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The Mystery Mansion, The Amulet
of Neprekidan

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The door that didn't open

Sophia sighed as she saw the familiar spruce door lying in front of her, all of her contemporaries passing it like it wasn't there - when to her it was. When all her classmates had passed she placed her hand on the door, breathing it all in. She had just found out her magical abilities 2 months ago since then fought a fully-fledged wizard and stopped the world from destruction. Magic felt like second nature to her now.

Sophia took a stride towards the door and clasped the handle turning it, it didn't, she tried again, it was locked... She pushed and pulled, kicked and tugged, but whatever she did the door didn't open. She was worried, "Was she at the wrong door?" a thought she dismissed instantaneously.

She had been at the school for about half an hour, trying to open the door, she had tried spells, even hexes finally giving up and deciding to go home on using the normal way.

When she reached the front door of her house, she opened it with a charm (since she didn't have the keys) and ran into her father's study. Her father had a stern face when he saw her.

“Where were you, Sophia” he said.

“The door to the passageways wasn’t opening!” Sophia replied.

“Stop making excuses! I want the truth, I was worried sick. I thought you had been caught by Persefoni Runihura!”

“Father, It’s true!”

“Ok, let pay a visit to our library and check.”

They walked to the library, Sophia’s heart was pumping, “Will it work?” she thought.

Her father went to a bookshelf and pulled a book, the secret entrance didn’t open, he pulled it again, it didn’t open, her father was growing pale.

“Father, what’s the matter, can’t we fix it?” Sophia said while a train of thoughts ran through her head.

“Have you ever wondered why there is no staircase in the passageway leading underground? Whys no one has ever dug into it?”

“No, but... what?”

“Each door is a portal to a magical dimension where the passageway is, so you are not on earth but a parallel dimension where 1 step on earth is equivalent to 40 steps in that dimension, considerably shortening the walk, we also used the dimension because car parks and pipes would have been a large obstruction on earth.” he takes a breath and continues, “It is powered by our magic and if it fails, the chances are that our magic will, too.”

In the last sentence, Sophia grows pale, “What About the Persefoni Runihura’s magical abilities? Will they fail?”

“His power stay... So he can continue his mission without... obstruction...” Her father takes this in.

“But he is in the other dimension. Surely if we cannot get in, he cannot get out?” Sophia asks.

“The dimension is still there, though, our magic is just a portal to it. And if the portals have ceased to work,” Sophia’s father thinks, “than the same has happened to the protection charms. He is free to use his magic to get out!”

After this, her father briskly walked to the study, thinking deeply about the conversation he had just had. Thinking about the next steps.

Helicopters, Planes and Arnold

After a few hours, Sophia was still pondering on the thought of her magic failing. Although she had known about her magical ability for only 2 months, she had amazing fun, after defeating Persifoni Runihura, she couldn't think of her life without them.

Suddenly, her dad shouted, "Pack up, we're going to Australia! No questions asked!" "What, Australia?" she thought, "Am I dreaming."

"Why!" she bellowed back.

"Just do it! I said no questions asked!"

The next day she met her parents on her houses helipad, all packed and ready.

The helicopter blades were making deafening noises, the propellers spinning arduously.

"Sophia, I'm sorry I was so sudden with this Australia thing. I'll tell you why we are going on the plane."

The helicopter landed after around half an hour, "Ah, Mr Wang, your airbus A380 is ready, fit for your whole family, as

asked. the Acting pilots: Aliyah and Adolph, Copilots Jane and Arno.” said a man in his mid thirties, wearing a gray suit and a red tie “Thanks Arnold,” her father said. Her dad followed Arnold to a car.

“It’s a Mercedes EQS, on the house!” Arnold said, hopeful. Arnold drove the car to a large plane with a boarding bridge and a red carpet rolled down. “The plane has been fueled and the safety instructions will be shown by the flight attendant, Furthermore, your plane has been extra padded to relieve shock from most turbulences so you can probably walk at all times except take-off and landing. The remodel is also on the house,”

“Thank you, Arnold,” her father replied, thoroughly annoyed.

