RHIANNON

RHIANNON

Curse of the Four Branches

Strategy Guide



RHIANNON

Getting Started

Important information to help you play Rhiannon: Curse of the Four Branches - this information is also available in tutorial screens at the beginning of the game.

Finding your way about

It is important to us that you can explore every nook and cranny of 'Ty Pryderi', where you have been asked to house-sit for your good friends Jen and Malcolm. Important clues and objects can be found in many places.

Therefore, wherever you are, you will usually be able to turn around in a circle so that you can check out every angle. We know that many players find full-motion can cause dizziness, so instead, each click of the 'left arrow' for example, will turn you a quarter of a circle in an anti-clockwise direction. So in four clicks you will be back where you started. The same applies to the 'right' arrow, only this time you will be turning clockwise instead of anti-clockwise. Occasionally, there is also a 'back' arrow which will turn you half a circle, leaving you facing in the opposite direction. In all these cases you will be standing on the same spot. The 'left' and 'right' arrows can be found by moving your mouse to the edge of your screen in the direction you want to move.


Left arrow


Right arrow


Back arrow


Diagonal arrows


Forward arrow


Up/Down arrows

To move forward, first face the direction you want to go and click on the larger, forward arrow. Occasionally, you will see diagonal arrows to move you forward - for example, if there is a fork in a path, you will have a choice of two 'forward' arrows. Very occasionally, it is necessary to look up or down, in which case 'up' or 'down' arrows will be available. These arrows can be found when you move your mouse around the middle of the screen.

Zooming in and out

Some areas need to be looked at more closely. If so, you will see a 'magnifying glass' icon. Click on it to zoom in. When you have finished examining the area, click on the magnifying glass again to zoom out.


Zoom in


Zoom out

Interacting with items in the game - the 'action' cursor.

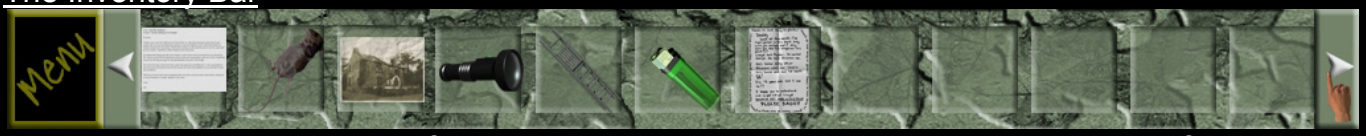


The 'action' cursor will appear when you move your mouse over anything with which you can interact. You may want to open a door, pick an item up or read a document or book. If this is possible, then the action cursor will be present.

Picking up objects

In real life, you wouldn't go running around picking up every object that you came across - especially in someone else's house! So, just as in real life, objects can only be picked up if you already know (or think you know) that the item has some use in your quest. There are one or two exceptions to this rule to help you discover the story and push you in the right direction. However, by and large, an item won't go into your inventory until you have a use for it - although you will be able to examine it closely.

The Inventory Bar



Move your cursor to the top of the screen to access your inventory, where you will find all the objects and documents you have collected. Each object or document can be examined in 'close-up' by 'right-clicking' it. When you want to return it to your inventory, just 'left-click' (occasionally 'right-click) it.

When you have collected more items than will fit on the screen, you will need to use the arrows at each end of the bar to scroll back and forth to reveal the hidden items.

Use the 'Menu' button on the left to return to the main menu where you can load, save and quit

Using objects

There will be places where you will be able to use items you have collected. Such places have a 'cog' icon. To use an item, 'left-click' the object in your inventory and notice your cursor change into that item. Then move your cursor to where the 'cog' is situated. If it is the correct item to use, your item cursor will glow as you move it over the 'cog'. 'Left-click' again to use it or 'right-click' to return it to your inventory.



The cog icon

Combining items

Sometimes you will pick up pieces of an item or several different items that need to be combined to make something new.

In order to to this, 'right-click' the first item in your inventory so that you can see it in close-up. Then 'left-click the next item and drag it over the first. If it can be combined, this cursor item will become highlighted. The new, combined item can be taken to your inventory by 'left-clicking'.

If you have more than two items to combine, keep dragging new items from your inventory onto the item in close up. 'Left-click' when you have finished to move the combined item to your inventory.

The Interactive Map



Move your cursor to the bottom of the screen to access the interactive map.

As you move through Rhiannon's world, the map will expand to show the additional places you have visited. Once visited, you will be able to 'jump' to those places by clicking on them on the map. It is advisable that you only use this facility when you have thoroughly explored the areas that led you to the new places so that you don't miss any clues or objects.

The Notepad



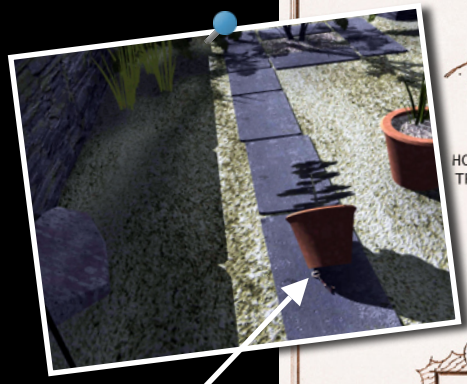
Also at the bottom of the screen you will find a notepad that records hints that may be useful if you are unsure what to do next. Each time a new hint is added, you will hear a chime, and a check mark will briefly flash at the bottom of the screen. As you complete a task, it will be crossed off the list. If there are no new hints, you may need to check your inventory objects and documents for other clues, or return to areas you have already visited (for example, Rhiannon's computer) for new information.

Chapter 1 - Chris's Arrival at Ty Pryderi

I received an email from my good friends Jen and Malcolm Sullivan today. They recently bought an old farmhouse in Wales, lucky people. Jen asked me if I'd mind doing a spot of house-sitting for them as their daughter, Rhiannon, isn't very well. She didn't really explain what was wrong so I hope it's nothing serious. Anyway, I could do with a break so I packed my bags and drove to Wales as soon as I could.

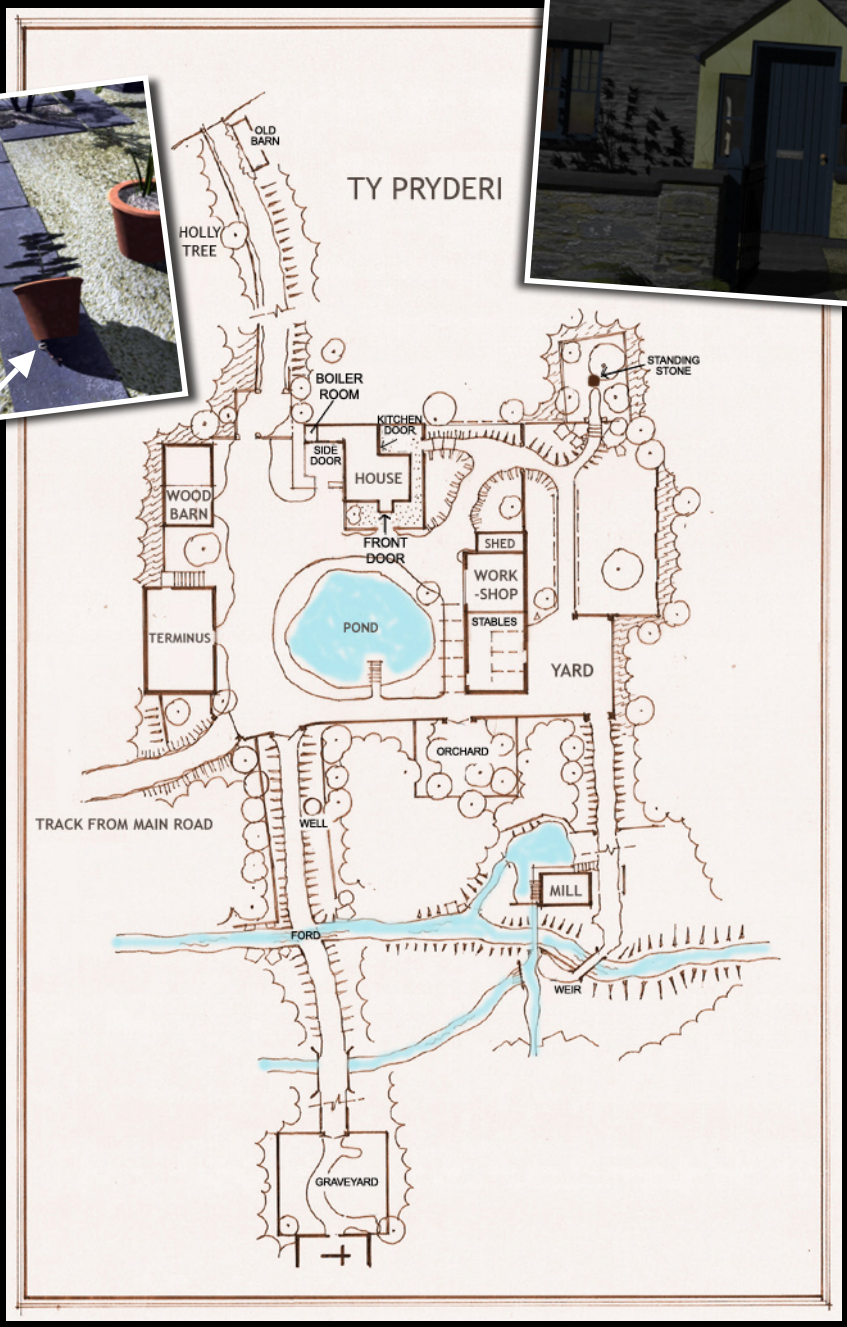
I expected to find the place over-run with builders but it is strangely deserted. There's a storm brewing (not unusual for Wales) so I better get inside before I get drenched.

Jen said I'd find the key to the front door under the plant pot. I found it just to the left of the front door and let myself in.



Front Door Key



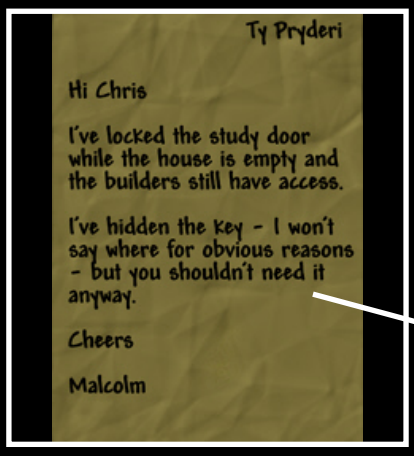


Jen wasn't kidding when she said she had turned the electricity off. I tried the light switch by the stairs in the hall as it was rather gloomy in there but nothing happened. Luckily, the power switch was in a little cupboard on the right just as you walk in the front door, so I switched it on and thankfully it worked.





Right, now I was really spooked. Firstly, I thought I'd step outside and have a quick look around. I tried to leave by the front door but there was some strange force that stopped me. I could swear I also heard someone whispering that I must stay. Then I tried to go towards the stairs and the front door slammed behind me and I definitely heard whispers. What on earth was going on!



There was a note from Malcolm on the back of the front door. Something normal at last! He said he had locked his study while the builders had access to the house and he had hidden the key. So the builders should still be here?





I picked up the newspaper by the door only to read a report about an accident at Ty Pryderi caused by a stray horse. I was sure Jen doesn't keep horses.

I thought I'd go upstairs and see which bedroom I was to sleep in but as soon as I went that way, I got the distinct impression that there was something blocking my path. I tried hard to stay calm. The door on the right was locked so I tried the other.

The voicemail machine was bleeping as I entered the living room. It held three messages. Two from Tommy, the builder. Well that explained why they were no longer working here. It seemed they had also been spooked. Tommy also blamed Jen and Malcolm for him crashing his van so he would be sending them the bill for repairs. He said the builders had found something old under the dining room floor tiles which he had left on the kitchen table. I would check that out later.



The Living Room



Press to advance to next message

Press to play or stop message

There was also a message from Jen saying that I must feed the cat or it would bring in some little presents for me and I also ought to light a fire or there wouldn't be any hot water.

Lighting the fire

Next to a cigarette lighter on the piano, there was some sheet music of a tune called 'The Ash Grove'. Perhaps Rhiannon was learning to play, because there was also a sheet showing which notes are which. Maybe I'd have a try at that later.



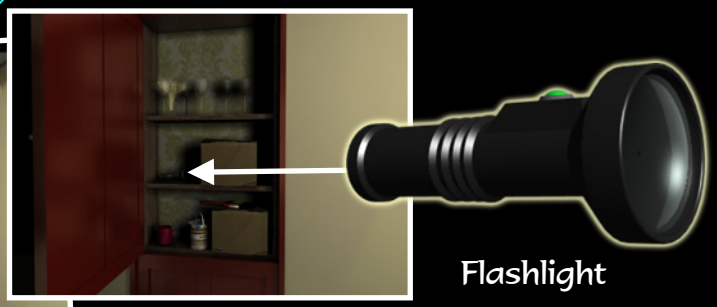


It looked like I would need some logs and sticks and probably some fire-lighters to get the fire started.

I found some kindling sticks in the basket by the fire.

Lighting the fire continued....

I left the living room by the door next to the answering machine and found myself in the room that the builders must have been working on when they found something under the floor tiles. I found a flashlight in the red cupboard which might come in handy if I attempted to go upstairs again. *(note: if you cannot take the flashlight, go back to the stairs and click on the forward arrow)*



Flashlight

The Dining Room

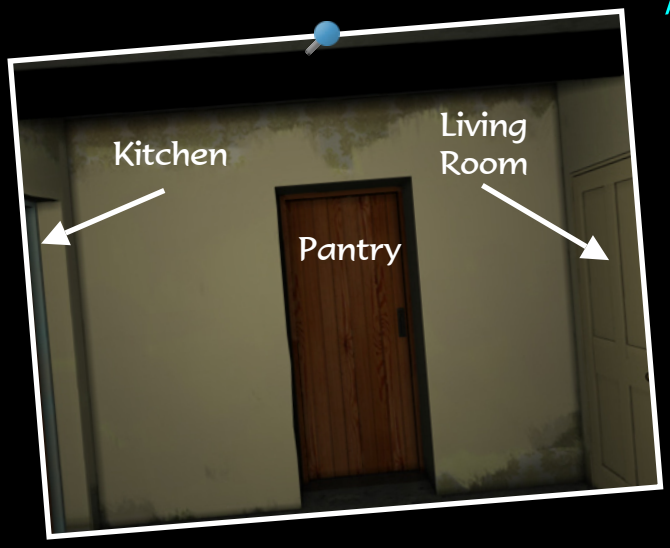




I noticed that the window sill was loose. When I touched it, I discovered an old photograph of the house.

Jen didn't tell me that there had once been a fire. It looked pretty bad too - most of the upstairs had gone. I wondered when that had happened. Perhaps when I had explored a little further, I would be able to work out which room had been most badly damaged.

Note: Use the 'left' or 'right' arrows to turn around to face the pantry door with the living room door on your right and the kitchen door on your left.



I still needed to find some firelighters to start the fire, and thought maybe there would be some in the pantry.

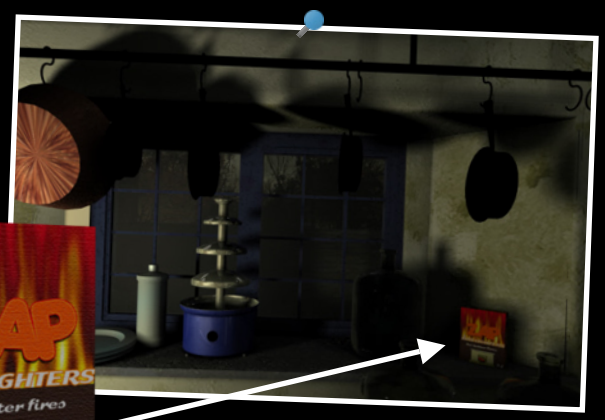
Lighting the fire continued....

I entered the pantry, turned left and took the firelighters.



Pantry





Fire lighters

I still needed some logs for the fire. I took a right turn out of the pantry and through the kitchen door ahead of me.

The Kitchen



There was plenty to explore in the kitchen but for now I'd light the fire and come back later for a look around.

I thought I heard the cat go out through the cat-flap. I must remember to feed him.

I left the kitchen and went into the cloakroom. I unlocked the door leading outside and just off the patio I turned right to the wood barn and found some logs.











Lighting the fire continued....

I returned to the living room and lit the fire.



1. Add firelighters



2. Add kindling



3. Add logs



4. Use lighter

At last I had a roaring fire and hopefully some hot water. Now where was that cat!

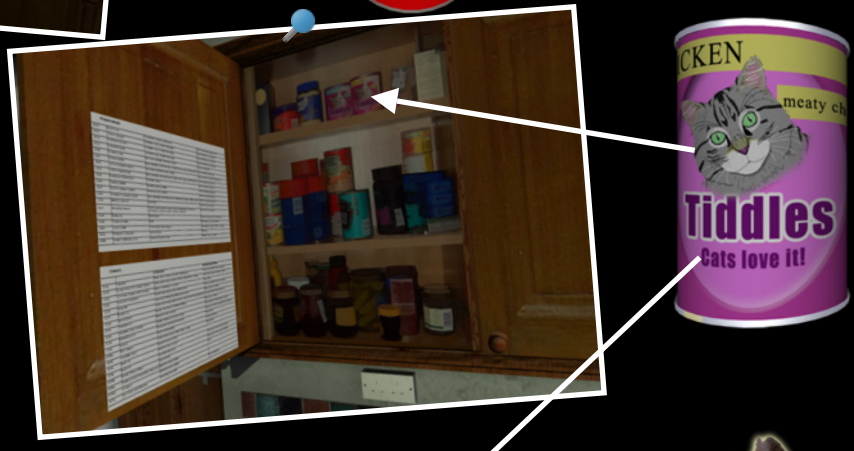
Feed the cat

Jen mentioned that there was some cat food in the fridge (icebox) or the cupboard so I headed back to the kitchen.



Well, no cat food in the fridge but I did stumble across a key in an empty soup can. Might this be the key to the study that Malcolm mentioned in his note?

I had more luck in the top cupboard on the left where I found a tin of cat food. The cat food bowl was on the floor near the door to the cloakroom. Jen was right, he'd already left me a lovely dead mouse. Yuck!







Note: Dead mice can be flushed down the loo in the bathroom on the far side of the cloakroom.

Explore Upstairs/Enter Malcolm's Study

Note: you can do the following in any order. If you choose to explore upstairs first, and click on the locked door (Rhiannon's bedroom) before you have read the 'Legends of Pryderi' book in the study, you will be reminded to try Rhiannon's bedroom door again by a ghostly knocking sound when you stand at the bottom of the stairs. This will not happen if you read the book in the study before going upstairs. Either choice is ok.

Exploring Upstairs

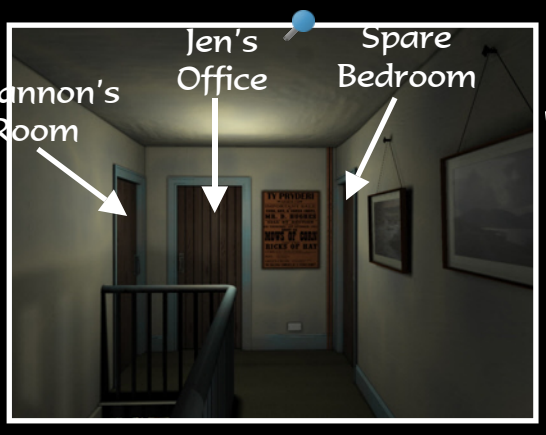
I decided to risk going upstairs as I would need to find somewhere to sleep eventually. I switched on the flashlight at the bottom of the stairs and attempted to climb up. That was a mistake! Something materialised with such a force that I was thrown all the way back down the hall, landing with a thud against the front door. Ouch! Then a booming voice told me that he was 'Llwyd' and 'Pryderi's soul was his'! The house is called 'Ty Pryderi' which means 'House of Pryderi' in Welsh, but I'd never heard of this Llwyd character. I gathered all my courage and tried the stairs again with the flashlight. This time I made it to the top without getting thrown back again only to find that there was a light bulb missing from the table lamp up there. I thought I'd feel better if I found a light bulb first so I headed for the pantry where I'm sure I had seen a crate full of them.



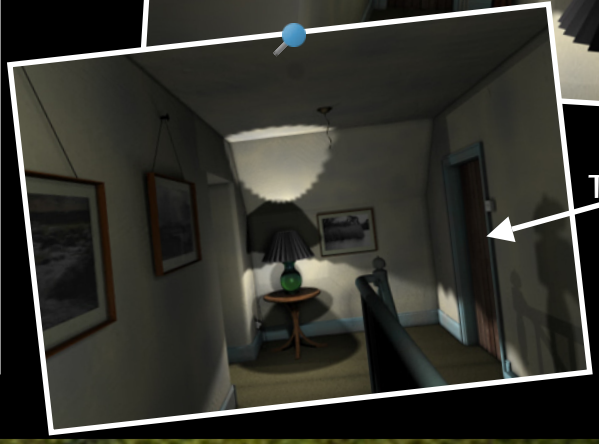


I thought so. There was a crate of light-bulbs in the pantry on the shelves on the right. I took a light bulb and went back upstairs to change the bulb in the lamp.

That's the trouble with these old houses that have been extended over the years - it's so difficult to get your bearings and work out which upstairs room is over which downstairs room. I started to try each room and work out where they were.



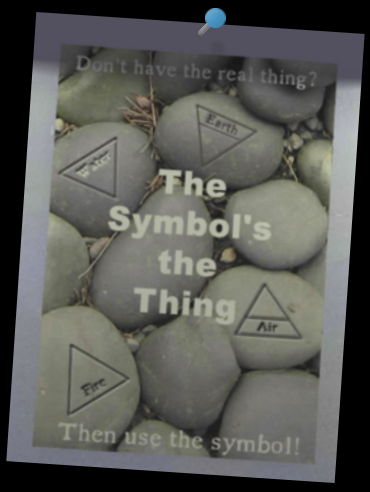








I had a poke around upstairs. Jen has set up a room to treat her homeopathy patients. There was a letter from her Mum (who now lives in New Zealand) on top of some bookshelves - something about a family plot in a graveyard near here. Also lots of homeopathy magazines and an interesting article on how water can alter if it is subject to different emotions - very strange. There was a poster on the wall which seemed to glow when I looked at it - also very strange, but I was getting used to 'strange'.





It looked like the room above the living room was still waiting to be fixed up. As I opened the door, I felt really giddy. I would not be sleeping in that room!

Very interesting graffiti on the walls. It looked to me as if it was done in the 1960's. 'Beatles', 'make love not war' - all very flower-power. I hoped they had some thick wallpaper to cover it up.

It looked like the room above the hall was Jen's office. She makes her own homeopathy remedies so there were microscope slides and little bottles in there.





I tried to open what I presumed to be Rhiannon's bedroom door. It seemed to be stuck, yet there was no keyhole so it couldn't be locked.



Malcolm and Jen's room had already been refurbished. It's the room to the right as you head for the bathroom.



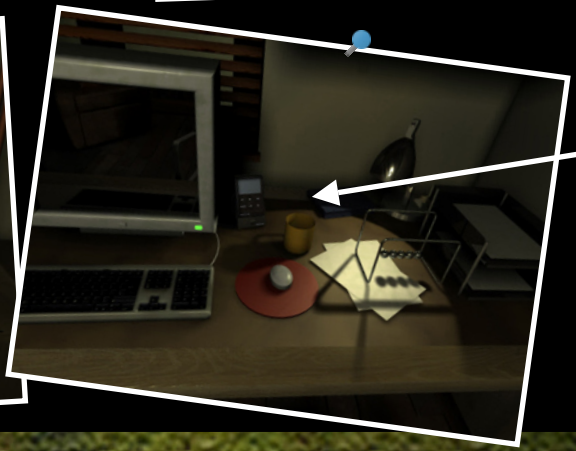
At last I had hot water but I wished I hadn't bothered to check. SOMEBODY WROTE ON THE BATHROOM MIRROR! 'Harken' - isn't that a really old word for 'listen'? I'm sure I heard a tune playing too. I wondered where that came from. I thought I would look through the cd collection or see if I could play the tune on the piano because I was sure someone - or something - was trying to give me a message.

Malcolm's Study

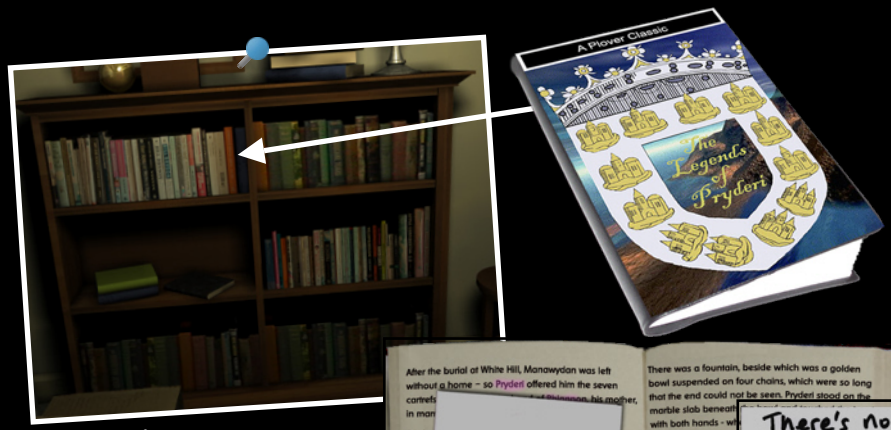
The key I found in the fridge opened the door to Malcolm's study. I had a quick look around. There were some letters and notes in the desk drawers and on the pin board, details about the house in a box file above the desk and a screwed up note in the waste paper bin. I also found an MP3 player next to the printer but the battery is flat. There was a charger on Malcolm's desk so I put it on to charge. Maybe I would find some good music on it to listen to. I tried the printer but perhaps it had a paper jam.





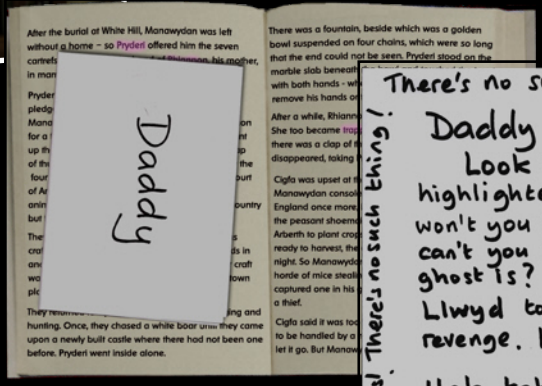


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I found an interesting book called 'The Legends of Pryderi' on the bookshelves in the study. Perhaps it would explain a little of the history of this house.

They certainly had some very odd names in old Celtic Wales. Pryderi was a good man it seems. His mother was called Rhiannon - coincidence? Llwyd! So now I knew who this Llwyd character was.



I found a note in the book.

Poor Rhiannon - no wonder Jen had taken her away for a holiday. But what did she mean "he's taken every other Rhiannon who's ever lived in this house"? Surely there couldn't have been other Rhiannons who have lived here? Was I experiencing the same things Rhiannon did? Why didn't Malcolm and Jen believe her?

There's no such thing as ghosts! There's no such thing as ghosts! There's no such thing as ghosts! There's no such thing as ghosts!

Daddy

Look at the words I've highlighted in this book. Why won't you believe me!? Why can't you see how dangerous this ghost is?

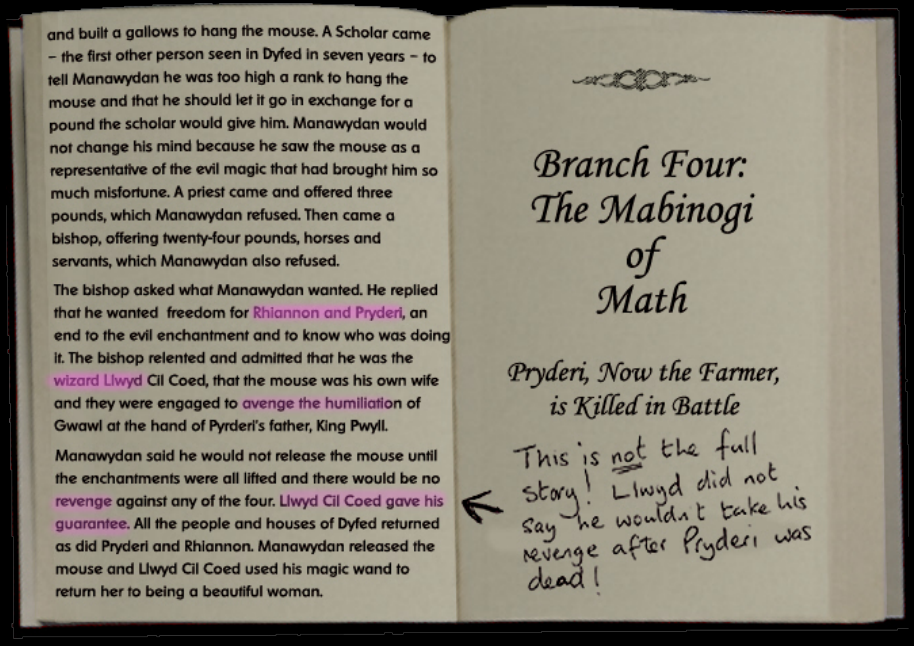
Llwyd took Pryderi. He wanted revenge. He took Rhiannon too.

He's taken every other Rhiannon who's ever lived in this house and now he wants me!

I'm 15 years old. Will I see 16!?

