

The Return

Locations and Connections

Intro

A thunder crack of splintering wood wrenches you from darkness. A scream of shock, heat and sweat floods onto the cold shaking ground. Reborn in moss and dirt you take one gasping breath of acrid smoke then another, and another. You wretch and convulse awareness spreading feeling for breaks in muscle and bone, stretching out to fingers toes then retreating to slow a pounding heart. Senses waking you feel the moss on your face the earth in your mouth, aching trembling pushing up back onto your knees you open your eyes.

Coming into focus dry roots wrap round sap covered arms you tear them off wiping the dirt from yourself. You grab a loose branch and use it to stand and prop yourself. In front of you the earth fades into a dense white fog.

Island:

You stand on a misty island.

Connections:

East: To the east lies a shore.

West: To the west lies a shore.

North: There is a beach to the north.

South: To the south you a large tree.

Items:

None

East Shore:

You are on a black rock shore that leads to a still silver sea with no horizon.

Connections:

West: To the west is the island

Items:

None

West Shore:

You are on a black rock shore that leads to a still silver sea with no horizon.

Connections:

East: To the east is the island

Items:

None

Bridge:

You find yourself at the water's edge. Sea worn planks tied with barnacle encrusted ropes form a bridge over the water fading into the fog.

Connections:

North: Peering north across the sea to a dark shape hovers on the edge of sight.

South: To the south is the island

Items:

None

Tree:

You stand by the tree and touch its blackened and gnarled surface.

Connections:

North: To the north is the rest of the Island

Items:

Tree

Causeway:

Reaching the shore, the walls of an ancient fortification are carved into the cliff face. At the top of the cliff a stone chapel looks out over the sea,

Connections:

North: Steps snake northward, high up the rock face leading to a dark cave entrance.

South: The wooden bridge leads south over the sea.

Items:

None

Chapel:

A dark ruined chapel. In the centre of a dark stone room a smashed statue, the plinth and lower half of a robed figure. In front of the statue a deep well is carved into the rock. You are drawn to it. Looking down the well leads directly into the sea below, in the water you see piles of coins, some black with age some sparkling gold and silver in the light. A shape swims through the water.

Connections:

East: There is an antechamber to the east.

West: and an antechamber to the west.

North: To the north a carved wooden door.

South: To the south the steps snake down the cliff face to the shore.

Items:

Statue

Well

Serpent (disabled)

Gold Coin (disabled)

Dock:

You find yourself walking down a stone jetty, as you move forward, slowly a hooded figure materialises from the mist. A Ferryman stands in his boat, it rocks in the gathering wind ringing the arrival bell.

Connections:

South: returns to the chapel

Items:

FerrymanTalk1

FerrymanTalk2 (disabled)

FerrymanTalk3 (disabled)

East Antechamber:

A dark antechamber, the remnants of the smashed statue scattered across the dusty stone floor.

Connections:

West: West returns to the Chapel knave.

Items:

Head

West Antechamber:

A dark antechamber, smashed and upturned pews, the wall is covered with faded artworks and tapestries.

Connections:

East: East returns to the Chapel knave.

Items:

The Tapestry

The End:

The Ferryman's hand clenches around the gold coins he moves aside and you step onto the boat. As he casts off you look back once at this ghost land and then turn to face a wall of fog as you drift silently into the unknown.

Connections:

None

Items:

None

Items

Staff

A staff

Interactions:

Use- You lunge forward. The staff glows bursts with light, in one arcing blow the serpents head is cleaved from its body. Coins erupt from the severed neck, showering the room with gold. As the body slumps to the floor the coins pump forth like blood.

Disables Serpent

Enables Golden Coins

Enables Chapel North, South, East, West

Tree

A large tree

Interactions:

Examine- The burning splintered trunk of a twisted tree rent asunder by a powerful force.

Statue

A stone statue, smashed at the waist.

Interactions:

Examine- On the statue's plinth, carved into the stone the words, "Beyond these walls the great wizard lies entwined".

Well

An old stone well

Interactions:

Examine- Looking into the well you see nothing but two glowing eyes and then rows of sparkling teeth rushing up to meet you. You fall back and a great serpent bursts forth coiling itself round the well towering over you.

Disables Well

Enables Serpent

Disables Chapel North, South, East, West

FerrymanTalk1

A Robed Ferryman

Interactions:

talkto- The Ferryman says, "Who is it that seeks passage?"

say- "Merlin", The Ferryman says, "Where do you seek?"

Disables FerrymanTalk1

Enables FerrymanTalk2

FerrymanTalk2

A Robed Ferryman

Interactions:

talkto- The Ferryman says, "Where do you seek?"

say- "Albion", The Ferryman says, "What will you pay?"

Disables FerrymanTalk2

Enables FerrymanTalk3

FerrymanTalk3

A Robed Ferryman

Interactions:

talkto- The Ferryman says, "What will you pay?"

Head

A smashed statue head

Interactions:

Examine- You pick up the stone head in both hands. You turn the face towards you, it looks familiar.

You mouth the word, "Merlin".

Tapestry

A thread worn tapestry

Interactions:

Examine- You wipe away years of dust and cobwebs to reveal the tapestry is a moth-eaten depiction of ancient Albion. You mouth the word "Albion".

Golden Coins

Gold coins

Interactions:

use-(FerrymanTalk3)

[transports] to TheEnd

Actions

Examine *item Name*

Get *item Name*

Give *item Name*

Go *connection Name*

Help

Inventory

Say *text*

TalkTo *character Name*

Use *item Name*