

MALICE
YOU CAN'T
ESCAPE

Year 9 Creative Writing

S. Austin 2010

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Stop! Go Back before it's too late...



If you are reading this message you've already come too far. You've seen what happened to your friends Seth and Kady. The latest issue of Malice has shown that they're in danger. But you're not the only one who is watching. Tall Jake has been watching you, and he's waiting.

Waiting for you to put down this message.

Waiting for you to say the magic words.

Waiting to take you to Malice.

But you wouldn't be so foolish as to follow your friends into the Underworld...

or would you?

You have a choice to make – do you choose to venture forth, to Malice?

Or do you choose to stay behind? Make your choice

Stay behind

**Go to
Malice**

You Stay

You take a deep breath and make a decision. You think about your Mum and your little sister who needs you here, now more than ever. You push the nagging doubts away, and make up your mind – you will be more use to Seth and Kady from this side of the comic, anyway.

Your thoughts are suddenly interrupted by the sound of the doorbell ringing downstairs. Mr Magoo, your blind old cat, hisses. As you make your way downstairs, you hear an eerie voice:

“Excuse me ma’am but I have reason to believe that your child recently came into possession of some stolen property.... Something I’d dearly like returned to me...”

Fear envelopes you. You know that voice – it is the voice of the shopkeeper at Black Dice comics. And he has come for you!

You know you must escape – if you can only get to your friend, Jamie’s house, you can take shelter and think of your next move. But how?

Before you can move, you hear your mother’s voice, “That doesn’t sound like my child, but please come in, so we can sort this out.”

What do you do?

Creative Writing Task:

Write the narrative that shows how you run away from home without letting the shopkeeper see you. Make sure you make it to your friend Jamie’s house, where you can take shelter.



[Next](#)

Tall Jake

The spell complete, you can still smell the pungent odour of burning hair. Your face in the mirror over the bathroom sink does not look like your own. Pale. Deathly pale. You wait. Somewhere upstairs, a chattering noise catches your attention, and you freeze.

The phone rings, and you jump. It's your friend, Jamie, calling to see if you're alright. You decide to go to Jaime's house – it's not too far and you need the company tonight. Tall Jake only comes for you when you're alone.



Next

A friend indeed

Jamie opens the door before you have a chance to knock. Your friend is pale, tired looking, but you are too worried about your near escape to wonder why.

You tell Jamie all about the recent events – your voice comes out in a rush of nervous energy. Any minute now, you expect to be interrupted by something malignant.

Jamie walks through the living room, upstairs, and you follow. At the top of the stairs, your friend pauses and gestures for you to be quiet. Here, Jamie produces something you find interesting.



Next

A Kraken



“It’s a Kraken,” But even though it is Jamie who speaks, the voice sounds like it belongs to someone who has seen things that are better left forgotten.

“I got it from a Gypsy fair today. A woman sold it to me.”

Creative Writing Task:

Describe how Jamie came to possess the Kraken ornament. Focus your attention on describing the Gypsy woman

Next

A friend deceived

Your friend finishes the story of the kraken ornament, and appears to emerge from a strange daze. You realise that at some stage during the story you had both sat on Jamie's bed, but only now that the tale is over, does Jamie seem to recognise you.

"I am sorry. Really, truly I am."

"What do you mean?" You clutch the kraken ornament in your fist.

"There's more than one way in."

"What do you mean? Jamie?"

But Jamie was gone – shutting the bedroom door with a click, and locking it in place.

You yell, and pound with your fists on the door, but it is no good. Jamie's footsteps fade into the distance – and are replaced with a chilling sound.

A clicking of claws. Like rats in an attic.

Tall Jake is coming.

Tall Jake is here. The room starts to spin. In the darkness, you utter a silent scream as you pass out



Next

Malice

You wake to find yourself on a train. As the train pulls to a stop, you find yourself being compelled to get off – you know where you are. You know it is real, but you can still scarcely believe it.

Creative Writing Task:

Write your first impressions of Malice, from when you exit the train. Focus on what you can perceive with all your senses. Use descriptive language to help set the scene.