I NEED you to understand and to get rid of Llwyd BECAUSE HE'S HERE IN THIS HOUSE

PLEASE DADDY


and built a gallows to hang the mouse. A Scholar came – the first other person seen in Dyfed in seven years – to tell Manawydan he was too high a rank to hang the mouse and that he should let it go in exchange for a pound the scholar would give him. Manawydan would not change his mind because he saw the mouse as a representative of the evil magic that had brought him so much misfortune. A priest came and offered three pounds, which Manawydan refused. Then came a bishop, offering twenty-four pounds, horses and servants, which Manawydan also refused.

The bishop asked what Manawydan wanted. He replied that he wanted freedom for Rhiannon and Pryderi, an end to the evil enchantment and to know who was doing it. The bishop relented and admitted that he was the wizard Llwyd Cil Coed, that the mouse was his own wife and they were engaged to avenge the humiliation of Gwawl at the hand of Pyrderi's father, King Pwyll.

Manawydan said he would not release the mouse until the enchantments were all lifted and there would be no revenge against any of the four. Llwyd Cil Coed gave his guarantee. All the people and houses of Dyfed returned as did Pryderi and Rhiannon. Manawydan released the mouse and Llwyd Cil Coed used his magic wand to return her to being a beautiful woman.

Branch Four: The Mabinogi of Math

Pryderi, Now the Farmer, is Killed in Battle

This is not the full story! Llwyd did not say he wouldn't take his revenge after Pryderi was dead!

I read to the end of the book just in case I missed anything important. Rhiannon had highlighted lots of words to prove her point to her Dad that Llwyd was somehow imprisoning Pryderi's soul in this house - which tied in with what I thought I heard when I got thrown back in the hall. She seemed to think that the fact she is called Rhiannon has something to do with what has been happening to her - and I was inclined to agree.

Rhiannon's Bedroom

As I left the study I became aware of a knocking sound. It seemed to becoming from Rhiannon's bedroom so I went tentatively upstairs to investigate.



As I touched Rhiannon's door handle, all hell seemed to break lose. When things finally calmed down, there were some words burned into the door - 'Fetch Absent Child'. The 'absent child' being Rhiannon I presume? But why would Llwyd (I had concluded this to be Llwyd's work) want Rhiannon back? What could her presence have to do with anything? I had the feeling that this was a test of some kind. I was compelled to find a way into Rhiannon's room.
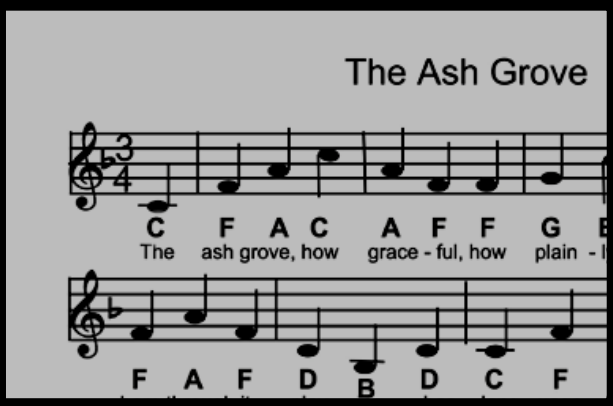
When I turned away from Rhiannon's door and turned back again, the words disappeared until I touched the handle again. It was then that I heard the same tune as I heard when the bathroom mirror steamed up and I saw the word 'harken'. I had the feeling that there were two forces at play here. No doubt, Llwyd was the evil one. However, the ghostly voices I heard when I arrived and the message in the mirror - they seemed different. This may sound a little crazy, but I felt someone else was trying to help me.

When I touched the first letter of each of the words, they shone out - F A C. I needed to have another look at the music on the piano or see if I could find a recording of the tune I kept hearing.



I know Malcolm is a bit of a music buff so I was a little wary of switching on his stereo system. I nearly jumped out of my skin when I went near the TV though as it seemed to come to life all on its own. Undeterred, I tried the buttons. One brought the screen up into some mode to do with the MP3 player. The other button seemed to switch on the music system and very oddly, The Ash Grove was the track playing. Can ghosts control the stereo system? I would have believed anything at this point. It sounded like the music I had heard upstairs was 'The Ash Grove'.

Could this be it?
The first 6 notes of The Ash Grove are made up of the same letters that highlighted when I touched Rhiannon's door.



In which case, if I touched them in the order on this sheet music maybe the door would open. It was worth a try.

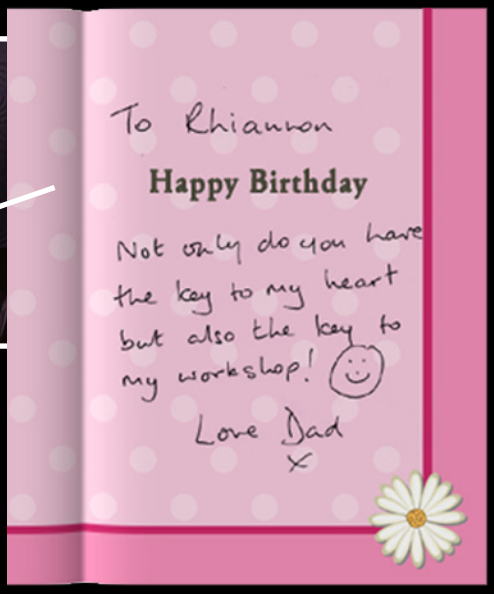
C F A C A F

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I was right! I touched the first letters of the words in the order of the first six notes of The Ash Grove and the door opened. Well, not exactly - more like I was dragged into Rhiannon's room whether I liked it or not. Worse still, I seemed to land in a dark, creepy version of her room with all the ghostly noises I heard earlier. I could make some of them out - pleas for help and a voice saying 'Arthur, it burns so'. I wondered who Arthur might be? I didn't remember that name in the Legend. When the room stopped spinning, I wondered if I'd dreamt it all. Rhiannon must have been through all this too.



I don't usually read other people's diaries but I thought I'd have to make an exception in this case if I was going to help Rhiannon. I found her diary behind the birthday card.



I wonder what Malcolm means by Rhiannon having the key to his workshop?

It didn't sound like Rhiannon was too happy about leaving all her friends to move to Ty Pryderi. I know Jen and Malcolm are very busy people so Rhiannon has had to amuse herself quite a lot. She told about the dreams she started having when she first arrived and how bad they were getting, such that she got in touch with someone on the Internet for help. I wondered if I could get into her email to find out more. I read to the end of the diary in case I missed anything important.

here - I wonder why??? She's dumped Darren cos she says he was more interested in playing football then seeing her. Typical males. Which reminds me - must think of a new password for my computer.

This might be a clue to her password. Something to do with boyfriends perhaps?

if I did that. There is an old fireplace though which has been boarded up - be dead cool if there was something in there. Dad says he's going to open up all the old fireplaces eventually so maybe I can have a better look then. Anyway I hope I don't have any more of

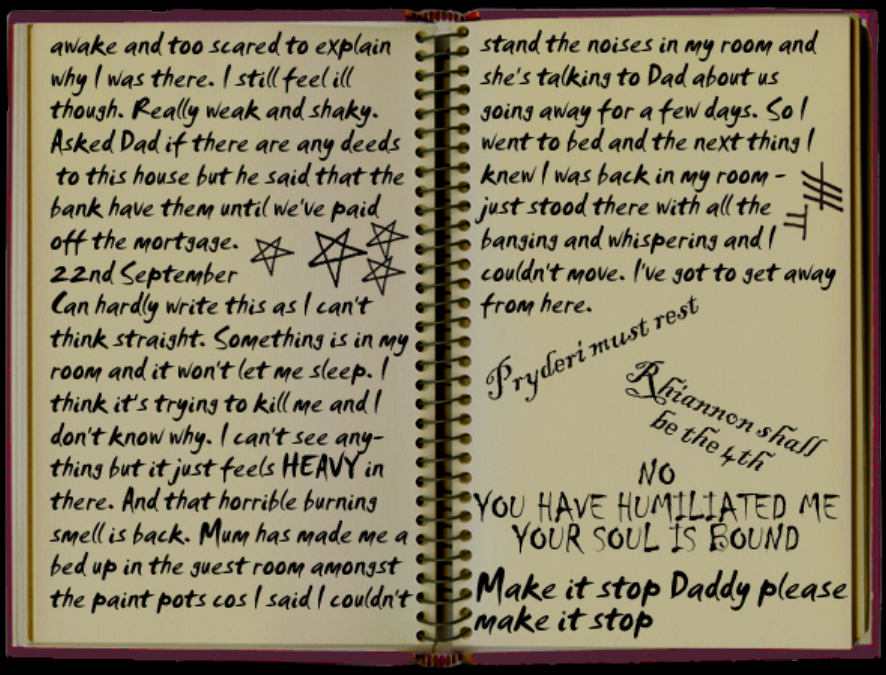
I must check out the fireplace in this room.

I've started a record as Jon suggested although there's nothing to report as yet and I've hidden it just in case Mum finds it while cleaning my room. Don't want to be shipped off to the looney bin just yet.

Ah, so Rhiannon has another record of events that happened after this diary ends. I wondered where she had hidden it.



The diary was a good clue to where Rhiannon had hidden the record she was keeping of all the ghostly things that were happening to her. It was hidden behind a vent in the fireplace. I took Rhiannon's secret diary.



It was almost as if Rhiannon was being completely taken over by Llwyd, according to her secret diary.

Who wrote the other stuff on the last page? Rhiannon, Pryderi or Llwyd? 'Rhiannon shall be the 4th'. The 4th what I wondered?

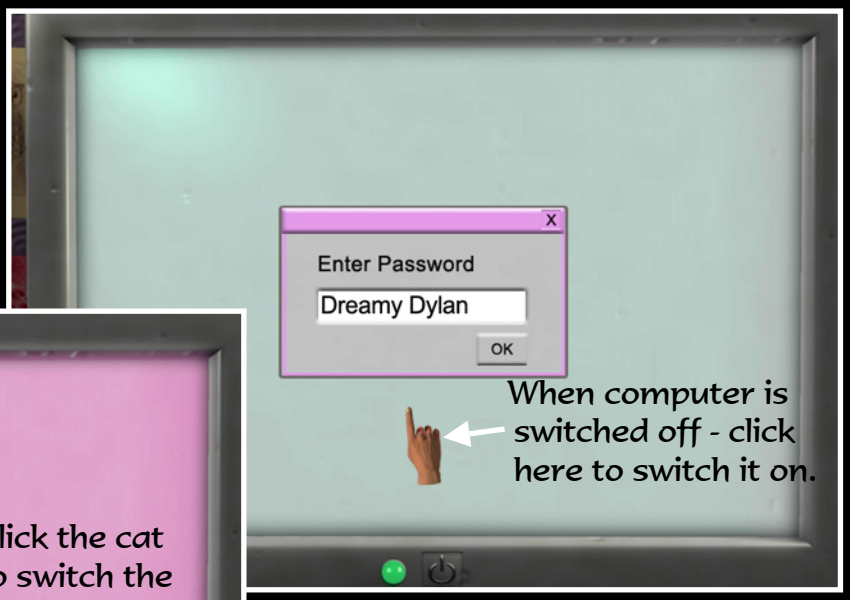
I could now understand why she feared for her life.

I wondered if this might be Rhiannon's password for her computer?



Rhiannon's Computer

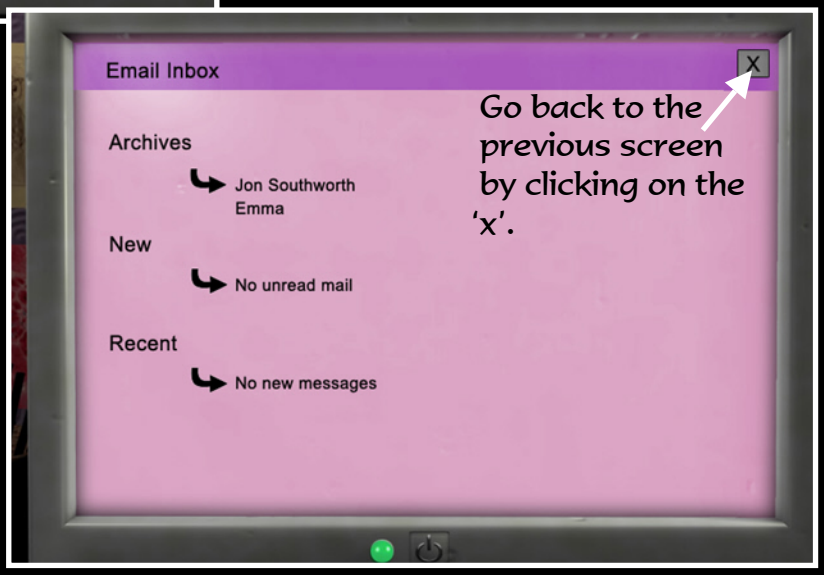
I switched on Rhiannon's computer and put in the password from her secret diary.





I read through all the email exchanges between Rhiannon and her friend Emma and also Jon Southworth who was trying to help her.

The final email from Jon was the most interesting. The contact he received from the lady who used to live here at Ty Pryderi in the 1960's proved that there had been at least one other Rhiannon here in the past. The fact that she disappeared was particularly worrying.

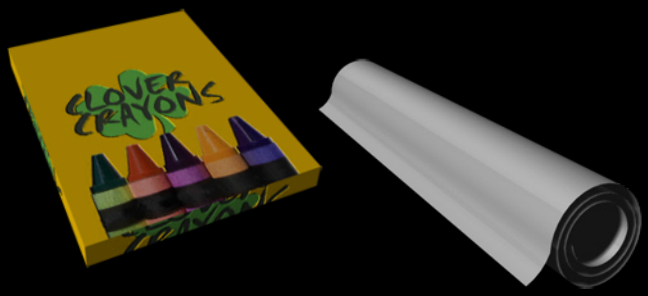


As I read the last page of the final email from Jon Southworth and tried to close it or scroll up again, I started to feel very dizzy. I could feel myself passing out.....

Chapter 2 - Earth

I don't know how long I was unconscious but somehow I had ended up on Rhiannon's bed. I stood up and immediately noticed that the computer was flashing to say that there was new mail. An email from Jon Southworth. He wanted Rhiannon to take a rubbing of the markings on the standing stone they had been talking about. Rhiannon was sure to have something I could use to do this.





I found a box of crayons and a roll of tracing paper in the drawer of Rhiannon's desk.

Rhiannon had pinned a copy of the photo of the standing stone behind her desk. Now I just needed to find the stone.

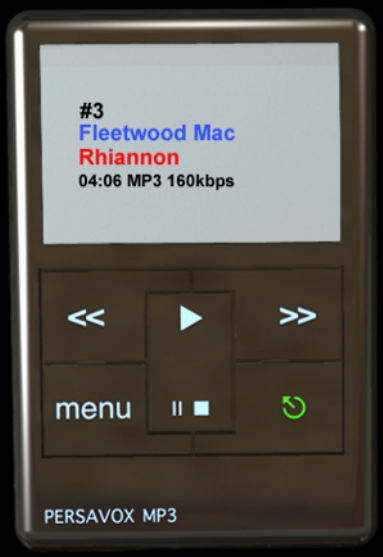




I was just about to leave the room when a piece of paper appeared on the door. I was being told to have a look at the MP3 player I had earlier put on charge. I took the download leaflet.



Rhiannon,
Can you help your 'old' Dad download some tracks for my MP3 player.
Thanks.
X.



The MP3 player was fully charged. Unfortunately, Malcolm hadn't left any headphones lying around so I couldn't listen to the tracks. I scrolled through them and found a track by Fleetwood Mac - 'Rhiannon'. The track lasts for 04:06 minutes. There must be something significant about this track . Malcolm said in the birthday card that Rhiannon had the key to his workshop so maybe he was talking about this song. Worth remembering anyway. Time I had a look around outside.

I went through the living room to the kitchen and unbolted the exterior door so I could get back in this way. The cat had just left through the cat flap. I must see if he needs feeding again later. I then followed the path straight ahead - keeping left at any forks in the path. I could see some steps ahead leading up and there appeared to be a standing stone at the top just like the photograph.

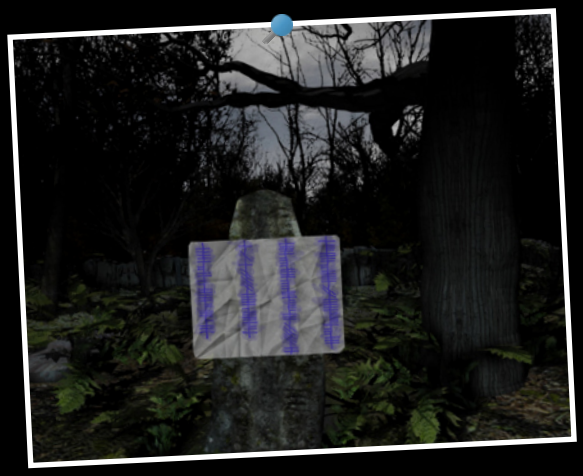






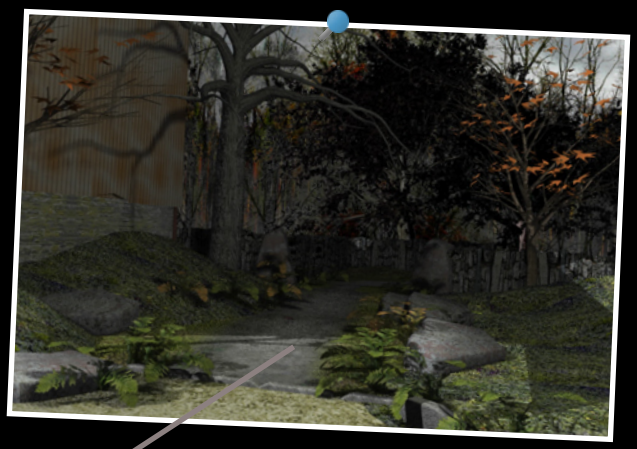


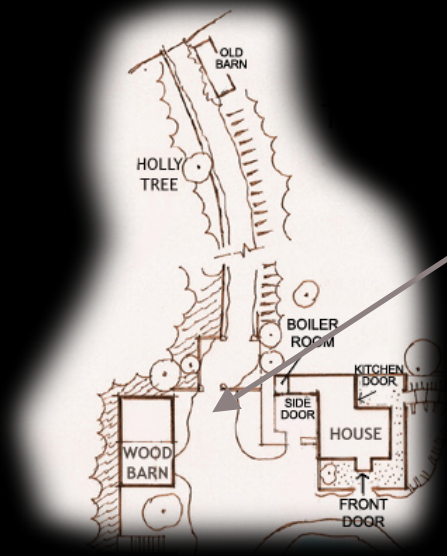




This was a creepy place. I could hear Rhiannon's name being whispered over and over.
I took the tracing paper and laid it against the strange markings etched into the stone. I then used a crayon to take the rubbing. There were marks on each vertical edge of the stone so I ended up with four lines of symbols. So far so good, but how to make any sense of them?

I decided to take a bit of a detour while I thought about what to do next. The grounds around Ty Pryderi are really beautiful. I noticed a path into the woods while I was picking up logs in the wood barn for the fire so I decided to have a wander down that path first.





The long path eventually came to an end at an old barn. There were brambles and nettles blocking the front of the barn - I didn't think I'd tackle them with my bare hands but I was intrigued to know what was behind the corrugated iron blocking the entrance.



Maybe Malcolm had something in his workshop that I could use to hack my way through these brambles .





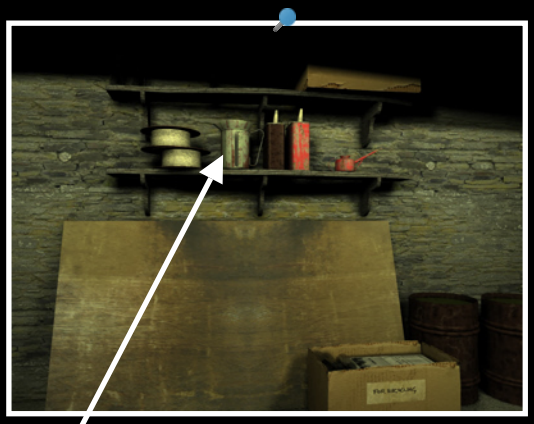


I headed back towards the house and then to the double doors in the outbuilding just beyond the front entrance to the house. The doors were padlocked and needed a four number combination. Maybe the Mp3 player was the clue - I tried the length of the 'Rhiannon' song - 0406. It worked.

Inside the workshop I found a brush-cutter but unfortunately it was out of fuel. There were tanks of oil and petrol (gas) here but I was unsure of the mix the brush-cutter needed. I would also need something to transfer the fuel from the tanks.
I spotted a measuring jug on a top shelf above a box for recycling. That should do the job.
I remembered I'd seen something about the brush-cutter on the pin board in the study. Didn't it say '20:1 - oil in first'? That must be the mix I needed.

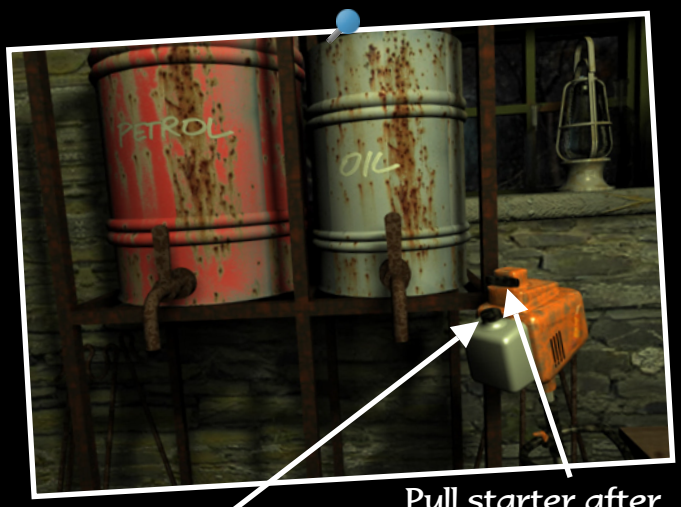






Measuring Jug

Note: You will not be able to take the measuring jug unless you have seen the brambles that block the old barn.



Take cap off first. Replace cap after adding fuel.

Pull starter after replacing cap.



One measure of oil fills the jug to the first line.

One measure of petrol fills the jug to the 4th line.



Therefore, one measure of oil and 5 measures of petrol = 20:1

I removed the black cap from the grass-cutter tank. I then held the measuring jug under the oil tank and got one measure of oil. I put that into the brush-cutter. Next I held the jug under the petrol tank and took two measures of petrol and put that into the brush-cutter. I took another two measures of petrol and added that before taking one final measure of petrol and adding it to the brush-cutter. I put the cap back on and pulled the starter. it started first time.
I took the brush-cutter. Great, now I could tackle those brambles and see what was in the barn.



RD20 Lubricant

I decided to have a look around the workshop while I was here. There was an old chest of drawers but the bottom drawer was stuck. I found a tin of lubricant on the workbench. That freed the drawer. There didn't seem to be anything in the drawer at first but something made me pull out the drawer linings. Stuck to the bottom of one of them was a couple of typed sheets of paper.





Mabinogi	Meaning	Element
I: Mabinogi of Pwyll	Birth and Childhood	Earth
II: Mabinogi of Branwen	Growth - Pryderi as a Young Warrior	Water
III: Mabinogi of Manawydan	Challenge - Pryderi and his nemesis, the vengeful Llwyd the Enchanter	Fire
IV. Mabinogi of Math	Maturity and Death	Air

It is beyond the scope of this paper to reiterate the four branches here. Suffice to say that the objects in each of the branches map symbolically to the meaning of that phase of Pryderi's life and development.

Each of these objects, while symbolising Pryderi's life, also act as protectors. Thus they serve to ensure Pryderi will survive and grow.

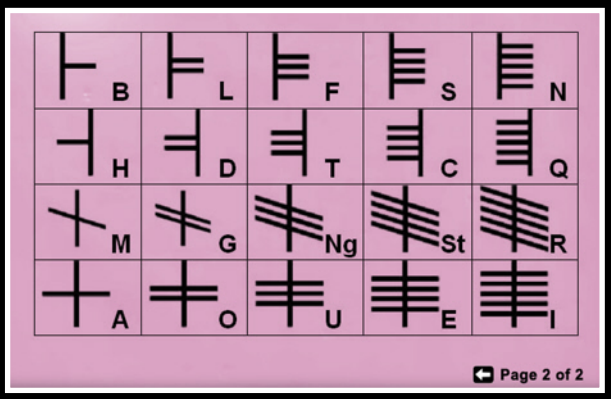
Mabinogi I:

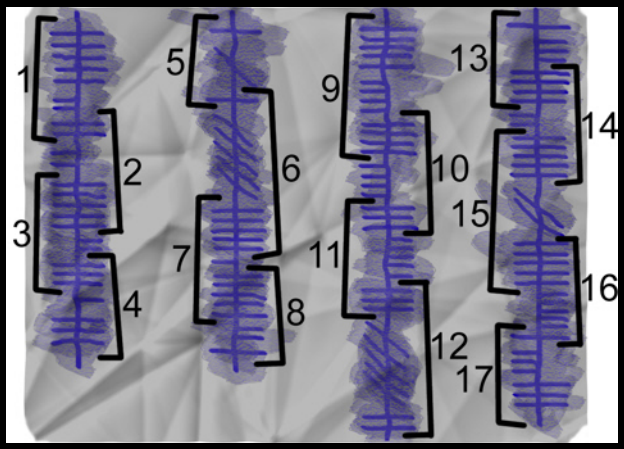
- The sword with which Teyrnon cut off the claw of the beast that tried to steal the young foal just after it had been born, thus also freeing the baby Pryderi.
- The severed claw, symbol of how Pryderi survived a magical assault even as a baby.
- The foal, rescued the same night as Pryderi was found, grew up with Pryderi and later became his steed.
- The cradle in which the baby Pryderi lay.
- The crown of Pryderi's natural father Pwyll, a local nobleman or king, which Pryderi would one day inherit.

This paper was written by an academic in 1967 - probably around the time someone wrote all the graffiti on the walls in the spare bedroom.
It was interesting that he said that there were certain objects throughout Pryderi's life that acted as protectors - the sword, a severed claw, the foal, the cradle and the crown. It might mean nothing but I thought I'd hang on to this paper just in case I needed it. I took the Mabinogion part 1.
I wondered how it ended up in this drawer? Also, there seemed to be quite a bit missing as it only covered the first part of Pryderi's life.

I returned to Rhiannon's room to see if Jon had sent any more information to help me decipher the stone rubbing.

When I reached Rhiannon's room I found two new emails from Jon. The first explained how to decipher the Ogam script from the rubbing I had taken. The attachments to the email showed how each symbol can be changed into a letter of the alphabet that we recognise. However, it is only when you join those letters into groups of three that the symbols can be translated into words. The most important thing to remember is that the groups of letters overlap. Thankfully, Jon's second email included a computer program he had written so I could enter the symbols and they would automatically be translated.





I found it easier to work through the program after I had grouped the symbols into threes.

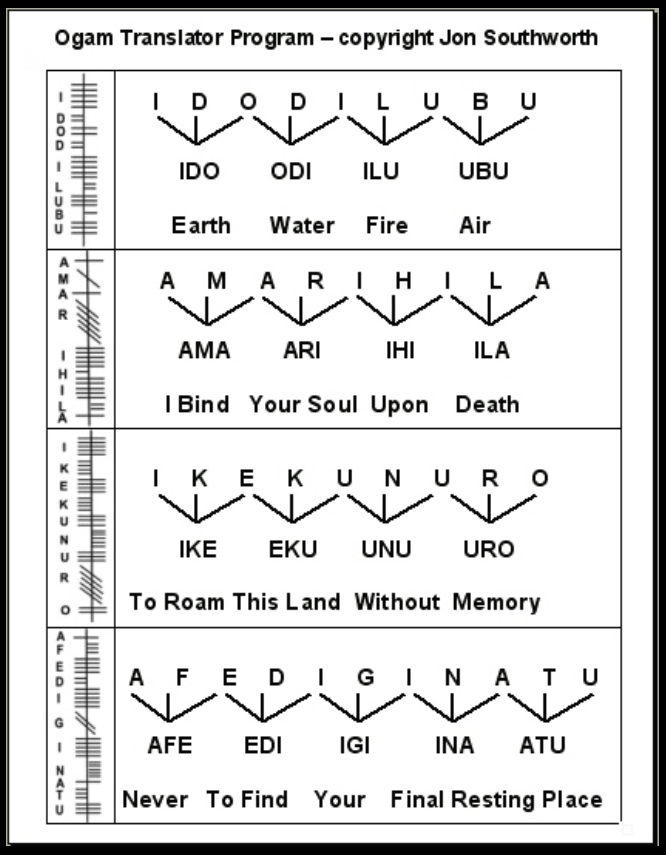
Note: If you make a mistake, Llwyd will mock you and you will have to start again from the beginning - so save your game often during this task.

After I added the final symbol, I was able to keep the translation. The symbols seemed to be the spell that had trapped Pryderi's soul.

Llwyd had somehow used the four elements to bind Pryderi's soul. He had taken away his memory and he could never rest.

If the spell is so binding, I wondered why Llwyd had to stick around to guard it? Could it be that Rhiannon had somehow got in the way of the curse?

The other thing was that I understand all spells have to have a way of being undone. Maybe there was some more information hidden in this old place to tell me how to take away this curse and free Pryderi.



As I came away from the computer, the photo of the standing stone on Rhiannon's pin board tilted. Another clue from my ghostly friends?

I decided to tackle the brambles up by the old barn.



