



FIGLEAF

Term 4

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Editor's Note

Dear Reader,

It has been many months since the first Figleaf issue of the year came out. 2022 has been busy and, much like any other year, not always kind.

So, if I could have the Figleaf be anything for you as a student, I would hope that it was something you could read to get your mind off of exams and drama and hardship. I would hope that for even a few seconds, the hours of effort put into this magazine brought you some joy.

Maybe it wasn't the light at the end of your tunnel, but if it was at least a candle to help you on your way, it would mean this publication completed its purpose.

I said in the Term 2 issue that I wanted that issue to represent change. I think I can safely say it did. The Figleaf is not what it was last year, or the year before. With a new team, a new mentor and a new editor, I believe we've done great things this year.

This is usually the part where I'd tell you the theme of this issue. I think we've been doing this for long enough that you can figure it out yourself. (For an extra challenge, skip the table of contents.)

Welcome to our Term 4 issue. I hope you love it as much as I do.

- Zeynep Erdogan, 2022 Editor

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Horoscopes

Have you ever wondered about your horoscope, and the ways it could influence your mood and life? Whether the answer is yes or no, here's what fortune has in store for you in this holiday season!

ARIES

Time to let go of your past; it's going to be a breeze with your bold personality. Prepare for power and success!

CANCER

You're sitting on a couple brilliant ideas right now. Find the courage to act on them.

GEMINI

Luck falls upon you this season, Gemini. Sit and wait; the opportunities will come to you.

TAURUS

Struggles are coming, but your natural self-confidence will help you get through the bad times.

LEO

Let go of your struggles. Your productivity is at its peak and if you opened yourself up to it, you would feel the buzz of positivity in yourself.

LIBRA

Stop worrying. Opportunities are all around. All you have to do is stop overthinking and take them. Seize the day! Take risks and thrive!

VIRGO

Open your eyes to the beauty that surrounds you. Stop hiding your creativity and let your imagination run wild.

The sun is shining, and you know what that means; it your time to shine with it! Spend some time outside. It might not be a cure-all for boredom, but it sure will help.

SCORPIO**SAGITTARIUS**

Your goals are high. Be careful not to pressure yourself too much, and remember that even if you fail, you'll still land among stars.

CAPRICORN

Many things are headed your way this season. Some which you've been waiting a long time for, and other you never would have expected. Buckle up and enjoy the ride.

AQUARIUS

Balancing your freedom and busy lifestyle is challenging, which makes it all the more important to surround yourself with loved ones.

PISCES

Your main goal is to live well, and you're killing it! You have a great energy, which helps you reach great lengths to achieve your goals.

*Written by
Louise Marchant*

Summer Activities

With the spring season coming to an end, the infernal hell colloquially known as Summer begins! In these blistering few months, you may find yourself with one issue; what's there to do? For those of you that don't go outside throughout the holidays, it's time to get your air conditioner ready and partake in regular indoor activities. However, what if you want to go outside and make the most of this hot weather? Well, this article is exactly what you are looking for!

BEACH TIME

This would be an obvious answer. Sydney's beaches are among the best in the world! Bondi, Manly, maybe somewhere more remote if you're looking for something new. Friends and family are recommended. If you aren't into physical activities, you may prefer to take a swim, or to just sit on the sand and admire the beautiful ocean water. Always remember to put on some sunscreen. Even if the sun isn't out, looks can be deceiving!



SOMEWHERE NEW

You can go to a new cafe or a shop you haven't been to before, or you could travel to a new area entirely! It's important to discover and try new things every so often. This can help brighten up your life. Take a bus or train and just spend the day exploring someplace new! This may just fulfill the very human need for a good adventure and can help break you from your normal routine.

Overall, getting outside and being active during the summer season is important. Remember that sometimes staying home can be fun too, especially when the weather is acting up. Ultimately, whether or not you enjoy your summer comes down to how willing you are to make your days more fun.

Have an amazing summer!

DAILY WALKS

Fresh air is important for clearing the mind and calming down, effectively ensuring a better mindset. Make sure to go down a different route sometimes or take your time to find a new area to explore, as this can be quite nice. Just don't forget your way back home.

