen you for years! What a pleasure to see you again. What's with the people, son?" He pointed towards the crowd. Clyde explained everything to Astralis. "I'll get it ready." And Zenthis went back into his cottage. Astralis prepared the potion and gave it to everyone. Then everybody got cured! Everyone cheered for Clyde as he saved them.

"Well, one day, Wrathen will taste the bitterness he once served; he'll face the consequences of his own conduct!" Clyde exclaimed. Soon after, King Varkor Wrathen and his people faced their own wrath.

Moral: *Those who sow meanness will reap misfortune.*

Crooked Paths Curve Back.



Little Tyler Ford was a very naughty and mischievous child. Though he seemed like an honest, generous and sincere boy, he always disobeyed his parents and hated school. The only thing he liked was playing outside with his friends Dylan, Chase, and Noah. Their teacher Mr. Morgan Hayes called them "The Troublemakers" as they were "notorious and infamous rascals" who were known for creating a mess at school. Everyone knew those four,

including their neighbourhood, especially Tyler. At school one day, Mr. Hayes handed out test papers to his class. "Oh no. Not this day!" Tyler grunted. This day was his most unfavourite day of school — Exam Day. This time it was even worse. Five tests in one day — English, Maths, Science, Social Studies, and General Knowledge! "As you guys know the rules, if you're done with the first test, you can move on to the second one. That applies for all five of them." Tyler grumbled when Mr. Hayes said that. "But, you can finish this at home, without cheating." He then gave a sigh of relief. "You should finish this test in under 20 minutes. Record when you started and ended this test on the papers. Now let's move on to the next chapter in Science." Tyler grew annoyed again. While his teacher was explaining the 8th chapter of their Science book, he was dreaming, as usual. He didn't want to do the test, so he thought of an idea. Last time when Mr. Hayes told them to do the tests at home, Tyler would always ask the "Smart Kid", who is Marcus, to finish them all and in return he will get a Rubik's Cube and a Remote Control toy car.

Upon arriving at his neighbourhood, he knocked on the door of Marcus's house very loudly. The moment it was opened, Marcus's father, Lambert Morris was standing in front of Tyler with an irritated face. "Oh gosh... what duh ya want, kid?" Lambert asked; it was not the first time he had knocked on their door. Tyler sneered annoyingly, "Good afternoon, Mr. Morris! How are you do—" "Just tell me what ya want. Then leave me alone." He interrupted him. "I need help from your absolutely smart and diligent son." He sneered again. "My 'absolutely smart and diligent' son is in the park." Lambert said and then shut the door on him. Tyler walked to the park confidently. He met his friends there and then walked up to Marcus. "Hey, Smart Kid. Do these tests for me, a free Rubik's Cube and Remote Control toy car for you." But surprisingly, Marcus denied. Tyler grew furious and snapped, "What? What do you mean "No"?" "Give me a new bag pack." He demanded. Tyler told him to wait for some time. He quickly headed towards his classmate, Aubrey. She always sold some stationaries to people if they needed it and in return she would get anything people offered. He asked her, "Hey Aubrey! I

need a bag pack, NOW!" He exclaimed, grumpily. "Give me some pencils. I need them to sell stuff." She demanded. "Seriously!?" Tyler walked back to his home and brought 2 pencils. Then he handed them over to Aubrey. "Not enough, Tyler!" "I only have two of them. How many more?" He asked. "13 more." She answered. Tyler's eyes widened, then narrowed in anger. "13!? Where can I find 13 pencils?" "I don't know. Go find it yourself. If you don't bring it, I won't give you a bag pack." She complained.

He was very irritated. Where can he find 13 pencils? How will he get a bag pack? Will he finish all the tests on time? He had so many questions which were yet to answer. He asked all of his classmates whether they had many pencils or not: Elijah, Charles, Harper, Stacy, David, Gwen, etc. Tyler then went to his friends, hoping they would have 13 pencils. He asked Chase, "Hey Chase. Do you have some pencils?" "Yeah, I do. Why, do you need them?" He queried. "Yes," Tyler answered. "Don't you have pencils?" "No, I mean... they ran out." He replied. "How could you not have pencils?" Dylan

chuckled. Tyler's face was slowly turning red in embarrassment. "Please? It's not much..." He pleaded. "Alright, how many?" Noah asked. Tyler was so embarrassed that he thought if he told them he needed 13 pencils, they would laugh at him and deny. So instead, he asked for 4 pencils. Noah gave one, Chase gave one, and Dylan gave two, still snickering. He immediately walked away, his stomach fluttered with awkwardness and a hint of frustration. Now Tyler just needed 9 more pencils. While he was going to the merry-go-round to meet Gray (his classmate), he noticed an unknown man in the corner wearing a hat suspiciously standing there. But he shrugged anyways and went to him. He asked Gray, "Hi. Do you have few pencils? I need some." Tyler still felt a wave of awkwardness. But Gray was an ill-mannered brute whom unfortunately Mr. Hayes liked as he was a bright student. He joined their school 2 weeks ago and was already doing excellent there. Tyler never talked to him since he joined his school and didn't know he was a scoundrel. "Pencils, huh? Don't you have your own supplies? Do you seriously have to ask me? Bet your parents can't afford to bring you supplies, but they can

afford to buy you mismatched shoes. Famous Tyler Ford..." Gray snickered at him.

His cheeks turned pink, and then his eyes burned in fury. "What are you t-talking about!? Of course my parents can a-afford my supplies!" He stammered. "Then why are you asking me for pencils? Ask your parents to buy them, Mr. Mix-a-Shoe." He laughed with a teasing grin and went away. Tyler never felt this embarrassed before! Especially when Gray called him "Mr. Mix-a-Shoe". He quickly ran away and headed the other direction. He then walked up to Brooke who everyone called her Miss Everything (she had so many supplies). Tyler went to her, "Hey Walking School Store," Brooke became annoyed and asked, "What, Tyler?" "I need 9 pencils." Tyler said, confidently. But he was still unsure if she would give them to him or not. "Fine..." Brooke handed him 9 of the pencils. Tyler became very happy. "But you'll need to give me 5 gel pens in return." She demanded, teasingly. "Okay," He replied and walked to Aubrey. "Thanks, here's 5 gel pens. And also, I need 12 crayons. You'll finally get that bag pack you need if you give them to me." She declared.

