

# E16a Interlude: Shimmersand

22 October 2019

23:20

**Wishbone** has *faced her fate*. She can choose new Virtue, Flaw and Fate cards and gets a Boon.

## *The Gate*

The gate is some two days journey northwest of Satyr Heights, located on a plain at a place called the Henge of Priapus, which looks exactly as you would expect. The main street of the local town of **Redwine** is lined with merchants trying to sell you fertility and performance charms in the shape of the stones.

A desert land where [Rathgard](#) became involved in court intrigues that led to a Hamlet-style mass slaughter. Links to [Shiversea](#) and [Rath](#).

## The Flamehair Oasis

The Gate is in a ring of rocks surrounding a small lake. Its shores are covered with an unusual grass with a thick 18" yellow stem from which emerge a spray of fine wavy orange hairs. The local people fashion it into masks that they use in religious ceremonies. *Rathgard will recognise this by the description.*

The village of **Camelrest** is nearby - it is a caravanserai and is full of camels. The people are friendly and not too venal. The heroes can discover:

- Queen Ibex still reigns - she is very old and sad following the deaths of her son, daughter and husband. It is unclear who will succeed her. She is so depressed that she is not bothering to stop the armies of Iron Citadel which are being sent to Rath through the Gate.
- The Twisted Library was here, but isn't any more. Much to the frustration of the grand Everwayan lady who was looking for it. She chartered some camels and went to Gatemeet to seek out news of where it has gone.

The heroes can easily charter a camel driver to take them as far as Gatemeet, where the roads from the Gates to Rath, Iron Citadel, Shiversea and Golden Mounts meet near the Palace of Domes. The camel driver will not go further - with military forces on the trail, it's too dangerous.

The road to Gatemeet crosses a long stretch of desert - 2-3 days.

See the Figure in White as a mirage (a bit implausible - how would Kayte know that they had left Everway and which way they went? - but too good a tease to miss).

## Gatemeet

A sprawling mudbrick metropolis situated around a lake in a shallow X-shaped valley. It has seen better days. The Palace of Domes stands high on a cliff overlooking the crossing point. Rathgard would do well to go disguised - there are wanted posters for him.

The heroes can find news of Lightfoot Moondance - in defiance of advice, she took the road to the Longshadow Peak, following a rumour that someone in Rath knew of the Twisted Library's new location.

## The Palace of Domes

Rathgard's back story: He thought Princess Caracal should inherit the throne rather than Prince Oryx. Came up with a plan to convince the court that Oryx was not fit to be heir.

Prince Oryx (made heir by Queen Ibex. Rathgard pretends to be his friend and persuades him to poison Ibex so that he can ascend the throne sooner.)

Queen Ibex (persuaded by Caracal to take a potion that made her seem dead as if Oryx's plan had worked. Awakens to find all her family killed.)

King Peccary (drinks Oryx's poison by accident after Rathgard switched the glasses)

Captain Fennec - Caracal's lover (kills Prince Oryx when, guilt-stricken, he reveals himself as the poisoner. Shot by palace guards.)

Princess Caracal (throws herself in front of Fennec to protect him and is shot)

### **The Copper Duke's Forces**

The heroes can see some of the Duke's hounds, either in Gatemeet or on the way to Longshadow Peak. If they spy on them, they can overhear a conversation that an Everwayan lady has been captured and is being held in the dungeons of the Palace of Rath.

### **The Gate to Rath**

Is in an old tomb near a large mountain called Longshadow Peak. Is being guarded by soldiers from Iron Citadel, who are searching for anyone looking like Rathgard. A Copperman is with them. The heroes will have to disguise Rathgard to get past them - or just have a fight.