The brush-cutter worked really well and I was able to pull the corrugated iron sheets off the barn quite easily. Inside I found an old Citroën. It looked like it had been there for years. I rattled the door handle but it was rusted shut. I found a rock to the right of the car and used it to break the back window.

Inside, I found an old knitted glove. A little charm bracelet on the floor at the front looked to be missing a charm. There was also a child's wooden rocking horse on the back seat. I remembered on the Mabinogion paper it mentioned that a foal is symbolic of Pryderi's life. So I took the rocking horse just in case. There was also a diary here from 1967.



RHIANNON



I read the diary from cover to cover. This was Rhiannon's diary - the one who lived here when Ty Pryderi was a commune! The same Rhiannon who went missing and left her two children, Jonathan and Rachel. She even mentioned the lady that wrote to Jon about her. What was also interesting was that she knew the academic who wrote the Mabinogion paper that I found in the workshop.

September 1967

Fri 8 MY BIRTHDAY!!! Little Rhiannon Wallace is 24 years old! Rachel and Jonathan gave me this gold charm that they found lodged in the floorboards in their room. Bless them. And Marcus gave me an

His name's not Rory, it's Rhodri! I felt such fool. He made me write it down. It's Doctor(!) Rhodri Gwyndaf Ap Trefechan. What a

Thurs 14 mouthful. We met for a drink at the Crown. He was very interested that I live at Ty Pryderi He's writing a paper about some Welsh legend and it's associated with Ty Pryderi somehow. Spooky.

Sun 17 of his paper to read. He seemed very excited about the little gold charm the children gave me. He said it isn't very old, turn of the century maybe, but he was convinced it had something to do with the legend. Funny that it's a claw though,

Notes which is mentioned in his paper. He said I should try and look for other things listed in the paper. Ty Pryderi's more important than I know, he said.

Ah, Rhiannon mentions that the charm is in the shape of a claw and that Rhodri was very interested in it. Maybe this was another symbol of Pryderi's life. But it was missing from the bracelet in the car.

Rhiannon's birthday is 8th September. She was only 24, poor girl.

Thurs 12 My God, am I going mad? There are these voices, like two men arguing, but it's all whispery. I'm not dreaming, I can hear them now. And every now and again I can hear my name,

Fri 13 "Rhiannon, Rhiannon, Rhiannon," three times, just like that, sort of echoey. I thought it was coming from outside, so I looked out of the window and there is this glow coming from the woods, probably

Sat 14 around where that big stone thing is with the funny markings. It's like it wants me. Calling me. God I wish Anne was here, but she's gone to ask her parents for money. It's calling, so, so weird. That light is so bright! I've got to go

Sun 15 and have a look.

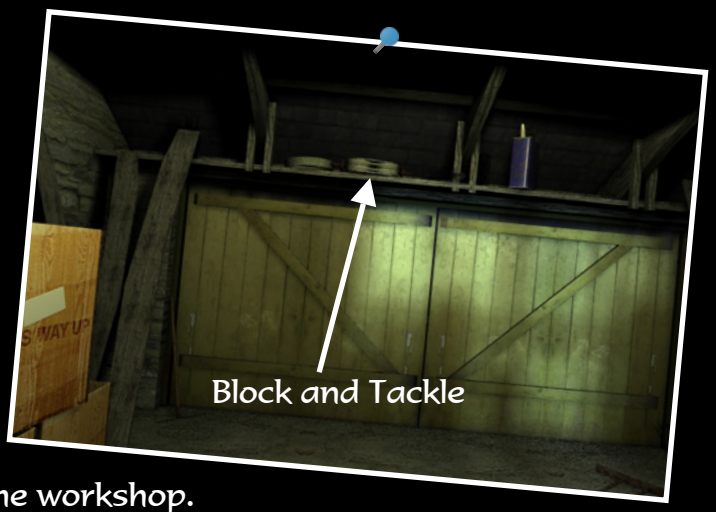
This was the last entry in the diary. I thumbed through to the end of the diary - the rest was totally blank. She went through the same experiences as Jen's daughter, Rhiannon has been through recently - but over 40 years ago.

Note: You must read through to the very last page of the diary.

RHIANNON

I left the old barn feeling very sad for Rhiannon Wallace. As I turned to head back to the house, the strangest thing happened. A ball of light came through the trees. It didn't frighten me because I realised it was Rhiannon Wallace calling for her children, Jonathan and Rachel. She stopped right in front of me and implored me to help her find them. She surely wouldn't know that her children would not be children anymore but adults well into their forties. I wondered what became of them after Rhiannon disappeared. I wondered what actually happened to Rhiannon herself.

I decided to have another look in the workshop. When the photo tilted on Rhiannon's pin board, it gave me the idea that maybe I was being told to tip the stone over for some reason. The stone would be far too heavy for me to move myself but if there was a suitable branch overhead, perhaps I could find some rope to throw over the branch to use as a winch.



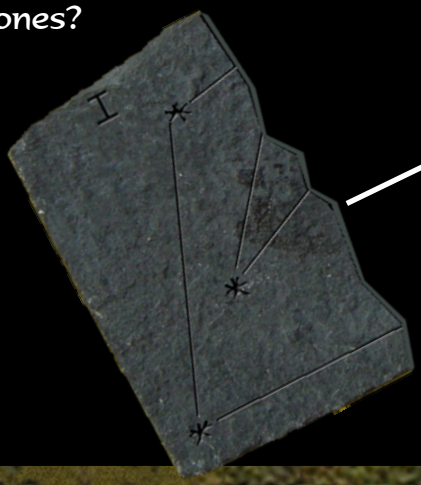
Better still, I found a block and tackle in the workshop.



I attached the block and tackle to the branch above the stone and easily pulled the stone back.

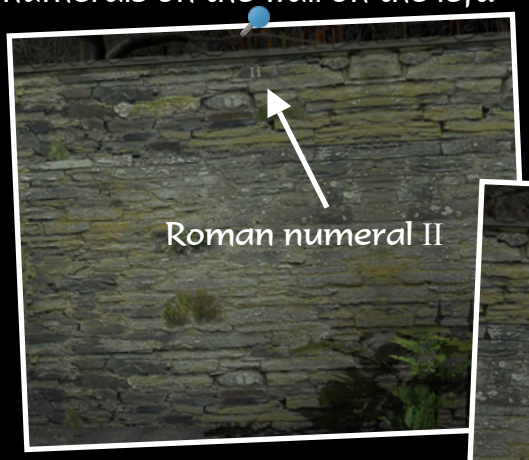


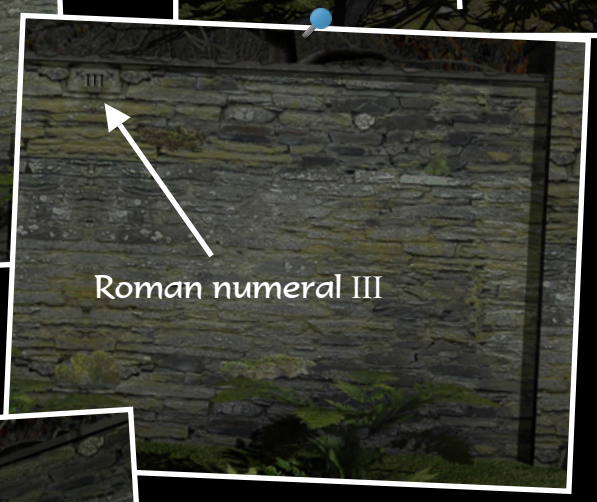
Under the stone I found a piece of slate with markings etched into it. It was broken though, so maybe there were other pieces to be found - perhaps under similar stones?

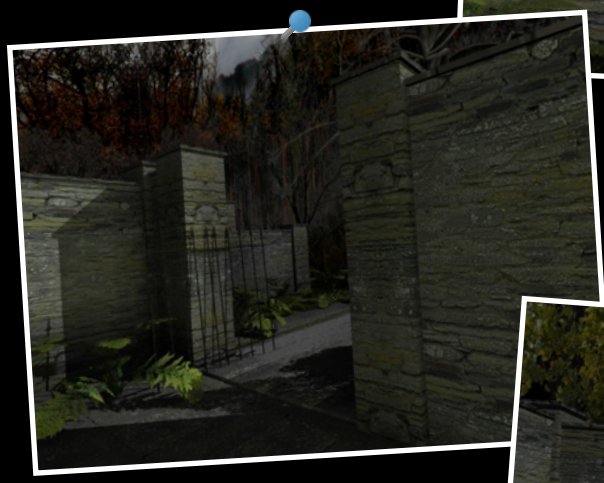


I left the standing stone and headed down the steps. I took the path behind the workshop that leads to the yard. As I walked through the yard I noticed some Roman numerals on the wall on the left.









There was a gateway at the end of the yard. Just through the entrance I turned left and pushed over a small standing stone where I found another piece of slate.



I now had pieces of slate with Roman numerals I and III at the top. Somewhere there must be a middle piece.



I returned to the yard and took the path that leads down the side of the workshop and stable buildings towards the entrance to Ty Pryderi. In the wall along the left-hand side, I went through the gate into the orchard.





Here I found another small standing stone. I tipped it over and found the final piece of slate with a Roman numeral II at the top.



I put all the pieces together. They seemed to indicate some sort of map with connecting lines. The starting point was on the part of the slate with the numeral III at the top.



There seemed to be a connection between the walls in the yard with the Roman numerals but they were covered in moss. I needed to find something to scrape it off. Also I guessed there had to be another wall with the numeral 'I'.



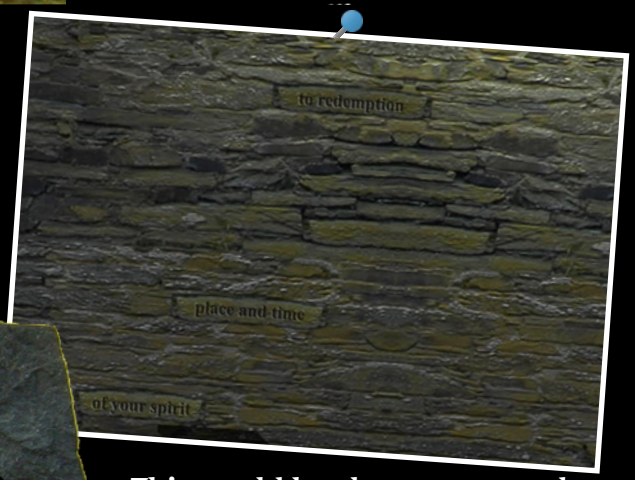
I found the Roman numeral 'I' at the top of the gable end of the stables. I must have passed it on my way to the orchard.

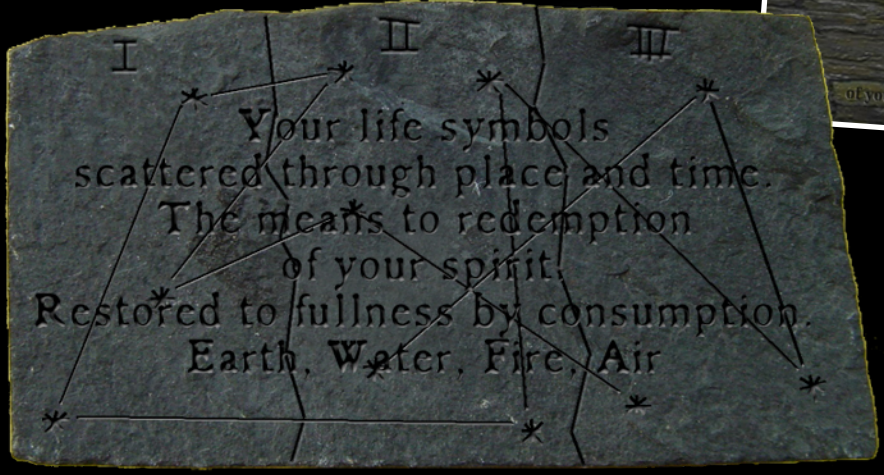
I was sure I had seen an old paint scraper in the drawers in the work-shop. I took the paint scraper.



RHIANNON

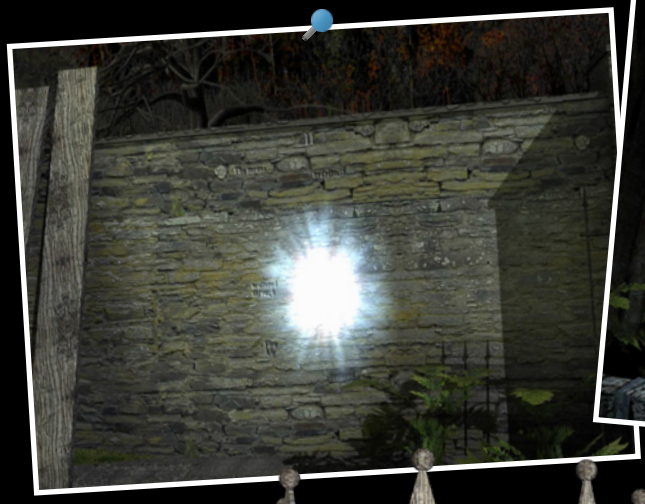
As I scraped off the moss on each of the three wall areas, I found hidden words. I then found that if I touched the words in the order indicated by the lines on the slate, they started to make up sentences. As I touched the final word, the slate became inscribed with the words in the correct order.





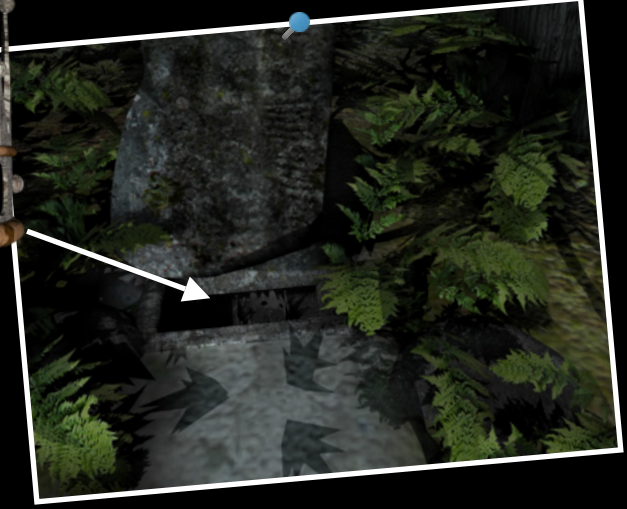
This could be the way to undo the curse! The paper written by the academic talked about Pryderi's life symbols. This slate said they were the means to freeing Pryderi's spirit. How might they be restored "by consumption" I wonder? Also, the mention of the four classical elements of Earth, Water, Fire and Air seemed to be important.

As I left the final wall area, Rhiannon Wallace's spirit came again. She darted off towards the standing stone, so I followed her. She seemed to disappear beneath the stone itself. I went to investigate.









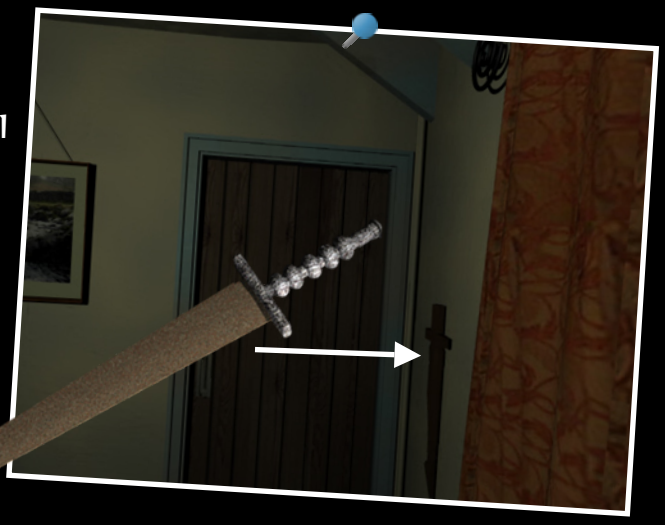
Under the standing stone, a chamber opened revealing a wooden crown.

As I took the crown, the area beneath the stone started to glow. I had a feeling that I needed to put something under the stone. I wondered if this is what was meant by 'consumption' on the slate. Putting things under the stone would be consumption by the earth - that would fit in with what was written on the slate too.

I thought back to the list of objects mentioned in the Mabinogion paper. A crown, claw, cradle, sword and foal. I also remembered seeing a poster in Jen's treatment room that said 'if you don't have the real thing, use the symbol'.

I now had a wooden horse, symbolic of the foal, and a crown. Maybe I now needed to find something symbolic for the other items. I tried putting the crown and the foal into the chamber under the standing stone but the earth trembled and the objects were thrown out again.

I remembered seeing a wooden sword just outside Jen and Malcolm's bedroom - I went there and took the wooden sword.



I also remembered seeing a picture of a child's cradle inside the newspaper lying on the hall floor. I took the cradle flyer.









I noticed that on the back of the sword there was an Ogam symbol. When I looked more closely at the crown, it too had an Ogam symbol, as did the wooden horse. The cradle flyer mentioned 'Birch Street' and the shape of the streets is the shape of one of the Ogam symbols.

I remembered seeing a book about Ogam symbols and trees on Rhiannon's window sill. Maybe these symbols might represent different trees.
I retrieved the 'Magical Properties of Trees' book from Rhiannon's room.





According to the book, the cradle symbol = Birch, the sword = Ash, the horse = Apple and the crown = Elm. But I still needed to find the claw or something symbolic that represented it.

Rhiannon's computer was flashing up a new email from Jon. He had found a newspaper cutting from the 1960's that might explain what became of Rhiannon Wallace. If so, her body was found in the woods. Rhiannon said in her diary that she felt unwell near a holly tree. I decided to see if I could find any holly trees. I could also look around for some examples of the different trees that the symbols represent.

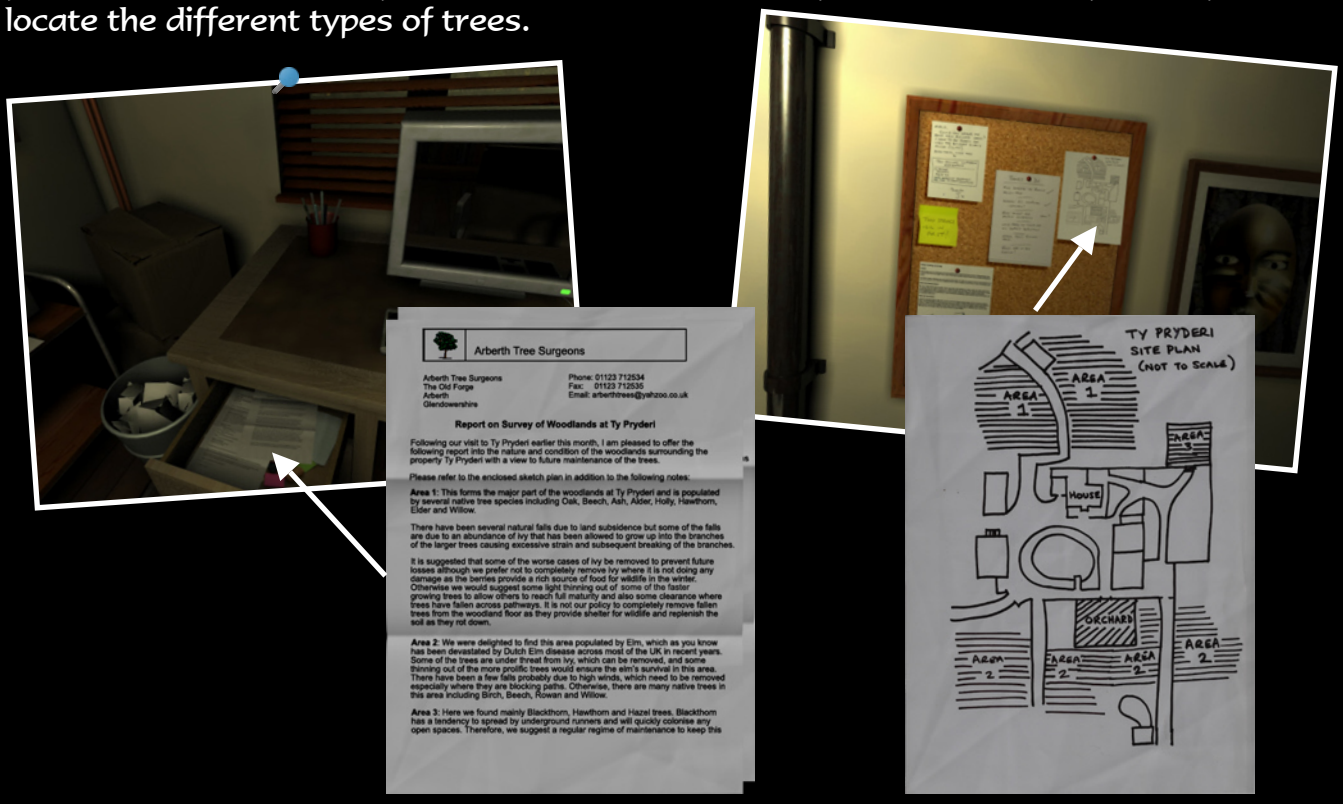
From: Jon Southworth To: Rhiannon
Subject: Newspaper report 1969

The area was cordoned off for some time while police experts carefully removed the body and took it away for examination. There was a full investigation during which all the villagers were interviewed by the police, as they tried to piece together any evidence to help them identify the body.

The report now states that the body is that of a female, probably in her 20's, who may have given birth to at least one child. There were no signs of any physical damage other than that which may have been caused by wild animals after death, and unfortunately the body was too badly decomposed to test for death by natural causes. No missing persons have been recorded in the last 5 years in the area, although the report concludes that it is possible that the woman was a member of the commune that occupied the 'Ty Pryderi' land a couple of years ago - however no one has come forward with any further information.

A short inquest was held where the coroner recorded an open verdict and released the body for burial. In the absence of known kin, this is to be conducted by the Council. It is believed that the burial will take place at the Parish Chapel, close to where the body was found.

I returned to Malcolm's study where I had seen a report from a firm of Tree Surgeons about the location of different trees in Ty Pryderi. There was also an accompanying plan of the area on the pin board. I took the tree report and tree map to help me locate the different types of trees.



I searched along all the paths and took a selection of twigs that had fallen to the ground. I managed to find 10 in the following locations.



Twig 1 in the orchard



Twig 9 to the left of the path leading from the standing stone to the yard



Twig 7 on the left of the steps leading down from the standing stone



Twig 5 on the path from the kitchen door to the standing stone



Twig 6 on the left of the mill path leading to the fallen tree



Twig 3 on the left of the mill path near the fallen tree



Twig 4 on the Chapel path



Twig 10 on the Chapel path to the left of the stream

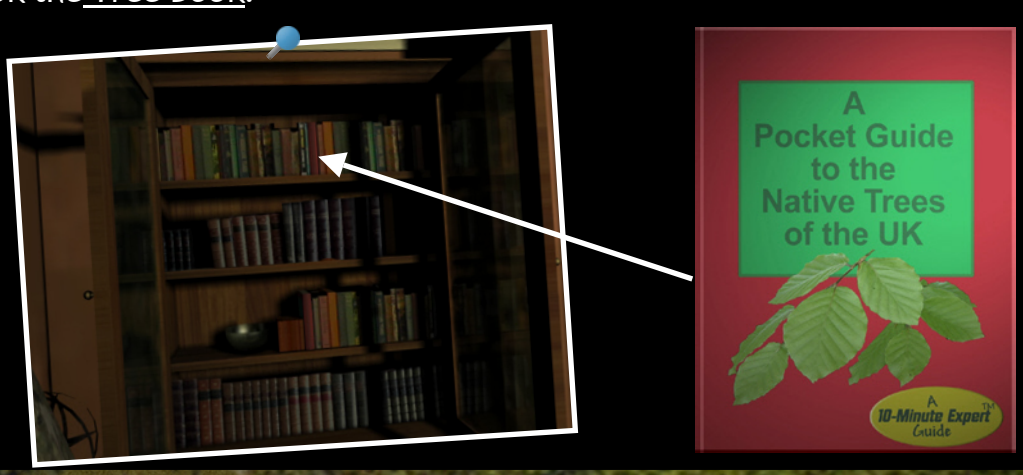


Twig 8 on the woodland path opposite the old barn



Twig 2 on the woodland path returning from the old barn

Now all I had to do was identify them. I went in search of help amongst Jen and Malcolm's books and found the perfect thing in the bookcase in the living room. I took the Tree Book.



RHIANNON



Twig 1 Apple



Twig 6 Elm



Twig 2 Ash



Twig 7 Hawthorn



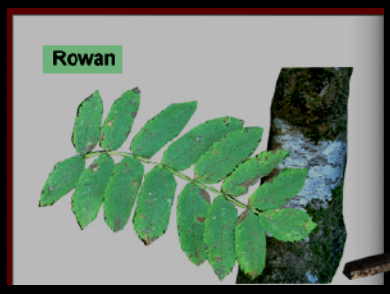
Twig 3 Beech



Twig 8 Oak



Twig 4 Birch



Twig 9 Rowan



Twig 5 Blackthorn



Twig 10 Willow

I matched the twigs using the Tree Book and matched the objects I have collected to the twigs as follows:
Twig 1 - Apple = the horse
Twig 2 - Ash = the sword
Twig 4 - Birch = the cradle
Twig 6 - Elm = the crown.

I decided to try out my theory at the standing stone by putting an object into the hole under the stone along with its corresponding twig. It worked! Each time I did so, the object was magically transformed into an object from the days when Pryderi lived. Could this be the way to remind him of his life and cast away the curse?

I still had the claw to find so I set off along the woodland path to where I had spotted a holly tree.



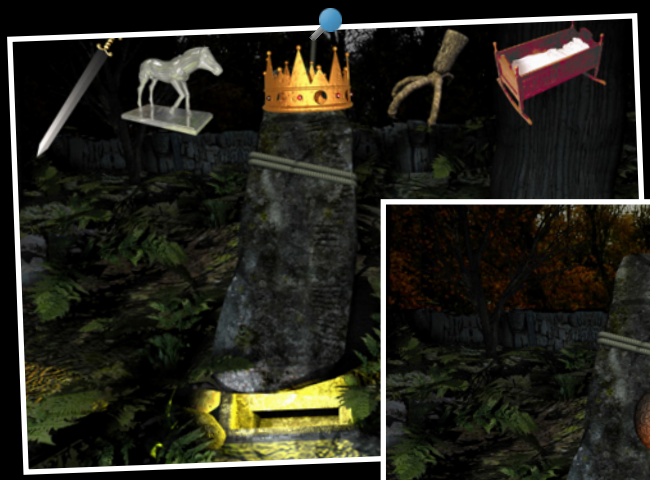


As I looked down at the ground under the holly tree, I had a vision of Rhiannon Wallace. This must be where Llwyd struck her down and where she lay undiscovered for so long.

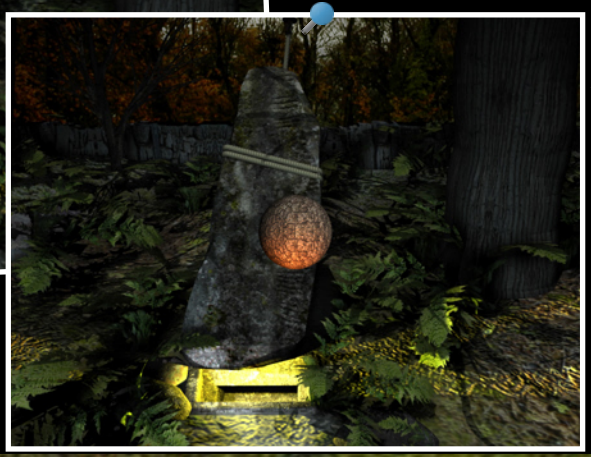


As the vision cleared, I saw something sparkling on the ground. I picked up the claw charm.

There, etched in the charm, was the final symbol I needed to find the twig with which to pair the claw. It was the Blackthorn.
I returned to the standing stone and put the claw and twig 5 into the hole.
I now had all the symbols for the first part of Pryderi's life.



I watched as all the objects magically merged together to form an orb made of earth. I took the earth orb.



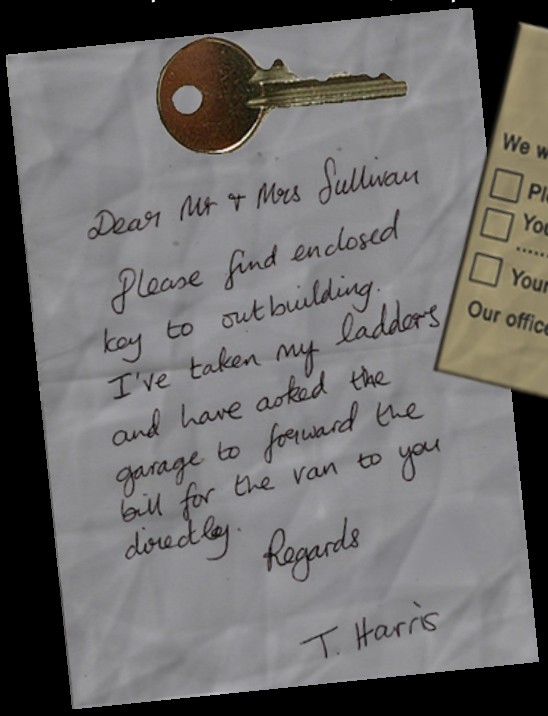
As I did so, I started to feel weak and dizzy again. Clearly Llwyd was not going to relinquish the curse without a fight.