Sophia, her mother and her father walked on board and sat on their leather chairs, strapping their seat belts.

When Arnold went to the flight attendant quarters and the safety instructions were given Sophia’s dad muttered, “Why, these airport staff always give us special treatment. They already know that I have declined their offer for me to buy their airport 42 times. no wonder they’re going bankrupt, giving me all this!”

“Father, you can not hold it off any longer, why are we going to Australia!” Sophia said sternly.

“OK, OK, but first let us have breakfast!”

The Amulet Of Neprekidan

In all the hustle and bustle, Sophia had forgotten breakfast and realized she was starving, as soon as the plane took off her father ordered a meal of pancakes with crown maple syrup, bananas, strawberries and blackberries. After that a side of vanilla Ice cream and for dessert a Oreo cheesecake. Sophia's father started to tell Sophia why they were going to Australia.

"Back when Australia was uninhabited, in the outback, Vanhallen, the hero who fought Dysnomia, created a vault. deep underground, which non-magical people couldn't find ..."

Her father thinks deeply "let me... When Vanhallen fought Dysnomia the month previous to that he called a family meeting to talk about how to kill Dysnomia, but instead of that he used a forbidden spell taking all his families magic and making him the most powerful. Everybody thought that he had run off with Dysnomia, who used to be his closest sister. A month later, we realised otherwise. He used all of our magic and overthrew Dysnomia."

"So all our magic was gone?" Said Sophia, understanding. " But ho...?"

“Vanhallen was... well.. low, so he created an amulet in which he put all his remaining power and Dysnomia’s power, which he stole, and Vanhallen then ran away and we hid the amulet in that vault he created just before running away. Now the amulet is essentially a beacon that give us our magic – so are magic is equal and very powerf...”

Before he could finish severe turbulence started.

“Strap on to your seatbelts, a severe electrical storm is in front of us, do not worry!” The Captains voice boomed.

All of them got up and balanced their way to their seatbelt seats, the plane Jolted and sideways and down. Little zips of lightning hit the windows and the plane vibrated and jolted. “Put yourself in the brace position, for some reason the lightning has encased the plane, we’re going down. Contacting nearby Airports for an emergency landing.”

“O.. oh no!” said Sophia’s father, “He has... he has found us...”

Bang...

Bad news

S ophia could hear a distant “Beep, beep... beep, beep.” as she opened her eyes she suddenly felt stabs of pain. She carefully lifted up her head and looked around her. She was in a pale white room, on her right side there were multiple monitors showing her heartbeat. On the other side, several ropes held up her casted leg.

As she realized where she was, a person in a white cloak, peach skin and black hair appeared talking to a person in a black suit with a ripped coat and a scar on his hand, it was her father. “I’m going to do some tests to see the cause of her unconsciousness, in that time why don’t you go and get some new clothes?”

Her father starts to speak but Sophia cuts him and rasped, “I’m awake, what happened?” and attempts to sit up.

“No, no, no, don’t sit up! You are really badly injured!” The doctor declares before Sophia’s father can say a thing.

Sophia’s father gestures to the doctor to leave them alone. as the doctor leaves Sophia’s father explained what happened, “Our plane crashed in the Scottish highlands near Craigandar-roch, the pilots managed to radio for a rescue team, so we came

out alive but... but..." tears start rolling down his cheek, "Your mother insisted to buying us time, so we could go to the hospital, bef... before I could reason she had... had gone to fight him, Persefoni, and... and he took her hostage,"

"But why, you should have run after her! You are much better at magic than mother is! She only got magic when she married you - you've had it your whole life!" Sophia said in her loudest voice

"You, you were bleeding very badly, I had to save you! it's not like mother is dead, we can save her" her father said softly.

"She's as good as dead, with him" Sophia shouted

At this, her father went out of the room, overcome with emotion.

Sophia tried to get up but lay again after a lot of pain.

