

With the intention of creating a sinister and foreboding atmosphere, look at the image of Grendel's swamp lair.

Think about the five senses. Around the image write down what you can see, smell, hear, touch and taste.



Write a descriptive paragraph using your notes to describe Grendel's swamp lair.

I sat in the woods. Running, I tried to find any sort of help. It was no use. I ran and ran for hours on end. I will make it out alive. I thought to myself. Just when I thought it was all over, I stumbled across something. I tried not to get my hopes up as it could've been nothing. Cautiously, I knelt down only to find a path. There was still hope! Or was there? I walked along the path whilst thinking to myself, surely something must be here. The path took a turn and somehow I ended up in an unknown place. In the distance, I saw a lair. I had to get over there. But I looked at my surroundings as I was horrified. The foul stench in the air made me want to vomit. I could smell rot, decay. I felt something lurking in the shadows: the sewage water was disgusting. I could hear the muffled cries for help, the screams of those who had been ^{lost} ~~gone~~. I could taste the fear.



Scary
mist
rotted
plants
Hazardous
Presence
of rot
ominous
Treachery
can hear the
muffled cries for help
position
rotten
filthy
evil
not a
sense
of remorse
Hear
the screams
dark
screams
spikes
piercing
your skin
sinister
groans
For baddies
Swampy
decompose
mysterious
torture chamber
ominous
blood
stains
feels eerie
smelliness
gloomy
chemical
waste
evil laugh
fear
foul stench
trees
interwined
away from
society
trapped
all alone
rot
sewage
decay
Grendel's
lair
lurking in the shadows
poison