Chapter 3 - Water

I don't know how I returned to the house, but I awoke in Rhiannon's room again. I still had the earth orb. Thankfully, Llwyd hadn't taken it.

I thought about the curse. The way of undoing it seemed to be to find symbolic items relating to Pryderi's life. When I found the items relating to the first part of his life, I received the earth orb. In the academic's paper, it stated that the next part of his life was related to water. However, the rest of the Mabinogion paper was missing. I would need to find it if I were to find the symbolic objects. I must make that my priority.

I left Rhiannon's room to go downstairs just as the postman arrived. On the mat by the front door I found an envelope addressed to Jen and Malcolm, and a postcard saying that the postman had left a parcel in the boiler room.



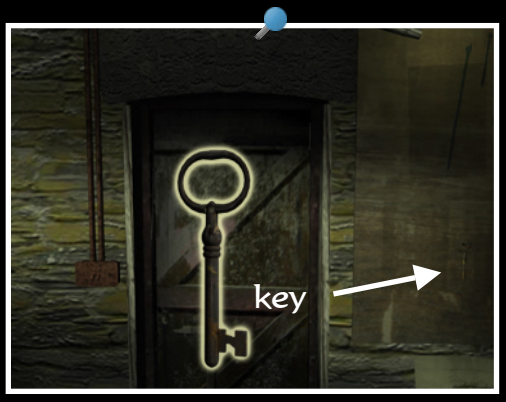


I took Tommy's letter, the postcard and the key.
The key must be to unlock the building with the blue door. Jen and Malcolm call it the 'terminus', I think because when this place was a working farm, it used to be where the produce was kept before it was taken away to be sold . But a 'terminus' is normally the end of a line. So what terminates in that building I wondered?

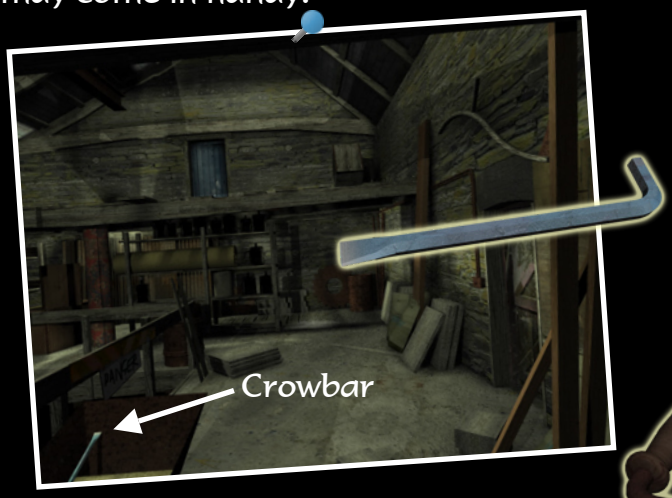


I headed over to the terminus building and opened the padlock on the door with the key that Tommy had returned.

Immediately I entered the terminus building, I turned around. There was a board fixed to the wall and a key hanging on it. I took the key.



I then went left from the door to where I could see an old wheelbarrow. Inside the wheelbarrow there was a crowbar - that may come in handy.



An area in the middle of the floor was fenced off as it was flooded with water. There must be another floor below this one. Above me, to the right of the entrance door, there was part of an upper floor. There seemed to be a door up there but there were no steps leading to it from this floor.

As I continued looking around, I found an odd device on one of the shelves. It could be some sort of handle. No point in carrying it around unless I could find somewhere that it fitted.

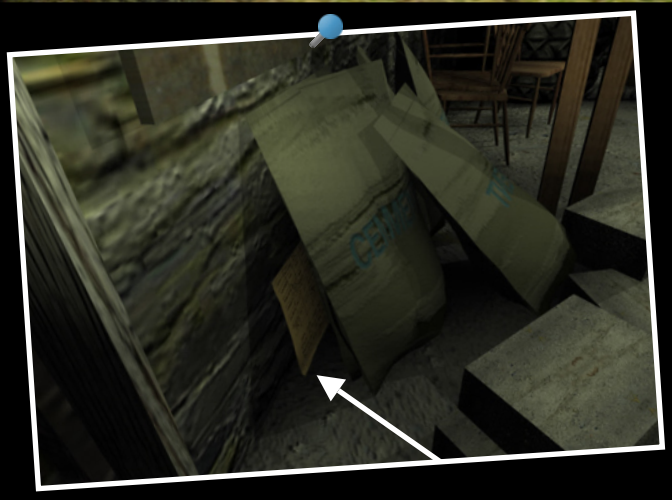


I also came across a lever but nothing happened when I moved it.



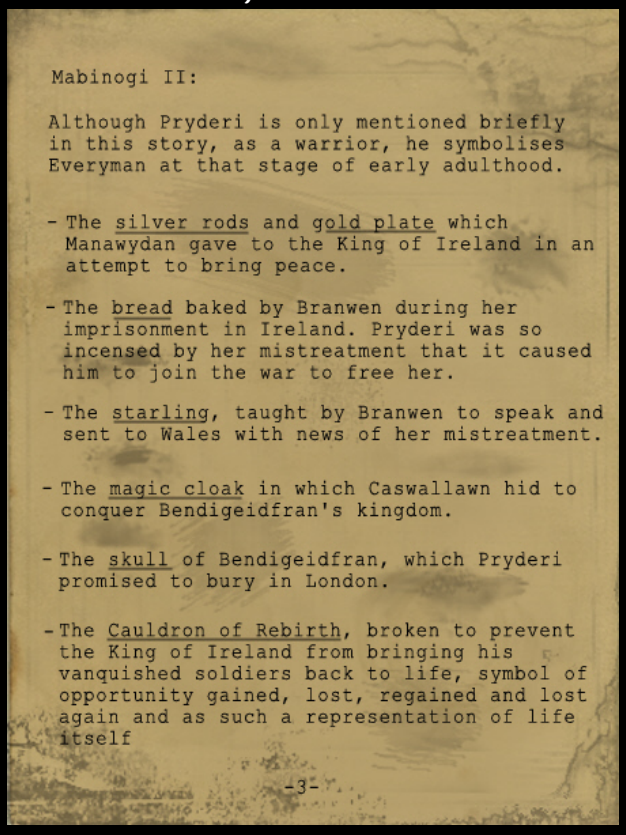


As I returned to the entrance, I noticed something had dropped off the board and fallen behind some cement bags near the door. I went to have a closer look.



It was a duty rota. Although there was no date on it, it mentioned Rhiannon, Anne and also Marcus. I remembered those names from Rhiannon Wallace's diary.





Mabinogi II:

Although Pryderi is only mentioned briefly in this story, as a warrior, he symbolises Everyman at that stage of early adulthood.

- The silver rods and gold plate which Manawydan gave to the King of Ireland in an attempt to bring peace.
- The bread baked by Branwen during her imprisonment in Ireland. Pryderi was so incensed by her mistreatment that it caused him to join the war to free her.
- The starling, taught by Branwen to speak and sent to Wales with news of her mistreatment.
- The magic cloak in which Caswallawn hid to conquer Bendigeidfran's kingdom.
- The skull of Bendigeidfran, which Pryderi promised to bury in London.
- The Cauldron of Rebirth, broken to prevent the King of Ireland from bringing his vanquished soldiers back to life, symbol of opportunity gained, lost, regained and lost again and as such a representation of life itself

-3-

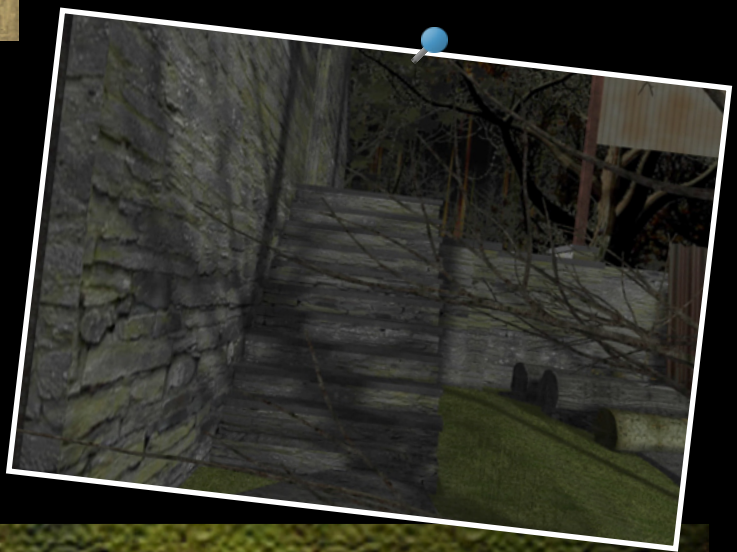
The reverse of the rota was much more interesting. I had found another page of the academic's paper on the Mabinogion and Pryderi's life!

I knew what to do now. I had to find the listed items or at least something symbolic of them.

So I was looking for rods, a plate, bread, a starling (which is a little bird if I was correct), a cloak, a skull and a cauldron.

I couldn't find anything else interesting on this floor so I decided to see if the key I just found might open the door to the floor above.

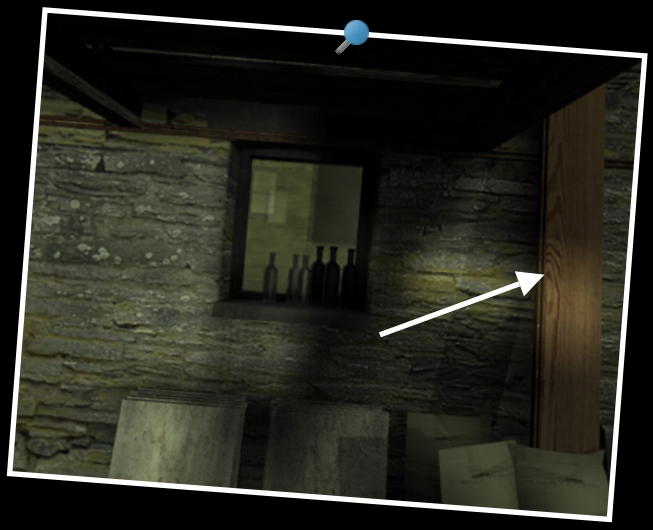
I climbed the steps between the terminus building and the wood barn. The key opened the upper door.



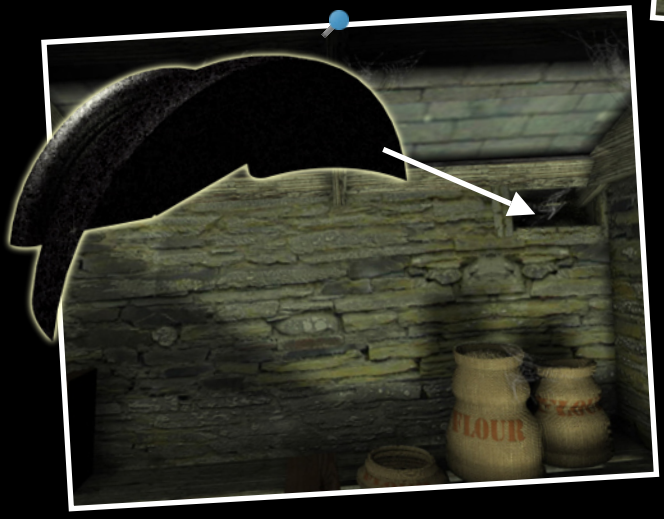


Inside, on the upper floor of the terminus, I could see something in a crevice in the wall but part of the floor was missing. I needed something to bridge the gap so I could get over there.

I could see some planks on the floor below - one of those might do the trick.



I took a plank and went back to the floor above where I was able to use it to bridge the gap and get over to the other side of the floor.



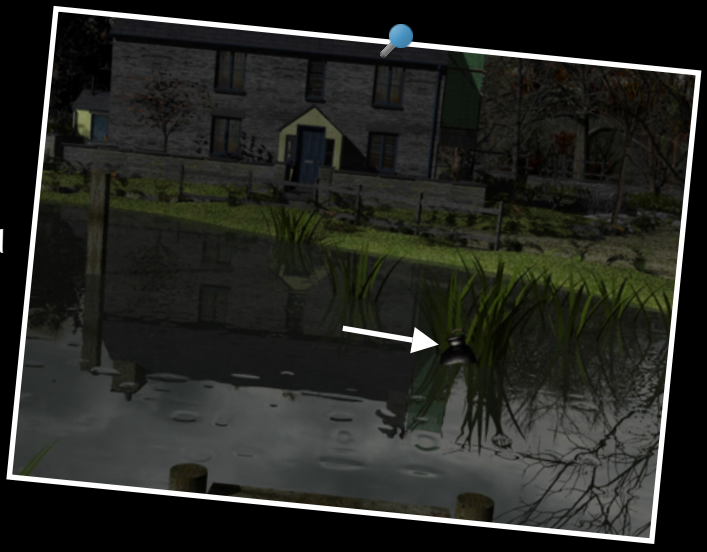
Inside the crevice I found what looked like a piece of a broken cauldron. I took the cauldron piece.

I left the terminus building in search of other pieces of the cauldron.

At the back of the pond there was a little jetty. Earlier, I had noticed something sticking out of the water .

It was too far away to reach - I needed a long pole or a hook.

I returned to the terminus building to have a look for something suitable.

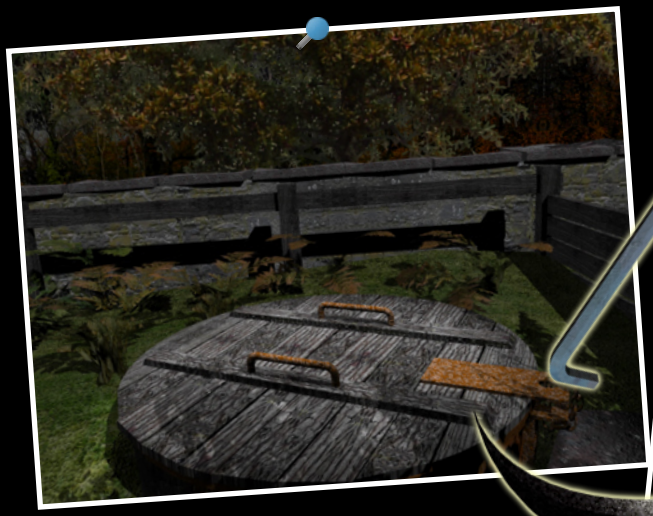




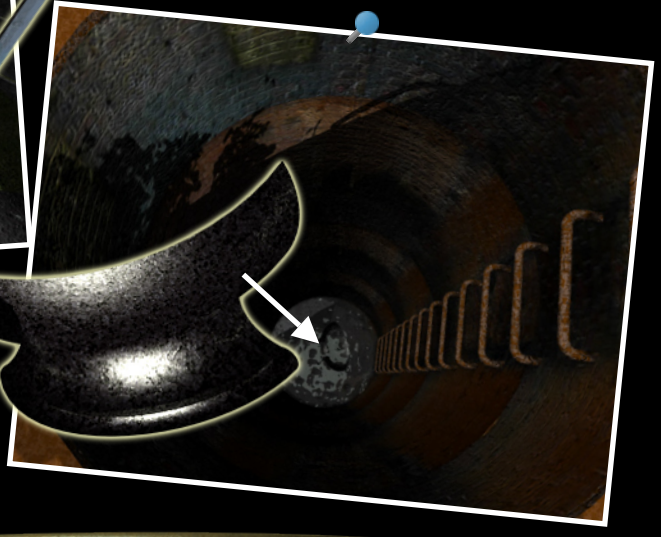
Inside the terminus I found a pole with a hook on the end attached to one of the beams. Perfect! I took the long pole and used it to hook the piece of cauldron out of the pond.



The cauldron was still incomplete. Now I had a crowbar, I thought it might be a good idea to see if I could get into the well on the chapel path.



I used the crowbar on the chain holding the lid on, removed the lid and then descended the steps to the bottom of the well. I found the final cauldron piece.



I pieced the cauldron together. As I did so, the old, black cauldron magically transformed. I took the transformed cauldron.

The inscription read:

'Give Me Blood of Earth, I Give Thee Life'.

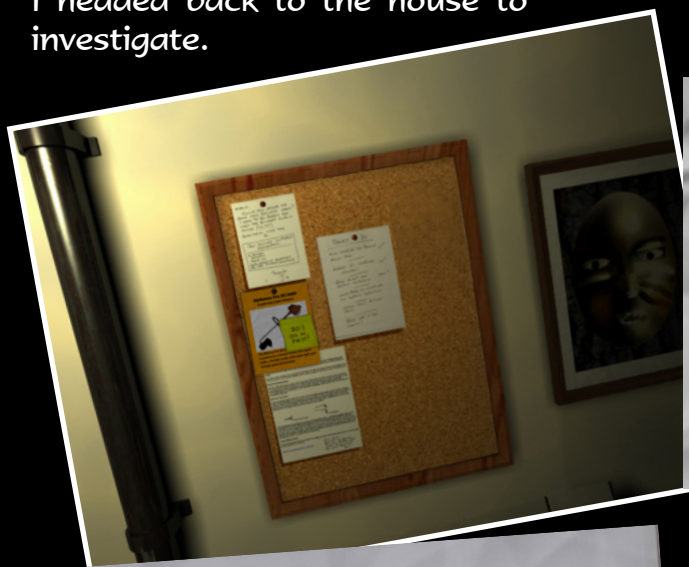
'Blood of Earth'? Could that mean water? I doubted that tap water would do. I might have to find a spring to get the real 'blood of earth'.



I remembered seeing something in Malcolm's study about digging a new well. He'd also downloaded something about dowsing for water and pinned it on the pin board and there was a crumpled up letter to the water company in his waste bin.

I headed back to the house to investigate.





Arberth and District Water Board
Crown Buildings
Arberth

Dear Sir/Madam

I refer to your leaflet received recently stating your intention to add fluoride to the domestic water, which is currently supplied to this property.

As I am opposed to this decision, I intend to reinstate the private water supply that used to serve Ty Pryderi by excavating a new well and building a new septic tank for our own private drainage.

I would be grateful if you would let me know at your earliest convenience, if there are any procedures to be followed in order for me to do this and also what is involved in removing the current supply.

How can you dowse?

Dowsers say that anyone who tries it can do it as it is a latent human ability. All you need is a forked stick – hazel is thought to be very good for this, or a couple of metal coat hangers bent in the shape of a letter 'L' which are held by the short sides as shown below. If using coat hangers, it is a good idea to encase the 'handles' of the rods in pieces of plastic pipe or something similar to allow them to freely travel when they are in your hands.

Hazel twig

Coat Hangers

Let's assume you are looking for a source of water – a spring for example. First decide on an area to be covered. Next walk slowly across the area, backwards and forwards so that you cover all of it. Hold your dowsing instrument in front of you at chest height with your elbows tucked into your sides for stability. If you are using a hazel stick, you can expect the stick to pull downwards if you pass over a source of water – this action can be quite violent so it is advisable to wear gloves. If you are using the coat hanger method, you will notice that the long part of the 'L' shapes cross over each other.

Practice makes perfect

The most important thing to remember is to allow yourself to believe that you can do it. An open mind is very important. Good Luck!

http://www.dowsingforbeginners.com/howto

HEY JEN-
PERHAPS WE SHOULD TRY THIS BEFORE THEY START DIGGING OUT THE NEW WELL !!!
Mx

NEW WELL:
- MUST BE CLOSE TO HOUSE
- NOT TOO CLOSE TO OTHER BUILDINGS (WORKSHOP SIDE?)
- EASILY ACCESSIBLE - CLOSE TO EXISTING PATHS



The dowsing article suggested using a hazel twig to locate underground springs. Malcolm had already indicated a place that would be suitable to dig a new well so maybe that's where I should look for a spring.

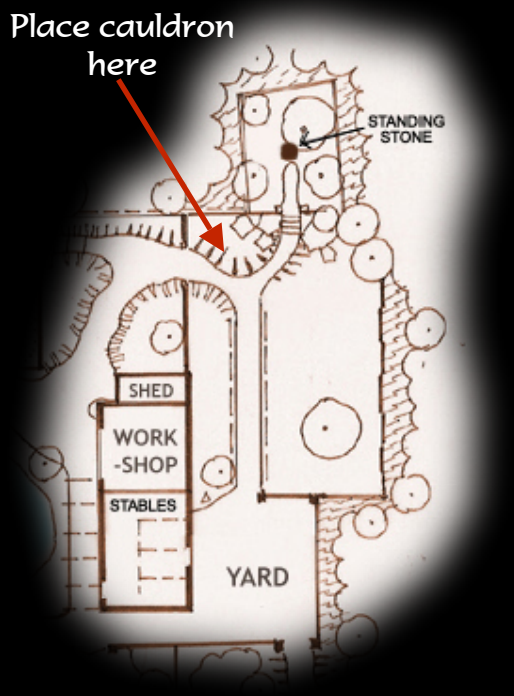
I had seen a hazel twig when I was looking for twigs earlier. It was in the yard near the back stable door. I returned there and picked up the hazel twig.

I took the twig in both my hands as the article suggested and followed Malcolm's directions.

He had said 'near the house', 'workshop side' and 'close to existing paths'.

As I walked up the yard towards the standing stone, the hazel twig started to twitch. At the fork in the path, just to the left, the twig twitched more strongly. There was an area in front of a boulder big enough to place the cauldron. As I did so, it magically filled with spring water.

Note: to use the hazel twig, first right-click on the inventory object to bring it close up, then left- click the twig again to hold it with both hands.





I still had a list of symbolic objects to find and a postcard from the postman about a parcel in the boiler room.

I decided to get the parcel.





Just inside the boiler room I looked down to find the parcel addressed to Jen.

Just inside the boiler room, to the right, I looked up. I could see a space above the cloakroom worth investigating but it was too high to see. I remembered there were some stepladders in the dining room. I went back to the dining room and took the stepladders.





I placed the stepladders against the wall in the boiler room and climbed up. All I found was an old tin of Rat Poison. I put it back where I found it.

The parcel was addressed to Jen so I took it up to her office next to Rhiannon's room and placed it on the desk. I opened it. Inside there was something called a Kirlian camera. The instruction leaflet said that the camera is used for taking pictures of the energy fields of objects. I remembered reading about that in the article in the treatment room. I decided to plug it in and see if I could use it.

Auranatix Ltd

How to use your Kirlian Camera to take photographs of energy fields.

Place the camera on a flat surface and connect to a mains electricity supply.

Place your object on the glass plate and switch on the camera using the switch located to the right of the plate.

The object will be scanned during which time you will see a bright light. When the object has been fully scanned, the photograph will be printed automatically.

Further photographic paper and replacement bulbs can be obtained via our website:www.auranatix.com

Thank you for buying from Auranatix



I switched on the machine using the little switch on the cylinder on the right. The glass plate lit up. It seemed I needed to put objects on the glass plate. I wondered what would happen if I put on it the symbolic objects that were listed on the latest part of the Mabinogion paper. I needed to find those objects before I could try it out.

I went back to the treatment room to read the article that mentioned something about Kirlian cameras. I took the magazine article from the treatment room.



Magical Water

By Yolanda Maurice

carries unnecessary side effects, with no resolution in sight - until now. Science has recently accepted that water does indeed remember a molecule pattern from whatever it meets - precisely what the homeopaths have always claimed.

Korean scientists had shown some years ago that molecules of substances dissolved in water tend to 'clump together' although others still argue that this observation has never been adequately explained. Now Louis Rey, a scientist in Lausanne, Switzerland has used the technique of 'thermoluminescence' to show that water solutions remain intact at levels of dilution where none of the soluble molecules would still be detectable.

So homeopathy would appear to have a basis in fact. Physical materials change the structure of water, even when the material has been removed. But what of the other homeopathic claim - that it is the essence or spirit of the material that provides the healing effect?

It's only words

For that, we need to turn to the work of a Japanese scientist and photographer Mesaru Emoto, whose several books have shown that even words can have the effect of imprinting a pattern on water. When the water is frozen and viewed through a microscope, the pattern can be seen. Dr Emoto has demonstrated that words describing emotions produce these patterns, no matter what language is used.

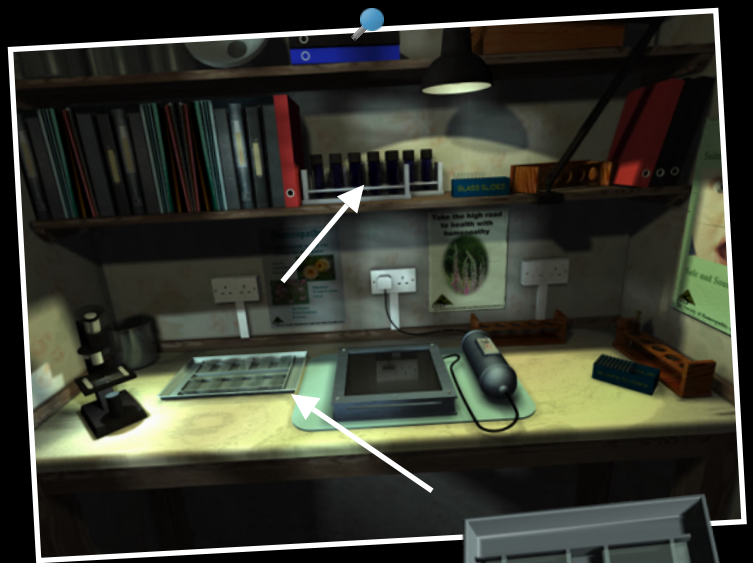
Astonishingly, aggressive words or notions make ugly or brash shapes and colours, while gentler ideas make for swirling, smooth images - and all from words written on labels and stuck to bottles.

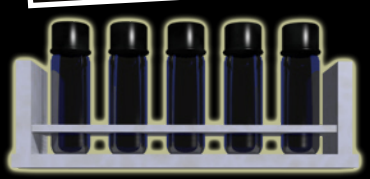
Aura

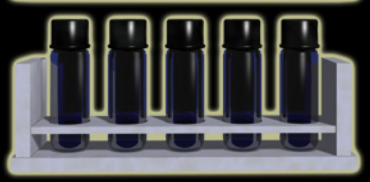
Believers in the concept of the 'aura' are now looking into whether this effect shows up there too. The 'aura' is supposed to be a region of invisible light radiating from every object. It is most pronounced in living things, especially so in animals and humans. Aura features like colour and brightness change with mood.

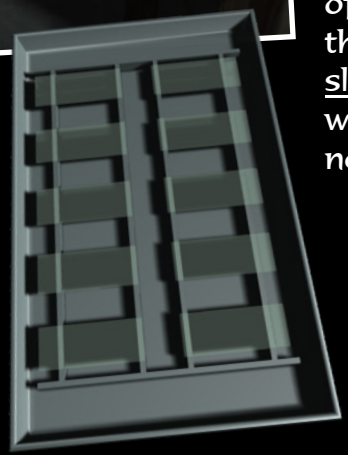
Protagonists claim to be able to photograph auras using Kirlian photography. This invention produces an image taken from an object subjected to a high voltage, by using specialist techniques designed to highlight the electrical

There were two particularly interesting paragraphs in the article. One talked about the Kirlian camera being able to take photographs of auras. The other stated that water, subjected to different emotions, can show various different patterns even if the emotion is just written on a label and stuck on a bottle containing the water.









To get the earth orb, I had to combine things of the earth - twigs - with the objects I found listed on the Mabinogion paper. Maybe combining water with the objects would give me another orb. I went back to Jen's office and took a rack of bottles from the shelf. I also took a tray of glass slides. If I needed to examine the water under the microscope, I would need those too.

It looks like Jen ordered this camera after reading the same article. She may have made up some labels for different emotions too. I went downstairs to the study to see if there was anything on the printer.



As I pressed the printer button, it printed out two sheets of labels. Just what I needed.





I stuck a set of labels on both the bottles and the slides.

Note: to attach the labels, first right-click the bottles or slides from the inventory, then left-click the labels and drag over the slides or bottles. Click again to attach the labels.

I returned to the cauldron, which was now filled with spring water and filled the bottles.



I then put a sample from each bottle onto the slides.

Note: To fill the bottles, just drag them over the cauldron. To add water to the slides, right-click the slides in inventory to bring them into close-up view. Then drag the bottles over the slides. Notice that you now have ten individual bottles in your inventory.



The article said to freeze the water before looking at it through a microscope. I put the tray of slides in the freezer in the pantry.

While I waited for them to freeze, I went in search of the objects I needed.





I found an old tractor rod in the shed. That could be symbolic of the 'silver rods'.





On top of the bookshelves in Malcolm's study, I found a gold plate.



I remembered Tommy the builder saying that he'd found some old cloth under the floorboards and had put it on the kitchen table. A cloak is made of cloth so it could be symbolic.

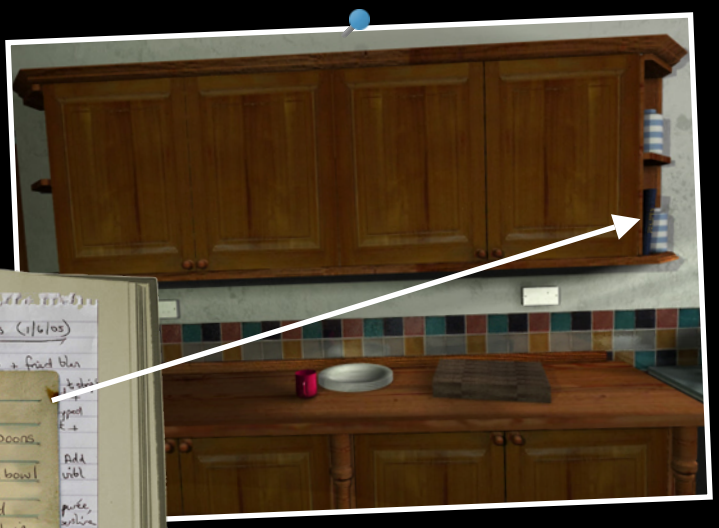
As I took the cloth, either Llwyd got mad or my helpers told me I was right.

