

# Ennis Hub Plan

*People. Place. Potential.*

# Athrú The Amazing





Muahahaha, soon this country will be mine. By the time I finish, Ireland will be no more!!!



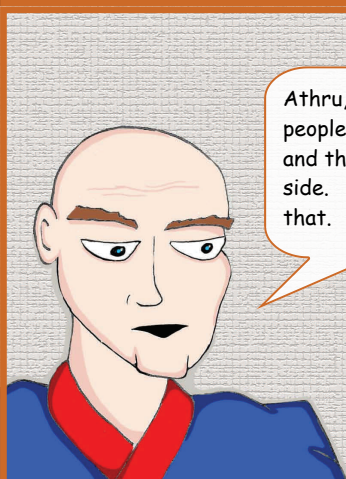
What on earth is happening? All our hard work down the drain.



What am I going to do? It is my duty to save these fine people and this country.



How can I take down Riseshun, the evil witch?



Athru, we have the people, their spirit and the country on our side. Never forget that.



But where will we start.



I have it. We will start in the friendliest town in Ireland, Ennis, Co. Clare.



Athru and Guru mentor approach the secret entrance of the wise folk's council in Ennis.

Welcome my lord, please come quickly.

Once upon a time, in a land called Éire terrible events were unfolding. Ríseshun, the wickedest witch to ever roam the green fields of Éire had cast a disastrous spell upon the land. All the money held in the banks began to disappear before the banker's eyes and the beautiful new castles and cottages simply crumbled to dust. The people of Éire became glum and there was no longer any craic to be had from North to South or from East to West.

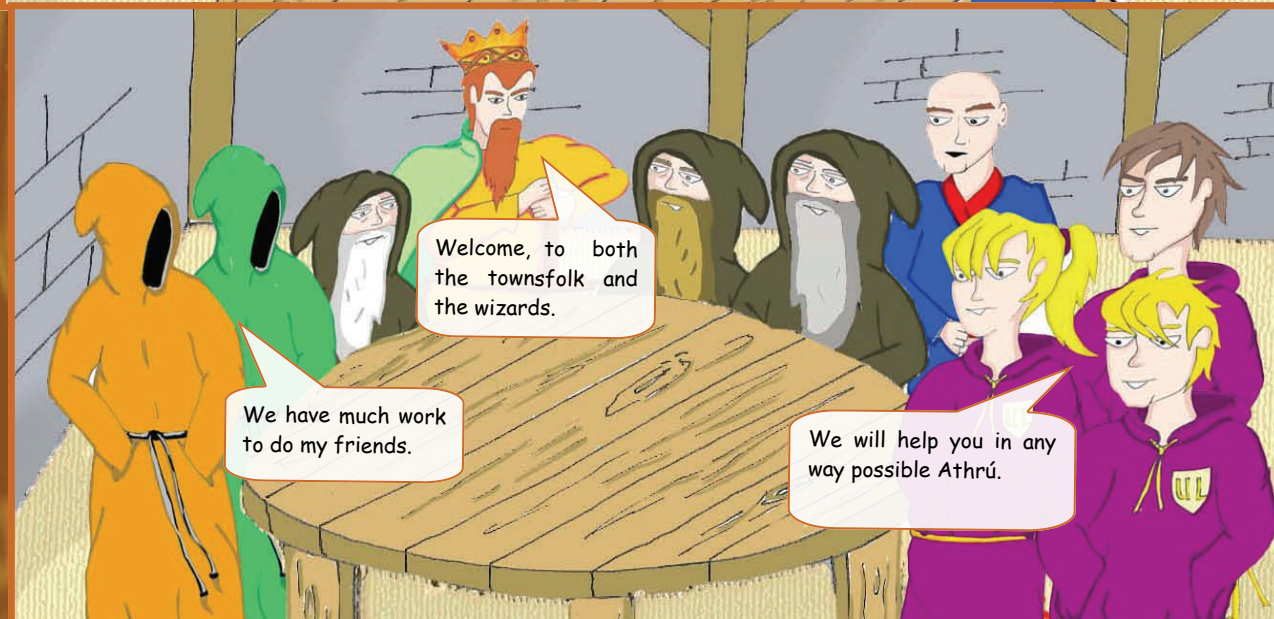
The High King of Éire Athrú Smachtiúil became extremely worried about his people and began racking his brains trying to form a plan to save the country from rack and ruin. King Athrú and his guru mentors soon realised that not all hope was lost.

Because of all the doom and gloom Ríseshun had brought to the land, King Athrú had almost forgotten about the strong spirit of his people and the beautiful towns dotted around the country. It suddenly occurred to him, that he had once visited the friendliest town in Ireland, Ennis.

There and then Athrú declared that there would be no better place to begin to bring back to its former glory than here. He planned to make Ennis a centre for communities, markets and to attract visitors from far away lands. King Athrú and his guru mentors travelled the long road from his castle in Dublinia to consult with the wise folk's council of Ennis.