Next

Chitters

You have not gone ten paces from the train station when you find yourself surrounded on three sides, with a wall behind you. You know what they are from a little of your reading – they are Chitters - mechanical beasts with gleaming eyes. You back away until your back is hard up against the wall. Something moves underfoot, and as you look down you realise that there is length of steel pipe, about the length of your forearm. Could you use it as a weapon? But then, between metallic gorilla and a tigress, you see something: a door opening briefly, an face peering out. Whoever they are – maybe they could help.

You must decide. Do you fight your way out? Or call for help?

Fight!

Call for
help



Fighting the Chitters

You ready yourself for
attack.

As the chitters close in,
you grab the steel bar.

They are around you,
upon you.

You fight.



Creative Writing Task:

Describe the fight that takes place
between you and the chitters, that
ends in you being knocked
unconscious.

Focus on building suspense in your
writing.

Next

S.O.S

As the chitters close in, you let out a blood-curdling scream. You try to seek out the face you saw in the doorway behind, but all is darkness.

A sense of hopelessness encompasses you as the mechanical beasts surround you.

The beast nearest you looks like a gorilla. He leans over you. The last thing you see just before you black out is...

Creative Writing Task

Describe the beast that threatens you. Pay attention to using descriptive language.

Next 

Kira of the Deep

You wake to find the face of a young woman, not much older than yourself, hovering over you. Could it be the same face you saw peering at you the doorway?

You try to sit up, but you are dizzy and disoriented. She motions for you to relax. “You are safe here, for a while at least,” she says.

Looking around, you find yourself lying on a bed in a small room. A stove burns in a makeshift kitchen to one side, and the rest of the living space is taken up a table and chair, on which the girl sits.

“My name is Kira Willoughby,” She announces. “I was born in Malice, deep under ground, so many of your kind know me as Kira of the Deep. When you are ready, I will tell you my story.”

She takes a deep breath, and then begins.



Creative Writing Task

Write Kira’s story. Tell the story using her own words, using 1st person narrative perspective.

Next

A Quest

When Kira has finished her tale, she takes a deep breath and pauses. Then she makes a frightening announcement. “It’s coming for you.” She meets your eyes, and you know from the fear and certainty in her expression she speaks the truth – something is coming after you, but who or what, that you do not know. You can’t waste much time. You realise that you owe Kira your life, and so you trust her advice.

“I need to find my friends,” you stammer.

“The ones you seek passed by this way, but they have gone. They have their own journey to take. You have your own quest – but time is of the essence.”

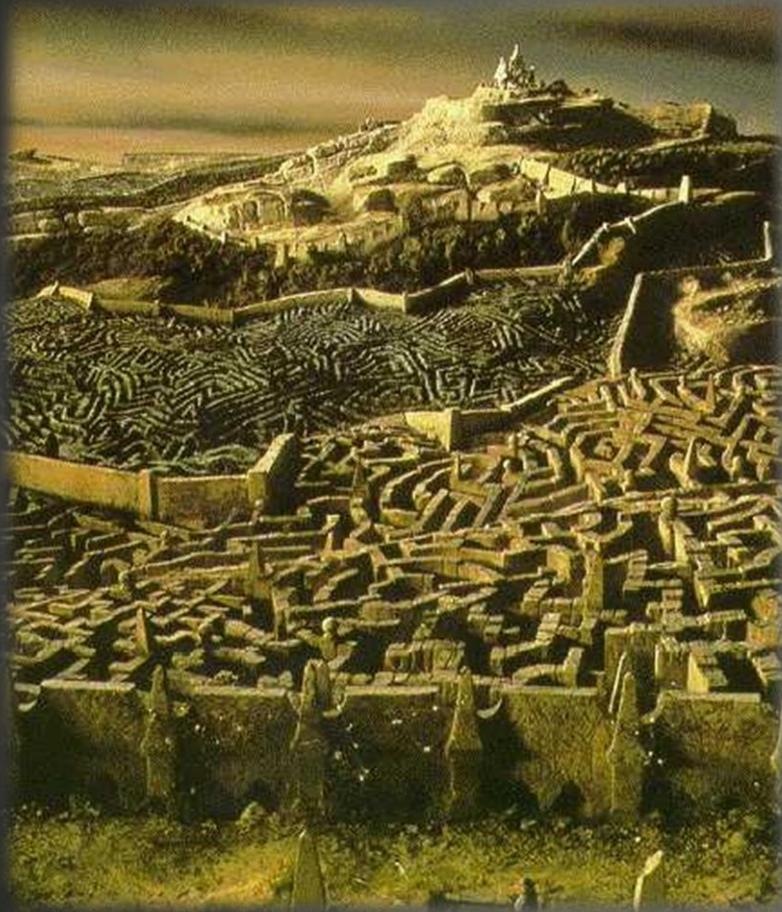
Make your way through the labyrinth to rescue the Queen of the Cats from where she is imprisoned. Only she can save you from Malice.