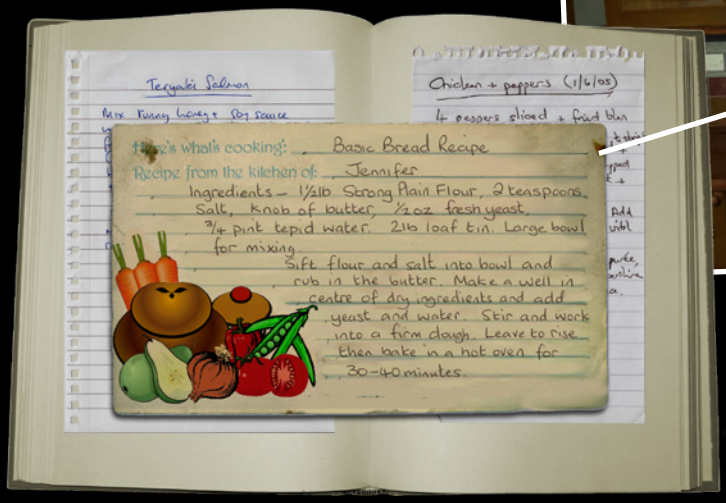
I found a skull symbol in Rhiannon's room. Llwyd tried to scare me again as I took it.



I still had to find a starling bird and some bread. There was no bread in the house - maybe I should bake some.

I had a look round the kitchen for a recipe - I found one in a book on the right of the kitchen cupboards.





I would need a mixing bowl - I found one in the lower kitchen cupboard.

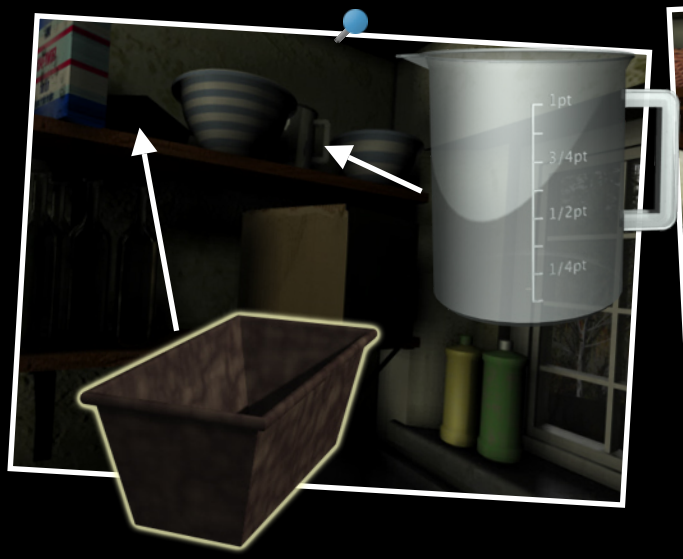








The recipe called for salt and butter. I found these in the top kitchen cupboard and the fridge.





In the pantry I found a bread tin, measuring jug for the water and a bottle of beer containing live yeast.

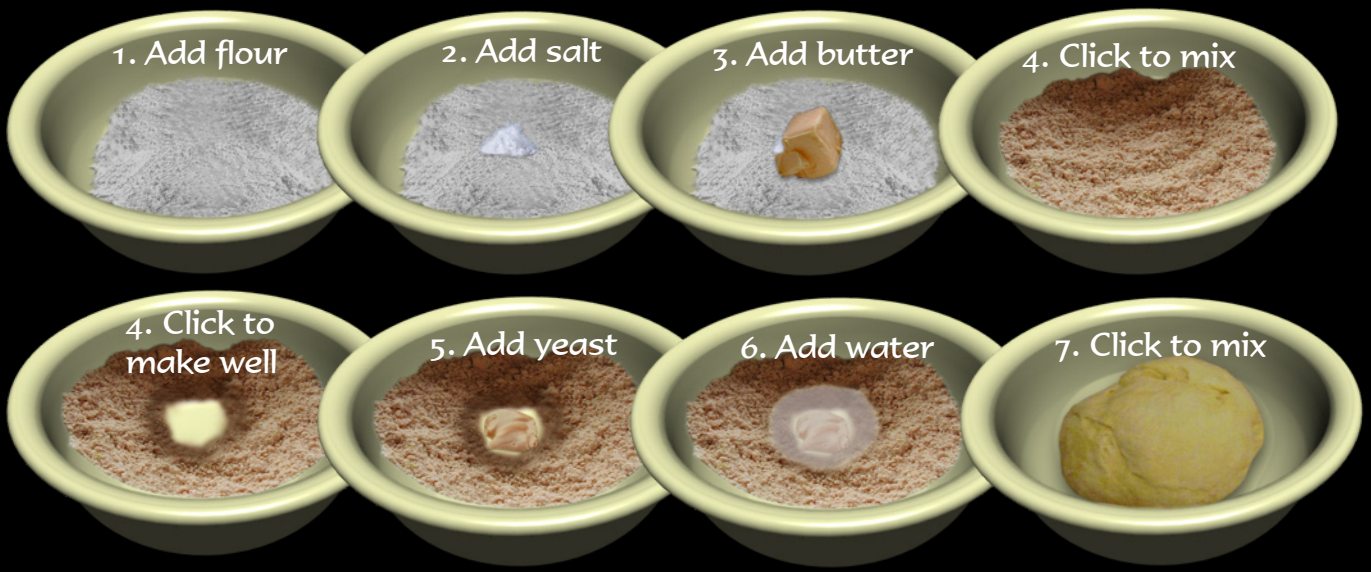
I filled the measuring jug with water from the tap (faucet) in the kitchen.





I couldn't find any in the house but I had seen bags of flour on the upper floor of the terminus building.

I combined all the ingredients in the mixing bowl, following the recipe.

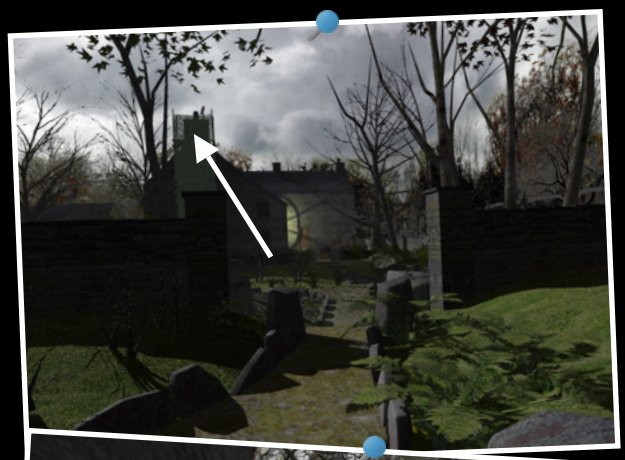


I put the dough in the bread tin and put it into the oven.

I took the baked bread out of the oven.

Note: to add dough to bread tin, make sure the mixing bowl is in close-up view and drag the bread tin onto the bowl.





While I was walking back to the house from the where I had placed the cauldron, I remembered noticing something perched on the chimney pots near where the builders had erected some scaffolding.

I went to see if there was a way to get up there.

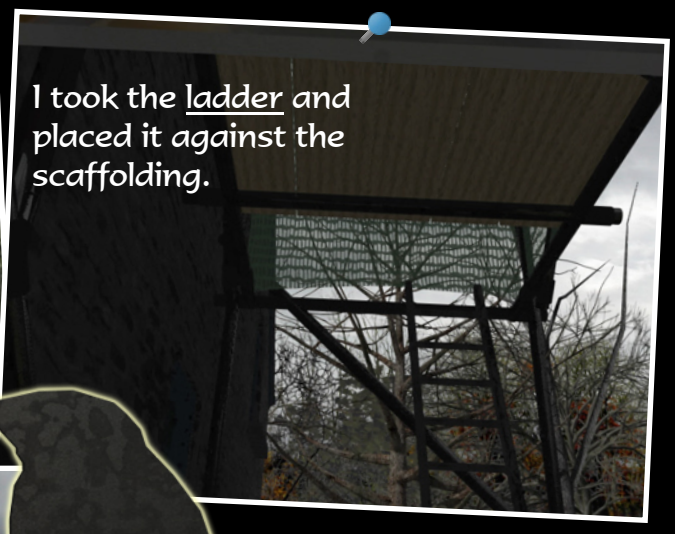




I walked down the side of the house where the scaffold was set up and looked up. I would need a ladder to get to the first stage. I remembered I had seen one in the terminus building far right from the entrance.



I took the ladder and placed it against the scaffolding.



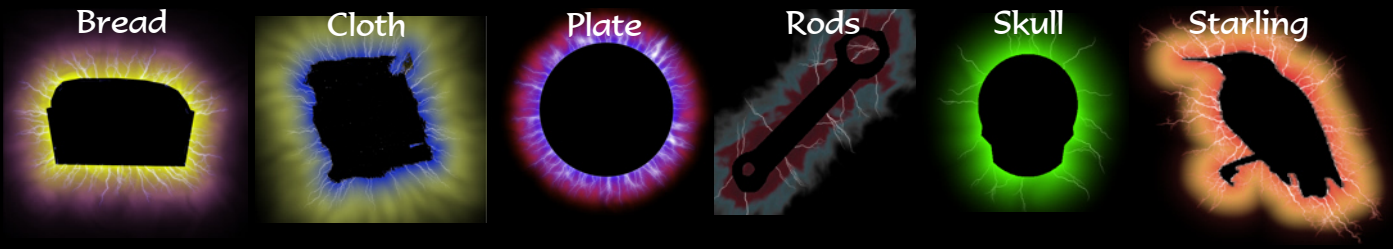


At the top of the scaffolding I found a weather vane in the shape of a bird. I took the starling and climbed back down.

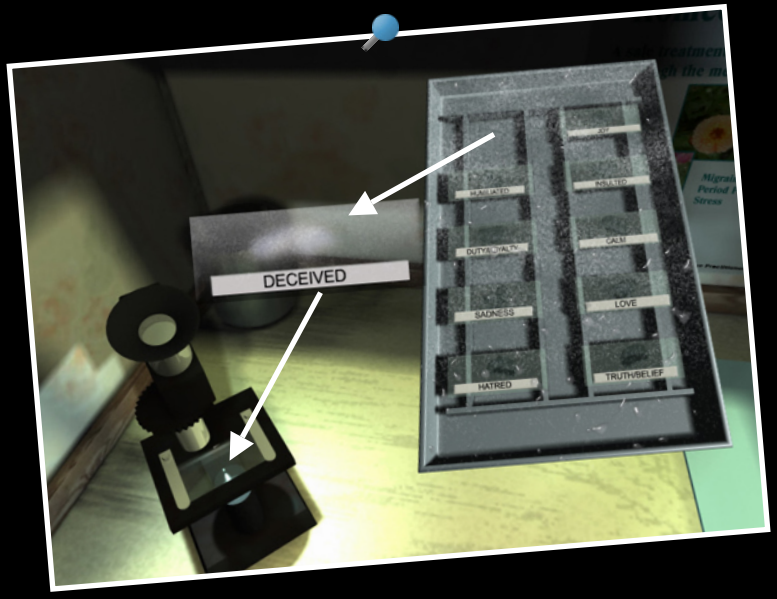
I now had all the objects listed on the Mabinogion paper. I returned to Jen's office to try them out on the Kirlian camera.

I placed each object in turn on the glass plate and switched it on. As I did so, the machine printed out a photograph showing the energy field of the object. I took a Kirlian image for each of the six objects.



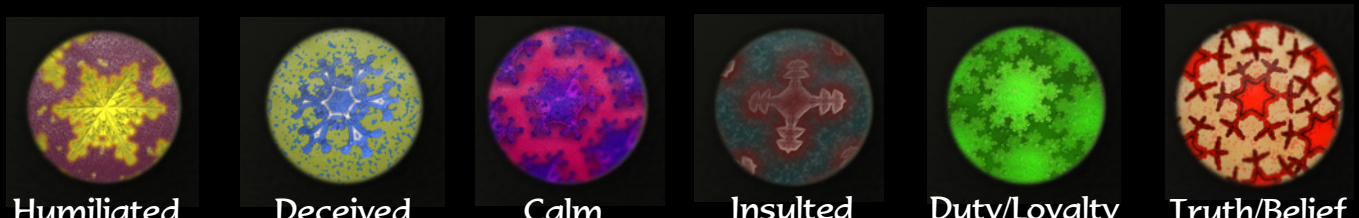


I returned to the freezer and retrieved the frozen tray of slides.

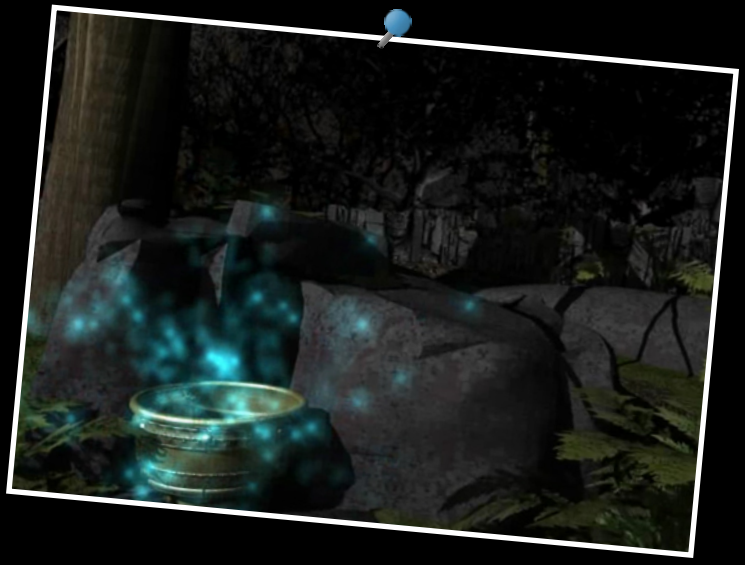


I placed each slide on the microscope in turn. I could see that the Kirlian images matched the colours of some of the slides.

Note: To look at the slides under the microscope - first drag the whole tray from inventory onto the microscope slide area. This will open the tray in close up so you can look at individual slides.



I could now pair up the objects with the corresponding bottles of water. I returned to the cauldron where I found it bubbling and ready to receive the objects and bottles.





I added each of the objects with the correct bottle to the cauldron as follows:

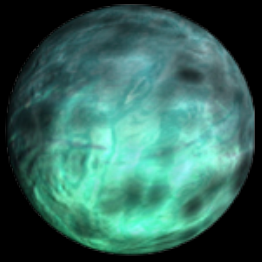
Bread - Humiliated
Cloth - Deceived
Plate - Calm
Rods - Insulted
Skull - Duty/Loyalty
Starling - Truth/Belief

Each object magically transformed into the objects from Pryderi's life.



I then watched as the objects merged together to form the water orb.

As I took the water orb I was struck down by Llwyd again.



Chapter 4 - Fire

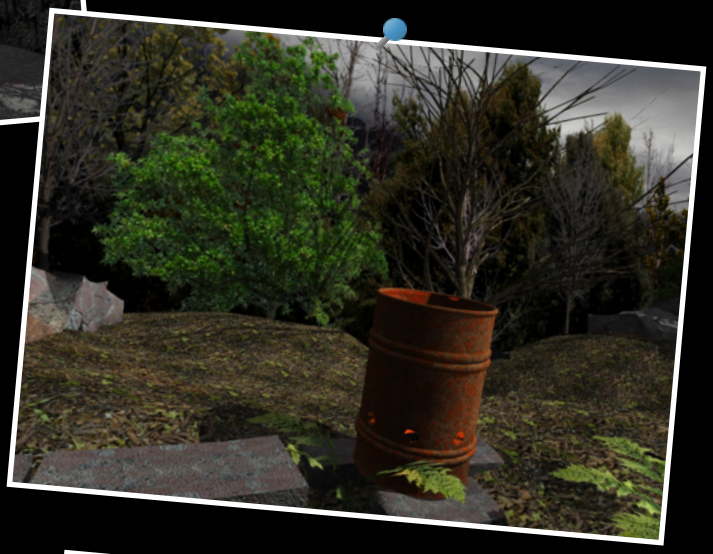
I awoke back in Rhiannon's room - I was getting used to this.

I remembered having heard the distant sound of chainsaws on the mill path while I was looking for objects to put in the cauldron.

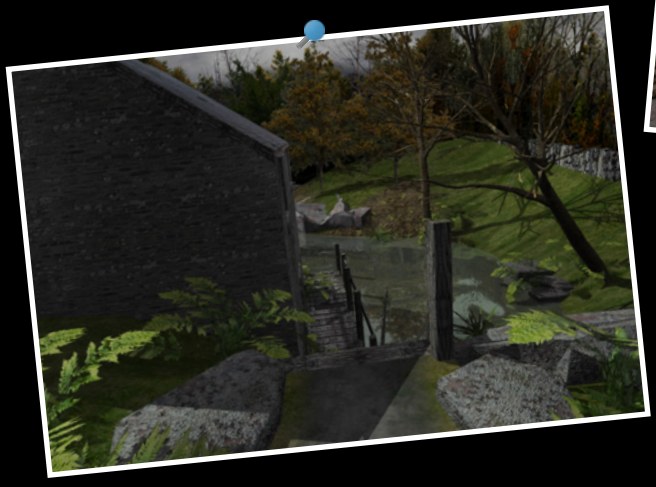
I decided to see if the fallen tree that had blocked the path, had now been removed.

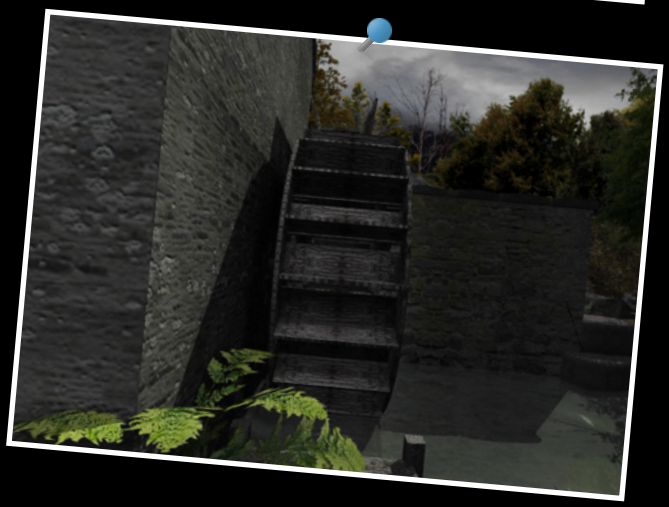


The tree had gone, so I was able to continue along the path to the mill.



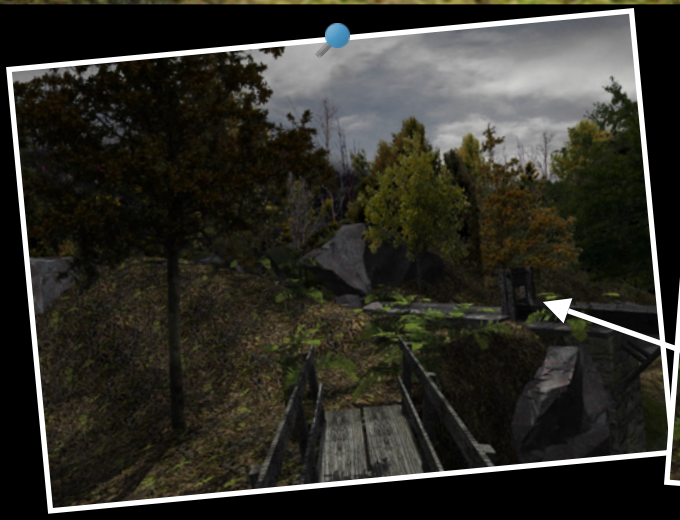
I passed a brazier on the left of the path. This must have been where the tree surgeons had been burning the tree.

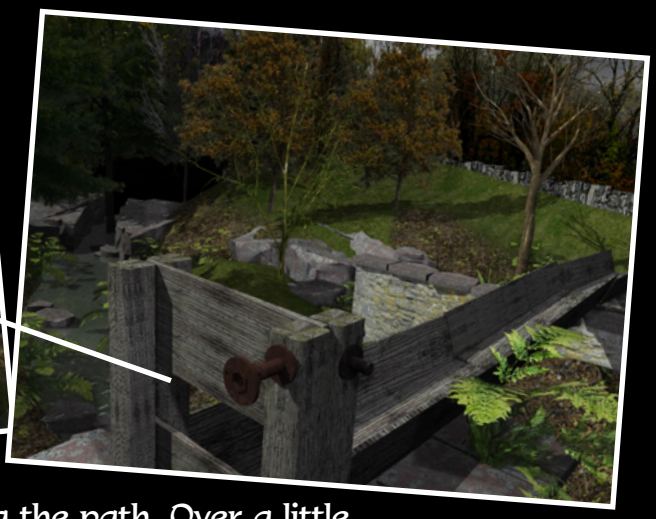




At the mill I took the path leading down the steps. I passed a door in the mill but it wouldn't open.

Around the corner I found the old mill wheel. I wondered if there might be a way to get it working again.





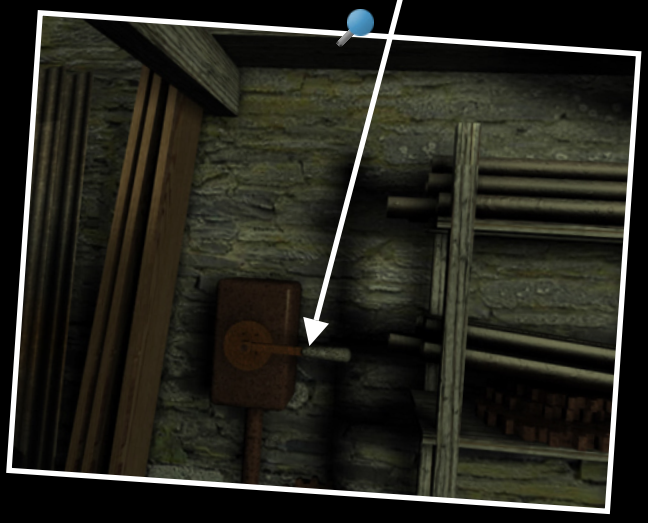
I ascended the steps and carried on along the path. Over a little wooden bridge, I came across a sluice gate. If I could find a way to open the sluice and get the water flowing down to the mill, maybe I could get the water wheel turning. The sluice gate needed a special handle - I thought I had seen it in the terminus building.



I took the sluice key and used it to open the sluice gate.
The water ran along the channel and started to power the water wheel.



Now that the water wheel was turning and providing power, I returned to the terminus building and pulled down the lever I had seen earlier.





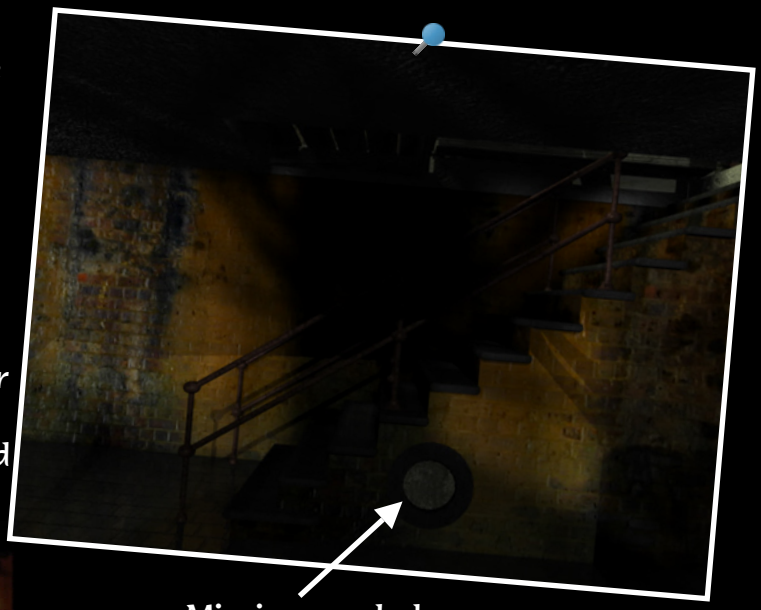
I heard water gushing out and found that the lower floor had drained. I had to find a way to get down there.





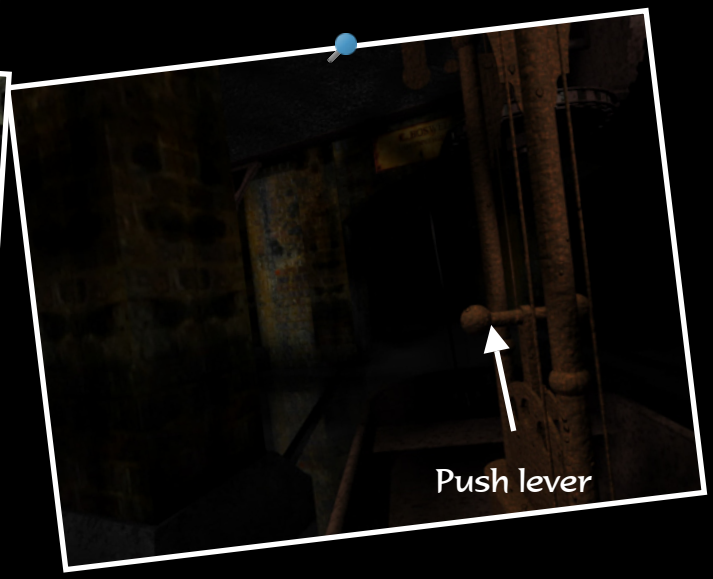
I used the crowbar to open the hatch in the floor below where I had found the ladder and went down the steps.

The room looked like it hadn't been used for very many years. There were symbols around the walls that looked like the earth, water, fire and air symbols on the poster in Jen's treatment room. It appeared there might be one symbol missing under the stairs. A sign above a channel of water read 'Boswell and Sons, Engineering & Ironworks, 1902'. Under the sign was a rusty old boat pointing into a tunnel. I chanced using it to find out where that tunnel led.



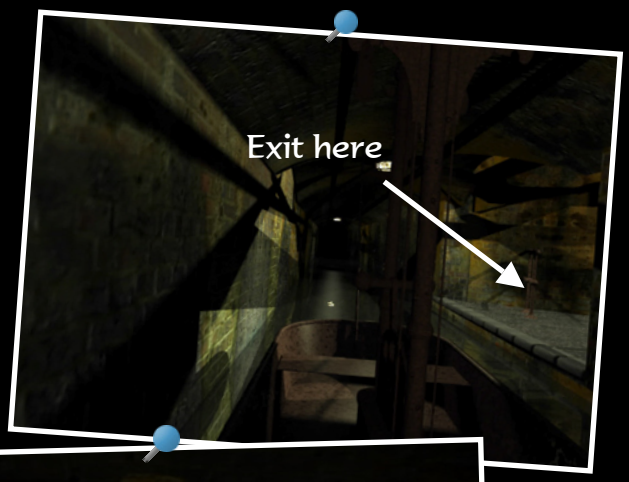






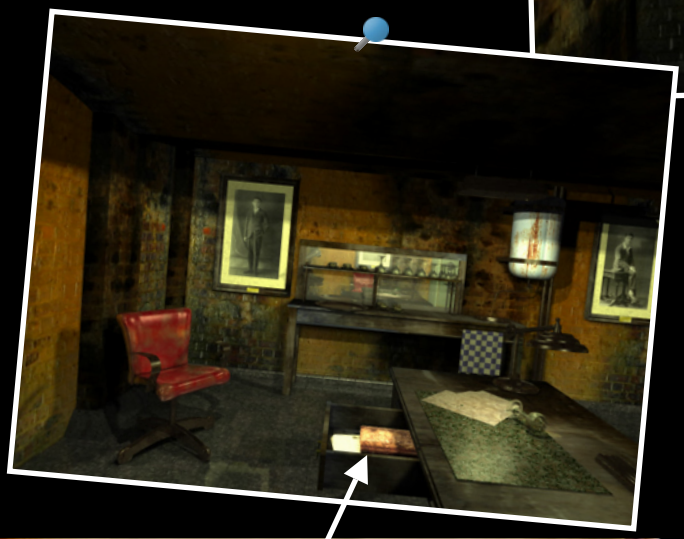
The boat stopped at a platform along the tunnel. I got out to investigate. I went through a watertight door into an office which looked like it belonged to a bygone era.



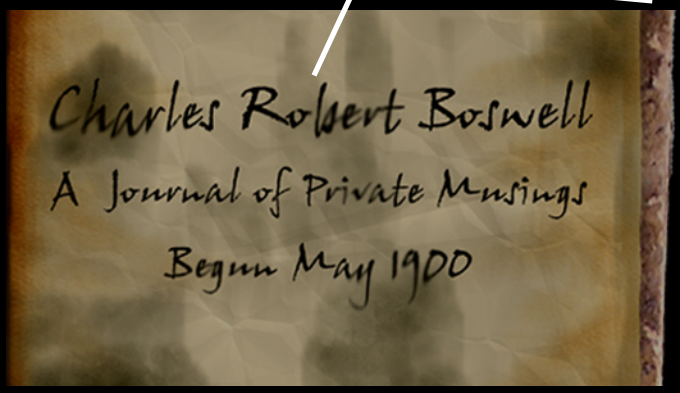




There was an old safe with a combination lock. I had a hunt around to see if there was any clue to the combination.



