[Objective: “Talk to Anansi about how to fight Death”

The player walks back to the marketplace and talks to Anansi again.]

Anansi: “Hello again.” \*player holds out tokens of appreciation\* “I see that you have brought proof of your success. In that case, you were probably wondering at this point, how to get to Death. Well, to your left you will find two openings leading out of here. The one on the right is the road to the shrine, where i will show you to Death himself. However, the one way you can defeat him is through his favorite game; Oware. To do this, you must gather the Oware marbles that you will be using in the game. Look among your peers. You may be able to find a few marbles around here, or maybe in another village. Overall, you need to collect 20 marbles. Once you do so, you must meet me back at the shrine. Once i have seen your 20 marbles, I will transport you to the underworld where you can face Death.”

[Objective: “Collect marbles for your fight against Death (amount/20)”]

[Anansi fades out, and is now able to accessed at the shrine, but will only take you to death with 20 marbles. Any character that will give you marbles through some sort of interaction will now glow or have an exclamation point above their head]

(quotes for marble people)

[You hold out the marbles for Anansi to see. He smiles and looks at your eyes.]

Anansi: “Good job. Now, follow me.”

[He signals you to follow around a set of rocks near the shrine, where a table with an oware board is, and two seats on either side. You see in one of the seats is a man, slightly dark and ominous. Anansi pats on your back before backing away.]

Anansi: “Good luck, you’ll need it.”

[The player sits down and Death gets a wide grin on his face.]

Bro’er Death: “You are bold to challenge one such as I, human. Do you really think you will be able to win?”

[The game starts as he says this, the marbles are distributed, and he takes his turn. The player takes their turn. This continues until someone wins.]

If you lose: “Hahaha, nice try, human. Why don’t you go play the game with the women in the marketplace, since they could probably teach you a thing or two, for they are very skilled.”

[Teleport to marketplace]

If you win: “WHAT?! NO! I REFUSE TO ACCEPT THIS… THIS… HUMILIATION!!!”

[Death grabs the player and pulls them down to the underworld, into Death’s home.]

Death: “There! I am always the winner of my challenges.”

[The player is free to look around and notice the funerary statues looking at them from all around them. The objective list updates with “Escape Death’s house”. You’re standing in a room with a single exit, which leads you into the rest of his house, and, ultimately, outside. As you start to leave, you hear a rumbling, but it doesn’t cancel your movement.]

Death: “NO! YOU SHALL NOT ESCAPE!”

[Objective changes to “RUN!!!!!” Death now follows you at a certain speed, along with the funerary statues. On the road in front of you there’s a split in the road with a Sankofa statue in between them. Upon picking it up, you gain a barrier around you so death and the statues cant touch you until it completely diminishes. Make your way to a shrine with a waterfall nearby and place the sankofa statue on top of it, ultimately bringing you back to the land of the living. Anansi will appear in front of you, floating.]

Anansi: “Good job, my new apprentice.” \*Giwa’s tusk appears in front of him\* “You have defeated the mighty elephant.” \*Onini’s egg appears in front of him\* “You have become stealthier than the snake.” \*The Sankofa appears\* “And finally, you outsmarted death himself. With these three tasks done. You have earned the title of my apprentice. Very well done.”

[Cut to the castle]