Find out about
the Labyrinth

Find out about
the Queen of
Cats

Begin your
journey

The Labyrinth



The labyrinth is a complex maze system that sits within the realms of Malice. It is laced with booby traps and unspeakable terrors.

In the middle of the Labyrinth is Tall Jake's lair. It is here that the Queen is being held captive.

Go
Back

Begin
Quest

The Queen of Cats



The queen of cats is a mysterious figure. Very little is known about her, and few have met her. You may have met her emissaries, and mistaken them for pets. However, she is much more than a domestic animal, and may take many forms. The queen of cats is the only figure that Tall Jake fears.

Go Back

Begin
Quest

A Quest begins

Kira gives you a small supply of food and water, and a torch, and guides you to the entrance to the Labyrinth. Before you can even thank her, she is gone – leaving you alone before a heavy oak door.

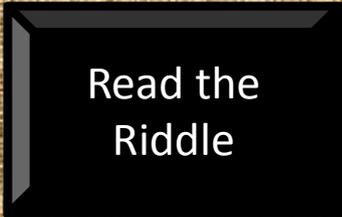
The smell of rotten meat hangs in the air, burning your nostrils. Gagging, you push on the door to enter, but it doesn't budge.

Then you see the notice affixed to the door:

Next 

Should you wish to enter the labyrinth, you must first answer a riddle. Write your answer on the sheet before you. If you are correct, the door will open to you.

You will only have three chances, so answer wisely.



Read the
Riddle

At night they come without being fetched. By day they are lost without being stolen. What are they?

Write down your answer before you proceed.

Check your
answer

Open the door

Click the mouse....

*At night they come without being fetched. By day
they are lost without being stolen. What are
they?*

Answer: The Stars

A black arrow pointing to the left, containing the text "Go back" in white.

Go back

A black arrow pointing to the right, containing the text "On with quest" in white.

On with
quest

Through the door



You enter the labyrinth and find yourself in a dark corridor. The smell of rot is overpowering now.

You strain your eyes. In the corner, you see something moving towards you. You freeze, back pressed hard against the wall behind. You are breathing heavily. Your heart is pounding. And then it is upon you....



What is it?

The creature stops before you, and appears to blink. It pushes something grotesque towards you, and you realise with a start that it is a peace offering. Whatever this thing is, it means you no harm.

Creative Writing Task:

You have met ONE of the beasts pictured. Choose an image to use as inspiration for a descriptive piece of writing based on your experience with the creature.



Continuing through the labyrinth...

Leaving the creature behind, you follow the corridor inward, towards what you hope is the middle of the maze. You tread carefully, and are luckily able to avoid many of the more obvious traps set up to deter unwelcome visitors. You try to shake off the feeling of dread that hangs over you. The stillness blankets you, chills you to the bone, and you shiver. You have lost track of time. You wonder if you have been walking for minutes, or hours. Or even days. You try to lift the despair by singing into the silence, but the walls seem to absorb all sound, until at last your voice shivers and dies in a small tremor. Never have you felt such utter desolation – you have no idea if you are going the right way – you could be going around in circles for all you know. Your footsteps are slower now, and tears are forming behind your eyes.