I couldn't find any clues to the safe but I did find an old journal in the desk drawer. It was written in 1900 by a man called Charles Boswell. His son, Arthur, had bought Ty Pryderi as a working farm. Charles was an engineer and built the tunnel to transport flour from the mill to the terminus building.



As I read through the journal, I found some very interesting information. Charles had known about the feud between Llwyd and Pryderi. He had tried to find a way to remove the curse.

Note: Make sure to look closely at the combination lock on the safe before you leave this room.

RHIANNON

for as the ancients taught us so forcefully, that every Magick spell must also contain the key to its own undoing. Often, that key is most closely associated with the Law of Three - that is, that for whatever the Magician shall have wrought through his Magick, shall be revisited on him thrice the power. So for the One, shall there thus be Three more.

Charles also believed that spells must have a way of being undone. In the journal he mentioned the 'Law Of Three'.

Ah, if only I could find the key to the sorcerer's spell! Of all his foul doings, pray which might be the one that would be revisited thrice? If I could then summon those other three, the four would be complete and I could vanquish Llwyd and free Pryderi.

But what facets of Llwyd's spell might add to the number Four? Of course there are the classical elements of Earth, Water, Fire and Air - but surely that would seem too naive and base for an Adept such as Llwyd! No - there must be some other character in this spell that will eventually have four of its kind.

Charles also mentioned the classical elements - earth, water, fire and air - however he thought this was too simple a spell. He believed there might be something else that would have four of a kind.

as we all might have expected, Arthur did indeed take a wife, Rhiannon, a beautiful creature with twenty-six years. In the eight joyous months he courted her, I never knew a sweeter and more gleeful character, her Celtic beauty bringing happiness and light wherever she went, as would befit one born with the Sun in Aquarius, a child of the Air element.

And so it was until the wedding. Ever since she joined the Ty Pryderi household, her merry disposition has ebbed away. She has assumed an almost permanent air of melancholy, spending hours alone in her sewing room, often taking to sleeping there and so sadly apart from Arthur. My dear son bears this with Boswell fortitude.

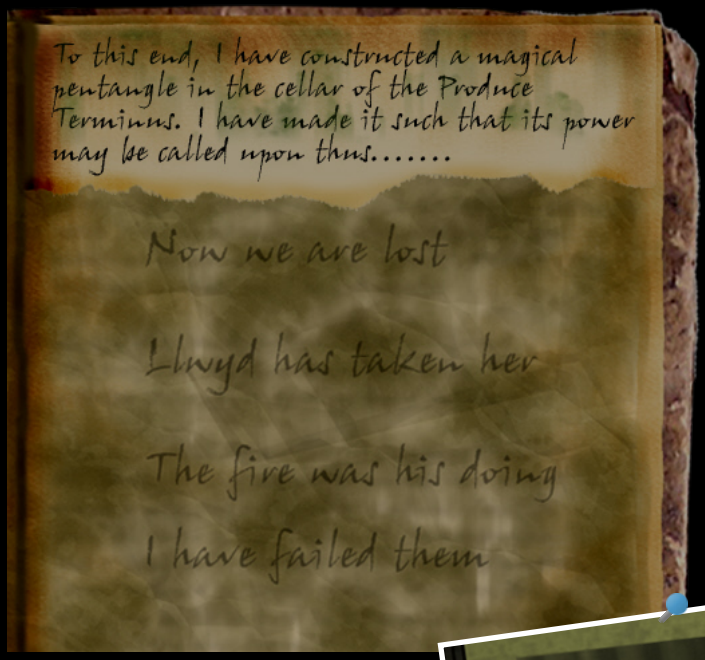
Oh no! Another girl named Rhiannon! Arthur's wife.

Charles went on to say that after her marriage to Arthur, Rhiannon became sad and reclusive. It seemed that every Rhiannon that has lived at Ty Pryderi has been affected by the curse.

If what Charles was saying were correct, then Pryderi's mother was the first Rhiannon, Arthur's wife was the second, Rhiannon Wallace was the third and now Jen's daughter was possibly the fourth! Could Llwyd now be trying to kill Rhiannon Sullivan to stop anyone undoing the curse and freeing Pryderi?

instance, how Llwyd used a golden bowl to capture, not just Pryderi, but Pryderi's mother Rhiannon of Pwyll. And now another Rhiannon has entered Ty Pryderi. Was Rhiannon of Pwyll the first of the Four? Could Rhiannon Boswell now be the first of the three revisitings from Llwyd's spell?

RHIANNON



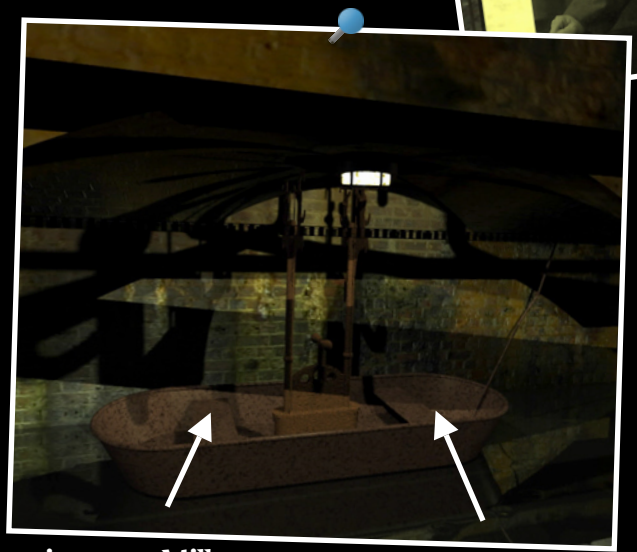
Charles wrote that he had constructed a magical pentacle in the terminus cellar. The rest of the page was torn out so I had no idea what Charles intended.

He had scrawled on the final page that Llwyd took Rhiannon Boswell in a fire - hence her ghost calling "Arthur, it burns so". The photograph I found in the dining room must have been taken after that fire.





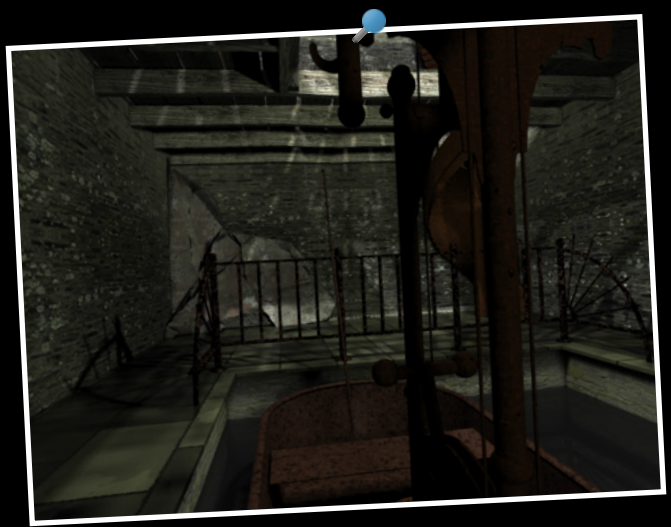
There were family portraits on the walls of Charles, Arthur, Michael and Margaret Boswell. There wasn't one of Rhiannon.



Continue to Mill

Return to Terminus

I couldn't find anything more to help me until I could find the safe combination, so I left the room and continued along the tunnel.



The boat emerged from the tunnel in the basement of the old mill.



I left the boat and went up the spiral stairs to the floor above.

Here was the door that I had noticed when I was exploring the outside of the mill. It was barred from the inside. I removed the wooden bar so I could get in and out of the mill this way in future.

Whoever used this mill last was very keen that the police didn't get in. I wondered why?

I carried on up the spiral stairs to the upper floor.

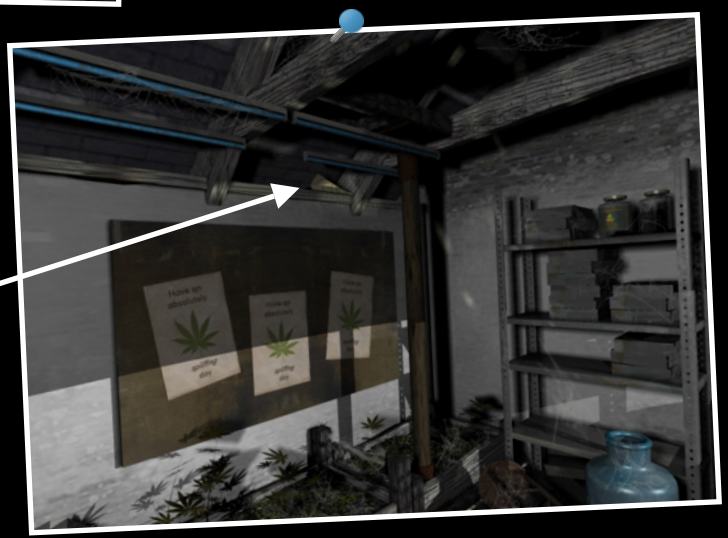




As I arrived on the upper floor, Rhiannon Wallace's spirit reminded me to help her find Jonathan and Rachel.

I had a good look around. No wonder they didn't want the police to see what they were up to! There were remnants of narcotics production everywhere.

Eventually I found what I was looking for. Lodged in the rafters was another part of the Mabinogion paper. Someone had evidently used it to make a paper dart.



RHIANNON

According to Mabinogion III I needed to find a shield, boots, a saddle, a ring, a fountain, a golden bowl, a mouse and a glove.

I wondered with what these objects might be combined and where that could be done.

The element of this part of Pryderi's life is 'fire'. That might be a clue.

Mabinogi III:

At this stage, Pryderi reaches maturity and power, but his battle with the wizard Llwyd begins in earnest.

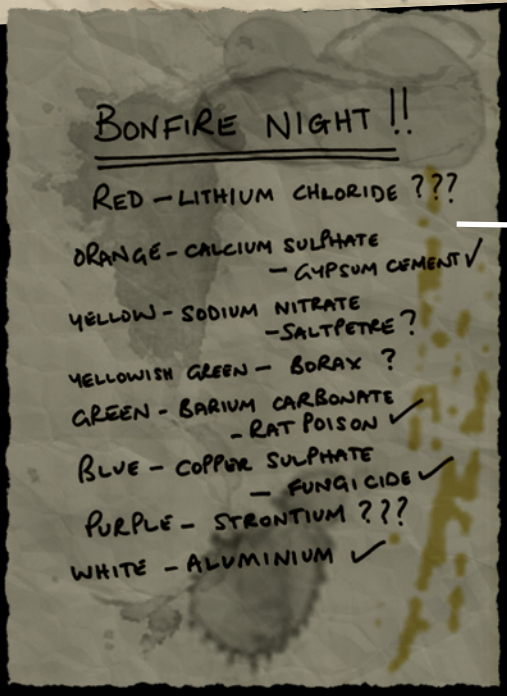
- The craft of Pryderi, symbolised by the shield, boots, and saddle - his manufacture of these gave him a living when Llwyd deployed the enchanted fog to banish him from Arberth

- Rhiannon's wedding ring, symbol of Pryderi's alliance with Manawydan, to whom he offered his mother's hand in marriage

- The fountain and the golden bowl, together forming the trap in which Llwyd captured Pryderi and Rhiannon

- The mouse, the disguise taken by Llwyd's wife to steal Manawydan's crops

- The glove in which Manawydan captured Llwyd's wife to bargain for the release of Pryderi and Rhiannon



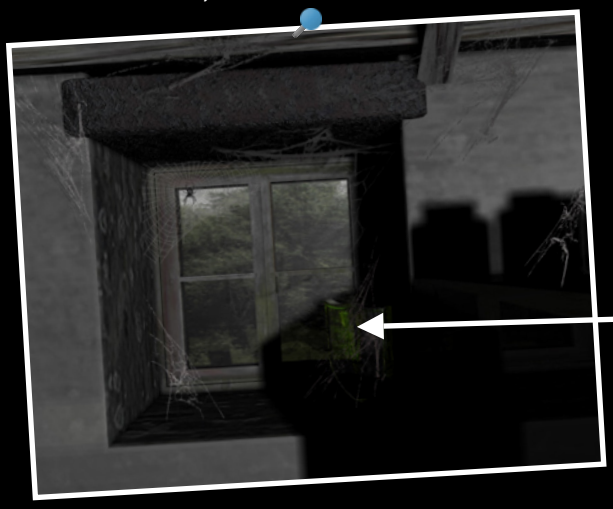


It looked as if someone was trying to do a bit of chemistry to make coloured fireworks for Guy Fawkes night. This could be useful information.

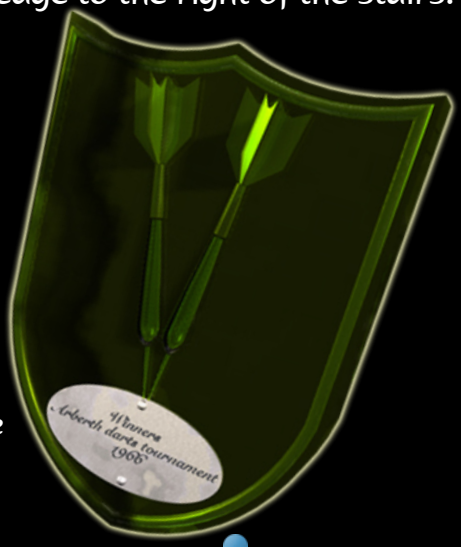


On the top shelf to the right of the bonfire poster I found a jar of Bordeaux Mixture. It contained copper sulphate, which was listed on the bonfire poster. I took it just in case it might be useful.

I searched the mill for clues and objects I could use. I'm sure Rhiannon Wallace hadn't realised she was mixed up with drug dealers. However, that would explain the trips Marcus had wanted her to make, as she had mentioned in her diary. It also explained why the commune had been very reluctant to involve the police when Rhiannon went missing and why they had disbanded so suddenly. I wondered what had become of Rhiannon's children.



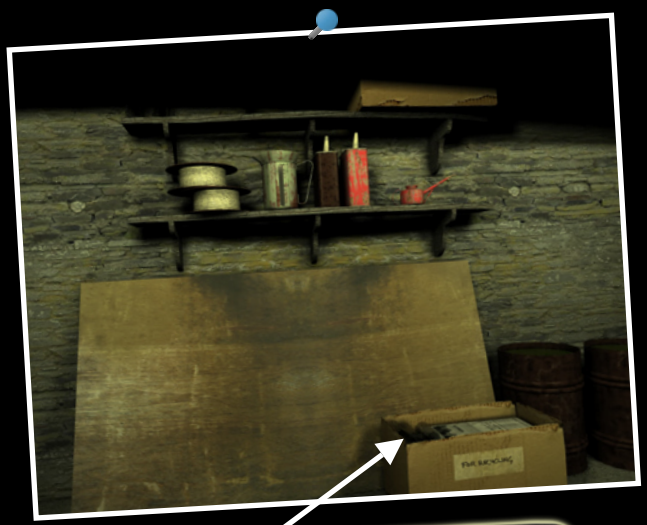
As I was leaving the upper floor I noticed a dusty darts trophy on the window ledge to the right of the stairs.



The trophy was the shape of a shield. This might be useful to represent the symbol of the shield in the Mabinogion.

On the ground floor I found a pair of Wellington boots (gumboots). They could be symbolic of the boots in the Mabinogion.





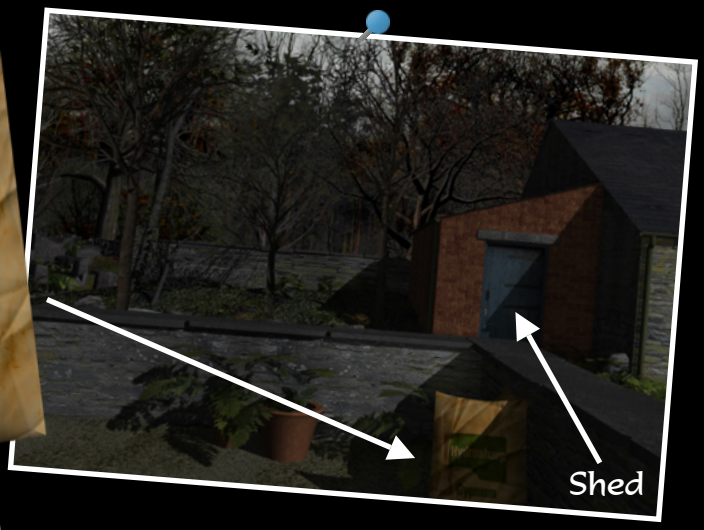


I left the mill by the door on the ground floor and headed back to the house to see if I could find any more symbolic items and maybe also some of the chemicals on the bonfire poster.

I had noticed in a recycling box in the workshop, a rechargeable battery containing lithium - which was the first chemical on the list.
I returned to the workshop and took the lithium battery.

I also remembered seeing a bag of gypsum cement by the front door of the house. I took the cement.









In the shed, I found a box labelled 'tree-stump remover'. It contained saltpetre - also on the list of chemicals to make fireworks.

In the boiler room where I had placed the stepladders, I had found some rat poison containing barium carbonate. I went back and collected the rat poison.

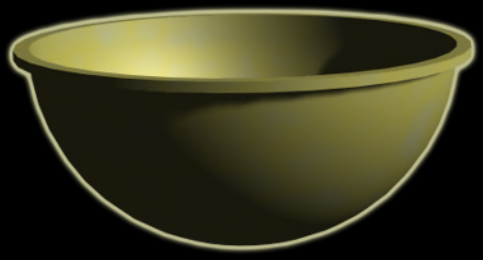




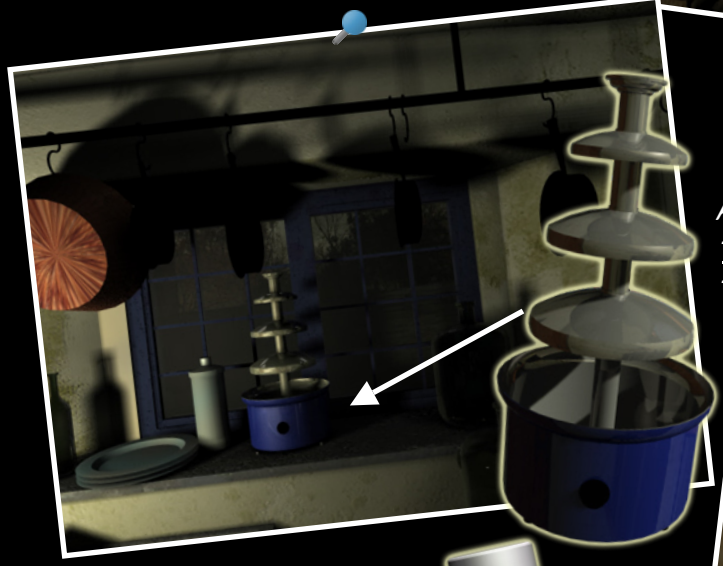
One of the objects I still needed was a glove. I remembered seeing a child's glove in the old car in the barn.

I went back there and picked up the glove.

Maybe I could find a golden bowl in the house somewhere. I checked the pantry. I found a yellow bowl which might be symbolic of 'golden'.





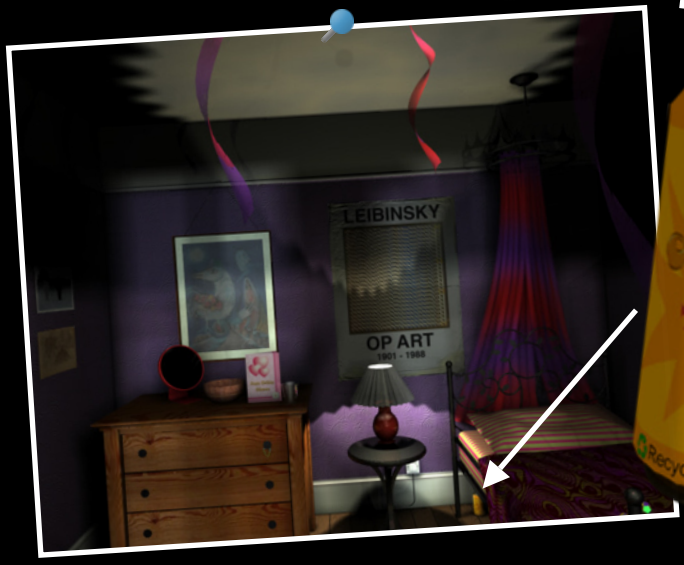


Also in the pantry, I found a chocolate fountain. That might do for the fountain in the Mabinogion story.

Upstairs in the bathroom cabinet I found a jar of tablets containing strontium. That was another chemical from the list.









In Rhiannon's room I had noticed a drinks can under the bed. It is made of aluminium - also on the list. I collected the drinks can.

I went back downstairs and opened the living room door. As I did, the room changed. The door into the dining room seemed to have moved and the wall was papered in a really old style. As I watched, a ghost walked across the room and through this new door. I felt sure it was Rhiannon Boswell. Before I could move, I was drawn through the same door.





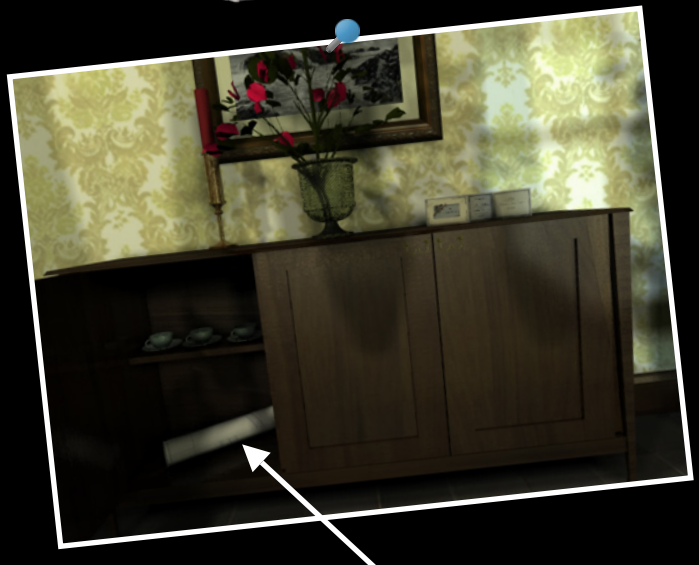
I found myself in a room not unlike the modern dining room except the doors had moved. There was no pantry door for example. It was a room laid out as a chapel of rest. In the middle was an open coffin.

I looked around as I knew I must be here for a reason.

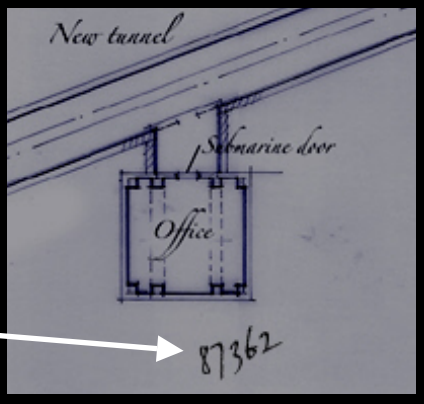


On the cabinet, I read that the body in the coffin was Rhiannon Boswell.





I opened the cupboard doors. In the left-hand cupboard I found a blueprint of the underground tunnel. There was a number written on it. Could this be the combination to the safe?





In the middle cupboard was an old tin full of papers. I found Rhiannon and Arthur's marriage certificate, a newspaper cutting about the fire that killed her and another about the inquest.

There was also an old photograph showing Rhiannon, Arthur, her sister Elizabeth and her husband George.



Rhiannon Boswell hadn't been at Ty Pryderi very long before Llwyd took her. I think Jen was right to take Rhiannon away or it may have been too late to save her.



In the right-hand cupboard I found a book of pressed flowers. Inside, there was a small key. I took the key.



Note: If you leave this room before you have taken all the objects you need, you will be able to return by clicking on the area on the living room wall where the door appeared. If however, you have all the objects but have not read all the items in the middle cupboard, you will not be able to return to read them later. Therefore, read everything before you leave the room.



Very reluctantly, I took the ring from Rhiannon's finger. A ring is one of the objects I needed to find so I hoped her spirit would forgive me.

There was nowhere else to go so I left the room by the same door and found myself back in the living room of modern day Ty Pryderi. As I did so, the ghost of Rhiannon Boswell followed me through the door and her spirit disappeared up through the ceiling. Might she be asking me to follow her? The room above was the room with the graffiti on the walls. I went upstairs to investigate.





On the right of the room I moved a packing box. The floor glowed - more help from the spirits.

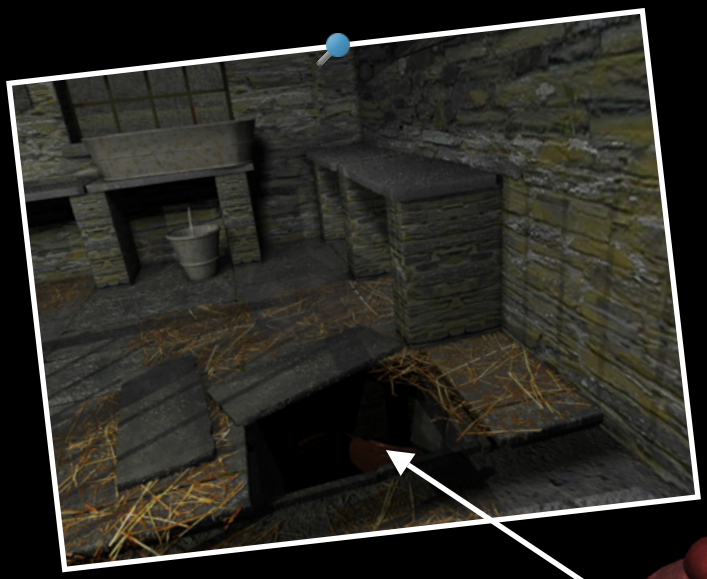
I used the crowbar to lever the floorboard up . In a cavity I found a wooden box. The little key from the flower pressing book opened the box.

Inside there was a letter written by Rhiannon Boswell to her sister Elizabeth.

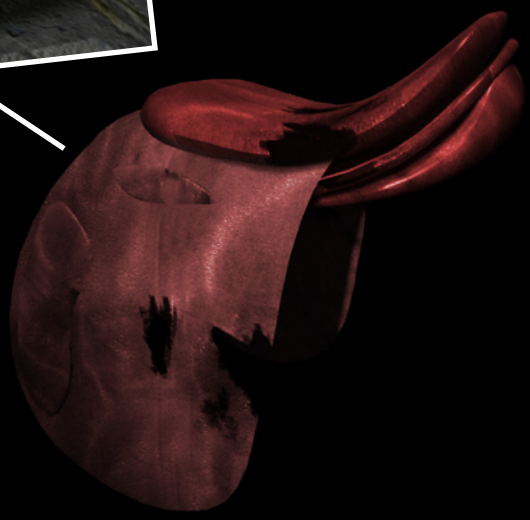
Soon after coming to Ty Pryderi, I was acquainting myself with the buildings when I came across a beautiful old saddle in the stable. I found it as I nearly tripped over an old flagstone in the floor that had become loose. Why anyone would hide a saddle under the floor is strange in itself, but it was upon that day that I started to feel odd. I returned the saddle in the hope that I could so restore whatever I might have unleashed but it now seems that the misdeed was already complete.

The letter told of Rhiannon's battle with Llwyd although she had not known about the curse. The letter must have been written just before the fire.

She also mentioned a saddle she had found in the stable under a flagstone. Might it still be there?



I searched the stable for a loose flagstone. I entered from the pond side of the building and turned left and then right at the end of the building. I found nothing until I turned around. A white horse fleetingly appeared and then disappeared. Where the horse had stood, I moved the flagstone and found a red saddle.



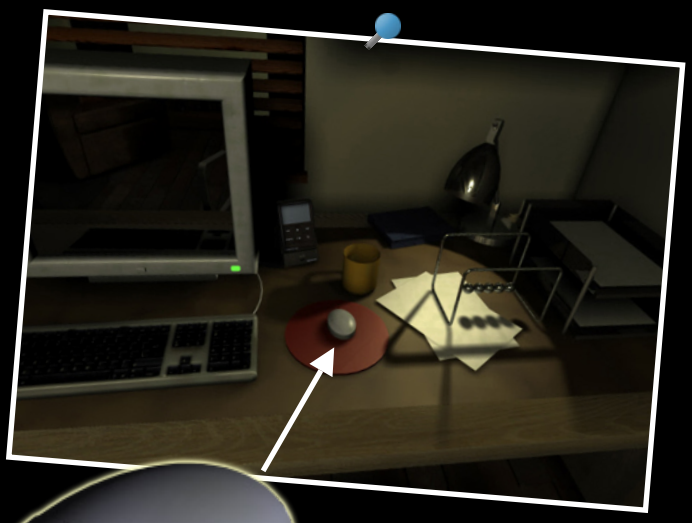
I decided to compare the objects I had collected so far with the bonfire poster to see if there was any correlation.

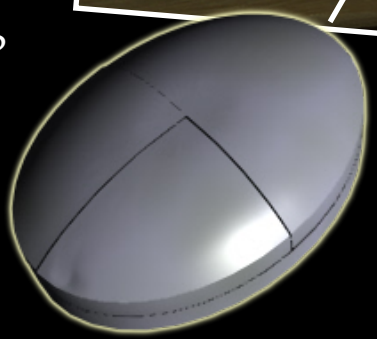
I noticed that the objects I had collected matched the list of colours on the bonfire poster.