Tyler gave Brooke 5 gel pens and asked her to give 12 crayons. "Sure, here you go. Give me 6 erasers." Brooke then walked away. "Easy-peasy!" He said firmly while walking towards Aubrey again. "Here's 12 crayons. I need 6 erasers." He proclaimed. But to his surprise, she said, "I only have 2... sorry!" He felt disappointed, but he cheered up when he realised he could finally have the bag pack. "One bag pack, please." He requested. Aubrey chuckled, "Sure," she gave it to him and he went away happily. He noticed that strange man again this time a bit closer. But he passed over him and went to Marcus. "Smart Kid, here's your bag pack!" Little did he know, Marcus was an impatient boy.

"Too late, Tyler! What took you so long!? I'm gonna go home now. Have fun failing all 5 tests." Marcus left abruptly. Tyler's grin immediately turned into a frown. It was 6 pm, and he still didn't finish the tests! He was infuriated and he panicked in fear. He worked so hard to get him a bag pack, and he denied!? He asked and requested (maybe even begged) everyone to finish the tests for him and they all denied;

except Dylan! "Thank you so much! I promise I will—" "I need 3 cans of cola. Could you bring it to me?" Dylan requested. Tyler said, "Maybe if you finish those tests first, okay?" But Dylan said no. "Okay, fine. But where?" "Go to that man in the corner. He'll give it to you." Dylan spoke with certainty. Tyler went to the strange man and asked him for 3 cans. But he realised that the strange man was none other than Mr. Hayes! He was watching Tyler for a long time to see whether he would cheat or not. Tyler was shocked. "M-Mr. Hayes!? What a-are you doing here?" He questioned. Mr. Hayes caught Tyler, but he still gave him a chance to finish them. Then Tyler went home and completed them all. The next day, when the results came, he couldn't reach the passing marks, but Mr. Hayes forgave him and made him understand that whenever you're cheating, the truth will always come out.

Moral: *Cheating may help for a moment, but learning lasts forever.*

What Goes Around, Comes Around.



In a beautiful fairy world, there lived hundreds and thousands of fairies and they did many jobs. All the fairies respected one special kingdom named "Solenyra". King and Queen Aureline had 4 teen girls — Seraphina, Selene, Saphielle, and Sylvienne. The fairies loved them so dearly that they called them the "Luminaras". Each of them were different in their own way. Selene, the oldest one, enjoyed flying and running around their magical gardens. She also loved reading books. She cherished going out every single day.

Seraphina, the tallest one, was a quiet and gentle one. She loved writing secret messages in stardust, casting glittery wishes into the night sky, making potions from raindrops and sunlight, and whispering to the moon or stars. Sylvienne, the prettiest one, adored music very much. She enjoyed hosting midnight fairy balls with violin-playing fireflies, playing many instruments smoothly and perfectly, singing to plants to help them grow, leaving invisible kindness spells on forest paths, and dancing on frozen lake tops under the northern lights. But, Saphielle was neither peaceful, liked music, nor in a mood for going out. She was the most adamant one and the girl who her sisters disliked. She preferred staying at the Solenyra. She hated fairy chores. She napped inside curled-up leaves and skipped her duties by pretending to be invisible. She broke all of the rules, felt content pranking her sisters, and always snored loudly during fairy meetings and claimed she was "dream-casting".

On a magnificent cloudy day, a fairy named Tavin Bricklethorn hosted a new competition called "The Enchanted Three". He was known as

the Game-Master. In The Enchanted Three, there would be 3 activities and 10 participants. Each participant has to complete each activity gracefully and perfectly. If they don't, they're eliminated! A trophy will be given each round for those who complete each activity perfectly. The one who has more trophies, wins! Lastly, the most important rule was — NO CHEATING! Tavin invited the following 10 participants — Nella Bubblegum, Tracy Emberin, Bryn Caelindra, Rowan Rookle, Junius Fenric, Ashen Mossel, and the Luminaras. The first activity of The Enchanted Three was "The Petal Glide". The fairies should race by flying from flower to flower — but they should only touch petals, no stems or ground. All the participants were standing behind a red line. If Tavin says go, then they should go. Saphielle was smirking as she had a trick up her sleeve. When Tavin introduced The Enchanted Six to everyone before and gave out participation lists, she took a potion from Seraphina's Potion-Making Room in the Solenyra. It's a potion that when you drink it, you'll be very fast and ace your way through quickly. Saphielle already drank it.

There is one problem though — using too much energy and speed can tear her clothes a bit and she could forget where she was going. But Saphielle didn't care, as it was just a small problem.

Tavin then spoke: "Okay everybody. Let's start the race! 3...2...1... GO!" When he said go, everyone started flying quickly from one flower to another. Saphielle was obviously ahead of all the participants. They all were surprised and started whispering to each other. Tracy to Nella: "How is she going this fast!?" Rowan to Ashen: "She has great wings — better than us!" Junius to Bryn: "Did you see that speed? She just zoomed past us!" And the Luminaras to each other: "Saphie is so lazy! How is she fast?" She completed the race first and earned a trophy. When the Game-Master was arranging the next activity, the Luminaras were talking to each other. "How did you win that race, Saphie?" Selene asked. "Because I'm fast, Selly." She replied. "Do you practice flying? I see Selly fly fast." Sylvienne questioned her. "No Sylvie, I'm just... fast!" She hesitated. "Were you okay that time? I saw you flying around from left to right,

as if you didn't know where to go." Seraphina queried. "I was g-going so fast that I forgot it was a r-race." Saphielle stammered. Seraphina and Selene were a bit suspicious of her. "Alright, let's prepare for the second activity." Selene exclaimed. The next activity that Tavin prepared was: "The Melody Duel". The Melody Duel was a special fairy competition where fairies face off using enchanted instruments to create powerful, magical music. It's not about loudness or speed — it's about emotion, beauty, and control over the magic inside each note. A floating lily stage was placed. There were new fairy judges — Aeron Branwyn, Jarek Aurel, and Nyxelle Elandor. Tavin then started the game.