King Athrú was welcomed into the wise folk's council's secret underground fortress which lay at the centre of Ennis. The council, King Athrú and his guru mentors began entering into lengthy discussions.



Eventually they decided they could not enter into this task on their own and realised that they needed to enlist the help of the School of Wizards from nearby Limerick and the active townsfolk clan of Clare.



Later that evening as the group were resting they were suddenly awoken by an ear-splitting explosion. They all fell from their seats as the room shook beneath their feet.



Muahahahahaha!!!!

Who is at the head of the table??

It's that witch, Riseshún.

As the dust cleared it was only then that they noticed the big black figure sitting at the top of the table. Ríseshún began to cackle uncontrollably.



Why are you doing this Riseshun? We are not scared of you!!

You should be scared Athrú. We both know I am more powerful than you.

If you think your so powerful, I challenge you to a dual, to decide the fate of Ireland.

King Athrú was not scared by the witch's antics and marched up to challenge her. He demanded to know why she continued to make the lives of the people of Éire a misery. King Athrú challenged Ríseshún to a dual to the death to decide the faith of the land.



Be prepared Athrú, you will be sorry!!

We shall see witch!!

But before he could even draw his sword, Ríseshún began to summon her magic wand and cast an enchantment over Athrú.



Alllaacazzam, alacazoo, now this will be the end of you Athrú!

Everyone else in the room was stunned; it was as if their bodies had become frozen like ice. All of a sudden wind and leaves started to whirl around the room; the air became a sickly green colour and grew darker and darker until Athrú was swiftly whisked away by Ríséshun to a land he did not recognise.



HELP! HELP ME!!

This place was dark with a strange stench that seemed to envelope the few living things which were left. Empty tin cans were strewn all around Athrú's feet. Some of the walls appeared to have been knocked down while others were covered with graffiti.



Why has Ríséshun brought me here to this awful place?

In the distance Athrú could see a black mass winding through the ruins of the town. It was only when he spotted a bridge that he realised this was a river. He wondered why Ríséshun had brought him to this awful place.



Excuse me, kind sir, could you please point me in the direction of Ennis.

This is Ennis my lord.



How could this be Ennis? What has happened here?

We could not fight Ríséshún any longer. There was no point. She was too powerful and there was no one to help us.



How do you like Ennis now? Hahaha

You will not get away with this Ríéshún, I will not let you.



I already have !!!

Athrú became frightened by the gangs of seemingly menacing thugs who patrolled the street corners. Eventually he decided to approach one of the homeless men living under the bridge to ask for directions. It seemed as if the people under the bridge were just as scared as he was.

He spoke with a familiar accent which confused Athrú. When he told him that he was in Ennis he was in a state of shock. He couldn't imagine how the town had gotten into such a terrible state. The man told Athrú that people had simply neglected the town after the wicked witch Ríséshún had taken over. People had simply lost hope and with it pride in their town. In the blink of an eye Ríséshún reappeared on the bridge.

She cackled with delight at the state of Ennis 2020 and the success of her wicked plan. Anger and fury raged within Athrú. He could feel a familiar tingling in his fingertips as a white light began to glow around him. He felt the ground lifting beneath his feet as this version of Ennis began to fade before his eyes.



This bleak place was replaced by a colourful, joyful haven. Immediately Athrú felt much more at ease. He was able to recognise the River Fergus this time but now there were families picnicking along the banks as children played together in the playground. People were playing beautiful music on street corners as the townsfolk mingled in the streets as they cycled and strolled together on their way to and from work. Flowers and trees swayed in the breeze. Athrú began to explore the town and was so impressed by the state of the art sports stadium which towered above him. He passed the newly built college where students hurried from one class to the other and followed the waft of freshly baked bread until he arrived at a covered market area. He listened intently to the people as they chatted in many different languages about the different events going on in the town. He knew this was the Ennis of 2020 in his dreams. His mind began to wander back to the Ennis he was trying to save and once again he could feel tingling in his fingertips as a white light began to glow around him. He felt the ground lifting beneath his feet as he was transported back to the wise folk's council's secret underground fortress.



Look! Athrú is returning.



My people, I have seen the Ennis of the future. If we do not stop Ríseshún now, there is no hope for this town or this country.

We have to act fast!!



Come to the world Café meeting this evening. Save your town, lets beat Ríseshún!!



How would you describe Ennis to a stranger who has never seen the town?

Everyone had been so worried about King Athrú and when he began to tell of his journey and the two vastly different versions of Ennis 2020 that he had seen, they all new that something had to be done immediately to stop Ríseshún having her way and destroying Ennis forever.

The thought occurred to the group that the best way to improve the town would be to get the townsfolk to take part in the mission. The group decided that the town crier would announce a world café meeting to the townsfolk.

