

## SCENARIO 3

### JOURNEY TO STONEDEEP

Note: This is heavily based on the scenario in the Everway rulebook.  
Spoilers ahead!

#### Plot Logistics

Relatively few - all set up in the previous scenario.

#### Important points:

1. Jayson has lost his sword and (in some respects) has failed to Meet His Fate. Can the guilt that this engenders be used in any way? Resolved by the brief glimpse of the Awakener at the end of the scenario and the realisation that perhaps he got the wrong dragon... I like the idea that the Awakener recognises that Jayson is his Nemesis - how will he/she respond to this? Will he accept his fate, or will he try to kill or otherwise prevent Jayson carrying through his vision?

2. Slight gets the vision of the Awakener. This could be a good scenario for him - I see no reason why the undead should be just as susceptible to illusions and lights as anyone else. His emotional control is unlikely to be very effective, however.

3. This could be an important scenario for Walker. He knows he is cursed by death. The logic of the plot works nicely to give him a clue about what is going on, but might help to point this up a bit. NB what happens if the players foul up again? Also, Walker is likely to ask how he can evade his curse. The ultimate answer is to free Anubis from within the Walker's Pyramid, but this is not the answer I want to give. Walker has a chance to do this by betraying someone or something he cares about. This will send him over the edge again and give Anubis a chance to do something else to help free himself. "You must betray someone you care about" sounds like a good answer... NB Flame's oracular ability will not pick this up easily as it's a human motivation thing.

4. Wrath (or rather Tempest) has teamed up with Raging Water.

Possibilities: 1. Wrath goes through the gate, following the party. 2. He accompanies RW through the shadows. Perhaps he has a vision about Walker and his association with death? Maybe he tries to get Walker on his own to have a chat. A thought: perhaps it was Walker rather than Alurax who posed as the beggar and trapped Wrath in the first place? Nice idea, but have to explain the scaly face... Also, how does getting Wrath involved help Anubis - Wrath wants to destroy death, not help it.

I'm not sure Raging Water would be terribly happy about sending Tempest through - on the other hand, she knows that things will be stirred up by the other heroes' arrival. I think that she will have warned Tempest that Jayson wants to kill a blue dragon. I think the best solution is that RW sends Tempest through as a scout, to keep an eye on things until she can get there herself. The deal is that he must prevent the heroes doing anything that could stop the arrival of the Awakener.

5. Flame - how to get her involved? Things she cares about - her books, her feathers, the Phoenix Caves. So - someone is going to try to steal one of her books. Obvious choice (which also starts her on her quest to find more about her wizard master) is the book she cannot read. Which I now rather suspect belongs to the Walker... Alternatively, Flame could find out a wise person and show the books to her. Or perhaps she does a divination or has one done for her. Difficult to see what can happen in this scenario other than to remind her of her books.

Something fairly obvious - if the Ghoul Queen hears about her, she attempts to capture her as a possible choice for the Awakener...

Alternatively Wonder or one of the townsfolk could arrange to kidnap her.

6. Rathguard: Need to dissuade from going back after RW. Shouldn't be too tricky... Tranquil is an excellent plot motivator - tied in with one of the groups plotting in Everway. The monastery where he and R. grew up is run by the Sisters of Harmony (a cover for the Sisters of Night?).

#### Images

1. Generally Egyptian in feel - clothes, hieroglyphics on every wall, big massy stone buildings.
2. The people of Bonekeep were formerly good at pots and ceramics. Have one of the battle scenes littered with broken pot shards.
3. General feel: Dark and gloomy at all times, even during the day. The sky is permanently covered with lowering storm clouds. Bats are very common. Very quiet in the countryside - night creatures are prevalent (owls, nightjars, whipporwills, foxes). Stark landscape - trees have jagged outlines, like skeletal fingers or gallows.

#### Arrival: The Old Temple Complex

A large, cracked circular slab covered in pictures. Above, the open sky with a crescent moon. Bits of thatch cover the floor. Huge, solid columns loom up in silhouette around you, forming a courtyard. They support a pediment. Beyond is a wood. Simple stone altar, incised with a picture of an ibis-headed god. There's a statue behind it, but the head is missing. Smell of dust. Sounds: A few owls. There's a cold breeze that has a faint smell of something very ancient.

Heroes have a brief chance to get their bearings and collect themselves. Wounds don't heal during a spherewalk, so Jayson will still be badly injured.