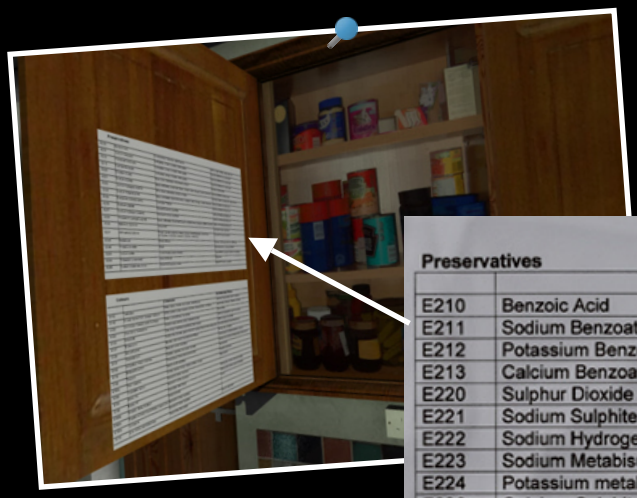


I found that there was a link between the colours of the objects and those listed on the bonfire poster. So I could match the objects with the chemicals I had collected.

I was still missing the mouse and the chemical 'borax'. The mouse had to be white as that was the only colour left on the list - and unless the cat were to catch a white mouse, I would have to find something symbolic of a mouse. I suddenly thought of the computer mouse on Malcolm's desk and went to get it.







Preservatives

		Comments	Possible side effects
E210	Benzoic Acid	Confectionery, cheeses	Asthma, Hyperactivity
E211	Sodium Benzoate	Soft drinks, chilly pastes	Digestive disturbance
E212	Potassium Benzoate	Soft drinks, juices, cordials	Digestive disturbance
E213	Calcium Benzoate	Cordials, chilly pastes	Digestive disturbance
E220	Sulphur Dioxide	Beer, wine, dried fruits, soft drinks	Asthma, Hyperactivity
E221	Sodium Sulphite	Beer, vinegar, potato products	Intestine disturbance
E222	Sodium Hydrogen Sulphite	Beer, wine, soft drinks, cordials	Asthma, Hyperactivity
E223	Sodium Metabisulphite	Beer, wine, soft drinks, cordials	Intestine disturbance
E224	Potassium metabisulphite	Campden Tablets	Asthma
E226	Calcium Sulphite	Banned in some countries	Asthma
E227	Calcium Hydrogen Sulphite	Banned in some countries	Asthma
E228	Potassium Hydrogen Sulphite	Beer, dried fruit, potato products	Asthma
E230	Biphenyl; Diphenyl	Citrus fruit	Banned in some countries
E231	Orthophenyl Phenol	Peas, carrots, peaches, plums etc.	Banned in some countries
E235	Natarnycin	Meat, cheese	Nausea, vomiting
E249	Potassium Nitrite	Meat	Blood pressure, Nausea
E250	Sodium Nitrite	Cured meats, some cheeses	Hyperactivity
E283	Potassium Propionate	Flour products	Migraines
E285	Sodium tetraborate; Borax	French and Iranian Caviar	Banned in some countries

I remembered that I had seen a list of 'E' numbers on the back of one of the kitchen cupboard doors. On this list of preservatives was an entry for E285 - which is 'borax' - to be found in tins of caviar. Hadn't there been a tin of caviar in the pantry?

I went back to the pantry and found the caviar.





I now had all the objects and chemicals I needed. This part of Pryderi's life was represented by the element 'fire'. I knew I had to find a fire to combine the objects with the chemicals.

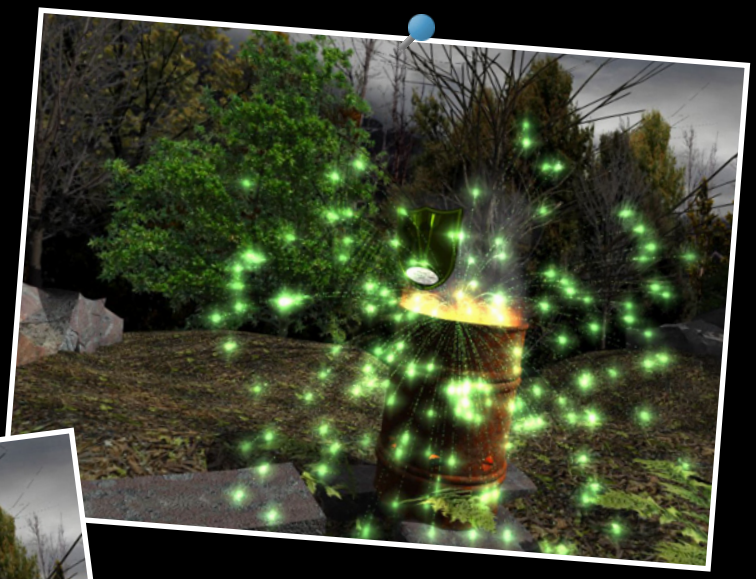
I didn't think that throwing chemicals on the fire in the living room was such a good idea but maybe I could start a fire in the brazier left by the tree surgeons on the mill path.



As I reached the brazier it was already burning. I now knew to add the objects and chemicals in pairs as follows:

Red saddle - Lithium battery
Orange glove - Gypsum cement
Yellow bowl - Tree-stump remover
Yellowish-green shield - Caviar
Green boots - Rat poison
Blue chocolate fountain - Bordeaux Mixture
Purple ring - Strontium tablets
White computer mouse - Drinks can

I added each object in turn with its corresponding chemical. As I did so, the objects transformed into objects from Pryderi's life.





When the final object transformed, I was given the fire orb.

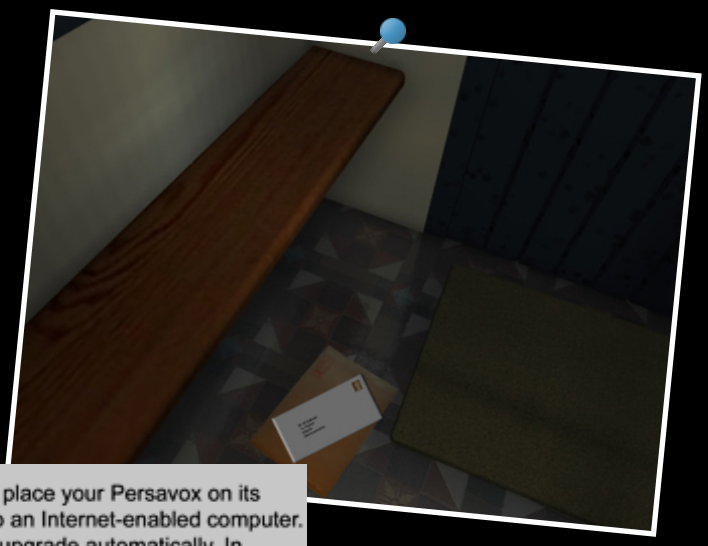
Llwyd struck me down once more.



Chapter 5 - Air

I found myself transported back to Rhiannon's room.

As I left to go downstairs, the postman delivered a letter for Malcolm and one for Rhiannon.



To take advantage of this new facility, all you need to do is place your Persavox on its synchronisation cradle, ensuring the cradle is connected to an Internet-enabled computer. Your Persavox will then download and install the firmware upgrade automatically. In fact, your Persavox may already have been upgraded the last time you recharged its battery.

To use this great new feature, all you have to do while analysing sounds is to press the 'Tone' button on your Tunavox, to distil the sound to its purest tone. If your Persavox is in range, the two devices will connect and the Persavox will record the tone automatically.

I took the letter from the people who had sold Malcolm his MP3 player.

If I understood correctly, Malcolm also owned a device called a 'Tunovox' to analyse sounds that his MP3 player had recorded. I took the MP3 player from the charger on Malcolm's desk.

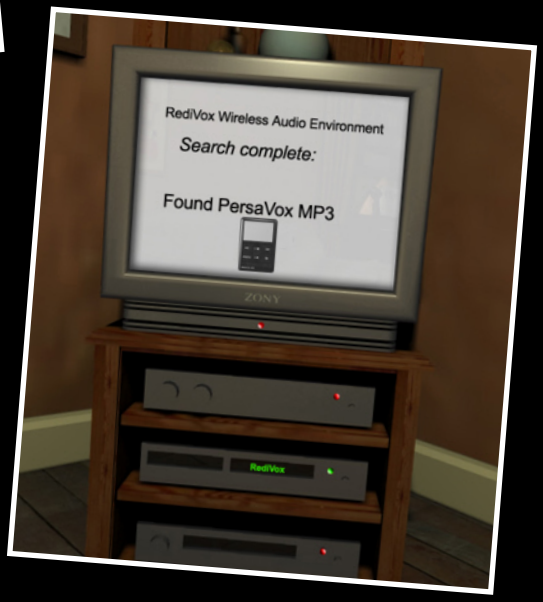


I found the Tunovox on the window sill in Jen and Malcolm's bedroom.

I remembered that when I had tried to switch on the television in the living room, it had sought connection to other devices.

I went downstairs and into the living room. There was a new message on the answering machine from the vicar. He had opened the gate to the chapel graveyard.

I switched the TV on again. It connected with the MP3 player.



Mabinogi IV:

This story relates the death of Pryderi. It is to be noted that at this point, Llwyd is no longer bound by his promise to take no revenge on Pryderi while he was alive.

- The pig, symbol of the greed that motivated Math to start the war with Pryderi to gain control of this new type of meat
- Math's helmet, for this along with magic enabled Math to defeat Pryderi
- Pryderi's death shroud, symbolic opposite of the brocade silk of his birth
- Llwyd's magic wand, the device by which Llwyd might reassert his power over Pryderi in the afterlife

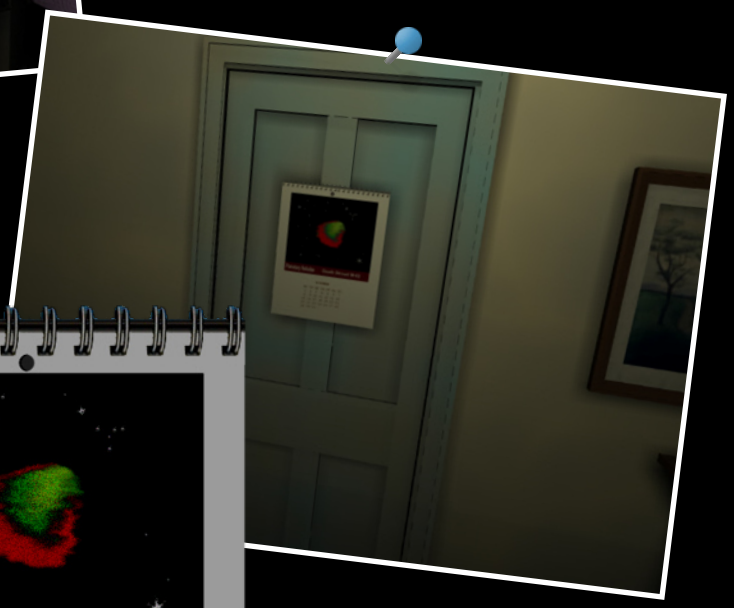
I opened the letter addressed to Rhiannon. It was from Jon Southworth. He had found the entire paper written by the academic whom Rhiannon Wallace had known back in the 1960's.

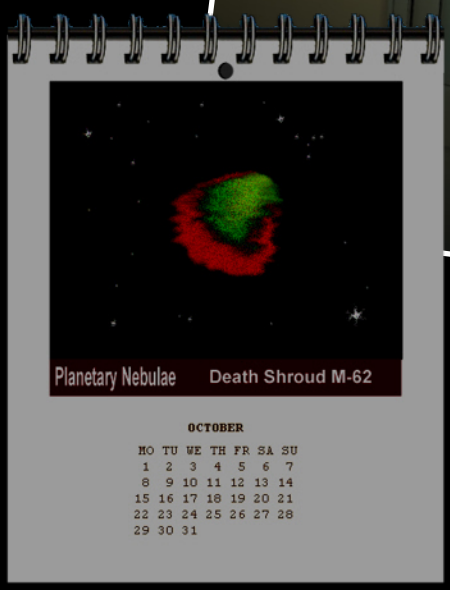
I now knew which objects I had to find in order to remove the curse for the final part of Pryderi's life - a pig, a helmet, a death shroud and a magic wand. I also knew that the objects could be symbolic - a good thing as far as the pig was concerned.





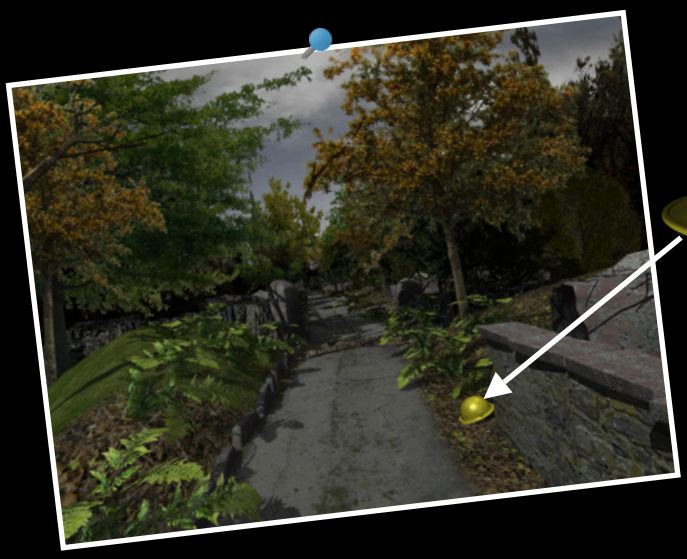
Rhiannon's ceramic piggy bank would make a good symbolic pig.

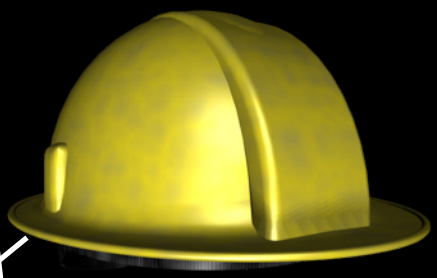




I found a symbolic death shroud on the calendar on the back of the study door.

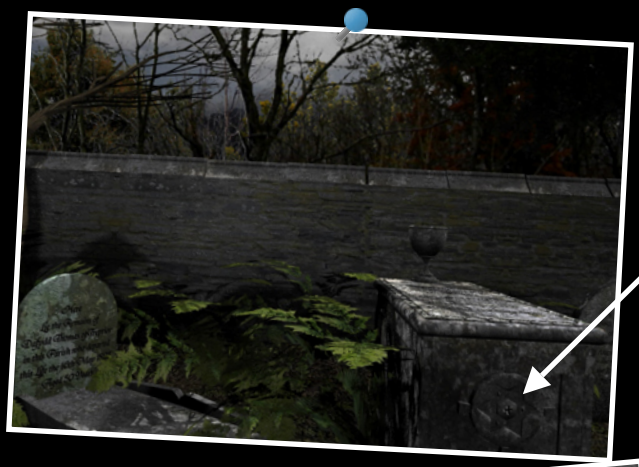
RHIANNON





I took the plastic hard hat from along the mill path - symbolic of the helmet.

I decided to go to the chapel graveyard to look for more clues.



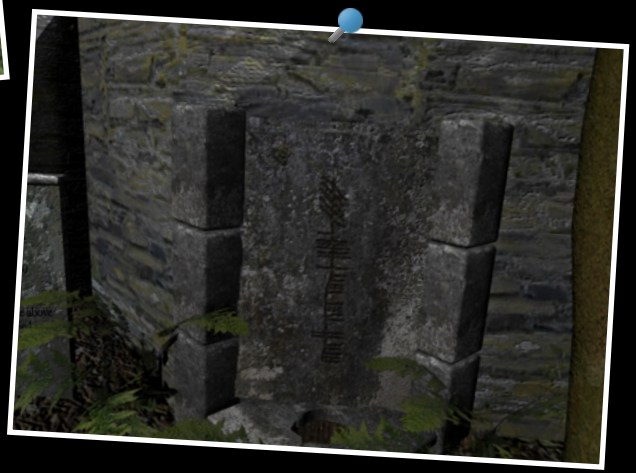
On the right of the path I found Rhiannon Boswell's grave.

On the front of the grave there was a round stone with a cross in the middle. It looked like something should fit in the cross-shaped hole.





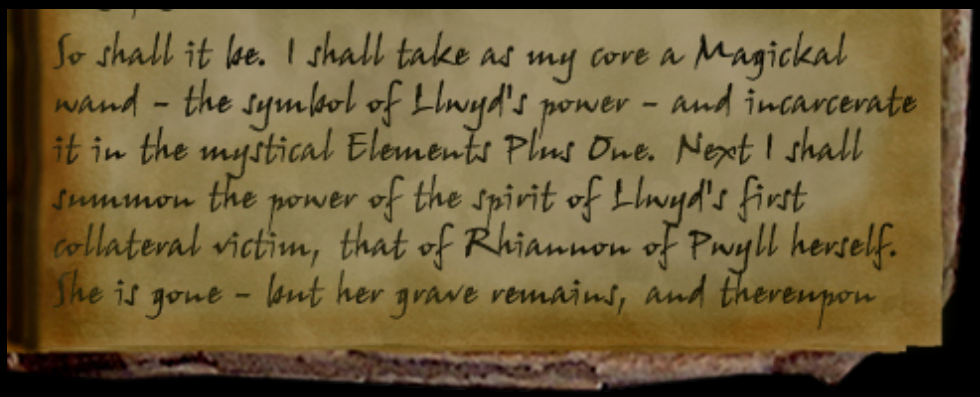
I also found an unmarked grave. The newspaper report in Jon's email had said that Rhiannon Wallace was buried locally and the date matched the year she was found.



In the far left corner of the graveyard I found a stone inscribed with Ogam symbols. I was sure the symbols spelt out 'Rhiannon'. Could this be the grave of Pryderi's mother, Rhiannon?

I was still unsure how the graveyard could be important to reversing the curse although some of the whisperings I had heard had told me to go to the chapel, so it must be important. Maybe I should look around for something that would fit into the cross on the front of Rhiannon Boswell's grave.

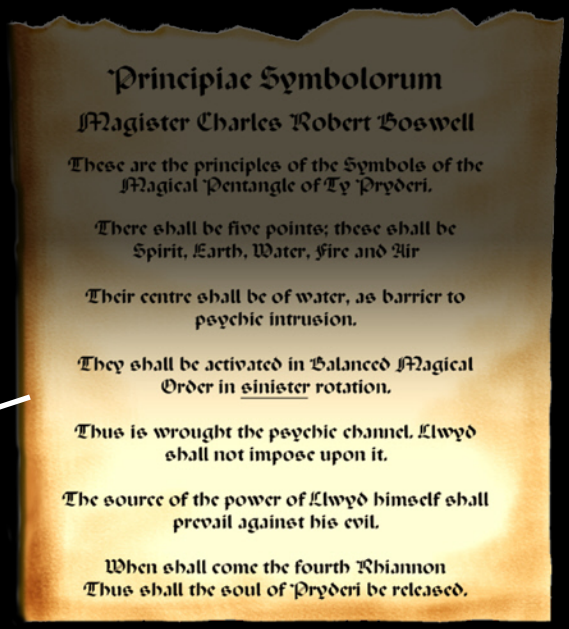
I had three of the objects I needed. The final one was a magic wand. I recalled reading in Charles Boswell's diary some mention of a wand . I went back to the underground office to read it again.



The final page of the diary was torn out. I tried the number from the tunnel blueprint on the safe combination - 87362. It worked!

Inside the safe was the final, torn page of the diary, rolled up and sealed like a scroll.





Principiae Symbolorum

Magister Charles Robert Boswell

These are the principles of the Symbols of the Magical Pentangle of Ty Pryderi.

There shall be five points; these shall be Spirit, Earth, Water, Fire and Air

Their centre shall be of water, as barrier to psychic intrusion.

They shall be activated in Balanced Magical Order in sinister rotation.

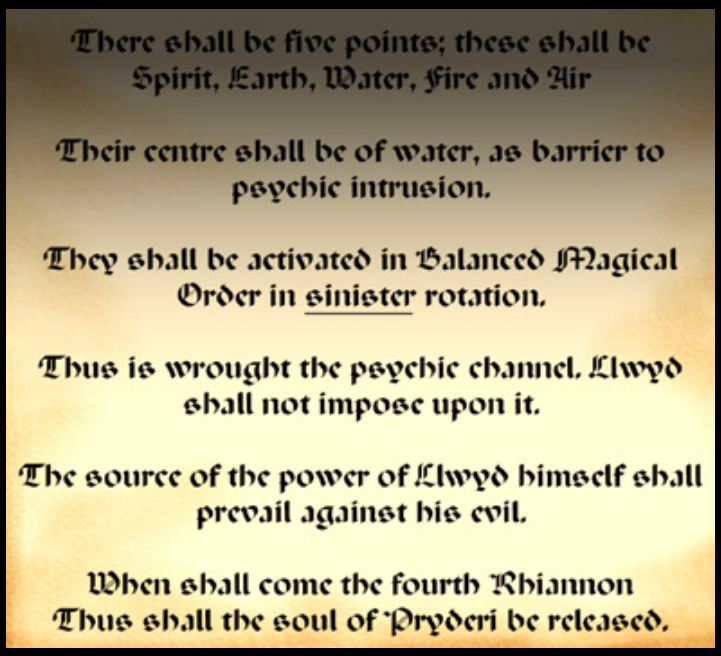
Thus is wrought the psychic channel. Llwyd shall not impose upon it.

The source of the power of Llwyd himself shall prevail against his evil.

When shall come the fourth Rhiannon
Thus shall the soul of Pryderi be released.



I also found a strange object. When I clicked on the switch on the handle, it opened out into a cross-shape. This could be a key to release the stone on the front of Rhiannon Boswell's grave. I took this antique tool.



I studied the scroll I had found.

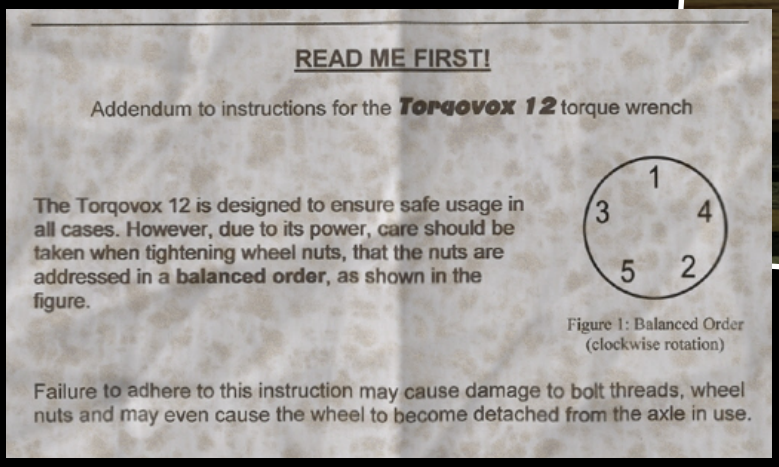
I needed to look for somewhere with 5 points representing the 4 elements plus 'spirit', where there was water at the centre.

I then needed to activate these points in a balanced order. I was sure I had seen something in the workshop that explained what 'balanced' meant. 'Sinister' could mean 'left' so the rotation could be anti-clockwise.

Charles had said that the coming of the fourth Rhiannon was the time that Pryderi's soul could be released.

I returned to the workshop and read the leaflet explaining about balanced rotation.





READ ME FIRST!

Addendum to instructions for the **Torqovox 12** torque wrench

The Torqovox 12 is designed to ensure safe usage in all cases. However, due to its power, care should be taken when tightening wheel nuts, that the nuts are addressed in a **balanced order**, as shown in the figure.

Figure 1: Balanced Order (clockwise rotation)

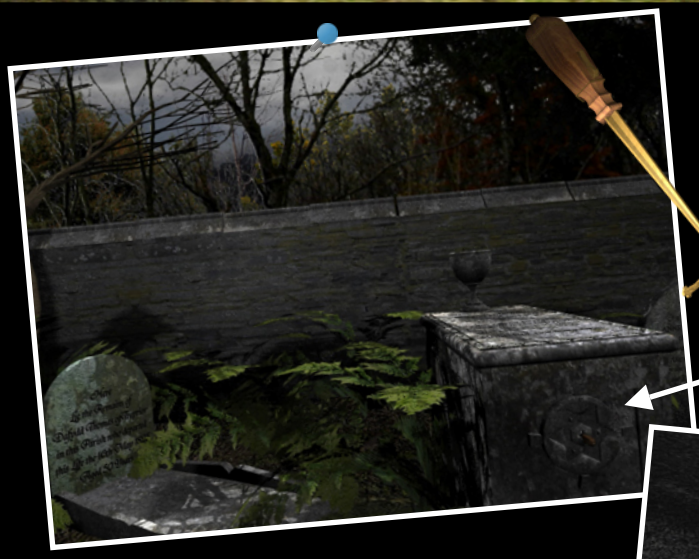
Failure to adhere to this instruction may cause damage to bolt threads, wheel nuts and may even cause the wheel to become detached from the axle in use.

I returned to the basement of the terminus building where I had seen on the walls, symbols of the classical elements similar to those on the poster in Jen's treatment room.

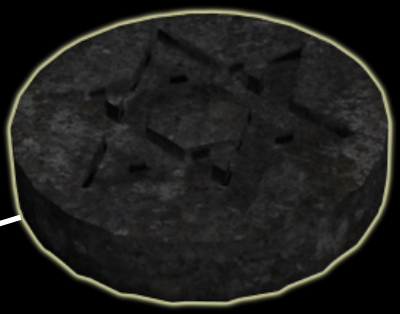


Under the staircase I found a place where the stone that I had seen on Rhiannon Boswell's grave might fit.

The room had 5 symbols on the walls and water in the middle of the room. I surmised this was where Charles Boswell could make a place where Llwyd would be unable to impose his will.

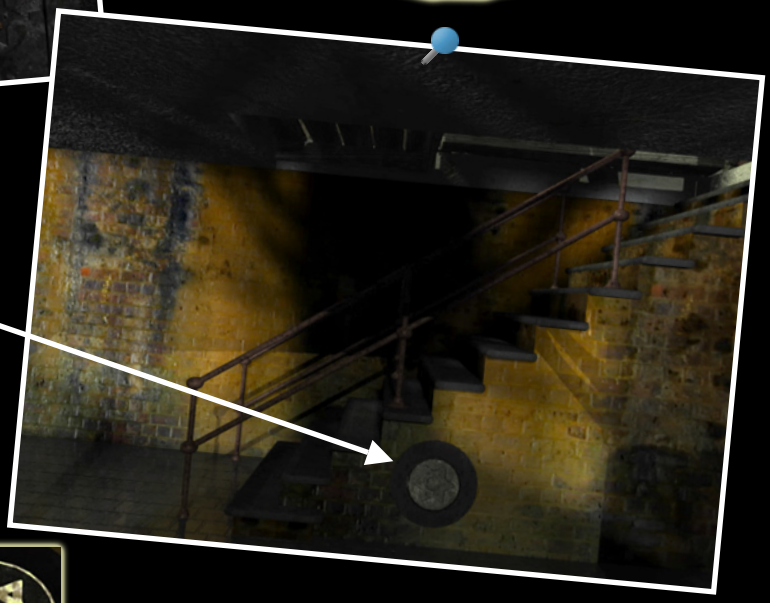


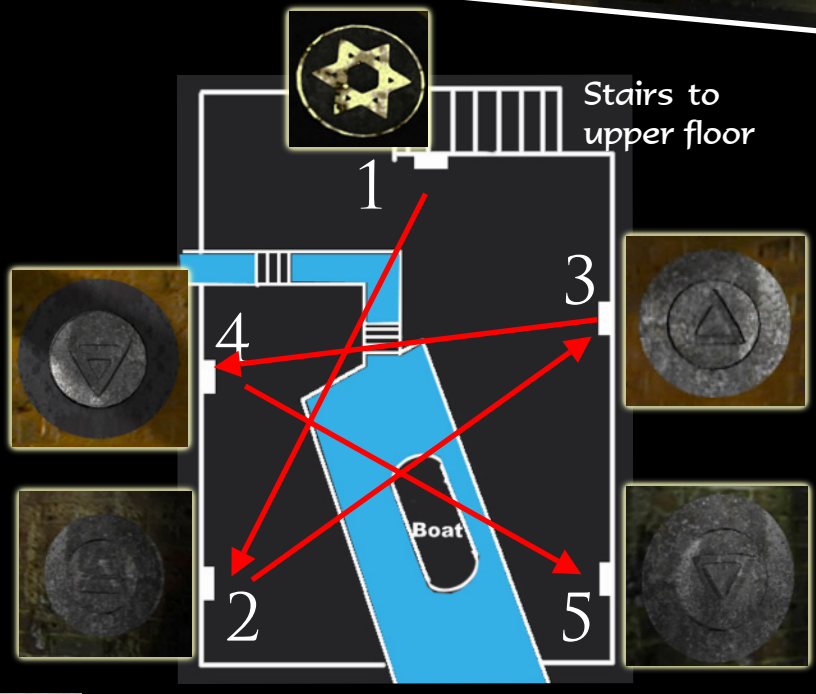
I used the antique tool to remove the round stone from the grave.



I placed the stone in the circle under the stairs in the terminus building.

I studied where the other symbols were placed on the walls.