First up came Junius and Nella. Junius held Mushroom Drums, and Nella held Singing Stones. Nella played first with her Singing Stones. The judges were amazed. Aeron gave her an 8/10, Jarek gave her a 9.1/10, and Nyxelle gave her an 8.9/10. Then came Junius Fenric. He played excellently; better than Nella. The judges were easily impressed. They three gave him a 9.3/10. Junius won against her. The next duo was Tracy and Selene. Tracy held the

Leaf Harp, and Selene held the Wind Chimes. Selene won, then Bryn won, then Sylvienne won, and Rowan won. Then came Saphielle and Sylvienne. Everyone thought Sylvienne was going to win. Sylvienne held the most powerful instrument that she pretty much used to defeat everyone — the Petal Violin. But Saphielle didn't care. Once again, she had a trick up her sleeve. She held an instrument which you could get from spells, especially in forests — the Thornsong Flute. It wasn't allowed at all in The Melody Duel, but it looked like a normal flute. So, the judges didn't notice. It could play beautiful notes without Saphielle even trying. She just has to click a button from below the flute and act as if she was playing. Sylvienne played first. The judges enjoyed it so much that they felt like she was going to win, for sure! Aeron and Nyxelle gave her a 10/10, but Jarek gave her a 9.8/10. Most of the participants weren't happy with one of the judges' scores. Then Saphielle played. The judges were deeply amazed. She played even better than her. When she finished, all three of the judges gave her a 10/10. Saphielle won and earned another trophy.

Sylvienne was shocked, and became envious. She gathered with Selene and Seraphina. "How in the world did she win against me!? She barely even knows how to play just a note! This is so unfair." She was heartbroken and felt like crying. "It's alright, Sylvie." Seraphina comforted her. "Saphie won both activities. And she can't do any of them. Something seems off." Selene spoke. They three thought of an idea — they'll talk to Tavin about another activity to see whether Saphielle was cheating or not. Tavin and the girls liked the new activity.

The last one was: "The Crystal Truth Trial". This wasn't just a regular contest — it's a test of honesty, skill, and cleverness. Every step is watched by glowing Truth Crystals, which expose lies, tricks, or cheating in sparkly and embarrassing ways. Tavin explained it to 10 of the participants, excluding Saphielle. They wanted to expose her so that she won't cheat ever again. The first part was: "Solve the Shifting Riddle Gate." A giant crystal arch will block the path. The fairies must answer a riddle whispered by the crystal. If they try to copy someone's answer or whisper a spell... the

crystal flashes red and splashes pink goo on the cheater. The riddle was: "You cannot see me, but I'm always near. Speak my name, and I disappear. What am I?" Everyone answered "Silence". Only Saphielle was left. Saphielle tried to cast a sound-hiding spell there. But the crystal flashed red and floated up, and splashed pink goo all over Saphielle and spoke, "Too loud, cheater!" Everyone laughed, and Saphielle grew angry and embarrassed. The second part was: "The True Gifting". Each fairy must offer a magical gift from their heart — something real and meaningful (not stolen or fake) to their loved ones. If they lie about the gift or try to glamor it up magically, the Truth Crystal floats it away and says, "UNTRUE". Everyone offered each other gifts from their hearts. The Luminaras told Saphielle to give a gift to each of them. Saphielle used a spell and created 3 fake gifts. Immediately, the Truth Crystal floated away and said, "UNTRUE"... and splashed pink goo on her. Saphielle hated that part. The Luminaras felt disappointed that their sister created fake gifts for them. The last part was: "Glow of Truth". The fairies must fly through

the center of the tallest crystal — if they were honest the whole time, they glow gold. If they cheated? They turn blue and sparkly with the word "Oops!".

Everyone flew through the center of the tallest crystal, and they all glowed gold. Saphielle was covered with pink goo; she didn't want to fly up there because she didn't want to be covered in goo. Tavin told her, "Saphielle Aureline, if you don't fly through the tallest crystal, you will be eliminated. You have to!" She hesitated, then she finally flew through the tall crystal. But, she turned blue and sparkly with the word "Oops!" on top of her head. And the worst part was... the pink goo which splashed all over her, AGAIN! Everyone laughed for a full hour. Then they called her Princess Goo-Goo. Tavin explained to her what The Crystal Truth Trial was for. Saphielle, or Princess Goo-Goo, became embarrassed. She apologised to everyone for cheating. The participants, including her sisters, forgave her. Selene then said, "Anyways... want to race in our gardens in the Solenyra?"

Moral: *Even the quietest lie will shout one day.*

The Last Heist.



At a huge shopping mall center, a thief named Tomás Bustamante snuck in unseen. He was a wanted criminal and was known for stealing many gold jewels. He crept there unsuspectedly and dressed up as a janitor. Let's see if he stole a gold jewel there:

Tomás, his new name which was Javier, was mopping the floor casually, acting like a normal janitor. Nearby where he was mopping, he noticed a jewellery shop. He mopping and walking closer, and closer, and closer to the

shop. Javier, or Tomás, was getting excited on his way. Suddenly, the front doors to the mall opened, and many police officers, detectives, sergeants, and lieutenants walked in searching for Tomás himself with a picture of him. They were asking if they saw him in the mall. Javier panicked in fear. He quietly walked towards a corner unsuspectingly, and wore a grey beard. Then he walked forward and kept on cleaning. A detective named Landon Beckett noticed him. He went up to Javier and asked, "Good day, sir! Have you seen this man named Tomás Bustamante? He's a wanted criminal." Javier hesitated. "Oh, umm... I s-saw that guy around t-the corner right there on t-the left, señor." He stammered. "Over there?" Landon grabbed his walkie-talkie and spoke, "Back up, I need back up. Criminal is around the corner. I repeat, I need back up. A criminal is around the corner, right next to where I'm standing!" The whole team darted and followed Beckett.

Javier heaved a sigh of relief. "Gosh, that detective is truly impressive!" He muttered while walking even closer to the shop while mopping. On the other hand, the team didn't

find the sneaky thief anywhere. "That 'Mr. Tiptoe' man probably escaped! Tomás, we'll catch ya someday." Spoke lieutenant Caleb Grayson, irritated. "Who told you he was here, Beckett?" "A janitor. I'll talk to him about it, lieutenant." When Landon was walking away, "Just ignore him. Talking to a janitor is definitely useless. Maybe he got confused." Caleb exclaimed. He still walked towards the janitor anyway, just in case he knew something. Javier noticed the detective behind him and spoke to him, "I said the criminal is there! What more do you want!?" Javier was very aggrieved. "My apologies. Just a question, what's your name?" Once again, he hesitated. "My n-name... is Javier... Bus—" He almost accidentally said his actual last name. Landon raised his eyebrows. "You were saying?" He asked. "Javier Buscadera." Javier's panic level reduced a bit. "Okay, how about we meet at the police station and ask you some questions? Nothing serious. Everything about yourself." The detective assured him. "What is this nonsense!? Just because I told you that the jewel-stealer thief was there, doesn't mean you start to suspect me

and question me!" The fake janitor yelled angrily.