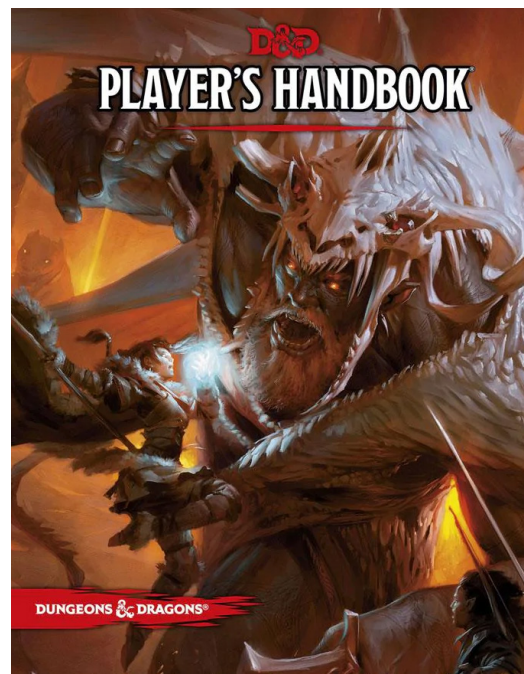


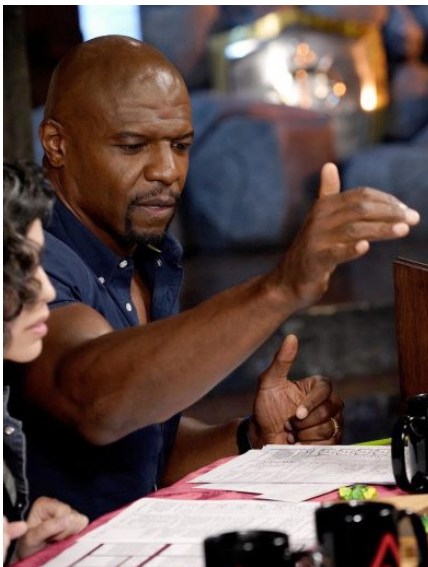
Written by Pasha Kurskiy

The Wonderful World of Dungeons and Dragons

WHAT???

Dungeons & Dragons (often shortened to DnD) is a tabletop RPG. It's a game in which players join each other in an imaginary world where they can be whatever they want to be and do anything they desire. Generally, they go on epic adventures. In many ways, it's similar to a video game RPG, but it's more collaborative, usually not played online and there are no limits to what you can do.



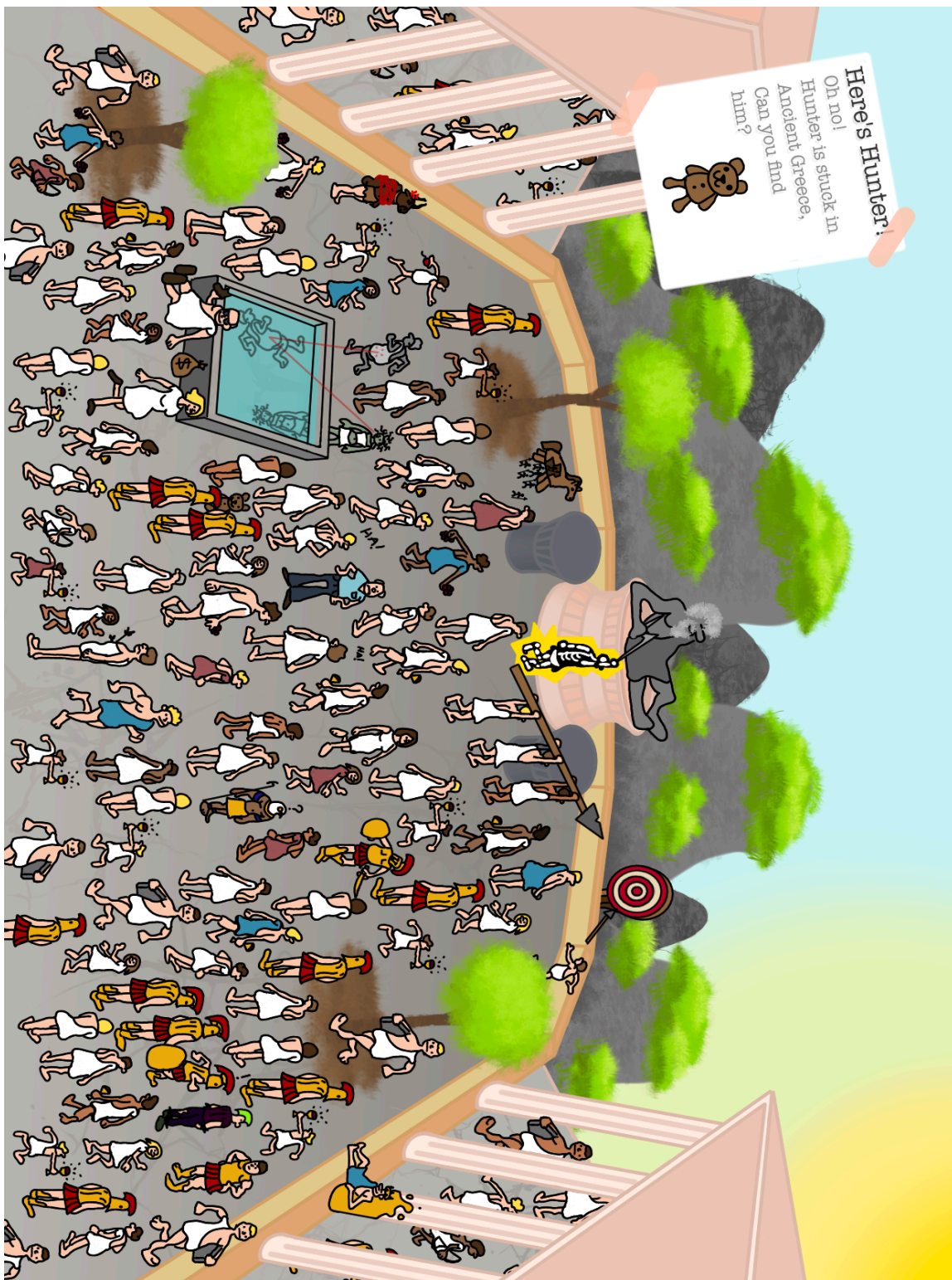


BUT IT'S FOR NERDS... RIGHT?

