

**FREAKING HUGE
INCOMING
WALL OF TEXT**

Orpheon

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Chapter 1

First it starts out in a bank. Classy sort of bank, sorta looks like the hotel dream in Inception. Me and several of my friends/family seem to have some sort of plan to rob it, involving some of us pretending to be held hostage by others, but then we decide to shoot our guns in the air and run away in the confusion. However, I don't run with them, so I'm left with the people in the bank, who seem to have forgotten anything strange was going on. So I leave and end up wandering through some sort of mall that was attached to the bank. It too was done in that classy sort of style, but I had time figuring out how to get into any doors.

At some point here I'm transported to a wedding, which I don't remember much of. Then everyone from the wedding goes to the airport. It seems we're all going somewhere together. There was a guy sitting next to me, who seems familiar but I can't recall who he was. I will refer to him as "that guy". This weird shaped plane that shouldn't be flying flies by, then another plane lands, except it's less of a plane and more of a giant flying train, in the style of a plane. That guy tells me it has the largest cargo area of any plane in the world. Jin from Lost is sitting on one of those rolling cargo boxes and he's angry at something, and yells back at us about how there's a Korean plane that seats the most in the world. He seems to have a rivalry with that guy. Then the bride starts skipping by and the guy watches her go as she gets on the train-plane. It seems like he used to be in love with her or something. Anyways, so then we all get on the train-plane, in the last car, and the seats are like the seats on a schoolbus. So I just pick a seat and sit down.

Soon enough we take off, and I see the train-plane flying from the outside. It moves like a flying serpentine dragon, and every once in a while does crazy spins (which the passengers apparently don't notice). Somehow I take control of the plane and I make it do barrel rolls and somersaults, and I laugh and point it out to that guy while I say stuff like "Do a barrel roll" and "Try a somersault" in Peppy's voice.

Anyway, then I'm back in the plane and I get a bad feeling. I know we're going to crash. Sure enough, I can somehow see the pilot in her seat, and she looks down at her controls and says "Hmmm". Then the power goes out and we start being flung around in the dark as we tumble downwards. I remember thinking, "Of course. Wouldn't be interesting if we didn't crash." Someone, I think it's that guy, starts saying things to try and comfort everyone, and at the end he just keeps saying, "I don't care if we die, I don't care, I don't care..." so I yell out "Fuck you, I care!" Then we hit water, and I look up at the emergency exit doors. I swim up towards them, and then divers come in through them and start helping people out.

Everyone gets out and we find ourselves on some sort of wet, deserted island, that seemed like it used to be a resort but had now fallen into decay. It was night. While everyone else stayed behind, my mother decided to follow this old winding path into the forest. Not wanting her to go alone, I followed her. As we're walking, we run into a group of old people standing on the path. One of them asks us to stay and listen to their story. Feeling a bit scared, we decline and try to move on. He insists, grabbing my arm and forcing us to stay. They begin to tell us a story about the wolf-gods or something, and then a wolf appears, and they all look at it with awe. It becomes angry, and the old people scatter. Now there are many, many wolves running around the dead leaves in the forest. I realize I need a weapon, and I pick up this spike-like knife one of the old people must have dropped, and then another, longer one. However, the wolves seem not to notice me, and just run around in packs trying to devour each other. One, however, does find me, and I stab it multiple times, until it is hurt and cannot move. It lies whimpering on the ground. Feeling sorry for it, I kneel by it and stab it once in the heart, killing it. One of my nieces is now there, and she comments on my trained accuracy in that merciful act. I say I just stabbed it in the heart, I've never really done it before. Morning is now here, and I feel sure the wolves are gone now.

Then my niece runs ahead, and I run after her, trying to get her to stop. We run along the path, which is now made of wooden planks and leads into a kind of village slightly raised off the ground, with wooden walkways and huts. We run past another group of people. Remembering what had happened with the last ones, I simply excuse myself and run past, determined not to stop. I finally reach my niece and grab her, turning her towards me. It's not my niece. It's her body, her face, but something in her eyes, in her expression, tells me it's not her. It's something wicked. She says something ominous which I can't remember now, but then the old people start coming towards me. More come from other walkways. Then they turn into dusty, gray, decaying monsters, like zombies but with minds and evil intent. I use my spikes to kill many of them, but then another approaches, taller than the rest and clothed in a tattered white robe. As it approaches I can see it's even less of a human than the others. It has a large round head, with many black holes where there should be eyes, and large sharp teeth. I fling my larger spike at it, but it opens up its giant mouth and swallows it. It grabs me with a long clawed arm, but I pull against it and get behind its back even while it holds me. I see a number of holes in its back too, running along its spine. I jam my other spike into the largest hole as deep as it will go. It cries out, and suddenly we are transported underground.

We are in a cavern that serves as a lair for a council of some sort. There are two levels, a top ring around the wall and a lower floor where many of the zombie-like creatures are, plus some others similar to the tall robed creature, but they seem to stay against the bottom wall. The tall creature I just fought is on a tall pillar in the center, and I am somewhere on the second level. The rest of the creatures on the bottom say that this one had not created anything in a long time, and they somehow destroy him. I jump and grab a golden medallion he dropped when he died. I also take a couple other talismans I found lying on a podium. The other creatures murmur, and ask me to make something. I jump down to the second level, and look at the walls. They are of dark stone, but luminescent drawings (similar to the figments from Psychonauts) of fantasy beasts are displayed on them, and they shift and change into other beasts. I look on the drawings, trying to decide which one I would need. The zombies start to doubt and heckle me. I finally saw one which I seemed to know was the right one - a giant octopus. I used one of the talismans to bring it to life, and it sprang out and bound the other tall creatures with its giant tentacles. I jumped up to the second level and saw a bunch of tapestries hanging on it, with luminescent text glowing

on them. I used the medallion to rip the text off the tapestries, and as I moved from one to the next, it seemed to get more and more modern, and I realized they seemed to be contracts written by people to serve on that council. At last I came to a book hanging on the wall, written by one Pen Poole. It was the story of a guy in love with a girl, and in fact I think it might have been the one who got married in my dream. It looked like it had been written yesterday, but one of the tall creatures said it was from 2000 years ago.

The dream kind of faded there, so I don't know what happened in the end unfortunately.

