

EVERWAY - PLOTS

Mark's eyes only!

1. The Mist of Corrosion

A powerful wizard (Shadow) has captured two of the Avatars (Innocence and the Hooded Councillor). He is using them to create a powerful spell, the Mist of Corrosion. The Mist can travel from sphere to sphere via gates or any powerful magical location (magic creates "weak spots" in the dimension that separates spheres).

When the Mist reaches a sphere, it locates the flaw-lines in the society in which it finds itself. It then "crystallises out" in a physical form designed to inflict maximum damage on that society, setting neighbour against neighbour. Eventually the society tears itself apart. The survivors undergo a strange transformation. They turn into "White Scorpion" people, who are able to travel from sphere to sphere and who pillage and destroy any other communities they come across.

The ultimate target of the Mist (and of its creators) is Everway. Why does Shadow want to destroy Everway?

Because he knows all about the Walker and what will happen if the Walker finds the capstone. Killing him (which the heroes will probably end up doing) undoes the spell which keeps the Walker trapped, because Shadow was responsible for it. This precipitates the final part of the arc. Redfox has to be involved in this - are Shadow and Redfox the same person?

Unresolved Questions

1. How can the heroes kill Shadow?

- a. He is effectively a vampire, so preventing him from feeding would be effective (if rather dull).
- b. A vampire sword? Like the irony, but doesn't feel right.
- c. The Mirror of Destruction? Possible, but I don't want the heroes to own this.
- d. One of Sharra's trump cards? Particularly if the heroes can get Sharra to create a Trump that sucks Shadow into a midianite area. Probably too convoluted, though.
- e. Simply get to the trapped avatars and release them? Silly Me could give them something to do this.

2. How can the heroes get to Shadow's castle through the Mist?

Ans: Through Woodhall. Shadow initially intended to use the Skylight gate as the main passageway for the Mist to Everway, but had to change his plans when the heroes destroyed it. So Slight's and Rathguard's actions have resulted in the destruction of Woodhall [though Great Plains was already affected – Great Plains must connect directly to Everguard].

Big Revelations

- 1.1. The Mist and the Scorpion People are part of the same thing.
- 1.2. The Mist is being powered by trapped Avatars.
- 1.3. The location of Shadow's base (Everguard, the other side of the gate from Skylight).
- 1.4. The means of defeating Shadow.
- 1.5. Cunning is Shadow's son and Slight is his grandson.

2. Alurax and Tempest

Alurax wishes to create "the ultimate dragon" - a combination of Earth, Air, Fire and Water without the insanity that normally attends such hybrids. Tempest is part of such plans, and Alurax has been arranging a few tests of his sanity. Ultimately he intends to mate him with a green/brown cross and bring up the resultant offspring on his own. Alurax was responsible for the death of Tempest's mother.

The purposes for which Alurax wants the hybrid are unclear. How about: the "perfect" dragon would be able to Unmake spheres. This is his ultimate attempt to "cleanse" the 1000 spheres of tainted humanity. In this he is being semi-assisted by the Phoenix Queen. Potentially this plot is bigger than the Mist / Walker plots, but could be quite amusing. It certainly fits with Hugo's original conception of dragons.

Unresolved Questions

1. Who is Tempest's intended mate (must be a White / Green hybrid)?
2. How is the Phoenix Queen assisting? Ans: She's looking after the mate.
3. How does Wrath fit in? Is he a thorn in Alurax's side or part of the plan? How does Alurax intend to get Tempest away from Wrath?

Big Revelations

- 2.1. Alurax is manipulating Tempest.
- 2.2. Alurax wants to create the "perfect" dragon.
- 2.3. Alurax's reason(s) for creating the dragon (to Unmake spheres – see above).
- 2.4. The Phoenix Queen is assisting him.

3. The Twelve

A secret society within Chamber Platinum in Everway, the aim of the Twelve is to become immortal. They are aware of the existence of the Avatars but do not understand how or why Avatars form. In the past, one group of twelve partially achieved their aim by turning themselves into spiritual beings. However, fights broke out amongst them, and only one (Wrath) survives. The existing Twelve (who include Cunning who is influencing events for his own ends) are aware of Wrath's existence and are manipulating him through dreams into killing Death. They think that eliminating an Avatar is the way to destabilise the system and allow new ones to be created. Previous experiments resulted in the death/imprisonment of an Avatar, creating the Usurper.