Wrong! This is a common but untrue stereotype about DnD. In reality, it's a game built to be played by a diverse range of people. Some of the most famous and well-known people in the world play D&D. Vin Diesel, Brett Gelman, and Stephen Colbert are all passionate players. This stereotype can come from associating DnD's imaginative nature with nerdiness. While it's mostly depicted in media as only being played by geeky losers, this representation ignores the fact that every person has some creativity in them, and therefore, they can play. Before putting D&D into a stereotype, give it a go and find out what it's about.

Written by Maxwell Patrick

Here's Hunter



Art by Jasper Pringle

Norse Mythology

Have you ever heard of Thor, Loki or Odin? Well, they're not just some gods made up by Marvel to create entertaining movies. No, they're very real! Norse mythology is a religion that was believed by people that lived in the Scandinavian countries. The gods, mythical creatures, and the world tree are what make up most of what is known as Norse mythology.

In many other religions, the sun deity is usually represented by a male, and the moon is represented by a female. These deities, however, are the opposite. Sol is the goddess of the sun and her brother Mani is the god of the moon. Both gods are chased through the sky on chariots by wolves. Eventually, the wolves catch up with Sol and cause Ragnarok.

Norse mythology is also full of mythical creatures like large wolves, snakes and giants.

Fenrir is a giant wolf that is also one of Loki's five children. He is one of the most vicious and fierce creatures in Norse Mythology. In many tales, Fenrir swallowed Odin and devoured the sun during Ragnarok.

Huginn (meaning thought) and Muninn (meaning mind) are a pair of ravens that fly around Midgard and bring news and affairs to Odin. Their daily travels would provide Odin with knowledge of different realms.

This brings us to the last myth of the article; the creation of Earth and its inhabitants. It is said that Odin and his brothers killed their great-grandfather and used his flesh to create the start of our world. Ask and Embla were the first human beings on the earth, created using tree trunks found on the beach by three gods; Odin and his two brothers, Vili and Ve.

Written by Tess Mahoney

Cryptozoology

The term “cryptozoology” may be new and unfamiliar to most, but it is, in fact, something you have most likely practised before. Have you ever watched a Bigfoot documentary to kill time? Or wondered what the Loch Ness Monster could be? These are examples of cryptozoology.

Cryptozoology is the search or study of animals whose existence or survival is disputed or unsubstantiated. These animals are more commonly known as cryptids.

The Mothman is a tale of a man-moth hybrid that originated in Point Pleasant, West Virginia, in 1966. Mothman is described as a black figure with 10-foot wings and glowing red eyes. The first account of the Mothman was from two young couples whose headlights revealed him, on the road. Over the next few days, many of the residents of Point Pleasant claimed to have also seen the Mothman. They also said that his presence in the town caused strange things to occur, such as pets going missing and television sets making odd buzzing noises. Even so, he is quite docile. There are supposed videos taken of the Mothman on the internet, and is quite a popular figure.

The Mothman is an ingrained part of the legacy of Point Pleasant, and they have erected a statue of him and even hold an Annual Mothman Festival.



The Rake is a feral, white-skinned, and hairless humanoid with large reflective eyes, believed to have been first accounted in 1691, in a mariner's log. The first conclusive evidence of it is some witness accounts in the northeast USA in 2003 that briefly sparked the media's attention. Then in 2006, a woman claimed her daughter was killed by the Rake, after it broke into their house and stood at the foot of their bed, watching them. Luckily we needn't worry, as all sightings of the Rake are confined to rural New York and Idaho. It is speculated that the Rake is just an insane, naked man, but this is yet to be proven.

The Yowie is a cryptid that is native to our own backyard, the Australian outback. It is described as similar to Bigfoot, tall, hairy and ape-like. Creatures of similar description appear in Aboriginal Australian legend, and there are recounts of Yowie all over Australia. Its temperament ranges from timid and shy to extremely aggressive. Today, there is a statue of the Yowie in Kilcoy, Queensland.

Although not called cryptids up until recently, alleged sightings and mentions of cryptids in various forms have existed for hundreds of years and stem from all corners of the globe.



Written by Ezra Mulder

Art by Paige Diamond

A Message From: The School Captains

Our first act as the new school captains was installing basketball nets within the first week of Term 4, lighting the fires of change with a physical alteration. Going into 2023, we hope to make more changes like this to better the school environment for everyone.

A major initiative headed by our Social Justice Leaders, Eliza and Keira, was the holiday food drive, which aimed to provide necessities to those in need during the holiday season. By collecting non-perishables, hygiene items and Christmas decorations, this was a major success, allowing us to donate a great amount of items to the Salvation Army. In conjunction with this initiative, we were able to include each one of you by decorating the tree with the wonderful baubles made in U_Matter.



