THE SOGGYS / BOOK ONE

THE WAYKEEPER'S FIELD JOURNAL

A screen-free adventure beyond The Hidden Door

The world is far more extraordinary than we know. Stay curious enough to discover it.

THIS JOURNAL BELONGS TO

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A hidden Library. A map with missing pieces. Four cousins. Four dragons. And now... a place for your own discoveries.

ONE HIDDEN DOOR. ENDLESS ADVENTURES.

Inspired by The Soggys: The Hidden Door by Sara MyHen | thesoggys.com

A MESSAGE FROM THE LIBRARY BELOW

Dear Explorer,

The world is full of extraordinary things.

Some are hidden beneath the ocean. Others are buried beneath ancient cities, written in forgotten languages, or waiting in places we've never thought to look.

And some are right in front of us, waiting for someone curious enough to notice.

The greatest explorers don't begin with all the answers. They begin with questions.

What if there is more to the story?

What if something everyone has overlooked turns out to be important?

What if the impossible is simply something we haven't discovered yet?

This journal belongs to you. Follow the clues. Draw what you see. Build what you imagine. Ask questions. Make discoveries. Change your mind. Follow your curiosity wherever it leads.

You never know what you might find.

THE LIBRARY IS WAITING.

YOUR FIRST ASSIGNMENT

Become a Waykeeper

There is no one right way to explore. The cousins each bring something different to an adventure. What will you bring?

TIM / THE NAVIGATOR — Find a route, make a plan, and lead with courage.

ARCHIE / THE DECODER — Notice patterns, solve puzzles, and ask difficult questions.

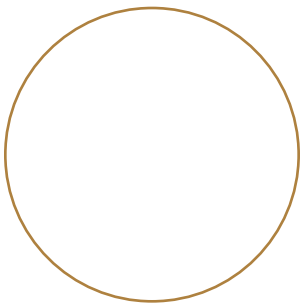
SAMMY / THE INVENTOR — Build, experiment, make music, and try something unexpected.

HARMONY / THE OBSERVER — Notice the details, care for others, and see what is easily missed.

YOUR WAYKEEPER NAME

WHAT ARE YOU MOST CURIOUS ABOUT?

YOUR EMBLEM



SKETCH YOUR WAYKEEPER EMBLEM

Pack a pencil, colored pencils, a ruler, scrap paper, string, and your imagination. All missions can be done safely at home or in a classroom.

01 / MALIBU

The Whispering Kelp

A MESSAGE THROUGH THE TIDEWAY

North hears something beneath the kelp forest. A current changes direction. Something bright moves between the fronds. What catches your eye first?

A CLUE FROM OUR WORLD

Kelp forests are living underwater neighborhoods. Giant kelp can grow rapidly when conditions are right, and creatures such as fish, sea otters, and sea urchins interact in complex ways. Malibu's coast is also part of the homeland of living Chumash communities with a deep maritime history.

YOUR WAYKEEPER MISSION

Make a kelp forest from paper strips. Draw at least four living things that might share this habitat. Hide a symbol somewhere in the scene that only another Waykeeper could find.

THE QUESTION THAT OPENS ANOTHER DOOR

What would your hidden doorway look like if it blended into the kelp?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

02 / GIZA

The Pyramid of Shadows

A MESSAGE THROUGH THE TIDEWAY

Archie finds an old sketch with a triangle, a shadow, and a number. At sunrise, the shape seems to change. Is the clue in the stone or the light?

A CLUE FROM OUR WORLD

The Great Pyramid was built for the pharaoh Khufu around 4,500 years ago. Egyptian builders worked with geometry, stone, careful measurement, and large organized teams. Their surviving structures still inspire engineers today.

YOUR WAYKEEPER MISSION

Use a ruler and folded paper to build a small pyramid. Shine a flashlight on it from three angles. Trace the changing shadows and invent a symbol that appears only when the light is just right.

THE QUESTION THAT OPENS ANOTHER DOOR

If you could ask an ancient builder one question, what would it be?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

03 / ATHENS

The Painted Stone

A MESSAGE THROUGH THE TIDEWAY

Harmony spots a tiny patch of color on a column. Sammy is certain it belongs to a secret code. Perhaps the clue has been in plain sight all along.

A CLUE FROM OUR WORLD

The Parthenon in Athens was built in the fifth century BCE. Its architects used subtle curves and carefully shaped columns. Many ancient Greek sculptures and buildings were once decorated with bright colors.

YOUR WAYKEEPER MISSION

Design a temple entrance on paper. Add a barely visible message using shapes or colors. Ask someone to search for it, then reveal your method.

THE QUESTION THAT OPENS ANOTHER DOOR

How might a place look completely different when you know what details to notice?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

04 / LONDON

The Three-Language Message

A MESSAGE THROUGH THE TIDEWAY

A stone carries the same message in different writing systems. Archie studies the symbols. Sammy taps out a rhythm. A repeated mark may be the key.

A CLUE FROM OUR WORLD

The Rosetta Stone carries a decree written in hieroglyphic, Demotic, and ancient Greek scripts. Because scholars could read Greek, it helped them decipher ancient Egyptian writing.