Just when you are about to give in to your sense of despair, you hear a sound, so quiet at first, you think it is the sound of your own ragged breath. But soon you hear it more clearly.

It is the sound of someone crying.



Friends again

It is Jamie.

Sitting, leaning against a wall in the labyrinth, in Malice.

Crying.

“I’m sorry,” Jamie whimpers, “I never meant for this to happen. It wasn’t part of the deal – honest. You have to believe me.”

“Why should I believe you?” You shout, “You set me up! Why should I ever believe anything you say, ever again?!”

“P-p-please? Just hear me out, ok? It all started with the ornament of the kraken.”

“The one you got from the gypsies?”

“Sure, only I never got it from the gypsies. I got it from a man, who said I had to give it to you. He said - Oh, it was too awful! He said that if I didn’t do as he said, then something terrible would happen!”



Creative Writing Task:

Write the conversation Jamie had with the stranger. Tell this story using only dialogue (speech). Make sure you use correct punctuation.

Onward

You choose to believe your friend, if only to have company on your journey. Jamie had made the decision to follow you into Malice after realising what had happened. For some reason, though, instead of taking the train, Jamie had woken up in the labyrinth, a few hours before you had arrived.

You feel glad to have company, anyway. Especially when it comes to choosing the next path.

You come to a point in the maze where the path branches in two. Each appear almost identical, but you know that only one will lead you where you want to go.

Which one do you choose? Click on the corridor you choose to go down.



Make your pick

The corridor

You look at Jamie and both of you take a deep breath. You feel like you have made the right choice.

You have been walking for while when you notice that the floor is sloping downward. The ground has become uneven, and the gravel crunches under foot. You look down. With a start you realise, that you are not standing on gravel at all.

You are standing on human bones.



The corridor has opened up into a cavernous space. You see a doorway opposite and realise that that is where you need to go. You head for the door, when Jamie puts a hand of warning on your arm. You spin around, and see it.

Standing to one side, frozen in a state of permanent attention, is a guard. Behind it, affixed to an archaic lectern is a parchment.

“It’s a map of the Labyrinth,” You look at Jamie quizzically. You don’t have time to ask how your friend knows this. You say, “We need to get hold of that map.”

The guard has ignored you until now, but, as if it senses your intentions, he turns his head and looks straight at you. He draws his sword.

You realise he has strength and steel on his side. But you have had one experience this soldier has not – you have talked your way out of detentions for years. Finally, a use for school, you think, as you approach the guard with confidence.



Creative Writing Task:

How are you going to talk your way out of this one? Write out what you are going to say to the guard to not only get the map but also to get past him onto the next corridor.