This term we started our Teacher vs Student competitions, beginning with a giant chess battle between Mr Law and Year 12 students Sebastian and Callan. It was an intense and long match, attracting a massive crowd and eventually resulting in a win for the students. Our next competition was the Year 12 vs PDHPE Teachers volleyball game. Although both sides played their best and entertained the audience with epic rallies, the teachers ultimately won. There will be plenty more Teacher vs Student competitions next year across many different subjects, sports, and hobbies.

For World Teacher Day, we wanted to show our appreciation for the support and knowledge teachers provide us with everyday. We gathered messages from students and made these into kindness cards. We then delivered these cards with a hot cup of coffee for all teachers and a box of treats for each faculty. Our teachers work so hard to create engaging lessons while also arranging excursions, fun classroom activities, and support services for us which we are so grateful for.

The SRC plans to continue organising initiatives and activities throughout the year to make our school's community more united. We'd love to hear ideas from you so feel free to come discuss any thoughts you may have with any of our leaders!



*Written by
Tahlia Minassian and
Dakshin Karthnik*

God of War: Adapt to Survive

These days, if you asked a God of War fan what comes to their mind when you mention the game, they would most likely bring up Kratos and the BOY. However, if you asked what came to mind for a fan in 2006, the answer would be something quite different. The God of War games were originally centered around Greek myths and a journey to kill Zeus for his (admittedly many) crimes.

This pattern of Kratos being forced into a horrible situation (eg, a journey through hell) and then being forced to escape gets old quite quickly. How does one keep a franchise going when no one feels the need to play the newer games because it's just the same old song and dance? This left Sony with a difficult decision to make. Were they to end the game series that had given them so much fame, notoriety and money? Or were they meant to let its fanbase and public interest naturally die over time instead?

On March 12 2013, Sony released the final installment of God of War. After dwindling returns on the last prequel game after killing Zeus in God of War 3, Sony decided to pull the plug, deciding to wrap up the franchise in a fitting way, going back to the start. The game centers around Kratos before he was a 'God of War' and instead a grieving and broken man attempting to take back what he believes was stolen from him (his wife and kids whose souls are lost in the underworld.) The game sold 3 million copies.

And so it layed dead and buried nary an announcement in sight until E3 2017 when Sony announced a new god of war game. The game was to be centered around Kratos making a new life and family this time in nordic myth and, after being released in mid 2018, it went gangbusters. 500 million in gross profit, 5 star reviews from everywhere, but there was one key theme in all of the reviews: It was different. God of War 2018 was not only centered around a new kind of myth but whole new playstyles in general adopting an open world rpg style instead of the earlier level and quick time action style.

Recently the newest god of war game has been released to even more 5 star reviews but it begs the question, How long until these games become stale and similar? That is a question Sony has to answer and one I hope they don't get incorrect.



*Written by
Quinn Williams*

REVIEW / Legendary Pokemon

The Behemoth, the Leviathan and the Quetzalcoatl, three mythical creatures all of which have been used as inspiration for a certain legendary trio of pokemon. These are Groudon, Kyogre and Rayquaza.

This inspiration is very prominent, as within the first few seconds of starting up Pokemon Ruby, Sapphire or Emerald you are shown a fight scene occurring between Groudon and Kyogre, only for it to be stopped by Rayquaza. The fight scene is a reference to the duel that would be witnessed by the righteous, who would feast on the flesh of the two great entities at the end of time.

The one main difference is that in the fight scene from the games, Rayquaza would stop Kyogre and Groudon from fighting, meanwhile in the duel that happens between the Behemoth and the Leviathan ends in the death of both monsters. The descriptions of these legendary beasts also make it fairly evident that they were inspired by the Leviathan, Behemoth, and Quetzalcoatl.

Rayquaza is a green serpentine like creature with the ability to fly, shoot beams of condensed draconic energy and control the winds. Kyogre is a blue, whale-like creature that can control the oceans, summon rain and manipulate the temperature of water. Groudon is a large dinosaur-like creature that can cause volcanic eruptions, create land and manipulate the temperature to cause droughts. Groudon also takes the least amount of inspiration from its mythical creature counterpart, but the semblance still remains.

Written by Caleb Jones

REVIEW / Minecraft

Minecraft is a popular enough game that I think just about everyone has heard of it. But, in case you've been living under a rock, Minecraft is a game where you can create structures and worlds, using (almost) only square block shapes.

There's a reason it's so popular; Minecraft is a good game. However, I do have a major bone to pick with the game, and it's not about the game play experience. Minecraft was made 4 years after Roblox and copies many of its features.

Another thing is that you can't play half of the games in the shop, you have to buy them with Minecoins, which costs real dollars.

The problem most relevant to practical gameplay is that one of the most attractive factors of the game is that you can play it with your friends, but if you want to play multiplayer, you have to use the same version of Minecraft, among Education, Pocket, Bedrock and Java.

The final problem is the expensive cost of the most popular two types; Bedrock and Java

With all these arguments in mind, I rate Minecraft 2.5 out of 5.

