



*In addition to her spiritfarer duties, Stella sometimes assists spirits who live in towns and islands. She goes to an island looking for a sidequest, where there is a line of spirits waiting for the ice cream shop to open. She checks if each spirit needs any help. She notices that as she moves from the front to the back of the line, there is **a pair of spirits standing next to each other that somehow show up again later down the line**. The pattern is ...**1**23...**4**23...*

- 1) One seafood restaurant chef asks Stella, who is **using a hook, line and rod**, to catch something. She has trouble finding it, so she asks the chef for **indirect suggestions**.  
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- 2) A construction company gives Stella four carts of unprocessed iron ore, and she begins **refining the iron with heat** and then **hammering and forging it**.  
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- 3) After Stella finishes exploring most of the four corners of the uncharted ocean, a mapmaker asks her to finish her explorations. She sets out on her **final** task to visit these **bodies of water**.  
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- 4) A child is lost and Stella offers to help find the parents. After searching for four hours, Stella can't find the parents but she does find a **large animal with a trunk** who is a **childcare provider** that can help.  
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- 5) A designer has a **raised level surface that video game characters jump on**. They ask Stella to perform on one to create a new **type of creative expression medium**.  
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- 6) A spirit asks Stella to find their favorite baseball that they lost on an island **covered in frozen precipitation**, on top of one of the **very tall structures**.  
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- 7) A scheming spirit wants Stella to cook a soup made of a **type of fish famous for swimming upstream** that the spirit will use to trick four friends into thinking it's an **elixir with magical properties**.  
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- 8) A group of four spirits asks Stella to help them be more intimidating, so she makes **spooky looking items of clothing** for them.  
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- 9) To help a picky soul, Stella **arranges, from smallest to largest**, all four of the soul's **grounds for growing fruit trees**.  
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- 10) A local farmer needs Stella's help to look after a **farm fowl's** health. Stella finds it is an **annoying condition that is remedied by holding your breath** and counting to four.  
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- 11) One dressmaker asks Stella for help. It seems like she'll need to use **a few** of the dress maker's **machines that turn threads into fabric**.  
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