YOUR WAYKEEPER MISSION

Invent a five-symbol alphabet and write: THE LIBRARY IS WAITING. Give a friend three letters as clues. Can they unlock the rest? For an extra challenge, hide the key in a short song or pattern.

THE QUESTION THAT OPENS ANOTHER DOOR

What message would you leave for an explorer a thousand years from now?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

05 / URUK

The Seal of the River City

A MESSAGE THROUGH THE TIDEWAY

A tiny rolling seal leaves the same picture again and again. Tim thinks it marks a delivery. What story can such a small object tell?

A CLUE FROM OUR WORLD

Uruk, in present-day Iraq, was one of the great cities of ancient Mesopotamia. Its people used canals, clay tablets, and cylinder seals for administration and trade.

YOUR WAYKEEPER MISSION

Draw a repeating pattern on a strip of paper or carve one into soft modeling clay with a safe craft tool. Make a seal for a shipment traveling by river. Decide what it carries and where it is going.

THE QUESTION THAT OPENS ANOTHER DOOR

What ordinary object from your life might puzzle an archaeologist in the future?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

06 / KNOSSOS

The Labyrinth of Lost Paths

A MESSAGE THROUGH THE TIDEWAY

The cousins enter a maze of passages. One doorway seems familiar. Another carries a painted symbol. A wrong turn could send them back to the beginning.

A CLUE FROM OUR WORLD

At Knossos on Crete, archaeologists have uncovered a complex Bronze Age palace with storage areas, courtyards, and colorful paintings. The myth of the labyrinth is associated with Crete.

YOUR WAYKEEPER MISSION

Draw a labyrinth with three possible routes. Hide a clue in each turn and create a rule that makes one route unexpectedly useful. Challenge someone to solve it.

THE QUESTION THAT OPENS ANOTHER DOOR

What would you hide at the heart of a labyrinth, and why?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

07 / THERA

The Town Beneath the Ash

A MESSAGE THROUGH THE TIDEWAY

A doorway appears beneath layers of volcanic stone. Beyond it are painted walls, jars, and a room left quiet for centuries. The smallest object may hold the biggest clue.

A CLUE FROM OUR WORLD

At Akrotiri on Santorini, a Bronze Age settlement was buried beneath volcanic material. Excavations have revealed buildings, pottery, and vivid wall paintings that help archaeologists imagine daily life there.

YOUR WAYKEEPER MISSION

Create a miniature room using five small objects. Invite someone to guess who might have lived there. Then tell the story of its owner. What did the objects reveal?

THE QUESTION THAT OPENS ANOTHER DOOR

If your room were discovered centuries from now, what would it say about you?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

08 / THE PACIFIC

The Unmarked Crossing

A MESSAGE THROUGH THE TIDEWAY

The great map flickers. A golden point appears far beyond the known Tideways and vanishes. Four dragons lift their heads. Somewhere in the deep, something answers.

A CLUE FROM OUR WORLD

Ocean explorers still map parts of the seafloor and discover unfamiliar features. Underwater ridges, volcanic islands, and trenches remind us how much of our planet remains difficult to explore firsthand.

YOUR WAYKEEPER MISSION

Invent a new Tideway destination. Draw its coastline or underwater entrance. Give it a symbol, a sound, and one extraordinary secret. Write the first clue that would lead the cousins there.

THE QUESTION THAT OPENS ANOTHER DOOR

If you could open one more door in the world, where would it lead?

YOUR DISCOVERY / SKETCH / SECRET MESSAGE

THE FINAL PAGE

The Library is Listening

You followed the Tideways. You noticed details. You built, imagined, questioned, and discovered. But the map still has room for one more mark.

THE MOST EXTRAORDINARY THING I DISCOVERED

A QUESTION I WANT TO KEEP EXPLORING

A NEW ADVENTURE I WOULD WRITE FOR THE COUSINS

THE WAYKEEPER'S PROMISE

I promise to stay curious, explore with an open mind, respect the world around me, and never stop looking for the extraordinary in the ordinary.

SIGNED _____

One Hidden Door. Endless Adventures.

FOR PARENTS, MENTORS & EXPLORERS

Keep the Wonder Alive

This journal is an invitation, not a test. Read a mission aloud. Let children sketch instead of write. Make the puzzles together. Follow an unexpected question even when it leads away from the page.

Learning can happen through making, observing, talking, wondering, and discovering. There is no need to stop the adventure after every scene to sort imagination into categories.

A FEW IDEAS FOR GOING FURTHER

Explore: Visit a museum, aquarium, historic site, or local landscape and look for one detail that sparks a new question.

Build: Use recycled materials to make a pyramid, a seal, a labyrinth, or an imaginary underwater passage.

Tell stories: Let children invent the next Tideway destination and explain what they hope to find there.

Follow the history: Look up reliable archaeological and museum sources together to learn more about the real people and places that inspired each adventure.

Respect the world: Explore safely, protect habitats and cultural sites, and remember that the communities connected to these places have their own living histories.

THE SOGGYS: THE HIDDEN DOOR

A novel by Sara MyHen. More adventures at thesoggys.com.

The Soggys characters, dragons, Library, and Tideways are part of the story world. Historical details are offered as starting points for curiosity and further exploration.