*Written by Mayron
Rubinsztein*

Mythical Creatures

Creatures are a major component of mythology and folklore. They bring magic to every legend and tale, and vary majorly from story to story and culture to culture.

AMAROK

Amarok is a creature from Inuit mythology, a towering, gigantic wolf who targeted night hunters. Despite its gruesome appearance, most stories surrounding it are fairly positive. One of the stories of Amarok tells a tale of a boy kicked out of his village as a sacrifice for the gods. Coming across the boy, Amarok trained him to build his strength until he eventually defeated three bears and earned the respect of his people.

GOBLINS

Goblins are small mischievous, malicious wandering spirits that are thought to help parents discipline their kids (by rewarding and punishing behaviour) in Western folklore. A goblin's mischievous tricks include: snatching nightclothes off the bodies of sleeping people, moving furniture at night, and fleeing after knocking on walls.

GIANTS

Giants are huge humanoids, often told to live near mountains. In ancient Greece, they found bones believed to belong to giants but were later discovered to be mammoths, mastodons, and woolly rhinoceros bones.

KRAKEN

The Kraken is the ruler of the deep seas, multiple times larger than an octopus and believed to be able to eat an entire ship in a single bite. Even with its horrifying size, legend has it that the bravest of fishermen would purposefully go near it for a bountiful catch of fish, as the Kraken's presence would attract huge schools of fish.

SIRENS

Sirens are alluring creatures known for their sweet voices and gorgeous appearances, as well as their habit of attracting sailors to their demise. After tricking sailors with their song, sirens make them meet their end by making them crash into rocks, eating them or dragging them to the bottom of the sea.

YETI

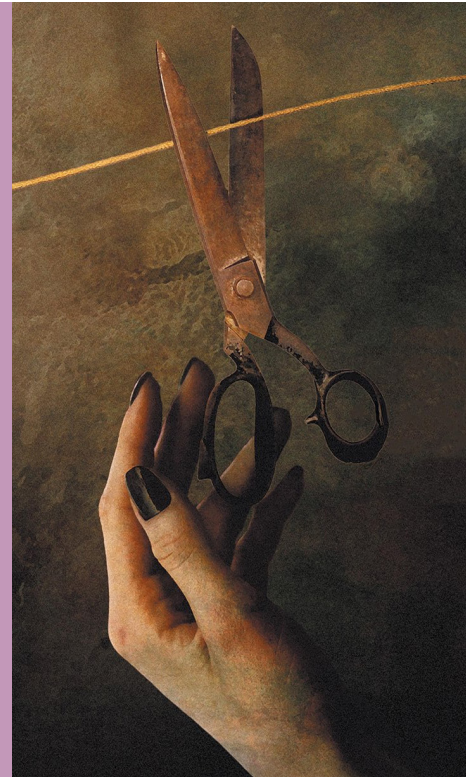
Yeti is the hairy, shaggy, 3-6 meter tall beast, living in the snowy mountainside. Yetis are believed to be shy, which is why none have been found. In 1951, Eric Shipton took photographs of a number of large prints in the snow. These photos are believed to be the best evidence to the existence of the yeti.

*Written by Lucy
Stepanian*

Ancient Greek Stories

THE MOIRAE

Have you ever wondered how human life is truly created? How long the span of an individual's life is? And what happens to these individuals? Well, in Greek mythology, the Moirae are the three goddesses of fate. These goddesses are Clotho, Lachesis and Atropos. The fate of humanity and gods is woven by these three sisters. No human or god has the ability to question or influence their decisions and acts. The youngest out of the three is Clotho. She is the one who spins the thread of life.



THE THREAD OF LIFE

The thread of life is the lifespan of an individual, if it is cut, that is the end of an individual's life. Clotho is the origin of the creation of life itself, and she spins her thread to create a human. The fate of individuals is determined by Lachesis, the second sister. The third sister, Atropos, is the one who determines how someone will die. She cuts the thread of life with her shears. Because of the sister's incredible powers, it is said that they are more powerful than the titans or gods, or anybody else in Greek mythology. The ruler of gods, Zeus, is actually intimidated by their power! Zeus tries his best not to upset the sisters and tries to stay on their good side.

APHRODITE

The Greek goddess of love and beauty is the one and only Aphrodite. The Romans called her Venus. She was mainly known in association with love and fertility and occasionally presided over marriage. Aphrodite was also worshipped as a goddess of the sea and of seafaring. If you ever see a dolphin, rose, scallop shell, myrtle, dove, sparrow, girdle, mirror or swan, you'll know it's a symbol of Aphrodite. She was a member of the Twelve Olympian gods, who lived on Mount Olympus, which was her home. She is known for being the most beautiful god out of all the goddesses, so much so that she even won a contest for her beauty, called "The Judgment Of Paris". Like all Greek gods, Aphrodite was powerful and immortal. Her special ability was love and desire. She had a special belt that was able to make others fall in love with its wearer. Other Greek goddesses, like Hera, would sometimes borrow this belt. Aphrodite could also make arguing couples fall in love with each other again. How romantic!