People came in their droves to share their desires and needs for the town as community spirit and drive to improve the town went through the roof. At the world café groups sat around tables and answered one question about Ennis at a time. After each question the enchanted tablecloths they wrote upon disappeared and the chairs carried people to new groups for each question.



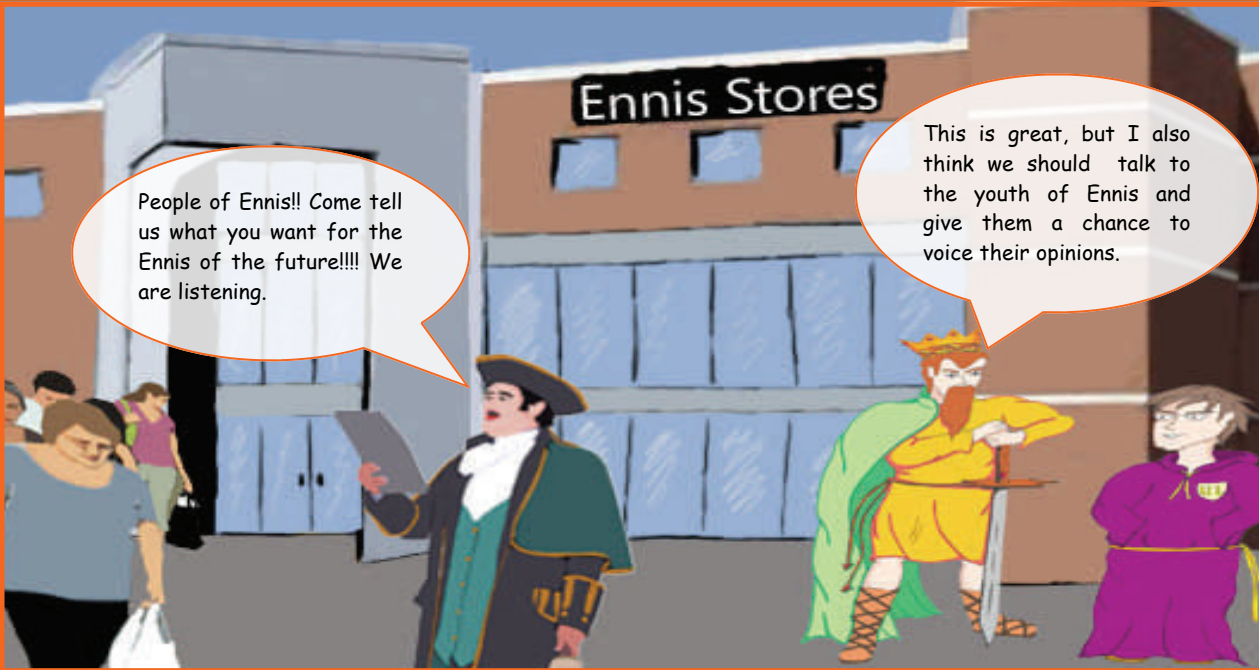


I want a covered market for the town.

I want third level education.

Good idea. I want more jobs for our children.

Their community spirit left the room and dashed through the town consuming all of the people. They could feel their hearts becoming lighter as they felt Ríseshún's presence begin to vanish. The wise folk's council, the Limerick School of Wizards and the active townsfolk clan came out on the streets to the market places and spoke to the people about what they wanted for Ennis 2020.



People of Ennis!! Come tell us what you want for the Ennis of the future!!!! We are listening.

This is great, but I also think we should talk to the youth of Ennis and give them a chance to voice their opinions.



I want more sport facilities.

I want more festivals.

I want a place were I can meet up with my friends.

Athrú knew it was all well and good talking to the adults, but he could not forget the children of Ennis as they were the town's future. He decided to visit the schools and youth groups. The children painted pictures of their ideal Ennis. They wished for a safer Ennis where they were free to play music, sport and lots more.



Eventually they retreated back to the wise folk's council's secret underground fortress. They stayed for ten days and ten nights putting together all the feedback from the townsfolk and eventually emerged with a plan for the bright, vibrant future of a thriving Ennis of 2020. They went back to the people and told them of their plan and then people set about making changes to bring them to Athrú's dream of Ennis 2020, the friendliest town in Ireland.

Athrú kept his promise to the people. The people had spoken and now he had to report back to them about how their views and ideas would be transformed into reality for Ennis 2020. The wizards created a comic for the school children, a presentation on the world wide web, a online newsletter and a website for the adults.

Athrú promised to keep the townsfolk informed of the progress. The wisefolk's council met once again. Athrú presented all of the information to the wise folks council. The council then decided to proceed to stage two of the Ennis hub plan. They decided that they needed more detailed information from the people. Time was of the essence. They wanted to know how exactly they could enhance Ennis as a place in which to live, work, visit and invest in. They decided to work quickly in small groups and put their plans into action. Each group would concentrate on one idea such as sport for example. However, their work was only just beginning. This was not the last to be heard from Athrú and the people of Ennis. To be continued...