Big Revelations:

- 3.1. There is a secret society within Chamber Platinum called the Twelve.
- 3.2. Avatars exist.
- 3.3. The Twelve want to turn themselves into Avatars.
- 3.4. Wrath is the result of a previous experiment.
- 3.5. The Twelve want to destroy an Avatar to destabilise the system.

4. The Walker

The Walker is one half of the Death avatar, which was split during an experiment in sphere creation. She has imprisoned Anubis (the other half) in a pyramid made of midianite, a material which is impervious to magic of all kinds. She is now searching a far distant sphere for the cap stone which will seal Anubis in forever, arresting all change in the 1000 spheres. Unfortunately, the capstone is hard to locate, being hidden in a sphere containing a huge number of similar objects.

The Walker is being assisted in her aims by a secret cult of Moondance priests, who guard the pyramid. The Moondance cultists are aware of the problems that the Walker is having and are attempting to aid her.

If the Walker succeeds in finding the capstone and placing it on the pyramid, the power of Anubis will be snuffed out. A wave of stasis will emanate from the pyramid, arresting all change throughout the thousand spheres forever.

Big Revelations:

- 4.1. The Walker is an Avatar
- 4.2. The Walker and Anubis are two aspects of the same entity
- 4.3. The Walker represents Stasis
- 4.4. Anubis (Death) is trapped inside the Pyramid

- 4.5. The Walker has been lured into a trap
- 4.6. Moondance cultists are aiding the Walker
- 4.7. If the Walker places the Capstone on the Pyramid, all change will stop
- 4.8. The Pyramid can be entered using the Edge of Light and Darkness

5. The Basahn

The Basahn are the descendents of the original inhabitants of Everway. As such they have shadow-walking abilities. There are three main groups: a) The Returners, who wish to regain Everway for the Basahn, b) the Founders, who wish to set up an Everway "cognate" elsewhere in the 1000 spheres (in this they have been aided by a member of Chamber Platinum - *Cunning*, a son of Odin) and c) The Sons of Greenscale, lizard/human hybrids with a dragon obsession. Alurax is using the latter for his own foul purposes.

Cunning knows Slight, having visited his father Watchful on several occasions.

Big Revelations

- 5.1. Cunning is working for the Basahn
- 5.2. The Basahn are the original inhabitants of Everway
- 5.3. The Basahn want a new home
- 5.4. Cunning is trying to create a new sphere

6. Rath

Unbeknownst to him, Rathguard is now king of Rath. His beloved died in childbirth, having nominated Rathguard to be the child's guardian - her consort (Lord Fairface) has taken the throne, having butchered the child, and is now seeking to dispose of Rathguard as well, as his name is being used by subversive elements in the kingdom as a rallying call.

Lord Fairface is in fact the Copper Duke. His wife Allure (Alurax in yet another guise) put him up to it. The strife in the kingdom is being caused by the Mist of Corrosion.

Rath also has an identical twin (Hate - he was originally called Love, but changed his name), who is horribly evil (Rathguard's original name was Peace but it got changed after the Incident). Tranquil knows about him and suspects that he may have been behind the attack on the monastery that forced him and Why to flee. Hate is linked to Allure.

Unanswered Questions

1. Why was Tranquil put into a monastery. Who are his, Hate's and Rathguard's parents and what are they doing?
2. Why weren't Rathguard and Hate brought up together? Ans: Because their powers meshed too well. Hate could easily persuade Rathguard to do things which had dreadful consequences. Their parents split them up and sent Hate away.
3. What awful thing did Hate persuade Rathguard to do that caused their parents to send Hate away and never even mention him to Rathguard? Rathguard was very young – say four years old.