Landon was instantly shocked. "I didn't mention that Tomás was a 'jewel-stealer thief'. He actually is one. We really need to talk to you, sir." Javier was petrified. He tried not to be suspicious. "Oh he is? Well I just guessed. Question me as much as you want. I'm just a normal janitor." He answered calmly with a low voice. Before Landon even said a word, he walked away quickly. "Javier, wait!" He said. Suddenly Javier began to run away as fast as he could. "HEY! Back up is needed! The janitor is the criminal, he's running away!" He ran after him quickly. But unfortunately, Tomás found an exit and escaped through there without the cops catching him.

Then, he quietly slipped in a restaurant. He took some cashier clothes and got a new name: "Raúl Ramiro". All the cops were searching for 'Raúl'. They kept telling everyone that Tomás dressed up as a janitor and if they've seen him anywhere. One woman stated that she saw a janitor run towards a restaurant corner. When Caleb the lieutenant was about to walk in the restaurant,

Landon stopped him. "Stop. Let me handle this." "Alright detective," He replied snappily and coldly. "How about this whole case becomes yours? Try catching that man. If you do, you'll earn a badge." Then he walked away sneeringly. "And what happens if I don't?" He asked, unbothered and boldly. Caleb turned around. He walked closer to him. "We'll see, Captain Confidence." Landon chuckled and said, "Sure, Mr. 'I-Know-Everything'." Caleb turned around and went grumpily. Landon walked in the restaurant. When he was looking around he saw Raúl working as a cashier. "I feel like I've seen that face before..." he murmured, though he was unsure. When he walked up to him, he asked, "Good day, sir! Have you heard of Tomás Bustamante before?" But Raúl didn't look up. He was acting like he was very busy writing an order; he knew it was the same detective he met at the mall. "After I finish this order," he replied arrogantly. All the employees looked at Raúl. Then one worker asked politely, "Good day, officer. Do you need anything?"

"Yes ma'am," Landon answered. "One woman claimed that she saw a janitor run near this

restaurant. Do you know or did you see Tomás Bustamante? He's a wanted criminal." The worker shook her head; she didn't notice that janitor. Raúl was a bit anxious that Landon would figure out he's the culprit. So, he quietly went into the restroom when the detective left. He would dress up as a police officer. That was his last resort. "That detective would become too suspicious if I take other jobs and act rude. Let me dress up as a cop." He thought. When he walked out of the other exit of the restaurant, he saw many police officers standing there, and they looked up at him. Landon and Caleb were standing there too. "Hey! It's you. What are you doing here?" Landon asked. Raúl started to run. "IT'S HIM! I knew it! Go, go, go!" But still Tomás ran away quickly and snuck into the police station. He wanted to work with them so he wouldn't be suspicious among them. His new name was: "Esteban García". After hours, when all the cops went back to the police station disappointed, Esteban was hiding. When they all were surrounded, Esteban quietly joined them as if he were in their team for a very long time. "This man is very hard to catch. How long will

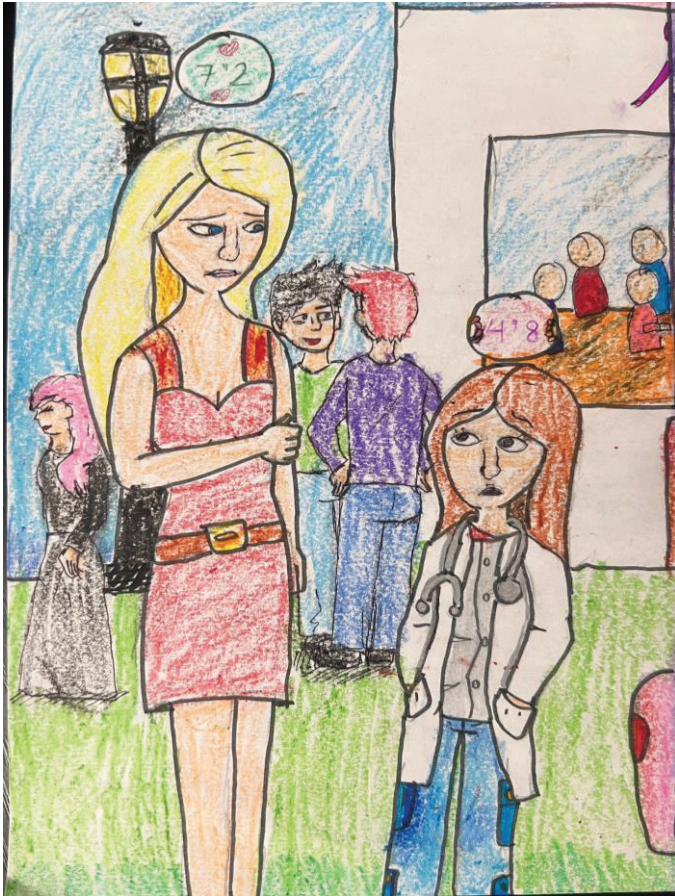
this case go on for?" One officer spoke, a little gloomy. "Oh, you mean his case, right?" Grumpy Caleb pointed to Landon. "You should be the one blaming him! He hasn't solved it yet. It's his fault." "Lieutenant, we all couldn't solve this case. Not only me! And stop blaming everything on me. You're also responsible for this case—" "I'm responsible!?" Caleb interrupted Landon and chuckled sarcastically.