"He could've saved her!" Sophia kept thinking, tears trickling down her cheeks.

Pendle Hill

A week after, Sophia had been released from the hospital, in casts and a wheelchair. She and her father took a taxi to the Marcliffe Hotel, where her father had been staying. When they reached their suite, Sophia's father relieved her of her injuries by casting a spell, and then he walked to his bedroom with a black briefcase.

After a few minutes, Sophia crept up and spied through the tiny opening in the doorway, her father was on his laptop sitting on a desk, the briefcase was open and its content was scattered on the duvet of the bed, it was a bunch of old, weathered photos of a sort of necklace with a red bead in the centre. The bead looked somewhat fiery, like magic pulsed through it.

Suddenly, a bolt of fear zoomed through her veins for a second, she had been jump-scared by her father's voice, "Come in! I know you're there."

She walked in and sat on the side of the mattress, pushing away the photos.

"The photos are of the amulet of Neprikidan." her father softly said, detecting that she wanted to know.

“Where are we going to go, to save mother?” Sophia said expectantly.

“Pendle Hill, Lancashire. and not us, me. I don’t want you to get hurt.”

“Why! I fought him last time! I can do it again, and I want to save mother.” Sophia shouted, suddenly very angry.

“Okay, okay. I know that even if I argued you would follow anyway. On top of Pendle Hill was the last residence of Dysnomia Runihura, Ahradden castle, she called it, before Vanhallen trapped her, and no doubt, now her descendants have been released, where Persefoni is right now.” her father replied.

Sophia was not expecting this from her usually persistent father.

“What are we waiting for? Let’s go!” Sophia said confidently.

“We have to prepare first, it’s a ten hour drive! We are not taking public transport because it is very easy to get tracked, I’m driving, so we need to be prepared with food and cash.”

After an hour of shopping, buying sandwiches and snacks, Sophia’s father readied the car and they set off towards the setting sun. Sophia’s dad had insisted to set off at night so there is “minimalist chance of being followed,” he had said.

Sophia was getting annoyed by her fathers pessimistic thinking, “We are magical! We can fight,” was constantly reverberating around Sophia’s head.

The Hall of the Statues

After a long journey on the road, they finally reached their destination. Sophia and her father trekked up a mountainous landscape until they reached a tall and foreboding structure. Moss-covered walls stood around a large castle, towers rose as tall as the eye could see, with turrets popping out of the sides, rectangle windows covered the walls of the main building.

Sophia and her father stood side by side behind a rusted metal barred gate that looked ancient, “Seismos!” shouted her dad, the metal shattered into pieces. Her father strode through happily towards the castle doors, “He’s been acting strange lately, ever since I came back from the hospital,” Sophia worried, following along with her father.

They entered into a magnificent hall, a chandelier hung in the middle. The walls were lined with carved wood statues. All the statues stood on marble pedestals and wore armour as if they were going to war, but Sophia didn’t look at that but something else. In the middle of the hall stood a glass box, inside it was a fiery bead on a necklace, magic was pulsating through it, she

could feel a strange force of power pulling her towards it. Just as she was about to touch it a deep voice rang around the room.

“Children, So gullible and foolish, you just walked right into my trap. Just like you trapped me in that room and made the mistake of not killing me then, I can correct my mistake of not killing you. But before that, I have a surprise for you. No one leaves ” Sophia turned around, it was her father speaking. He was slowly turning into a tall, stocky figure with glinting red eyes and white hair: Persefoni Runihura “No One leaves Ahradden castle the same!”

“Agelma Prag!” shouted Persefoni, all the statues came to life, slowly walking towards Sophia. She tried to reach towards her wand, then remembered it was with Persefoni. She looked towards him and saw him slowly cracking an oak stick with a shiny green orb on top. Some of the statues circled Sophia, while one carefully took out the necklace and put it in a small glass box, giving it to Persefoni. It all made sense - why didn't father argue, why we didn't take public transport. Her father went to save mother, but then taken as well. She could only hope her parents were alive...