Big Revelations

- 6.1. Rath is king of Rathgard
- 6.2. Lord Fairface is trying to kill him
- 6.3. Lord Fairface is an Avatar (the Copper Duke)
- 6.4. Rathgard has an evil twin
- 6.5. Fairface and Hate are working for Alurax

7. Kayte and Sharra

Kayte has recently discovered the 1000 spheres and observed the Mist of Corrosion. S/he has also

taken an interest in the heroes. S/he wishes to use the Mist as a weapon against Sharra, as it has the interesting property of passing between shadows. S/he is also looking out for any mirror mages and will eventually encounter Redfox.

Sharra also knows of the 1000 spheres (Kayte escaped a trap that she had set) and is planning another ambush. This will consist of a mirror which is in fact a trump trap. She is likely to use the heroes as a test of the trap... Sharra will get them in her power by leaving fortune cards for them to find. She will almost certainly sniff around the Library of All Worlds trying to find out about Fortune Cards. This will draw her to the attention of the Twelve.

Sharra is also in league with Shadow. She taught him how to trap Avatars, in return for which she wants the Book of Sphere Creation that Flame is carrying. Flame is a "mule" for carrying the Book to Sharra without the Basahn hearing of it.

Big Revelations

- 7.1. Kayte is the figure in white
- 7.2. Sharra is responsible for the cards
- 7.3. Flame has a book that Sharra wants
- 7.4. Sharra is associated with the Twelve

8. Anubis

Anubis is making the best use of the very limited powers left to him. He has succeeded in influencing Walker into aiding him - unfortunately he can only do this when he is out of his mind with grief. If Walker arrives in Everway, Anubis may be able to act more directly.

Big Revelations

- 8.1. Anubis is the one who has "cursed" Walker
- 8.2. What Walker did on the two occasions when he was "out of his mind"
- 8.3. Anubis wants Walker to get hold of the Edge of Light and Darkness

Plot Arcs

1. Travel to Everway

- a. Light in the Darkness: introduced the characters to each other. Also the Mist and Lightfoot Moondance.
- b. The Guardian of the Gate: Half of the dragon story.
- c. Journey to Stonedee: Completed the dragon story and set up the Awakener as Jason's prey.
- d. Rebellion in Plenty: Introduces the first Avatar and Wormwood Crookstaff.

2. The Coming of the Dark

- c. The Telling of Tales: Heroes get to tell stories - introduce some Everway background and set up Wormwood for next story.
- d. Death of a Scholar: Wormwood is murdered as he escorts the heroes into Everway. The heroes get to meet various members of the various families: Mask, Crookstaff, Watchers. Heroes get to defeat the assassin (a member of the Motley).

Note: The following stories can happen in any order. Allow the players to choose.

- e. A Box of Feelings: The heroes need to find someone who will sponsor their entry into the Library of All Worlds. The best choice is an eccentric renegade Crookstaff who lives in the Tower of Roots. However, someone has stolen the box in which he keeps his feelings... The thief is Redfox, a mirror mage and avatar (also cognate of Brand).
- f. Assassins attempt to get rid of Rathgard (NB don't put this one too close to story b). Tranquil turns up. Track back to Hate, who is in town. Rathgard may get a chance to deal with him.
- g. An encounter with Silly Me. She invites them to a rather strange party through one of Redfox's mirrors. The heroes get to meet and interact with a goodly selection of Avatars.
- h. A scenario set in the palace. Heroes get to find out about the various political intrigues and meet senior family members. They might meet Ulrich with his new zombie...
- i. Cunning tries to steal Flame's book of spells, possibly through Slight and/or Redfox.

j. The Carnival of Monstrosities: One of the exhibits is a greenskin Basahn. Freeing it and returning it to the Basahn may reveal a bit more about what Cunning is up to, as well as earning the friendship of some elements of the Basahn. Slight's sister may show up as their spokesperson.

And finally...

j. Darkfall in Everway: The mist draws in, precipitating a war with the outlying provinces of Roundwander (use Waves of Time background). The Peril Bells start to ring...