*Written by Marnie
Wollaston*

Greek Mythology

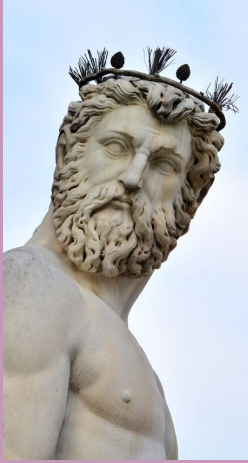
The first ever written reference to Greek mythology was made by Hesiod, in his poem *Theogony*, believed to have been written around approximately 700 BC. Greek mythology features many gods, demigods, creatures, and fascinating stories. As possibly the best-known mythology of any culture in the world, Greek mythology is often studied in schools due to the extensive amount of influence it left on the different creative arts in Western/modern-day society.

In Greek mythology, there are 12 main gods/goddesses, known as the Olympians due to their residence on Mount Olympus. All of them are believed to be related and are the most popular, infamous for their appearances in most Greek myths. These gods/goddesses are;

ZEUS



The king of the gods. Son of Cronus and Rhea. God of the sky, kings, weather and fate. Husband to Hera. His symbol is a lightning bolt. His sacred animals are the eagle and bull and his sacred plants are evergreen holm oaks.

POSEIDON

Son of Cronus and Rhea. God of the sea, earthquakes, floods and horses. His symbol is a trident. His sacred animals are the bull, horse and dolphin, and his sacred plants are pine trees and wild celery.

ARES

Son of Zeus and Hera. God of war and courage. His symbol is a helmet. His sacred animal is the serpent.

APHRODITE

Goddess of love, beauty and procreation. Wife to Hephaestus. Her symbol is a conch shell. Her sacred animals are the dove and goose, and her sacred plants are myrtles and roses.

APOLLO

Son of Zeus and Leto. Twin of Artemis. God of music, prophecy, healing and archery. His symbol is a lyre. His sacred animals are the swan and raven, and his sacred plants are laurels, larkspurs and cypresses.

ARTEMIS

A virgin goddess. Daughter of Zeus and Leto. Twin to Apollo. Goddess of hunting, wild animals and children. Her symbols are bow and arrows. Her sacred animals are the deer and bear.

ATHENA

A virgin goddess. Daughter of Zeus and Metis. Goddess of wisdom, war, weaving and crafts. Her symbols are the Aegis and Gorgoneion. Her sacred animal is the owl and her sacred plant is the olive tree.

DEMETER

Daughter of Cronus and Rhea. Goddess of agriculture, grain and bread. Her symbols are a sheaf of grain and a cornucopia. Her sacred animals are the snake and pig, and her sacred plants are wheat, mint and poppies.

DIONYSUS

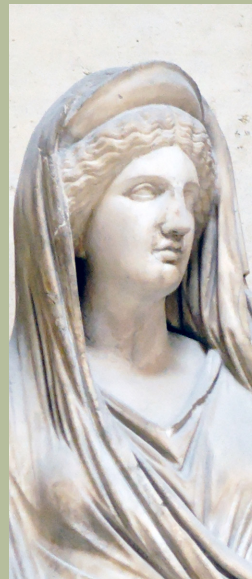
Son of Zeus and Semele. God of wine, festivity and madness. His symbol is a thyrsus (a pine cone staff). His sacred animal is the panther and his sacred plants are grapevines, ivy and bindweeds.

HEPHAESTUS

Son of Hera. God of blacksmiths, fire and metalworking. Husband to Aphrodite. His symbols are a hammer and tongs. His sacred animal is the donkey.

**HERA**

The queen of the gods. Daughter of Cronus and Rhea. Goddess of marriage. Her symbol is a royal sceptre. Her sacred animals are the cow, cuckoo and peacock, and her sacred plants are lotuses and willow trees.

**HERMES**

Son of Zeus and Maia. God of herds, trade, thieves, athletics and messengers. His symbol is the Caduceus (Herald's Wand). His sacred animals are the ram, hare and hawk, and his sacred plants are crocuses and strawberry trees.



Written by Lily Sarzentich

Irish Mythology

The term mythology is mostly used in relation to Greek, Norse and Roman cultures, but there are many other kinds, including Irish mythology. Though it has its differences, Irish mythology still has creatures, magic, and lots more to delve into. It can, without a doubt, get complex at times, so we decided to share with you some of the most fascinating yet simple stories.

GIANTS

One of the most exciting parts of Irish legends is giants. Finn McCool, the Irish giant, once called Northern Ireland home. He lived in peace until another giant from Scotland called Benandonner decided to challenge him. He decided to threaten Ireland, Finn's home. As anger raced through Finn's veins, he picked up chunks of large rocks and launched them into the sea. The giants seized the opportunity and walked across the rocks to meet. Finn promised that day not to let the Scottish giant go easy and the two departed. However, their bickering did not go unnoticed. The rocks lobbed into the seas rested above the water, visible to the human eye. Part of the rocks lay in Northern Ireland, whilst some are in the island of Scotland. The rocks were given the name "The Giant's Causeway" and are one of the most famous Irish landmarks to this day.