"Didn't we make that deal near the restaurant 4 hours ago? You agreed that it'd be your case. It ain't my responsibility." "Hey, hey, gentlemen! Stop the argument. We should continue the case. You know what? Could you give the case to me, instead? I'll solve it quickly and easily unlike Landon." Esteban spoke proudly. He knew that Caleb disliked Landon, and he wanted to gain his attention so that he'll get the case. But they didn't care a single bit about giving the case to him. Who was this man, and they didn't see him at all in here? "Who are you? We've never seen you before." Landon asked. Esteban was troubled. How could he get out of this now? "I'm Esteban. R-Remember?" He hesitated. Caleb asked, "Are you new here?" Landon immediately

recognised him. Javier's face, Raúl's face, and Esteban's face - they all match Tomás's face. He is the culprit! The moment Caleb asked him that question, he instantly said, "Arrest him." Tomás was speechless. "W-What! No! I'm a cop! Stop!" He was startled. Tomás was sent to a jail cell. "How'd you know it was Bustamante?" The lieutenant asked Landon. "The face." He answered. "It's Tomás's last heist."

Moral: *Being smart is a superpower when used for good.*

The Absurd World.



After having her breakfast, Riley was playing happily with her Barbies. She was having so much fun until this peculiar event happened: Riley got transmitted to the Barbie World! She

was very surprised to see so many Barbies. "Hello Barbie!" One voice spoke behind her. Riley turned around and jumped as she saw a man. "Sorry! I didn't mean to scare you. Actually, we have a problem. There is one patient in Barbie's Hospital and she needs help. Could you check her out?" "My name is Riley... So you're saying that I'll become a doctor? I'm only 9!" She exclaimed. "We really need your help, umm... Riley! Please come." The man said. "Aren't there any other doctors in this weird world? Why me?" Riley insisted. "There are, but they can't figure out what the problem is. Could you, please?" The man pleaded to her. Riley finally agreed and followed the man to the hospital. When she headed inside, she saw many exhausted patients in the waiting area, waiting for their turn. Many of them looked sick and furious. The man walked towards a patient room, where outside it many doctors were sitting down, crestfallen and disheartened.

When the man was unlocking the door, Riley asked a few doctors, "What happened to that patient?" They replied, "Patient Barbie has a horrible disease. None of us could fix it." "What

disease is it exactly?" One doctor said, "We don't know yet. Sorry!" The man unlocked the door and Riley headed in. "Hello Barbie... I have a problem. My legs for some reason grow one inch every hour. Now, my legs are so long! I can't even fit in my dream car, my knees squeak like a rubber duck when I walk, and when I sit, my legs fold like spaghetti noodles. How can I fix this!?" Barbie (The actual blonde Barbie) said. "Umm... I'll check what disease you have and how to fix it." Riley spoke while checking her legs. After using the Barbie-Sickness-Meter machine, she discovered that Barbie had the disease 'Leggitis-Maximus'. "I know how you can fix it!" Riley exclaimed. Barbie's excitement knew no bounds. "Really!? HOW???" She screamed. Riley said, "A bedtime story read by a pair of heels!" Barbie's smile immediately turned into a frown. "What's wrong?" Riley asked.

"My heels are broken because of my long legs. Will it work if I borrow someone else's?" She asked. "A bedtime story read by your pair of heels." Riley answered. "I guess my long legs will stay as it is." Barbie grew even more sadder. "There's no need to be unhappy. Here's another

cure: a bubble bath in mini marshmallows! How about that?" She tried to gladden Barbie, which unfortunately didn't work. "I don't have mini marshmallows." Riley gave Barbie many sets of cures but Barbie denied:

"Bubble wrap ballet?"

"No..."

"Reverse runaway spin!?"

"Nope!"

"Lego walk challenge!"

"What!? NO!!!"

She gave many sets of cures until she said, "Socks of Shrinkitude...?"

"Ooh! I'd like to try that." Barbie became delighted. Riley asked her if she had those socks. "Ugh... I don't have 'Socks of Shrink-whatever'. Does it have to be mine?" "No. It can be anyone's. We just have to find it!" Riley and long-legged Barbie walked outside the hospital and sat in her dream car. Barbie sat in the back and she drove the car. While on the way, Barbie turned around and asked, "So... where are the socks of umm... shrink—", "Shrinkitude." Riley

corrected her. "I want to call them just 'socks'. Do you know where you're going to find em'?" Barbie asked. She answered that she's going to The Witch's House in Beverly Hills. She turned back again with a befuddled look. "Why does a witch need the 'socks'?" She wondered.

Both of the girls reached The Witch's House in Beverly Hills. On the path to the house, they tumbled upon a huge door. It was slightly open. They both pushed the door open with hassle. Barbie asked, "Umm... is there any other place where we could find these 'socks'?" "No, sorry!" She exclaimed. "Ugh, seriously!?" "Follow me," Riley insisted. "I think I know the way..." "You THINK!? Are you sure you know the way in this weird place? I have a bad feeling about this..." She felt very concerned.

They went up some flights of stairs, walked through a corridor, went inside some rooms (they didn't find anything), found a kitchen (Riley wanted to eat some 'food items' which looked delicious to her, but Barbie fortunately stopped her), went down few flights of stairs, walked through another corridor, and they just went on and on. Barbie felt very, very, very

tired along with Riley. "Ugh! Why does this take so long!? I'm so tired... doesn't this seem like we're going in circles?" "Have patience, 'Blondie Malibu Diva Plastic Princess Pinkzilla Fashionator Miss Perfectly Perfect!'" Riley declared. "What did you just call m—" "THE SOCKS OF SHRINKITUDE!" Riley screamed very hard. "Owww... my ears..." "Oops! Sorry... But here they are — on the shelf! C'mon!" She ran to get them, while Barbie sat in agony (Not really). The moment she grabbed the socks, they both heard someone cackling and chortling.

