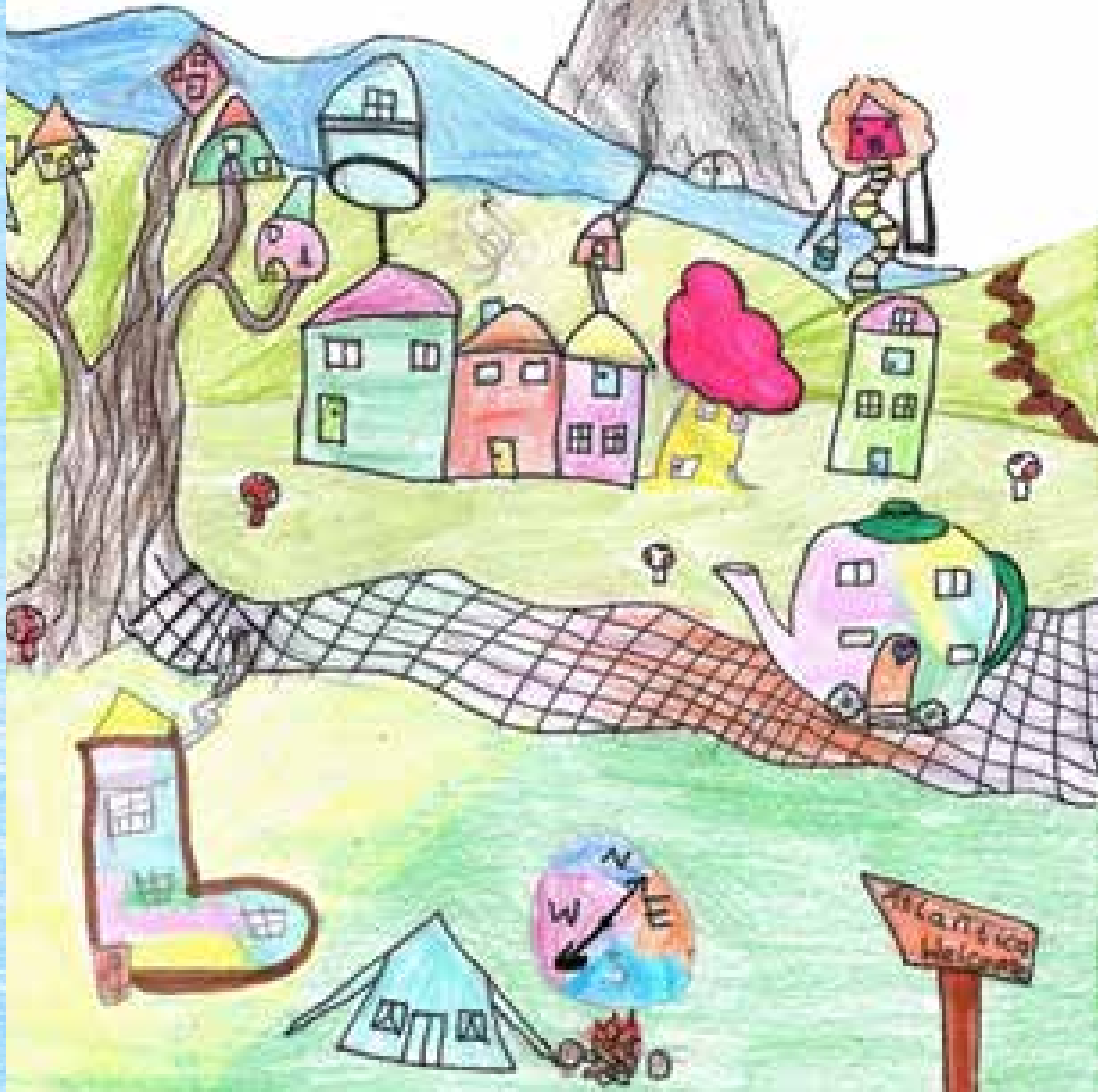


Atlantica

Nelly, Amelia and the
vanishing sea!

Nelly
Ebeyer



To Nelly

Thank you for sharing this magical tale of Atlantica. The colourful characters are brought to life wonderfully by the illustrations and the creative writing. Keep writing and drawing and I look forward to reading more.!

Best Wishes

A handwritten signature in cursive script that reads "L. Sands".

Lizzie Sands

Saronti's Author

Atlantica
Nelly, Amelia and the
vanishing sea!

Published by Saronti Ltd
September 2020

Written & illustrated by
Nelly Ebeyer

Chapter 1

Many moons ago there was magic in the air, but bad magic! Balcazar was an old wizard that was not particularly good at spells and was always getting himself into lots of trouble. Balcazar lived in a faraway seaside kingdom called Atlantica. Atlantica was a mysterious, hidden underground world full of mystical creatures. The seaside kingdom was an unusual but beautiful place to live, the sun always shone in the underground world and the birds were always singing.