#### Rarity and the Ghouls

Ghouls: 5 Fire, 6 Earth, 2 Water, 2 Air. Only Flame and Walker (and Wrath) can meet them on equal terms. Let's say there are three. They hiss "Ours! Ours!" as they fight. Most tactics will work (dodging round pillars and so on) - they aren't expecting anything intelligent. They have to be hacked into pieces to be killed.

After the fight, Rarity collapses into Flame's arms, sobbing with gratitude. Rathgard is seriously wounded, having taken a blow that slits open an artery in his leg - the heroes must either get him to Greatheart or leave him with Walker. Rarity can stay with them.

See p 48 for the things Rarity knows. She is also aware that some of the townsfolk of Underwood have had a vision of the Awakener (as the card) and that Greatheart, the priest of Osiris, knows more. If she sees Jayson's or Rathgard's wounds, she will suggest going to Greatheart to get them seen to.

She knows the political setup - Wonder, ghouls, etc.

There are legends of the Awakener - "They say he takes beauty and brings Death!"

The heroes will have to decide what to do with Rarity - she could go back to Underwood to hide with relatives, but she would have to be got past the ghouls guards. More plausibly, she could hide in the wilderness with Rathgard and Walker.

#### Underwood

A small town surrounded by a square town wall built of huge stone blocks. It is in the middle of a flat flood plain and can be reached by a raised

road. The season is late summer - if the heroes arrive during the day, they may see a few peasants inspecting the fields as harvest is imminent. They appear downtrodden, dressed in ragged tunics and cloths head coverings held in place with iron circlets and long flaps at the back to protect the back of the neck from the sun. They will run screaming if Wrath and Tempest are nearby ("Aiiieee! The Awakener! The Awakener!") or if the heroes do anything remotely threatening. They will hide among the waist-high flax and corn unless the heroes get lucky or make a special effort to address them. If they can be persuaded to talk to the heroes, their manner is cowed and respectful - they look down at the ground, shuffling their feet.

On the west road, women are carrying water pots to and from the river. One or two have mules or donkeys.

The heroes can sneak in in a cart of oil or wine.

The Town Gate: A simple wooden double door, 8' high. On the posts that support the gate are friezes of the ibis-headed god - these have been defaced like the ones in the old temple. The gate is guarded by a ghoulish soldier with a spear (5 Fire, 6 Earth, 2 Water, 2 Air), who will challenge anyone who it does not recognise as a town member. He sounds a horn if threatened, summoning up to 6 ghouls in the next few rounds. Any successful fast-talk will do - it will tell the heroes to report their business to Priestess Wonder.

The interior of the town is well-ordered and neat. With the exception of the central temples and granary, the houses are made of sun-dried mud bricks. There are many people, mostly craftsmen - smiths, leatherworkers, merchants, wheelwrights, boatbuilders. They are supported by the large numbers of bakers, builders, butchers and other agricultural types. The centre of the town is dominated by the huge pillared temple of She Who Raises the Dead - depicted as a woman with long plaited hair and blank eyes. There is also a large granary and the smaller round temple of He Who Died (a hawk-headed god). The temples have spectacular friezes inscribed on red clay slabs stuck to the walls.

The heroes could stay at the house of Rarity's family (Blessing and Able) - Blessing will betray them to Priestess Wonder - or with Greatheart the Priest.

#### Characters in Underwood

##### Greatheart

Patient 60-year old man with long beard. Can heal Jayson.

Knows following:

Awakener is coming to Bonekeep to find a bride

Will arrive at Stoneflat (a mystical place to the south) in two day's time

Ghoul Queen intends to provide several beautiful women for the Awakener to choose. She already has two.

The Ghoul Queen came to power 100 years ago. She was a young enchantress who helped the people of Stonedeep (as it was known then)

Watch out for Priestess Wonder - she will almost certainly take an interest, and that could bring down the wrath of the Ghoul Queen on the town.

Greatheart knows about the Army of the Ibis, but claims that he doesn't know about individual members, and will advise the heroes not to contact them.

##### Priestess Wonder

Fifties, lines around the eyes, long greying hair in plaits, dressed in long red robes with a copper crescent moon headdress. Sharp, intelligent expression.

Used to giving orders and having them obeyed, but has no real authority or power. Will resort to expostulations if the heroes refuse to follow her commands ("Obey me!" "You will do as I say!"), or summoning ghoulish guards (5 available) if physically attacked. She has charms (level 3) against poison and magic. She also has a Rune of Authority which can force people with low Earth scores (3 or less) to do things such as fall to their knees.