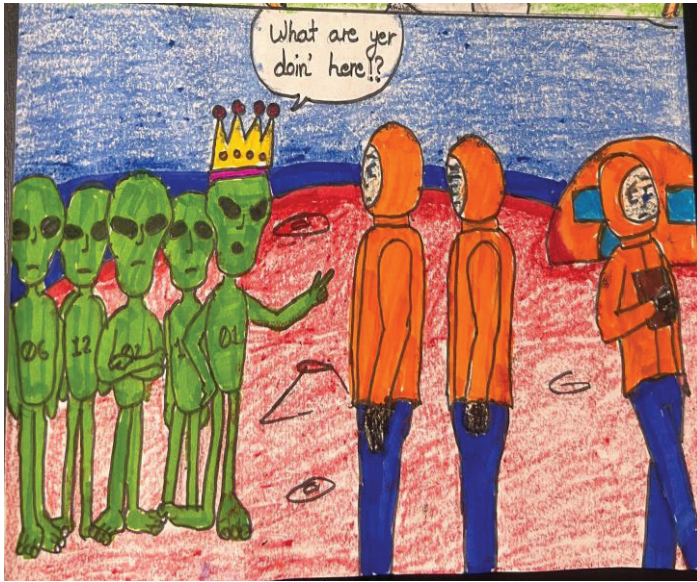
It was a witch! Barbie stood up and spoke to her as if they weren't stealing the socks, "Hello there! Sorry for coming into your house unannounced. We just came here to —" "Why are y'all touchin' the Socks of Shrinkitude!?" Then the witch grew furious. She whispered, "RILEY, GO!!!" Riley quietly walked out the room and headed downstairs. Then Barbie talked normally again, "Hey, do you mind if we... you know?" Then she walked beside the witch, and then ran away. "Not so fast!" The witch said, used her magical powers, and trapped Barbie inside a cage. Riley ran back and explained

everything to the witch. "Oh! I'm so sorry. I'll remove the cage for her." When the cage was removed, Barbie ran towards Riley and pulled her. "C'mon, doctor! Let's run away!" "There's no need for that. Witch Ophelia Vantasy can help us." Riley spoke. Ophelia explained, "If you put on the Socks of Shrinkitude, yes, your legs will minimize in length, but it'll grow again two inches every 11 days. Instead, one tap from the Magical Shrinky Wand could minimize your leg length forever!"

"Wait what? Thank you!" Barbie got one tap from the wand and she turned normal again. "OMG! Thank you doctor and Ophelia. You've done so much for me. An evil wizard put a curse on me and you guys helped me lift it off. Ophelia, here's a beautiful house and unlimited food! And Barbie, you can go back to your world again through this portal." Riley walked through the portal and came back to her world.

Moral: *When you help others, you light up both their world and yours.*

Lost in Mars.



A girl named Eliana and her friends were playing outside in her backyard. Then, Eliana's dad called out, "Come inside, girls! It's about to rain soon." With upset faces, they went inside. While it was raining and they were watching the news, the news reporter spoke with a surprised look, "It is about to snow soon! I have no idea how; it just rained right now." "What? How can that be possible?" Dad was in shock. But, Eliana was delighted. "Dad, can we go play with the snow?"

"No, you can't. It's still raining." Then suddenly, lots of lightning and thunderstorms were occurring. She and her friends were extremely scared. Immediately, there were hurricanes, blizzards, wildfires and hailstorms. Everyone was horrified and confused. To add more to their nightmare, tornadoes, floods, tsunamis, earthquakes and volcanic eruptions occurred. How can all of these disasters and seasons happen at the same time? There can only be one answer - and even that is impossible.

The Earth is revolving and rotating nonstop, each 90 minutes! As if the world was turning upside down. Suddenly in front of Eliana, a portal appeared. She, her friends, and her family immediately went inside the portal. They reached planet Mars. Everyone was confused at first, then it seemed that they were no longer on Earth. Mars had almost no oxygen, mostly carbon dioxide. People started having trouble breathing. Eliana noticed a space bunker. In fact, there were lots of them surprisingly! Her family headed to a space bunker - Bunker 08. Everybody headed to their bunkers, wishing for the best. Eliana's mom placed her hand on the

scan, and the door opened. When they quickly headed into Bunker 08, the door shut immediately behind them. Eliana and her family could finally breathe. "Guess this is our new home." Spoke Mom. Suddenly, her family heard a high-pitched echoey sound. When Eliana and her little brother, Ethan looked out the window, "Are those ALIENS!?" Ethan yelled.

Everyone went outside their bunkers wearing suits and a helmet which covered the face with plastic (they were found in the bunker). People went face-to-face with the aliens. One of the aliens spoke, "Graaaaaaa! What are yer doin' here!? These bunkers are ours, shenanigans! Y'all belong on Earth!" One man spoke, "We're deeply sorry. I know we've come here unannounced. But, we got teleported here from a portal." Another man continued, "Yes, and these unknown bunkers are where we are living now. Please spare us." The aliens thought about it, and then replied, "Fine. But I got y'all 1 task! If yer all complete them, yer can stay. Deal? Ehaaaar-thooooorrrr!" Everyone agreed reluctantly. They forced them to make a farm. Everybody was surprised. A lady said, "How can

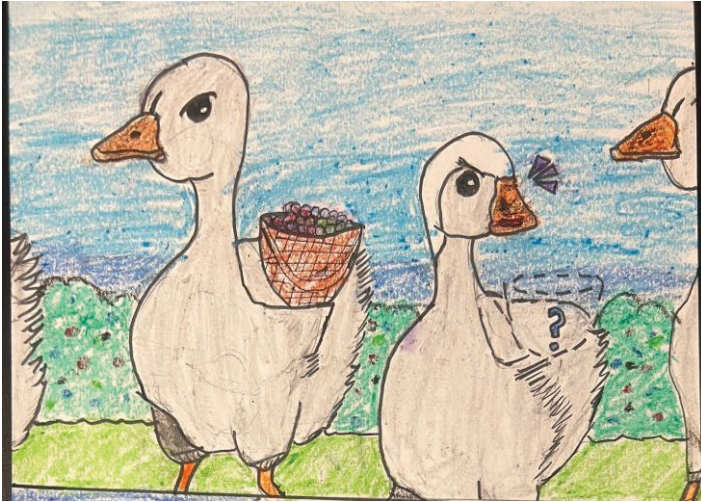
we make a farm when there is no soil and— " "Here is Martian soil." The aliens made lots of the soil appear out of thin air with just a blink of an eye. "Yer better make the farm, STARTING NOW!" "But we need— " "If yer don't make the farm, y'all will disappear forever. Grrrrrrrrr!" The vicious aliens bellowed, and then left.

Everyone was frightened. But, a brilliant Korean scientist, Seo-jun Kwan announced, "You don't have to worry, guys! Let's make a greenhouse first with all the materials we have in your bunkers. Then we'll use the Martian soil, put some LED lights, and we could recycle air and water. Who wants to join me?" Mostly everybody joined to help him, while few others studied about Mars' history. "Hey, Ethan. Did you know that Mars has the tallest volcano in the solar system? Nearly 3 times taller than Mount Everest!" Eliana declared. Dad walked towards them with a shocked face. "Daddy, why are you so surprised? And why is everyone panicking?" Ethan asked. "Mars has the biggest dust storm in the whole solar system. It could cover Mars completely and could last for weeks!