Atlantica was so well hidden that no one other than the people of Atlantica was able to find the secret entrance door which was in a cave on Shelly Beach.



Nelly and Amelia had lived in Atlantica their whole lives, they were sisters the best of friends and would do everything together.

They lived in a little teapot down Patchwork Lane with their mother and father and their pet dragon Zazu who was afraid of everything even his shadow! Their grandfather Balcazar lived over the hill, up Wibbly Wobbly Lane in the tallest treehouse in Atlantica. Nelly and Amelia loved visiting their grandfather, he was the only wizard in the Kingdom. The trouble was he was not a particularly good wizard, all his spells seemed to go wrong he even managed to turn their parents into frogs! Some people of Atlantica think he has been cursed by the naughty Hobknot that lives in Howling Woods.

Jester had been banished to the woods 200 years ago for bad behaviour he had a nasty habit of freezing everything he touched and had not been seen since.



Chapter 2

Nelly and Amelia woke up bright and early one Saturday morning, to Zazu practising his fire skills. He had already burnt through half of the contents of their mother's sock drawer! Trying not to wake their parents they all silently crept out of the house. They ran as fast as they could all the way to their grandfathers house on the top of the hill.

Balcazar was busy bubbling up a spell. Green gassy smoke had filled the air. The girls sensed there was big trouble ahead!



Balcazar shouted at the top of his lungs whilst frantically adding the ingredients into his cauldron.



“Frogs legs
A pair of smelly socks
Thorn from a rose
An old dictionary
Used teabag
Feathers from crows”

The mixture bubbled and spat as he stirred the mixture round and round with his walking stick.

POP BANG WHIZZ! The spell exploded, Balcazar jumped back in surprise bumping into Nelly and Amelia.

“Oh, hello girls, I didn’t see you there when did you arrive?” Balcazar said covered in green stinky goo!

“Morning grandfather, what spell are you conjuring up this time?” Nelly replied, in a concerned voice as she wiped the slime from her clothes. Zazu on the other hand was busy licking the goo up like it was ice cream.

“I found an amazing spell in my weekly magazine ‘Magic For The Elderly’. I thought I would give it a try. But it seems to have gone wrong, very strange as my spells always work, now where did I leave my spectacles?” Balcazar replied baffled.

“Oh grandfather, your spells always go wrong!” Amelia said with a smirk on her face.

Balcazar chuckled “Girls you could just be right!”

Balcazar and the girls set to work cleaning up the mess. Zap the old Raven was busy squarking and flapping around trying to get their attention.



“Master, Master, squark!!!”

“What now Zap, can't you see I'm busy” Balcazar muttered.

“But Master, squark, you have to look, the spell its leaking down into the village and, squark, into the sea” Zap replied frantically.

But it was no good, Balcazar ignored the Raven and carried on with his business. Soon it was the time for the girls and Zazu to leave, their parents would soon be wondering where they were.

As they reached the bottom of the rickety old wooden ladder, their faces dropped. The beautiful blue sea had vanished!!! There was nothing left, shocked fish were jumping around, the sea monster bridge that connected Atlantica to the Howling Woods was all that was left. Seashells covered the seabed and the green sticky goo glistened in the sun. All the villagers heard the commotion and rushed out of their houses to be greeted by the dry land and the stench of the goo (which by the way smelt as bad as a rotten old egg!) They all glared at the disaster that Balcazar had once again created. What had he done!?

Chapter 3

Red faced and embarrassed Balcazar hid his wand before slowly tip-toing backwards towards his treehouse. His shoulders hung low and he tried to make himself as small as he could so no one would see him. But it was too late. Officer Bronco pushed through the crowd to face the wizard (if you could call him that!)

“Balcazar, where do you think you’re going? What is going on here?”

Balcazar looking redder than ever quietly replied
“Umm, I may have had a bit of an accident, nothing

to worry about, I’m sure I can fix this!”

“You think you can fix this disaster? Said Officer Bronco.

“Umm well I think I can, if I just pop home and have a look in my trusty spell book I’m sure I can find something” Balcazar said brightly.

“Noooooooooooo” shouted the whole of Atlantica. Nelly and Amelia stepped forward to help their grandfather.

“PC Bronco let us help to get the sea back, we will find a way!”

Chapter 4

The girls had promised to the whole entire Kingdom that they would find a spell to bring back the seas plug and turn the mountain tap on. But now they had to figure out how they would find it!

“Hello Ozzy, what brings you here?” said Amelia.

Ozzy was a mean little Oobertrom that lived under Crystal Falls on the East, West, North, South and slightly to the right of the Island. Ozzy was no bigger than a chihuahua but was just as snappy.



“Well, I had heard that you were in topsy turvy trouble and I thought I would come to your rescue”
The little Oobertrom sniggered.

“You want to help us? You have never helped anyone before, what are you up to Ozzy?” Said Amelia suspiciously.