FAIRIES

When someone mentions fairies, most people would think of tiny girls with flowery shirts, pink skirts, and the most stunning wings you could ever see. What would you think if I told you that fairies in Irish mythology look very different? There are many beliefs surrounding what fairies look like, some beautiful and others wacky. Despite this bold appearance they are known for being extremely secretive and only really interacting with one another. They were one of the first tribes to call Ireland their home and were known as the Tuatha de Danann. Unfortunately for the fairies, other tribes (such as the Milesians) moved into Ireland, resulting in many battles taking place— in which the other tribes came out victorious. Even in their defeat, the fairies were not driven out of Ireland and are believed to secretly live there to this very day.

LEPRECHAUNS

Most people may know about the legend of leprechauns. Surprisingly, though, most people don't know the history of this small mythical creature. The whispers of the leprechaun's tale started around the eighth century when legends spread about little water-dwellers. They soon became known as leprechauns, based on the Irish word "luchorpan", meaning 'small body.' There are many stories about leprechauns that pique people's interest. Many of these stories centre on how leprechauns leave a pot of gold at the end of a rainbow or how they are symbols of good luck. Leprechauns are known for being mischievous with multiple tricks up their tiny sleeves. However, it isn't just the genie in the lamp that can grant you three wishes. If a leprechaun is found or caught, they do too. They can also present you with their treasures in return for their valued freedom. However, be warned; they are known for their cheekiness after all!

*Written by April Madden,
Stephanie Rothery and
Angelina Dimos*

Antiguan Mythology

Myths and stories originate from all corners of the world but a special one is Antigua. Located in the Caribbean, Antigua is home to many myths and legends dating back to the 1600s. Antigua is known for carnivals, Mount Obama, and Devil's Bridge.

Have you ever watched the movie Sharktopus? If you have, you will be pleased to know of the tale of the Lusca, with the head of a shark and a body of an octopus. This mythical creature strikes fear into the hearts of the sea-faring. You would know if the Lusca was around when you heard the blood-curdling cries of skeleton birds that followed it to eat its leftovers. It was thought to have been attracted to the injured sailors that boarded ships.

The Ladjables (more commonly known as La Diabliesse) was born as a human but, years after her death, seen as a hideous monster who hides her face beneath a large brimmed hat and wears a long colourful dress. Her story takes place in the late 1800s and tells the tale of an innocent woman that took great pride in looking after her family, always making sure everything was clean and taking up medicine to make sure her family lived long and healthy lives. She fell in love with a wealthy young man who ended up becoming a doctor, drawing the two together. Soon, they were engaged. The doctor left town to attend a medical seminar and weeks went by in which she did not hear from him. After the time she spent beside herself with worry, the doctor returned as almost an entirely different man. Instead of his crispy clean clothes and friendly personality, he had turned into a drunken, empty soul that could not be fulfilled. In his fury, he would beat her and have many affairs. Heartbroken, she fell into such a deep depression that she started to give the wrong treatments to her patients. After months of abuse, she gave birth to a beautiful baby girl.

This infuriated her husband, who said it wasn't his child, as he thought she was a witch from town rumours. The stories say that in her worry about being executed, she sold herself to the devil to save her soul. Due to her traumatising and unhappy marriage, she takes unfaithful or abusive men and casts a spell on them, dragging them into the forest where she soon leaves them to their deaths, often to starvation or dehydration.

The story of Mami Wata and Papa Bois is an important part of Antigua folklore, as many of their stories are based around water and the sea. The Mami Wata, or La Sirene, was a mermaid-like creature that was depicted with a snake around her neck. She was a deity who protected the sea and rivers alongside her husband Densu (also known as Papa Bois), who protected the forest and animals. Mami Wata was known for abducting travellers and would take them to her underwater space. Later, she would return them either wealthier or more handsome than before. Mami Wata was thought to have lived in a real place called St. Lucia in the late 1800s where she resided in a small cottage off the coast of Anse La Voutte. This is where she would practise being a witch doctor with her husband. Her remedies included snake venom or some sort of snake body part. Mami Wata was seen as the cause of many deaths, which led to her execution in 1896 alongside Papa Bois. It is said for her punishment she and her husband are cursed to help travellers that were usually her victims when she was alive. It is believed that the snake around her neck is a guardian that makes sure she follows her duties.



*Written by
Louise
Marchant*

Puzzles:

Norse Mythology

Word Search: Norse Gods and Goddesses

- Words can go in any direction.
- Words can share letters by crossing over each other.