She wants to know what the heroes are doing in Bonekeep. She will warn them not to interfere in what is going to happen - "you do not understand, and you may destroy us all!"

She tries to persuade them to help the Ghoul Queen, pointing out that life is not bad under her reign - "no one goes hungry, everyone is fed - and since her rule began, no living soldier has had to shed their blood in battle."

Victor

A tall thickset farmer with a shock of light brown hair. Staring deep brown eyes. He stands out in the crowd because of his energy and enthusiasm.

Leader of the Army of the Ibis, a peasant's rebel alliance dedicated to overthrowing the rule of the Ghoul Queen and restoring the worship of the Ibis god.

He has some leadership qualities but is completely ignorant of battle tactics or strategy. He has an army of about twenty farmers and artisans, armed with sticks, hoes and scythes.

His group will successfully ambush and destroy a single ghoul during the heroes' stay (twelve ghouls will be sent from Sceptre to reinforce the garrison as a result).

If he hears about the Ghoul Queen's captives (from the heroes or elsewhere), he will go to the Ghoul Queen's palace with the intention of rescuing them. If the heroes fail to stop him, they may meet him later as a ghoul...

He will not take kindly to being replaced as leader, though he can be talked into it.

Travelling across Bonekeep - random events

A black rain falls.

Ghoul patrol.

Merchants in an inn - ship is stuck on Springrise because ghouls won't allow anyone to travel until the Awakener has arrived. They come from Waterside, a port several hundred miles to the south (they called at Stonedeep harbour on the way), and are travelling to the Kingdom of Bears in the north. They do not usually travel this route, preferring to ship kuful from the Land of Fat People, but supplies have not come through this year for some reason. They are stocky and red-brown in colour. Victor's Army of the Ibis, on its way to rescue the captives.

Stoneflat

On a flat hilltop, visible from a mile away. A tent has been erected and figures are silhouetted against the sky.

Open hilly country with patches of scrub, occasional trees and raised roads. The heroes can sneak up or send Jayson's ferrets ahead.

The stone slab is 15 yards across and reeks of magic. It is not a Gate in the normal sense.

Favour (A 4, E 6, F 4, W 4) and let's say 5 ghoulish honour guards (A 2, E 6, F 5, W 2) are waiting on the slab. Sceptre can be seen on a tall hill in the distance. Bats fly overhead in a black sky.

Favour is spooky, refined and devious.

The most effective tactic is to distract him and his guard using an illusion. Alternatively, Victor and his army can be used to attack them.

#### The Arrival of the Awakener

Overhead, black clouds rush and boil. A freezing, howling wind bearing a charnel stench springs up- trees shed their leaves in an instant. The ghouls (if still present) set up an eerie droning chant. There is a sound as if a vast gong has been struck and the black clouds spiral down into a vortex with its centre on the slab. Around it bats flit and rush. The reverberations of the gong become stronger and stronger and the slab starts to glow red. The glow strengthens and stretches upwards, becoming blinding. There is a hiss and whisper of voices and then a high and penetrating scream echoes from the vortex. The winds become so strong that they flatten anyone with less than 5 Earth and then the glow fades, the vortex withdraws and the Awakener is standing on the slab [show picture]. "I have come for my bride", it says.

Awakener (A 3, E 3, F 6, W 6 - Unkillable, Gift of Death). Honourable, firm of purpose. Will warn the heroes not to attack him, snapping his fingers to reduce their Earth scores - a bad Fortune card draw means they lose it permanently. If the heroes are particularly obtuse, may kill one of Jayson's ferrets.

If the heroes are being particularly thick, use the Army of the Ibis as an illustration of what happens when you cross the Awakener.

NB The Awakener cannot kill Flame - she rises again. The Awakener says that this is because "the Phoenix protects you". It doesn't stop him reducing her Earth score to 1, however.

If the heroes are the only ones to welcome him, gives them a walnut-sized crystal skull. "This crystal will bestow my gift on any mortal you wish."

#### Sceptre

A large palace on the top of a high hill - once grand and imposing, now crumbling and shadowy.

Ten ghouls guard the exterior, six at ground level, four on the walls. (A 2, E 6, F 5, W 2. Unnaturally Tough)

Inside, the imposing rooms and corridors are covered in a thick layer of broken pottery. Mostly it represents a hawk-headed god. There are bare patches on the walls and empty plinths.

A further 10 ghouls guard the way to the throne room and the dungeons. If the heroes can get past these, they can either rescue the women or confront the Ghoul Queen.