Our scientist friend, Seo-jun also said that one will be approaching tomorrow." Dad exclaimed. She and her brother became worried. "But don't worry. We'll be safe in our bunkers. Plus, some men built heavy protection for the greenhouse." The next day, Eliana and her family woke up early. The dust storm arrived and immediately started heading towards the bunkers. She found a huge red button next to the greenhouse, and the dust storm was close there. Suddenly, the horde of the aliens arrived and shouted, "We don't have time! Press the button, one of yer, NOW!" Eliana ran towards the button. Mom screamed, "ELI! NO!" The moment she pressed the button, the dust storm disappeared. Then, a portal appeared in front of the button. She and her family went into the portal, waving goodbyes to the aliens. Soon after, everyone followed them. They reached planet Earth. "Gosh! What an exhausting two days!" Dad groaned. Her family laughed, merrily.

Moral: *Do your best without delay — be ready for anything that comes your way.*

The Foolish Gosling.



A mother goose gave birth to 5 goslings - Gilbert, Gideon, Gertrude, Gulliver, and the youngest one, Gus. Gilbert was always joyful, Gideon was always honest, Gertrude never denied whatever his parents told him and was clever, and Gulliver always forgave the one who made mistakes. But Gus was the naughtiest of them all. He was completely the opposite of every one of his brothers. One day, the goose told her goslings to bring 25 berries - each gosling will bring 5 of them - so that she could make berry pie for them and the gander. Their

mother also added that they shouldn't go to any areas with red warning signs. The goslings then headed to the Twinkleberry Bush to gather delicious berries. Gilbert picked red berries, Gideon picked blueberries, Gertrude picked pink berries, and Gulliver picked blackberries. Gus was the laziest of them all and didn't want any work.

But suddenly, he saw a bush called "Nightthorn Bush" with a red warning sign on it. Gus was curious and went towards the spooky bush. In that bush, "Bloodshade Berries" were growing and they were bright red. Gus thought of picking those berries which sounded fun. Gideon noticed Gus and stopped him from picking the Bloodshade Berries. "Gus, stop at once! What in the world are you doing!? Mom told us not to go near areas with red warning signs. Come with us and pick Twinkleberry Bush's berries instead." Gideon exclaimed. Fury lit up in Gus's eyes, and he boiled with anger. But he thought of a malevolent and wicked plan to trap Gideon - so cruel that he will never come back!

"Twinkleberry Bush's berries are rotten! Follow me to another bush to get fresh and delicious

berries." Gus replied, trying to trap him. Gideon still refused and asked Gus for proof. The selfish gosling said, "Dad told me. Come on!" He blamed it on his father and went towards the deadliest bushes with more than 5 red warning signs! Gideon knew something wasn't right, but if his dad insisted, he followed Gus anyway. Gus, the most foolish gosling, told his brother to try the berries once. "Amazing berries! Call our brothers to come to this bush, please?" Gideon said to Gus. He walked away and still gathered the Bloodshade Berries from the Nightthorn Bush.

Then, Gulliver noticed him and stopped him from collecting the dangerous berries. "Gus, stop at once! What in the world are you doing!? Mom told us not to go near areas with red warning signs. Come with us and pick Twinkleberry Bush's berries instead." Gulliver exclaimed. Once again, wrath took over Gus, and his temper snapped. He thought of the same sinister plan and said, "Twinkleberry Bush's berries are rotten! Follow me to another bush to get fresh and delicious berries." Gus replied, trying to trap him. Gulliver still refused and asked Gus

for proof. The selfish gosling said, "Dad told me. Come on!" He blamed in on his dad again and went to a bush with multicolour berries. It was, of course, very dangerous - but Gulliver didn't know that. He said, "Amazing berries! Can you please call our brothers to come to this delicious bit?" Gus agreed and went away.

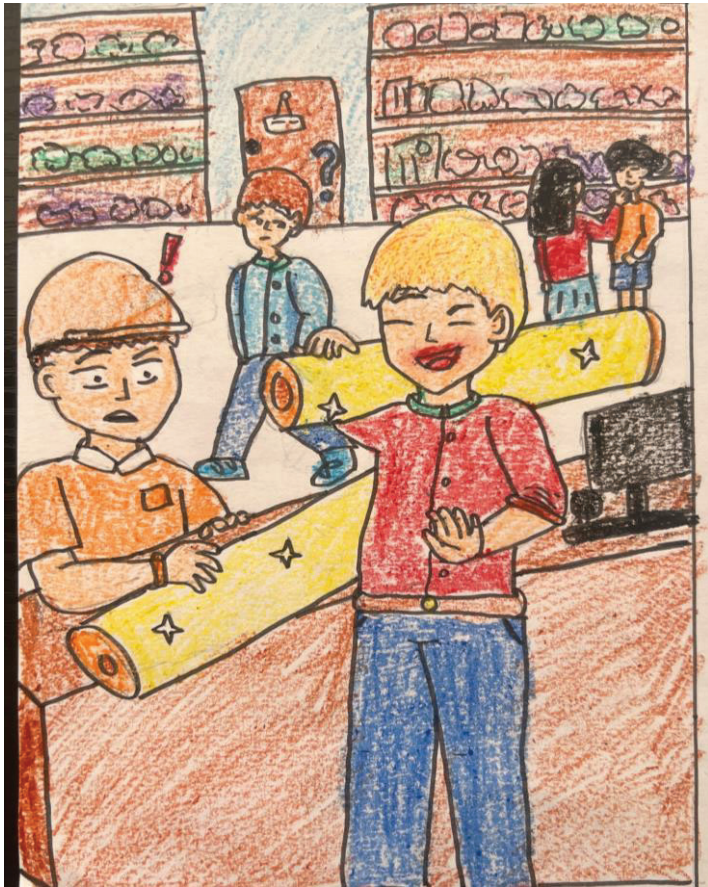
He continued to pick the Bloodshade Berries. Gilbert noticed Gus and stopped him from picking the Bloodshade Berries. "Gus, stop at once! What in the world are you doing!? Mom told us not to go near areas with red warning signs. Come with us and pick Twinkleberry Bush's berries instead." He exclaimed. And once more, Gus was beside himself with fury and he was seething with anger. He used the diabolical plan again on Gilbert and said, "Twinkleberry Bush's berries are rotten! Follow me to another bush to get fresh and delicious berries." Gus replied, trying to trap him. Gilbert still refused and asked Gus for proof. The selfish gosling said, "Dad told me. Come on!" He blamed it on his dad again and went to a bush with rainbow berries which were volatile. Gilbert said, "Amazing berries! Can you bring our brothers to

collect these? Gus agreed and went away.

