**East Temple**

You approach a huge and ancient structure. As impressive as it is a strange feeling comes to you, as if you should just turn around and leave this place to time.

Ignore and try to enter

Fuck this

You approach what seems to be the entrance to this strange building. You notice some markings carved into the outside, perhaps this was once a temple to a long-forgotten God? You push those thoughts aside as you try to find how to open the huge doors in front of you.

Push

You push with all your might but the doors do not seem to move at all, in fact its like they mock your weak attempt at opening them.

Pull?

Why would that work if pushing them didn’t?

Use PLACEHOLDER

Using the PLACEHOLDER you found in the cave somehow opened the huge doors, perhaps what is hidden inside was meant to be kept inside and the Hydra was just a security measure? However, there is no time to dwell on these thoughts as you press forward into the dimly lit hallway. As you press forward the doors shut behind you leaving you in complete darkness. You start to panic but then torches lining the wall of the hallway spark and light a path forward. More questions race through your mind as your only option is to keep moving forward.

The hallway soon opens up to a huge circular room lit by torch light, as you scan your new surroundings you notice a raised centre with a plinth at the centre.

Explore circular room

Go towards plinth

You examine the strange markings and hieroglyphs around the room but cannot make out much. There is another door directly opposite the one you came in, but you are unable to open it. Your attention turns back to the central plinth.

Go towards plinth.

As you walk up the steps to the plinth you see that there is something resting on it. It is an ancient piece of paper, perhaps its as old as this place?

Pick up the paper

You pick up the paper to examine it more closely, as you notice the complex drawings etched into it you start to hear something moving within the walls of this strange place. You are hearing the deep rumble of ancient machinery; massive stone cogs are turning as you realise that you have activated a trap. You quickly pocket the map then decide on what to do.

Run

You turn to run for the door you entered but it is quickly closing and there is no way you will get to it in time. The door directly opposite however has started to open equally as fast. You look around wondering what is happen and why? There is a moment of silence before a hole in the ceiling starts to reveal itself. You see a monstrous boulder slowly appear and its building up momentum towards you.

Run

Fight

Why would you not run, did you think you could beat up a boulder or something? Congratulations you died, no surprise there though.

You turn and run for the open door, hoping that it doesn’t lead to a dead end. Running for your life down this hallway with the boulder quickly picking up in speed coming for you. As you are running you see a small alcove in the hallway ahead of you?

Keep running

Hide in alcove

You decide to keep running but it is not a good idea as you realise all not late as you reach a dead end. You turn around for the slightest bit of hope but the boulder is heading straight for you with no way out. You are pulverised.

You dive for the alcove, hoping that it is big enough for you to hide in. You hold your breathe and suck your gut in out of instinct as the boulder flashes past you. An incredible sigh of relief exits your body as you crash to floor, amazed you are still alive.

After a minute of rest, you get back to your feet and recompose yourself then continue down the hall, wondering if the boulder has come to a stop yet.

At the end of the hallway you find that there was indeed a dead end, but the with shear force that the boulder hit the wall at it had completely destroyed it. You peer though the hole the boulder has made and notice another strange circular room and decide the navigate the debris to enter this room.

This room is different from the last. There is a strange statue in the centre that is encircled by the long dead corpses of what appears to be worshippers, reduced to nothing but their bones. Perhaps this was their church or temple to their God?

Look around

Look at statue

You look around at the dead worshippers, the thought that this might be a cult crossed your mind, but they are long dead so you aren’t to bothered by the thought. You attention is drawn towards the statue.

Look at statue

As you look at the statue you feel a strange presence in the room, an indescribable feeling that beckons you to come closer to the statue.

Approach the statue

As you approach the stone figure, the overwhelming urge to touch the statue befalls you as you reach out a hand. When your hand makes contact with the statue a blinding light renders your vision useless for a brief moment.

As your eyes readjust to the room’s original dim torch lit lighting, you scan your surroundings wondering what had made the light and why?

You don’t notice anything different about the room so you start to look for an exit and notice a door that leads to another hallway.

Go towards it

As you start to make your way towards the door you hear yet another strange sound that makes you stop. It’s an unnerving sound or rattling sticks, or is it ceramics? You turn around and shivering crawls down your spine as you see that its neither of these things. It’s the rattle of the worshipper’s bones, as they start to move by themselves and reconstruct themselves into their original forms.

Before you have time to comprehend this the skeleton worshippers are standing menacingly looking at you, then in unison their eye sockets start to glow a dark red and their intent is obviously villainous.

Run

Fight

You have enough faith in your skills that you believe you can take them all. You start attacking them, removing bony limbs left, right and centre. This is easier than you thought it would be. Shockingly though, you see that the limbs you have removed start to reattach themselves to their hosts. How can you kill something like this?

Keep going

Run

You decide to persist, you will prove that you can kill the undead. Your faith slowly starts to fade though as you begin to think that you should have run when you could have but its to late now as they have completely surrounded you.

Go out like a champ

Go out quietly

You decide to keep fighting until your last breath. It is not long until that happens however, as they strike you down with relentless efficiency. You died, you knows what will become of you.

You lay down your weapons and the worshippers grab you by the arms and force you back to the statue. As they make stare into the eyes of the stone figure, a sense of peace and tranquillity flows through you and everything becomes clear. It gives you answers to questions you did not have. This place is now your home as you join the circle of worshippers and through the passing the time slowly become one of them.

You decide that there are too many for you deal with by yourself so you make a dash for the door and hope its an exit. You run as fast as your legs can carry you down another hallway that twists and turns, all the while you can hear the rattle of your pursuers chasing after you. In front of you can see daylight through a doorway, you try to increase you speed as you are certain that you can make it. You break out back into the world and out of that strange place as sunlight finally touches your skin again. You look over your shoulder and see that the worshippers will not follow you outside the temple. They stare at you menacingly as the door slo0wly closes in front of them. You have escaped.