The Throne Room is a vast chamber 100' high, 200' long and 100' wide. It is supported by two rows of pillars. The throne is a surprisingly modest affair, set against a pillar on a dais led up to by a flight of steps. Incense fills the air.

The Ghoul Queen sits on her throne, in a ray of light from a window. A tall death knight stands behind her - another ghoulish waves a fan over her head. A third holds a clay jar at her side. She is a withered corpse dressed in rich clothes and with a winged crown on her head, but there is something strangely sad and vulnerable about her.

Ghoul Queen: (A 5, E 6, F 3, W 4 - Black Breath 5 (Air)). If threatened, she picks up a handful of black dust from the clay pot held by her minion and blows at the heroes. It forms three black shapes marching menacingly towards them (A 4, E 2, F 4, W 3 - cannot be destroyed by non-magical

weapons, chilling touch). She also summons the spirits of the dead which swirl and moan in the shadowy corners of the room. Anyone coming close to one relives the moment of its death (distraction 4).

#### Climax: The Awakener's Bride

Assuming the heroes are smart enough to work out the best ending (if they haven't worked it out by the time they reach the throne room, the more perceptive, such as Slight, may notice a look pass between the Awakener and the Queen, as if of recognition):

"Be my bride." says the Awakener and raises a claw. The Ghoul Queen rises and comes towards him. Her deep melancholy eyes stare steadily into his, as if looking at an old friend or lover. "Yesss" she says, "it is right. The stasis must end."

Any surviving ghouls surge towards her - "No, my queen!" The air around her throne boils with spirits trying to reach through to the land of the living - their echoing, mewling cries rise in pitch.

Too late - the Ghoul Queen raises her withered arm, looking up at the Awakener, and their fingers touch. There is a crackle of power and white light envelops the figures, which melt and change and merge. Any surviving ghouls promptly crumble to dust, giving off a foul stench of decay.

The light grows and fades. The Awakener and the Ghoul Queen have gone - in their place are a young woman with long dark hair and a forty foot long blue dragon with red spines, who looks like a bigger and nastier version of Tempest. It makes no attempt to attack you, however.

The woman steps towards you. "Please, give us a name."

If given a chance, she will explain that she and the dragon were the Awakener, but are no longer. Once again, she asks them for a name.

If Jayson attacks the dragon, the woman leaps on his back and the two shoot straight upwards through the ceiling. The dragon hangs for a moment and looks at Jayson with golden, alien eyes, then a slit opens in reality from which a black fog leaks. With one flap of its wings the dragon and the woman vanish into it, and it starts to close. Then everyone gets an image of raging, boiling seas in a heavy storm and there is a screaming bellow from the other end of the room as reality parts to reveal another dragon - one that looks distinctly familiar... Everyone is assaulted by overwhelming images of the people they love and hate the most. The blue dragon streaks across the room and dives into the gap that the first dragon created just as it closes.

The heroes get to specify one item (of treasure or otherwise) that they might find in the Ghoul Queen's palace.

#### Other Endings

Rarity could sacrifice herself for the good of the people of Bonekeep... If this happens, she undergoes a transformation into a ghastly shambling monstrosity, with green flaking skin, black eyes from which slimy ichor bubbles and maggots for hair. The figure shambles towards the heroes (A 1, E 6 F 4, W 3). The Awakener (who is unchanged) gives a great cry and vanishes. A dark power suffuses the Ghoul Queen, and she starts snapping her fingers and saying "die" to any living beings in range. Only the appearance of Raging Water may save the heroes from a premature end... The Ghoul Queen tries to kill her in the same way and ends up getting torn to shreds by a vengeful dragon (this transforms the Awakener into his dragon form and he goes mad and starts destroying worlds until stopped by some brave hero - wonder who...). RW then goes after the Awakener, with the ghoul Rarity shambling after her.

Much the same thing happens if any other woman gets to be the Awakener's bride. If Flame offers herself, this should have a positive effect since it's a noble thing to do. Perhaps the Awakener claims her by snapping his fingers - she dies and comes to life again. This causes the Awakener to reject her but to listen to her advice as to who he should take for his bride.

If somehow the Awakener is driven off, the Ghoul Queen is furious and sends her ghoul guards after the heroes, killing any commoners they should meet on the way. The realm rapidly descends into anarchy as the peasants take arms. RW is also furious when she turns up. A rapid exit is called for... perhaps the last thing the heroes see as they prepare to depart is a white scorpion drawn on the wall...

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