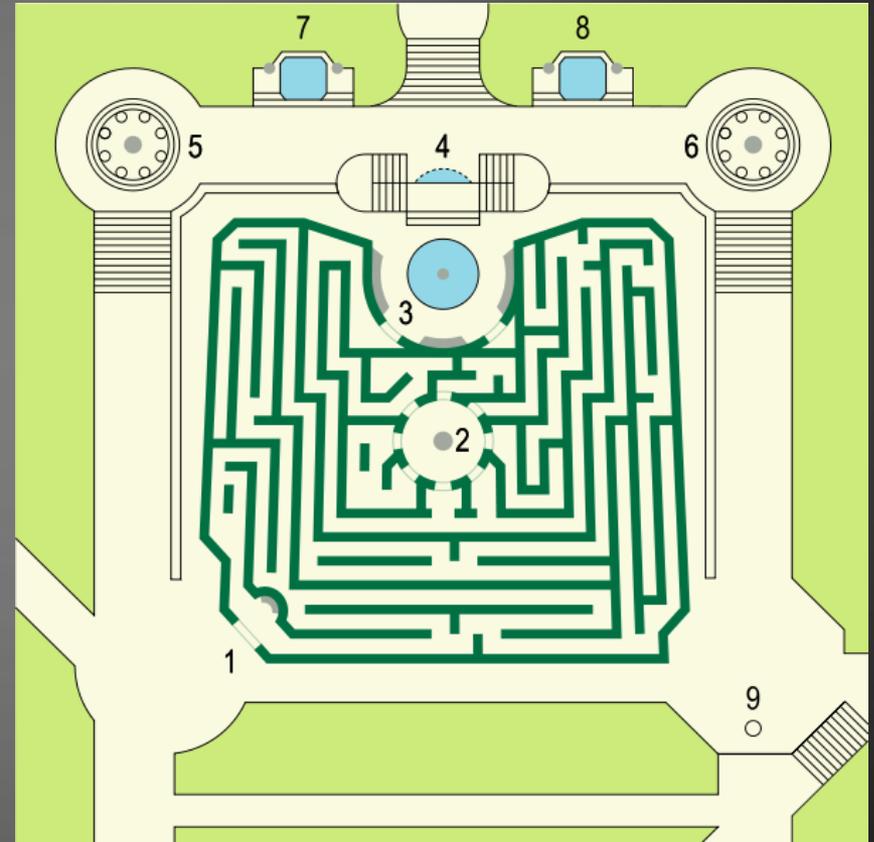
The Map

“I think we’re here,” said Jamie, pointing to the number 3 on the map.

“And the lair is at the centre of the labyrinth, so it must be number 2.”

Writing Task:

Write the directions to get to Tall Jake’s lair.



You look carefully at the map in front of you, and head off in the direction of Tall Jake's Lair.

Jamie clammers along beside you,

"Do you think we should slow down a bit?"

"No time – hurry!"

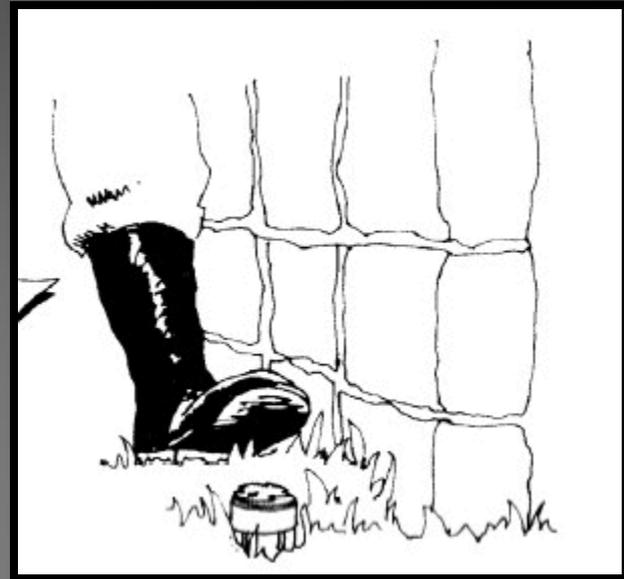
"But – "

Click.

Jamie freezes. You turn. You realise too late that Jamie has stood on one of the many booby traps strewn throughout the labyrinth. You utter a curse.

Jamie is standing on a small round pedal. You know that as soon as pressure is taken off the pedal, it will release – you don't know what, but you don't want to find out.

You look around you – maybe you can rig something up. But before you can, Jamie's foot starts to slip...



Creative Writing Task: How do you get out of this one? Write down what happens after Jamie's foot slips from the pedal. What do you do that helps you escape the trap? And how do you find yourself battered and bruised but "safe" at the end of it?

Tall Jake's Lair



It's not over once you reach Tall Jake's Lair. There are three entrances to Tall Jake's lair, and each is guarded by a different creature.

It is up to you to choose your foe.



The gremlin

Gremlins can be found where ever there are mechanical-powered objects like chitters.

Special Powers – Has a special skill with mechanics and has a collection of specially built weapons, including his chainsaw sabre which he uses against anyone who threatens to break into Tall Jake’s Lair

Weakness – The Gremlin is highly allergic to water. If you can just get to the well in the middle of Tall Jake’s lair, you can use the water to your advantage.

Creative Writing Task:
You have chosen your entrance, now describe how you get past the gremlin into Tall Jake’s lair.