The Uncanny Dungeons of Ahradden Castle

Sophia was whirring, slowly opening her eyelids. She could see roughly cemented mossy stone bricks, she could smell moist air and a mysterious stench coming from around where she was sitting. She tried to stand up, her body stiff from lying on the stone floor, then she realised her hands and feet were firmly tied together with wet leather which was digging steadily into her soft peach skin.

Sophia was in tremendous pain, as she looked around further she saw a bent nail in the wall, meant to be holding the rusted metal bars on the side of her cell. She shuffled over to the pin holding her hands out to cut the leather. The wet leather slowly dug into the skin as she tried harder to cut it, her hands were bleeding and sore by the time she made a dent into the leather. She struggled and cut little scraps of leather shards at the time, as soon as she finished she started to unknot her legs, pain at every movement of her hand.

She soon finished and tried to stand up her ankles sore and hands throbbing with pain, she fell onto the metal bars for

support as she could not handle the agony she was feeling. Suddenly the rusted metal cracked, struggling to hold Sophia's weight. The metal was so rusted, it was like paper now. Sophia squeezed through the hole and limped around the outside of her cell.

As she limped around she suddenly noticed how the whole corridor was round, like a hobbit hole's corridor, an uncared one at least. They were old sewage pipes, Sophia could smell the stench. Sophia limped towards the other cells, at every step a stab of pain. As she was peering through the bars of the other cell, she could feel a slight eerie chill from behind. As she turned she saw a green liquid oozing out of the creaks in the walls, somehow burning the stones it touched.

It was acid! Sophia quickly tried to limp out the way, instead, falling down on the other wall the acid oozing towards her, as she got up her hand pushed a loose stone and suddenly stone gate slid open a few feet ahead of her she ran for her life, forgetting to limp. The door slid back right as Sophia slipped in. She was in a narrow tunnel made out of uneven stone...

The Amulets True Power

Sophia walked on and on, up jagged stone stairs and tunnels until she reached a padlocked spruce door. She tried kicking and punching, but nothing worked, not even her magic. She ran through the passage again, remembering the acid, when she got back to the stone door she looked around for some secret button to reopen it. She found another stone and pushed, not realising the danger she put herself in.

Green acid flowed towards her as she tried to run. She was clinging to her life by a thread. She limped so quickly, crawling up the steps until she reached the door. The acid was right behind her back and there was no turning back, she was going to die...

Suddenly, the door opened, and Sophia scuttled out running through the room, forgetting about everything, guided by only one feeling, the urge to live. As she crossed around five rooms she dared to stop, looking back through the open door to see a mass of dirt, all the rooms burnt to the ground.

She slowed down the pace, remembering she was in pain. she

limped around the corridor trying to get out of this maze. She found a stairwell and climbed, she was deep, deep underground, around a thousand flights of stairs above her. She was almost there, slowly feeling a strange thing, the same strange feeling she felt when she was near the amulet, she had got her magic back. She scurried up the stairs and limped through the door. In front of her, the amulet was on a pedestal this time not surrounded by glass and in open reach.

She crept towards it, unsure. When no one came out she quickly scooped it. The floor started to shake, the walls crumbled. She kneeled down placing her hand above her head, scared. Suddenly above her, something began to glow, stopping the stones in mid-air, it was the bead of the necklace.

She noticed all her pain was gone, the amulet was fixing everything. She didn't understand, why did Persefoni leave it here? In plain sight. It didn't add up. She felt scared, and something felt wrong. She stood up and turned around. There standing was Persefoni, on both sides of him, her parents sat, all tied up. Persifoni diabolically smiled at her.

Big Mistakes

“Well, I’m getting tired of constantly saying this but, you walked right into my ingeniously concocted trap!” The Runihura laughed maliciously. “I’m only going to say this once, give me the amulet and you will be a happy little family again.” He said mockingly.

Sophia, rapidly thinking, wore the amulet “You’ll have to fight through me, and I’m tougher than last time.”