WORDS:

Baldr | Bestla | Freja | Heimdallar | Hel | Loki | Odin | Thor | Tyr | Ullr

I	O	L	G	F	Q	Q	W	W	Y	X	K	F	K	R
B	I	<	K	O	R	D	N	B	<	M	R	Y	J	E
N	W	A	Q	X	P	Y	V	E	G	L	O	E	<	F
O	G	I	H	R	D	E	T	S	Y	R	D	X	G	T
O	W	A	A	D	Y	U	L	T	M	D	I	B	H	K
H	<	G	A	J	W	G	H	L	Q	V	N	O	O	Q
O	P	A	T	B	S	E	G	A	Z	E	R	E	Z	A
P	V	Z	F	L	E	B	G	U	X	W	U	L	G	R
X	Z	F	X	L	G	K	R	T	B	L	F	J	G	N
E	Q	X	Y	<	O	D	V	J	L	S	W	F	N	H
O	X	J	Y	N	L	K	F	R	E	Y	J	A	J	T
E	R	L	L	A	D	M	I	E	H	P	U	Q	Q	B
N	D	E	B	V	O	L	W	K	Z	X	U	P	<	R
X	F	X	D	N	O	E	W	E	H	I	Q	S	G	S
R	N	I	S	R	A	H	E	<	E	J	E	G	H	M

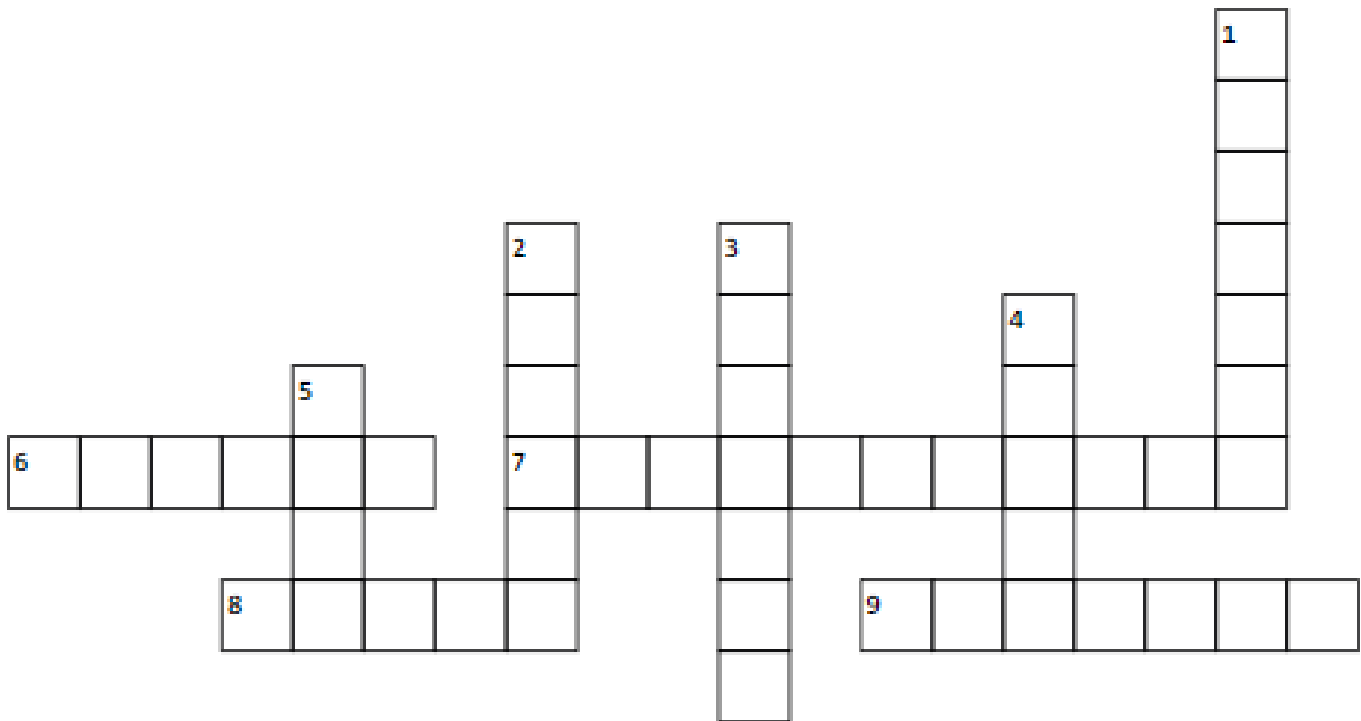
Maze: Norse Battleaxe



*Puzzles by Maxwell
Patrick*

Puzzles:

Mythological Creatures



ACROSS:

6. A ginormous, Norwegian sea monster
7. Mischievous creatures that leave pots of gold at the end of rainbows
8. Beautiful singing spirits that lead sailors to their deaths
9. A popular Virginian cryptid, observed as a humanoid with a moth-like appearance

DOWN:

1. Creatures recognised by their large size and single eye
2. Short, mischievous spirits often found in Western folklore
3. Small magical creatures which can be found in most folklore
4. A humanoid of very large size
5. A large creature with mixed human and bear traits said to reside in the mountains

Puzzle by Zeynep Erdogmus

Thank you

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Jasper Pringle,
Paige Diamond,
Caleb Jones,
Lucy Stepanian,
Sienna Serrao,
Mayron Rubinsztein,
Lily Sarzentich,
Quinn Williams,

Anais Handabak,
Joshua Rottanburg,
Eden Seedsman,
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Ms Banerjee