While Gus still gathered Bloodshade Berries, Gertrude - the clever one - was witnessing everything! He felt bad for his brothers, but he didn't want to tell his parents, as he wanted to make everything better. He brought his brothers from each place Gus led them to and he told them his plan. They all carried the berries and waited for Gus. After he returned, he was surprised to see all of his brothers waiting for him. When they were walking home, Gulliver and Gilbert kept Gus distracted, Gertrude snatched the basket of the Bloodshade Berries and Gideon threw them away. When they returned, their parents were relieved to see them completely fine. Then the goose made the berry pie. Gus was grumpy but from that day he never betrayed his parents and his siblings ever again.

Moral: *Kindness shared is kindness returned, but selfishness leaves you empty.*

The Cunning Woodcutter and the Honest Cobbler.



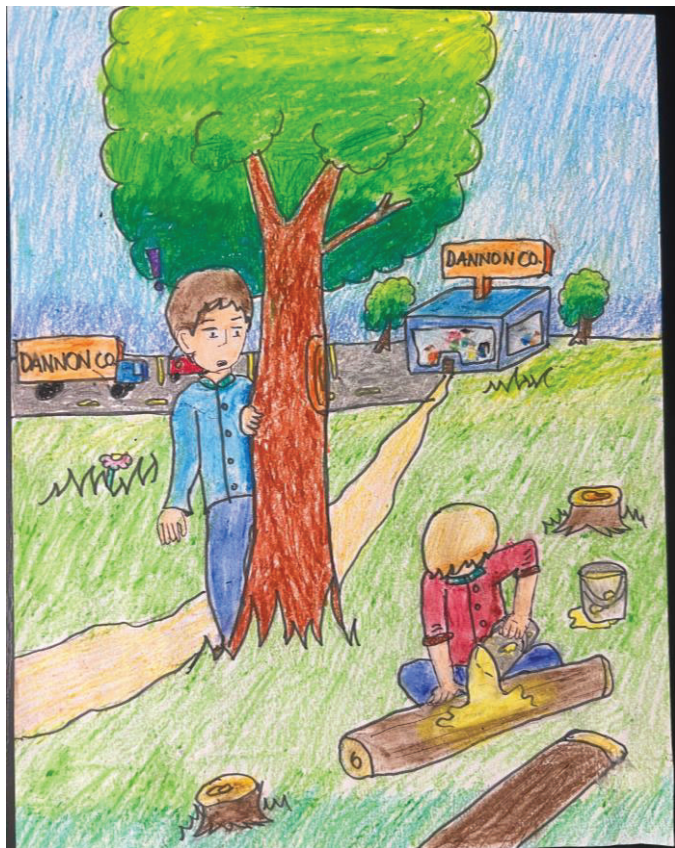
Once upon a time, there was a woodcutter named Hudson. He was a very cunning and foolish man. One day, he chopped wood and sold

them in the market. Hudson earned \$25. He was ungrateful for the money he got, so he asked the shopkeeper for more. The shopkeeper refused to give him more money. Hudson angrily stormed into the forest to get more wood. While chopping the wood, he saw a yellow paint bucket and thought of an idea. "If I colour the chopped wood with yellow, it'll look golden. If I sell those, I can earn more money!" The cunning Hudson was delighted. After cutting 8 logs of wood, he coloured all of them with yellow. He picked them up and took them to the market.

When he sold the logs of wood, the shopkeeper was surprised! "Where did you find these golden logs of wood?" "I found them in the forest." Hudson exclaimed, hiding a mischievous grin on his face. "Excellent. Here's \$85! The shopkeeper replied. Hudson was very overjoyed. He thought of doing this wicked plan every single day. A cobbler named Jasper stared at Hudson, wondering how he got golden logs in a very mere forest which everybody in their town knows. The next day, Hudson again brought the fake 'golden' logs to the market, as if he chopped them. The shopkeeper was elated and

gave \$90 to him!

Every day, Hudson brought the golden logs to the market to earn more money. He also bought himself a charming house. "If I earn more than \$1,500, I can buy myself a mansion. Oh how lovely!" Jasper the cobbler started suspecting him. One evening, he quietly followed Hudson to the forest. He saw Hudson chopping not gold, but ordinary wood! Jasper wondered, "If he's chopping normal and plain wood, how did he get golden logs?" But then he saw Hudson grabbing a yellow paint bucket and poured it all over the logs he chopped. "Now I get it. He fooled the shopkeeper by bringing ordinary yellow-coloured logs and making the shopkeeper think that it's golden!" Quickly, Jasper went back to his home and was waiting to reveal Hudson's secret tomorrow.



The next day, the cunning and foolish Hudson gave the 'golden' logs to the shopkeeper. Before he was handed over the money, Jasper interfered. "Mr. Jackson, before you hand him over the cash, please check if the logs are golden or not. Ask for a bucket of water." He said to the shopkeeper. "Sure... I guess, give me a bucket of water." The shopkeeper called his

workers. Hudson was shocked. He tried to stop the shopkeeper. "Shopkeeper, wait! What are you doing? Are you trying to destroy the beautiful golden logs? Please don't." Hudson tried to not act suspicious.

"But I need to check if the logs are golden. If they are, I'll give you the cash. Just wait one minute." The shopkeeper explained. Hudson was petrified and wanted to leave immediately. He also wondered how the cobbler knew. When Jasper dipped the logs into the water, they turned into ordinary brown logs. The shopkeeper was shocked. "Aha! I knew it." Jasper exclaimed. "Hudson! You lied to me. Why'd you do all of this?" The shopkeeper asked. Hudson felt ashamed and said, "I did this because... I wanted more money." The shopkeeper was aggrieved and fired him immediately. Hudson felt disappointed and left his town and never came back.

Moral: *Honesty and truthfulness brings happiness, but greed leads to loss and loneliness.*