“Now let’s not be hasty, if I tell you where to find the spell that will bring your glorious sea back then perhaps you can do something for me? All I want in return is to be granted one spell from Balcazar”

Nelly and Amelia were not happy about this, but they decided they had no choice.

“Ok Ozzy it’s a deal” Amelia said

Ozzy told them that they had to make their way to Howling Woods to see Jester the banished Hobknot who would have the spell they needed. He warned them of the flying wolves and the whispering trees. And under no circumstances should they speak to the troll tribe that live amongst the shrubs.

“Grif here will take you to the entrance of the woods, but after that you’re on your own” said Ozzy.

Grif swooped down for the girls to jump aboard. Nelly and Amelia nervously climbed up onto the Griffins back and held on tight.



“Good luck” Ozzy sniggered.

Grif soared up into the blue sky, off they went on their adventure.

They soon arrived at Howling Wood, Grif dropped them to the ground.

“Sorry kids, I can’t come any further it’s not safe” and with that she was gone.

It had suddenly turned dark and grey. Fog and mist had filled the air. And a howling noise screeched through the air. Nelly and Amelia looked at each other “flying wolves!” The girls hid behind the

trees until it was safe to come out. They started to venture further into the fog, the trees rustled and whispered in their ears. The girls did not like this place, they felt like they were being watched.

As they walked ahead there was a clearing, a little door on a tree stood in front of them. Should they knock? Or should they walk the other way? Nelly and Amelia decided to be brave and knock on the little door. They held their breath as they waited to see what would greet them.

The door creaked open to reveal Jester the banished Hobknot wearing thick brown gloves and a green scruffy outfit.



“WhaTT do youS two want of me, why youS disturbed me, I’m buSY” Jester spat.

“Sorry to bother you, but we really need your help. Ozzy told us you had a spell that we need. The Sea has disappeared and we need the spell to bring it back” Nelly said desperately.

“WhY should me hElp youS, youS banished me all here yeerS ago” he replied.

“We’re sorry, but that was a long time ago and had nothing to do with us. Please help us and we will ask the Mayor Donald Trout to allow you to return” Amelia pleaded.

Jester thought long and hard.

“OK, inS youS come whilst I find the spell youS are lookin for” said Jester.

The girls followed the Hobknot into his little house in the tree. It was the strangest house they had ever seen. Everything was upside down, the ceiling was on the floor, the furniture was on the ceiling. Everything was all in a muddle. Jester rummaged around.

In his cupboards and pulled out a big jar full of old papers. He reached inside and pulled out the spell that the girls needed.

“Here go youS, here is the spEll that will plug the seE and turns onS the mountin tAps”
The girls smiled and thanked Jester before they all made their way back to Atlantica.



Chapter 5

When they arrived, the people of Atlantica come out to greet them from their quest. They were shocked to see Jester the Hobknot with them. PC Bronco once again bounced through the crowd with his large belly.

“Great Scots what is HE doing here?” he blared out.

Jester frowned.

“PC Bronco, Jester is not a bad little Hobknot, it’s not his fault. He has magical powers within his

hands that makes him turn things to ice. Look, that is why he now wears gloves. We think he should be allowed to return to Atlantica where he belongs.” Nelly pleaded.

Jester stood forward to show the crowd his gloved hands.

Donald Trout jumped up and down in the dry sea.

“Nice to see you old friend, as long as those gloves stay firmly on and you promise to not turn anything to ice you can remain in Atlantica. Maybe you could be of use to the City and help keep out any bad enemy’s” The Mayor declared.

Nelly, Amelia and Jester cheered and jumped for joy.
But there was still one last thing to do. They handed
the spell over to Balcazar.

“Eyeballs

Ice burls

Old Ladies Shawl

Dragons Tail

A Humpback Whale

Plug the sea and turn on the mountain tap

One last thing 15 swimming caps”

CABOOOOOOOOOOO
MMMMMM!

The air filled with blue smoke as the mountain tap
turned on and started to fill the sea with fresh blue
water.



Everyone cheered and clapped, the girls had done it!
To celebrate the town had a street party, balloons
and fireworks filled the air as the people of Atlantica
partied the night away.

Nelly and Amelia yawned and decided to make
their way back home. On their way they pass their
grandfathers treehouse and spot Ozzy and Balcazar
around the cauldron, green smoke had filled the air
around the treehouse.....

“Oh no, here we go again!!!!.....”

The end.

Get your own story published at
www.saronti.com

CREATE YOUR OWN PERSONALISED

COLOURING



CARD GAMES



BOOKS



PORTRAITS



GREETING CARDS



GIGGLES



www.saronti.com

Immerse yourself in the magical world of Sisters, Nelly, Amelia and their family. Follow their bungling Grandfather's antics as he brings Atlantica close to destruction.

Who has the spell to save them, and how can they find him? With delightful illustrations and a story full of characters, Atlantica is lots of fun to read.