*Death*

The Church house clock chimed twelve times. (I love this opening line, it’s short and spooky!) The echoes of the chimes faded. This is the hour that Death will rise. (could you use a simile here? ‘rise like a perverse sunrise’, or something along those lines?) No one, no one at all was walking upon the cobbled streets of Bangor on that ill-fated night of Friday 13th 1895. (your foreshadowing is absolutely gorgeous throughout this, Benjamin!) ~~Houses.~~ (I wouldn’t have this in) Houses in every direction cowered away underneath their one and only supreme ruler. Castle Death. (gorgeous personification! I love that even strong structures like houses are ‘cowering’) There had been many rumours for the past 100 years of Castle Death, hence its name. No one, not even the mayor had enough nerve to enter it, even in broad daylight. Castle Death shone in the murderous moonlight, (ooh I adore this alliteration here, you’ve created such a strong image) its unique gothic design, ornate and decorated bricks in every corner, There was a great gust of wind. The wind wrapped itself around the emerald green leaves of the conifers like a malicious serpent ~~killing~~ (‘suffocating’ is probably a little more vivid) its prey. (The imagery you’ve used here is so stunning, I’m so impressed!)

Through the archaic (such great vocabulary) doors came an adventurer dressed in black, wanting to investigate. He ~~does~~ (did) (keep tense consistent!) not know that this investigation would lead to his death. (could you be a little less explicit here, and instead imply this?) Swiftly, he moves (I can see you’ve switched to present tense, which I love! Just make sure this is clear from the first line 😊) like a feline ready to pounce. Among the many corridors and rooms the adventurer aimlessly ambles (Lovely alliteration in a three here!) through he finds the main room of Castle Death. This is where the chase begins. Death. His ghoul-like appearance, his vermillion bloodthirsty eyes. (your descriptions are so impressive!) Holding a jet-black scythe with fresh blood dripping steadily onto the velvet carpet. The adventurer struggles on, clearly unaware of how close he is to death. He starts to prise a monumental ruby from the wall, inscribed on the jewel reads: If thee shall take me, thee shall PERISH!!!! October 24th, 1727. (aha! I love this, and the dialect change is brilliant!)

Now all the courageous adventurer had to do was to get out of Castle Death. Death, watched him closely, getting ready to strike in 120…119…118… (the countdown is so effective in creating tension!) In one minute, the adventurer had managed to safely navigate back through half of the amount of corridors. 55 seconds later, 3…2…1… The adventurer will make it out of the castle safely, in one last room to pass… Pity, pity, it was too late. (I really like the way you’ve narrated this, I almost feel like the narrator is on neither side, purely observing.) With a jubilant look on his face, the adventurer was about to make it across, he stopped. He had heard something.

And in the other room, Death cleared his throat.(ah! This cliff-hanger is so incredible, I’m left right on the edge of my seat. Absolutely amazing work here!)

**What Went Well:**

* You have created a really incredibly impressive piece of writing here, Benjamin! You’ve used so many techniques, such as foreshadowing, ellipses, varied sentence lengths, exciting vocabulary, imagery etc. I really enjoyed this, and my favourite part was definitely the last line, ‘In the other line, Death cleared his throat’. So tense!
* Speaking of technique, your imagery is so lovely! I especially love the personification and simile, ‘The wind wrapped itself around the emerald green leaves of the conifers like a malicious serpent killing its prey.’ I really get the feeling here that even the nature in this place has a threatening, evil energy. SO good!
* I love how you play with tense and narration here, as you switch into the present tense when we are following the adventurer through the house. This adds excitement, as the third person narration and present tense slightly suggests already that something is going to happen to this explorer, unlike with past tense, first person, where we know they have survived to tell the story. Brilliant choice!

**Even Better If…:**

* If you’re going to do a tense switch, just make sure that it’s super obvious, to allow the effect to be even more vivid. You just slip up on the

first line, with a past tense ‘came’ instead of ‘through the archaic doors comes an adventurer.’ This undermines the effect of the change slightly, so just be careful of this!

* I feel that in some places you could push your writing even further, for example when you use the word ‘killing’, you could switch this out for something that describes not only what is happening, but the way in which it’s happening, such as ‘suffocating’. Also, I’ve marked where you could have a simile closer to the beginning of the story, just to balance out the techniques throughout the piece of writing 😊
* It’s really only a small thing, as this writing is so great, but I would avoid having sentences that are only one word long, such as ‘Houses.’ Although it feels like it puts a good stop in a group of sentences, it would flow better if it was just a short sentence, instead of one word alone, if that makes sense!