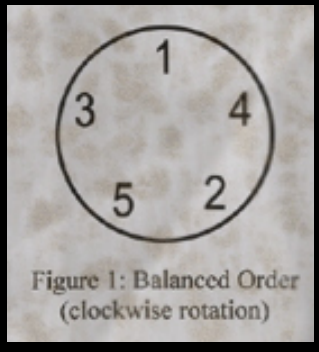
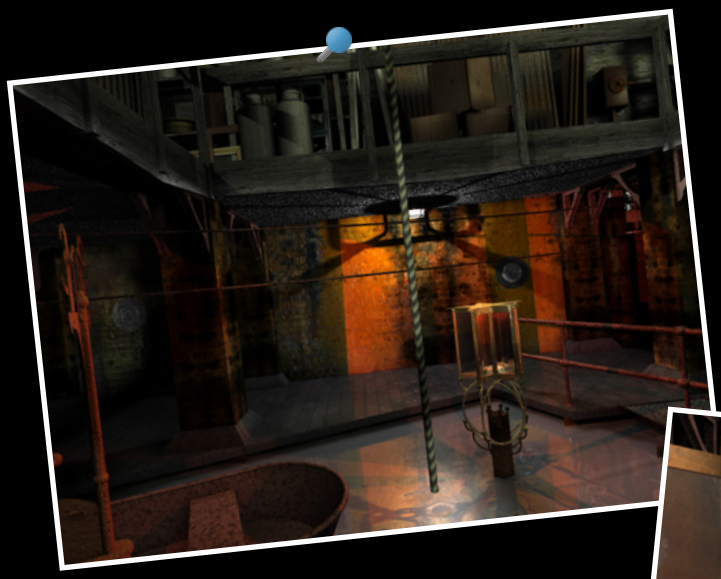


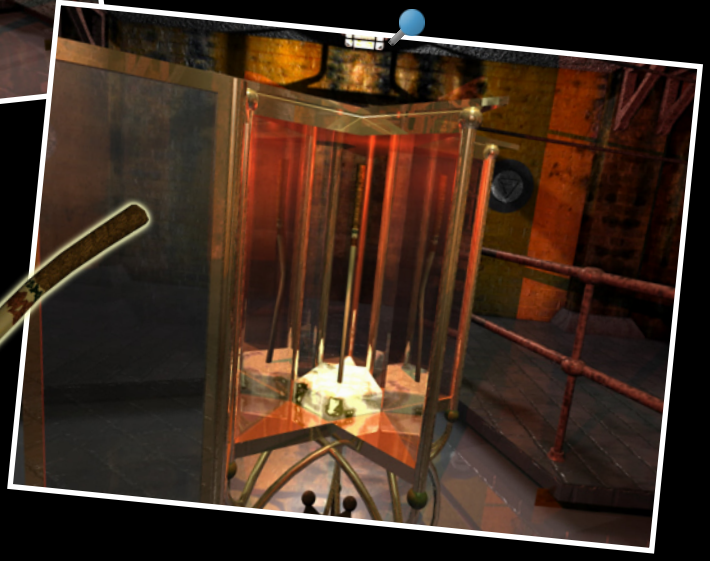
Figure 1: Balanced Order (clockwise rotation)

Each of the symbols could be pushed in but they sprang out again if they were not pressed in the correct order.

Starting with the spirit stone I pressed the stones. I followed the diagram on the torque wrench instructions, but in an anti-clockwise direction as instructed by the Scroll from the safe. The resulting pattern resembled a pentacle as Charles Boswell had ordained.



As I pressed the last symbol in the corner by the boat, a glass cabinet rose out of the water.



I opened the cabinet and took out the wooden wand. As I did so, the cabinet exploded and disappeared.



I now had all the objects from the Mabinogion paper but with what would I need to combine them, and where?

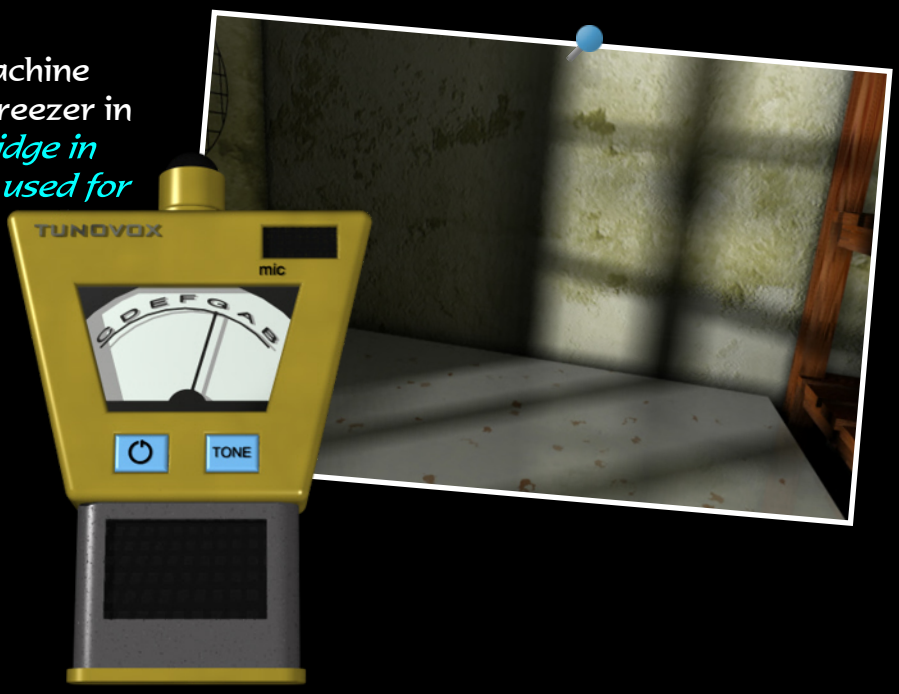
The element for this part of Pryderi's life is 'air'. Sound travels through the air. Maybe the Tunovox device I found could be useful. Perhaps if I were to record some sounds onto the MP3 player, I could combine the sounds with the 4 objects I had collected.

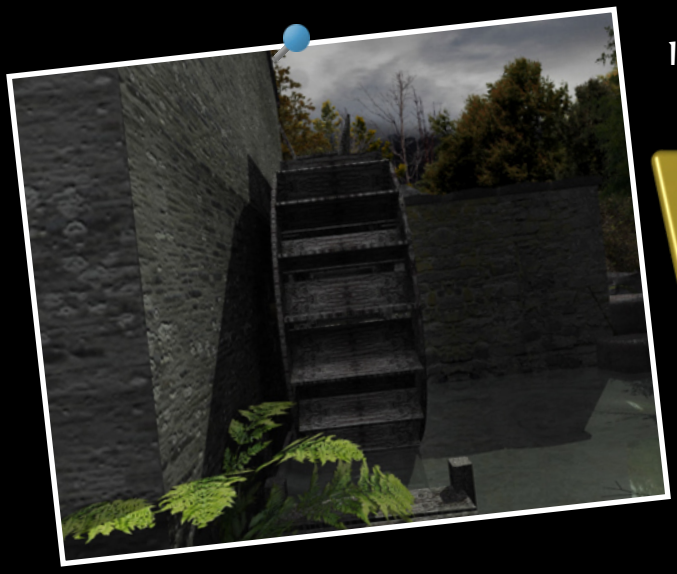
I returned to the house. In the bathroom, I used the Tunovox to detect the sound coming from the fan above the bath. When I pressed the 'tone' button, the tone was automatically recorded by the MP3 player.





Next I recorded the machine hum coming from the freezer in the pantry *(note: the fridge in the kitchen can also be used for this tone).*





I recorded the sound of the mill wheel.



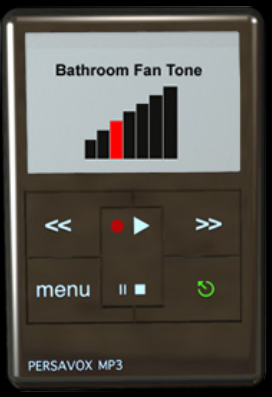
Finally I recorded the sound of the generator on the ground floor of the mill.





I now had enough sounds to pair with the 4 objects I had collected. I needed to find some way of deciding which sound to combine with each object.

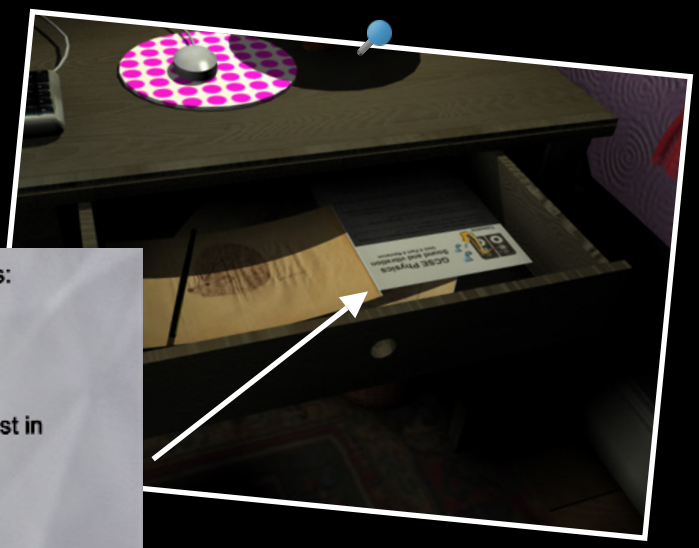


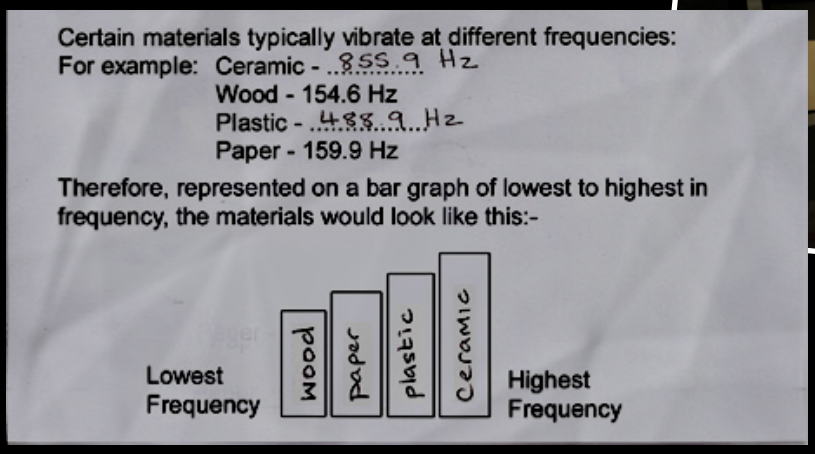






I remembered seeing something about sound waves on a sheet of Physics homework in Rhiannon's desk drawer.




Certain materials typically vibrate at different frequencies:
For example: Ceramic - 858.9 Hz
Wood - 154.6 Hz
Plastic - 488.9 Hz
Paper - 159.9 Hz

Therefore, represented on a bar graph of lowest to highest in frequency, the materials would look like this:-

Rhiannon's homework helped me work out which recording went with each object based on what the object was made of.

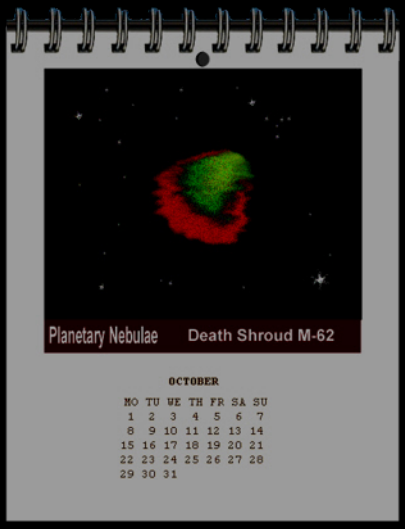
The lowest sound I had collected was from the generator and the lowest frequency was produced by wood. Therefore, the generator tone would pair with the wooden wand.





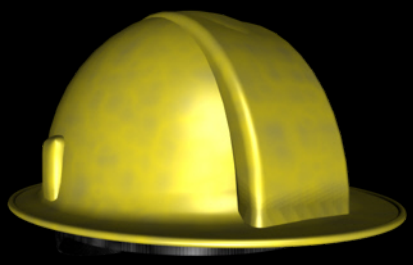
The next note up the scale was produced by the bathroom fan. Paper has a higher frequency than wood so the calendar should be paired with the bathroom fan tone.





Higher than the bathroom fan was the kitchen appliance tone. Plastic has a higher frequency than paper so the plastic hard hat should be paired with the tone from the fridge or freezer.





Finally, the highest tone I collected was from the mill wheel. Ceramic has the highest frequency according to Rhiannon's homework, so I would pair the ceramic piggy bank with the mill wheel tone.

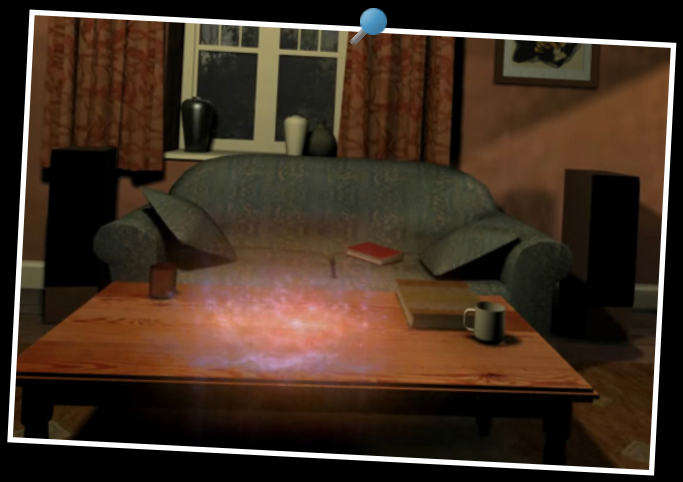




The MP3 player needed headphones in order to hear the sounds and I hadn't found any in the house. However, the wireless connection on the stereo system in the living room enabled me to hear the sounds through the speakers. That meant that I would have to find somewhere in the living room to combine the objects and the sounds on the MP3 player. I had found a leaflet under a cushion on the sofa when I sat down between the stereo speakers. It looked like that might be the right place.



As I sat down, the top of the table seemed to become charged with a magical aura.

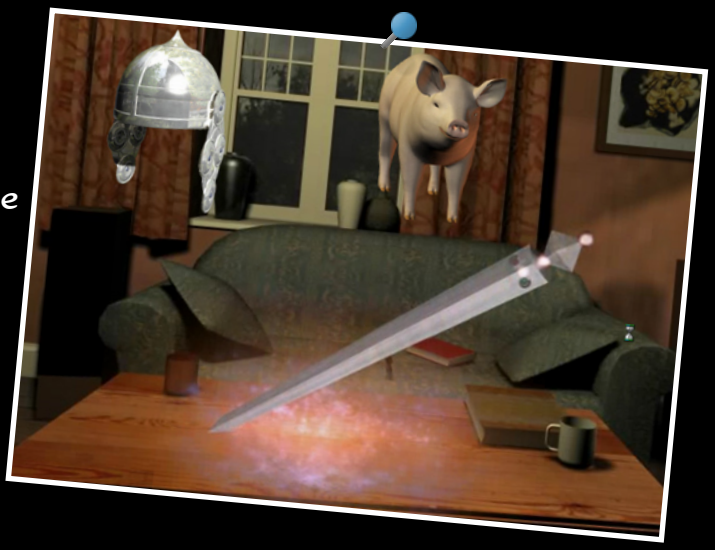


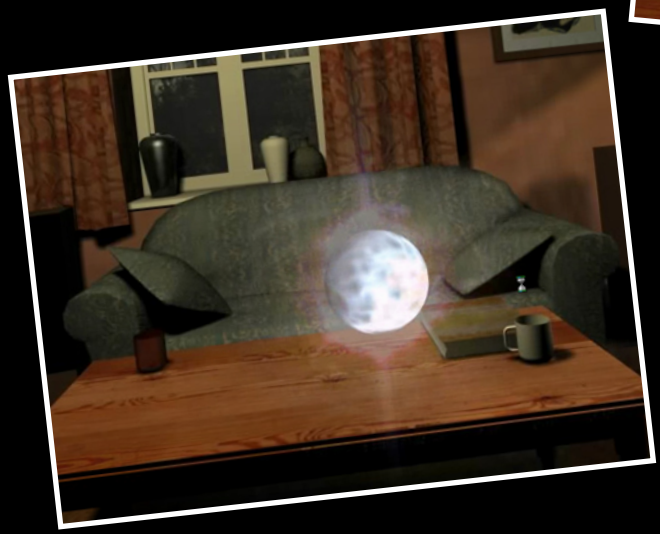


I put each object on the table followed by the corresponding note on the MP3 player for that object. The objects transformed into objects from Pryderi's life.

Note: The table will only accept objects if you have switched on the stereo system under the television to link it to the MP3 player. To play a note, just drag the MP3 player over the table once you have put your object in place.

When I combined the wooden wand with the note, I was able to take the transformed wand.





After the final object transformed, all the objects merged together. I now had the Air Orb.

Llwyd's power must be weakening. He did not strike me down this time.

I now had an orb for each of the four elements - all I had to do was figure out how I could use them to free Pryderi's soul and maybe the other souls trapped here.

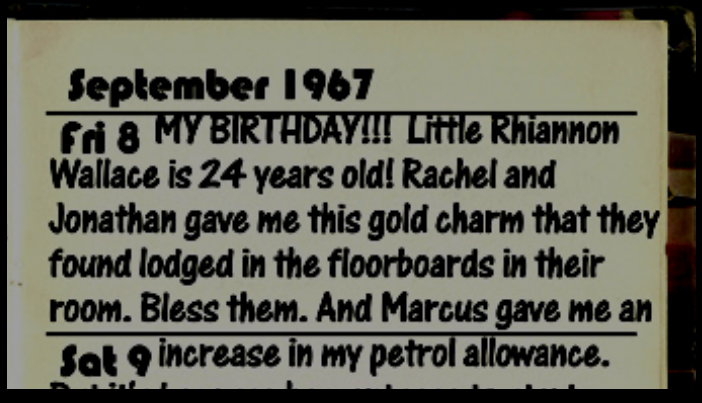
I thought about where I had seen references to the four elements of earth, water, fire and air. Charles Boswell mentioned in his diary that Rhiannon Boswell was 'born with the sun in Aquarius - a child of the Air element'. If I could find out which element was associated with Jen's daughter and Rhiannon Wallace, that might be a clue.


gleeful character, her Celtic beauty bringing happiness and light wherever she went, as would befit one born with the Sun in Aquarius, a child of the Air element.

I remembered that Rhiannon had marked her zodiac sign on the poster in her room. She is a water sign. This idea was looking promising.

I looked through Rhiannon Wallace's diary again. She was born on September 8th. According to the horoscope poster, that would make her an Earth sign.

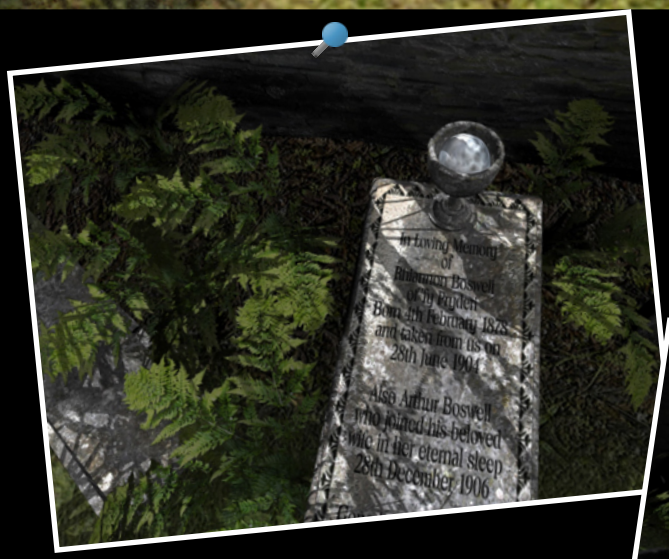
I couldn't find any reference to Pryderi's mother Rhiannon's birth but there was only one element left - Fire.


September 1967

Fri 8 MY BIRTHDAY!!! Little Rhiannon Wallace is 24 years old! Rachel and Jonathan gave me this gold charm that they found lodged in the floorboards in their room. Bless them. And Marcus gave me an

Sat 9 increase in my petrol allowance.

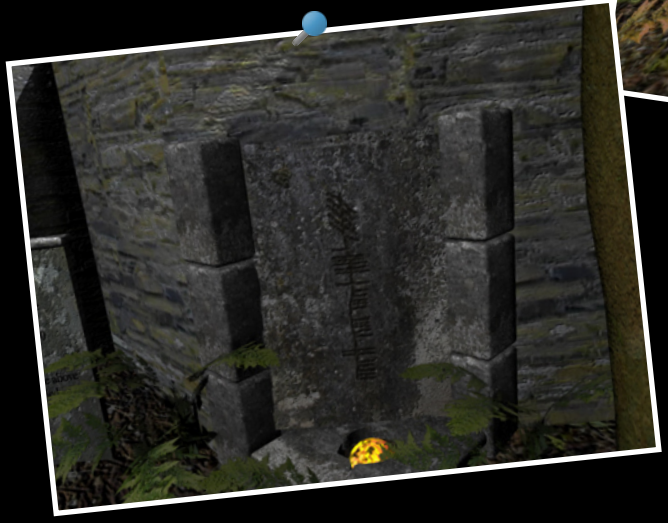
In the chapel graveyard, I noticed that some of the graves had receptacles, which were about the size of the orbs I had been given. I went back to the graveyard to see if anything would happen if I were to put the orbs in those cups.



I placed the air orb into the receptacle on Rhiannon Boswell's grave.

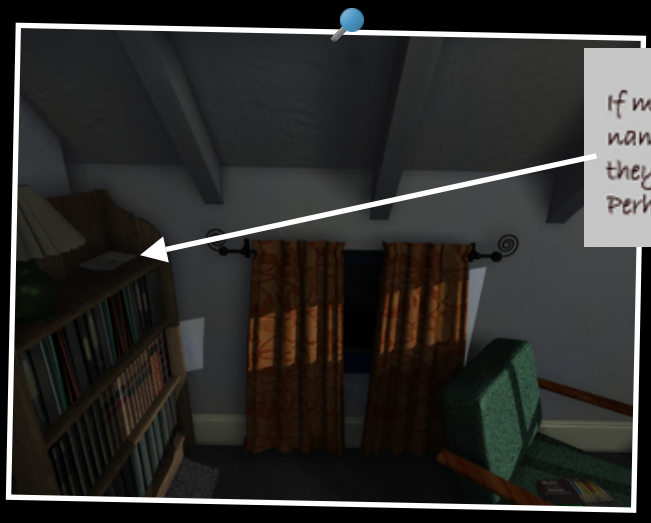


I placed the earth orb on Rhiannon Wallace's grave.



I placed the fire orb on Pryderi's mother Rhiannon's grave.

I was left with the water orb but of course there was no grave for Rhiannon Sullivan. I remembered the letter that Jen's mother had sent regarding a family plot for the Sullivan family. I went back to the treatment room to read it again.



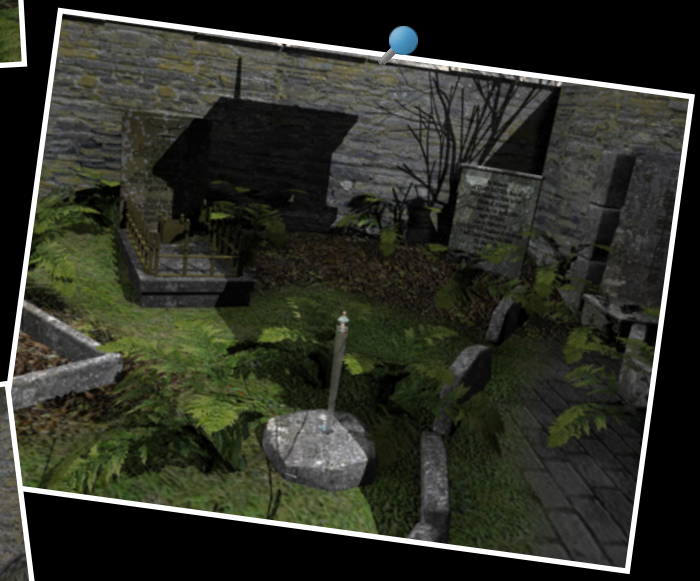
If my memory serves me correctly, the grave will show the names Lucinda and George Edwards but I'm not sure when they died except that it would be sometime in the late 1800's. Perhaps Rhiannon would enjoy a bit of detective work.

I needed to look for a grave where Lucinda and George Edwards were buried.

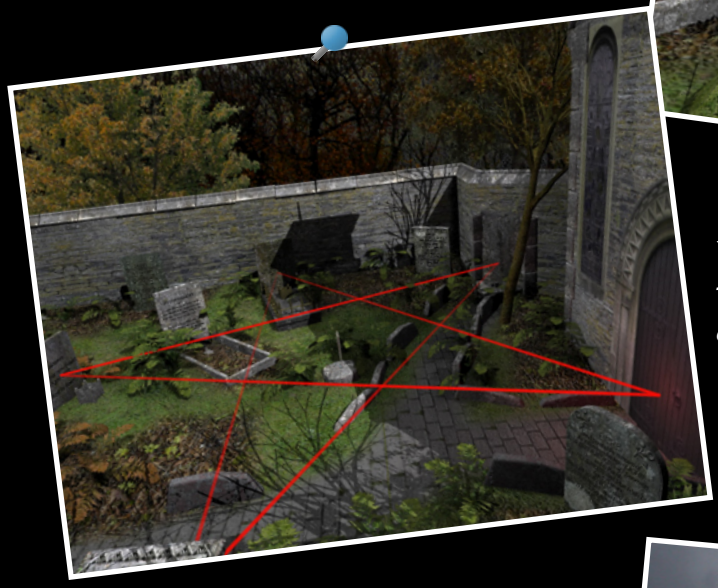


I found the family plot on the left of the graveyard and placed the water orb. Nothing happened even with all four orbs in place.

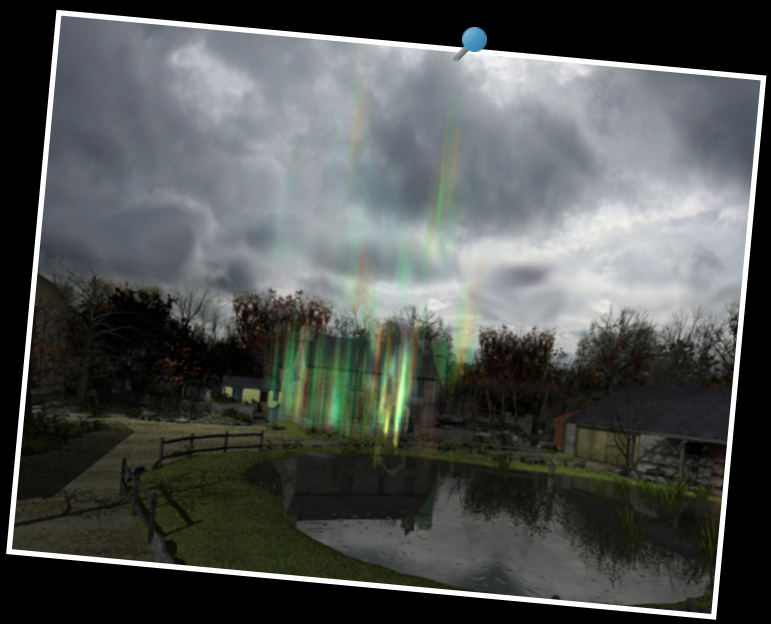
I still had the transformed wand. Maybe there was somewhere it should also be placed to complete the reversal of the curse.



When I looked down along the path between the graves I came across a large stone with a slot just the right size to place the wand. As I did so, I activated the magic to remove the curse and free all the spirits.



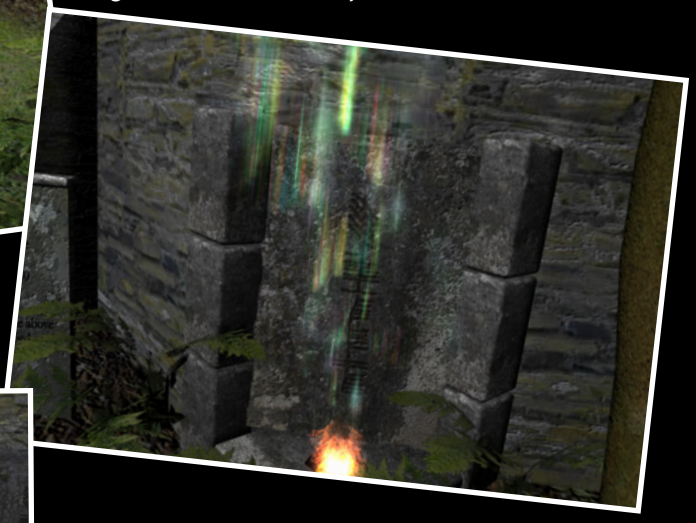
I watched as a beam of light started at the chapel door and hit each of the graves, forming a pentacle.



The spirits were free of Llwyd's curse.



All the spirits returned to their graves to be at peace.





As the final spirit returned to its grave, the wand shattered and Llwyd was captured. The spirit stone sealed the place where the wand had been and the curse was lifted.

With the curse gone, Rhiannon was able to return home safely. She contacted Jon Southworth to tell him about my experiences and sent him some of the documents and diaries I had found. Jon emailed her back with a revelation no-one could have expected.

Jon explained that he had been adopted. He had never asked his new family about his past, but after seeing Rhiannon Wallace's diary, some memories had returned to him. He went in search of more information and discovered that he had been at the Ty Pryderi commune as a child. Rhiannon Wallace was his mother. He was now reunited with his sister Rachel, who he hadn't seen since their separation at the collapse of the Ty Pryderi commune.



The End