Continue

The mystic

The Mystic is an all-seeing and all-knowing creature. Unusually for a guard, the Mystic is a pacifist, so does not use violence or weapons against you. Instead, it uses something more powerful

Special Powers – The Mystic knows all and speaks the truth always. It is this power that is used against you. The Mystic will tell you things that will sow the seeds of doubt and cause you to turn on each other.

Weakness – The Mystic is not human, and therefore does not understand the human qualities of compassion, resilience and friendship. These are human traits that can help you overcome the Mystic's powers of persuasion.



Creative Writing Task:

You have chosen your entrance, now describe how you get past the Mystic, into Tall Jake's lair.

Continue

The wraith

The Wraith started off as humans, but over many years have become consumed by the despair of Malice. Many of them became lost in the Labyrinth as teenagers. Now, all they have left is the darkness of this world.

Special Powers – The wraiths feed off the negative emotions of humans. Feelings of hopelessness, loss and anger, give them strength while sapping the life force of the humans they feed on.

Weakness – While they feed on negative emotions, positive emotions have the opposite effect, and can destroy them. But beware, they are powerful beings, and conjuring up a positive thought can be mighty difficult when faced with a wraith.



Creative Writing Task:

You have chosen your entrance, now describe how you get past the wraith into Tall Jake's lair.

continue

The Lair

Finally, you and Jamie come to Tall Jake's lair. It is robed in darkness and shadow, but otherwise devoid of life. Where is Tall Jake?

"Hurry – he'll return soon – you must free me before he comes back."

You peer into the shadows. When your eyes adjust to the light, you see her – the Queen, enclosed in a locked cage at one end of the room.

How will you break her free? You see two options.

On one side of the cage, a set of keys hang from a nail in the wall. Although a furry creature seems to be guarding the keys, it appears harmless and makes a small gurgling purr as it snoozes.

On the other side of the cage, Jamie spots a pile of junk– including a twisted iron crowbar which could be used to break the padlock. You could do this without waking the snoozing animal.



Choose your
option



The Pipe



The pipe makes a clanging sound that echoes throughout the room, causing you to look around nervously. What if he returns? What if the other guards hear you? You shiver.

But neither Tall Jake nor his guards seem to hear, and before long the padlock on the cage comes free, and the queen emerges from her prison.

She looks at you and smiles.

“I have been trapped in this place for many moons – it has allowed Evil into Malice, and despair beyond words. But thanks to you, we can start to repair the damage that has been done. “

You smile back. Finally it is over. Finally, you and your friends can go home.

You are still smiling when a shadow falls over you.

It is Tall Jake

Continue

The Key



Carefully, you lift the set of keys from the hook. You move gingerly – so slowly you think your heart has stopped beating. Beneath the key, the creature sleeps fitfully. You have the keys in hand now, and they click together. You hold your breath – did the creature hear you? It stirs. It opens one eye. It makes a gurgling sound in the back of its throat. It opens both eyes.

It screams.

The sound fills the room – echoing shrilly throughout.

You go to pick up the creature but it has transformed from something benign to a monster made up entirely of pointed teeth.

Then, just as suddenly as the screaming started, it stops. The creature transforms back into its old furry self. It gives a small gurgle, and closes its eyes. It sleeps.

You don't have time to breathe a sigh of relief, because a shadow falls over you.

It is Tall Jake.

Continue

The Showdown



Your story ends with a final showdown between you, Jamie, the Queen and Tall Jake and his remaining guards.

How you end your story is up to you – remember that strong writing should build suspense and leave the reader feeling like you have reached a satisfying conclusion.

Good luck!



UNFORTUNATE.

I RATHER LIKED
THE BOY.

BUT ALL THINGS COME TO AN
END, DEAR READER. NOT
EVERYONE MAKES IT OUT
OF MALICE ALIVE.



AND YET YOU KEEP COMING, DON'T
YOU EAGER FOR MY TRICKS AND
TRAPS. KEEN TO TRY YOUR LUCK
AGAINST TALL JAKE.



WHO WILL BE NEXT,
DEAR READER?

YOU?