“Kids, idiots aren’t they. They try to be heroic but always fail, I accept your challenge. Pipsqueak, but you may, no will, die in the process.” He laughed.

“Glassinito!” Persefoni shouted, her parents turned into glass statues and Persefoni magicked them to the other side of the room. “let us put our stakes higher!” Persefoni laughed, coldly.

Sophia pulled the Amulet and pointed it to Persefoni, thinking it would help her, but the opposite came. A stream of a yellow, orange and red hue of light came out it, towards the villain. Persefoni glowed as Sophia felt something slip out of her. She felt weak and helpless. She tried pulling the amulet back but it wouldn’t budge. She fell down. the amulet slipping out of her

hands. It had lost all its colour, and Persefoni smiled. "When pointed at someone, an uncontrolled beam of magic gives, not takes. And again - you fell right into my great trap." He cited. Sophia looked at him in disgust. "Why do you have to be bad? We imprisoned you not because of our mythical arrogance, but your family's contempt and disdain for others. The feeling of too much self-pride and power doesn't give, it takes and even if my family dies, you will be the one losing in the end." Sophia said.

"You will be the one losing in the end, what tish-pish is this. Clearly, you are losing and I'm winning, You are not Shakespeare - you are an idiot!" Persefoni scoffed.

He left the room, locking it, He opened a slit in the gate and threw a bunch of canned food and meat. "I'll give you more in a year," he sneered. As persefoni left, a stick fell through the slit - a part of Sophia's wand. Sophia weakly crawled to it - with the little life she had left. Then she held it.

The Final Fight

Beads of water ran down Sophia's soft cheeks, she had failed her parents - and now she was going to starve to death. Sophia stood up and saw her parents' frozen faces, of worry and anger. She took out her wand, the green orb sparkling in the light coming from the big glass windows on the other side of the hall, it was broken but useable. The flickering light slowly drained. "I'll not be able to do any magic soon," She whispered to herself.

She wanted to free her parents but, although she did know the spell, she didn't want to risk anything bad happening to them; she had to do this alone. "Siesmos," she said, anxiously. The wand made a feeble attempt to do this but failed. Sophia tried kicking and punching at the window, failing. Suddenly, another voice boomed in the room. "I warned you! but like any other child, you tried to be heroic. Say bye to your parents." A hatch opened above them, the same green acid oozing out. Sophia had to save them. "Glassionero," she boomed, with all the surging power, love and anger in her body. The glass slowly began to crack, slowly falling down.

They didn't have much time. The acid was now very close, like glue, it slowly oozed down. The only reason they were still alive was because of the high ceilings. Suddenly her parents were free, just before the acid touched them. Her parents ran out and hugged her. "Thank you, my baby," Her mother whispered.

The acid started going back up when the sound of a latch opening came. It was Persefoni on the doorstep. "I will make sure you lose, you all lose," he crackled. "Volida," he shouted as a mass of fire blew out the tip of his wand. Sophia tried to fight back, but her wand's power was gone. Her father instantaneously pushed Sophia and her mother back and shouted "Nerompala," As a hue of blues bursts at the flame and it descends to steam. "Koepmy," Her father then boomed as all the glass that was once on them, flew towards Persefoni. "Astima," Persefoni shouted. Just before he could shout another spell, Sophia's father summoned the amulet and then boomed "Sofistra," turning the Persefoni into stone. Her father, without saying anything went to the stone statue of Persefoni which was frozen in anger. He pressed the amulet to his heart and Persefoni's power drained and the amulet became the fiery red it was always meant to be - taking back the Wangs' power and the Runihuras' power with it. Dysnomia Runihura's legacy had finally been broken and Vanhallen's, fulfilled. Or so they thought...

Sophia and her mother walked toward Sophia's father. Her father hugged her mother then give Sophia a kiss on the forehead. "Brave girl, you have not only saved the world once, but twice. You are the best daughter one could ever have." Her father said with love. As dawn came, The Wangs walked down the steps of Ahradden castle - a great weight lifted from their shoulders.