3. The Hunt for Shadow

k. Journey to Rath: resolution of Rathgard plot. Encounter with Alurax, who steals away Tempest for breeding purposes. Rath is being ravaged by the Awakener - Jayson and Rath get to Face their Fates.

l. The Castle of Shadow: Heroes get a chance to put an end to the Mist. Shadow captures them - Kayte reveals herself, and shows them how to use the cards. The Hooded Councillor and Innocent are freed. Flame gets to Face her Fate.

4. The Coming of the Walker

m. The Search for the Hermeneutic: Track him down through his card. He gives them useful advice on the nature of Avatars.

n. The Twelve: Steal their spell of Avatar creation to create Avatars that can defeat the Destroyer. Slight gets to Face his Fate as he has to deal with Cunning.

o. The Ultimate Dragon: Heroes need to defeat the Ultimate dragon before it destroys the 1000 spheres. Needless to say, it heads for Everway first.

p. The Freeing of Anubis: Heroes get hold of the Edge of Light and Darkness (from Ulrich, finally giving them a chance to destroy him) and penetrate the Pyramid, freeing Anubis. Everway crumbles and something new rises in its place.

EVERWAY - UNANSWERED PLOT QUESTIONS

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1. Who killed Tempest's mother?

Ans: Wrath, with his zhi-bow. Tempest was impressed and decided to join him.

2. Who created Wrath's zhi-bow?

Ans: Doesn't really matter. Wrath stole it using his astral plain abilities.

3. How to set up the fight between Jason and a red-blue dragon?

Ans: Awakener goes mad and starts laying waste to worlds. OR Raging Water tries to get Jayson to kill Tempest.

4. Who is the man with the black and silver cloak who knew Watchful (Slight's father)?

Ans: Cunning, a Basahn hiding in Everway. He is a member of Chamber Platinum. He wishes to create a sphere where the Basahn can live, and for this reason will be interested in Flame's book.

6. Who is the wizard who is Flame's master? Who is he associated with and what does he want? Why has he ensured that Flame cannot remember anything about him and why did he give her the book?

Ans: He must be Shadow (the wizard responsible for the Black Mist). This sets up Flame's Ultimate Test - loyalty to her master, or to his victims? Shadow gave her the book to take to Sharra in the Library of All Worlds.

7. Who wants Flame's book? How do they know about it?

Ans: Cunning, who wants it to create a home sphere for the Basahn. Sharra, who wants to use it to bargain with Fiona for powers to use against Kayte.

8. Tranquil - involved in a cult of "Peace, Love and Non-interference". What is this cult's purpose? **Why did Rathgard's parents leave him there** (so that they could do something else?) What is Tranquil doing now?

Ans: Tranquil is somewhere in Everway, having escaped from Mansun where red-headed people were trying to kill him. These were sent by the Copper Duke in an attempt to eliminate Rathgard and all his relations.

9. **The copper mushroom - what can it be used for?**

10. **Walker's Staff - where is it from, what are its powers?**

11. Who placed the "curse" on Walker? How does it work?

Ans: Anubis has a renegade Moondancer working for him (Slide).

12. **Anubis uses the times when Walker is "out of his mind" to help free him - how?**

What is Anubis' plan?

Ans: Anubis is manipulating Walker into getting the Edge. This is the only thing that can cut Anubis out of the Pyramid.

13. **Who is responsible for the visions of Enchanter?**

Ans: Slide must be - but how?

14. Who split Death and why?

Ans: Spheremaker, as part of an earlier attempt to create a home sphere for the Basahni. He wanted to power the spell by sacrificing an Avatar with the Edge of Light and Darkness. Instead, he split Death into its component Aspects.

15. Why hasn't the Walker finished the Pyramid yet?

Ans: Shadow has trapped her.

16. **What does Alurax intend to do with the "perfect" dragon?**

Presumably attack Everway?

17. Lightfoot Moondance - what is she up to?

Ans: She is trying to find out about the secret Walker's cult. Lightfoot was not judged worthy to join the cult due to her tempestuous nature, which was why she went around making ill-judged interferences in other spheres. She has long suspected that her progress up the Moondance hierarchy is being blocked, and may enlist the heroes to help her find out why. OR this could be a cover story - see above.

18. Who is responsible for the Mist?

Ans: Shadow.

19. What are the Twelve currently up to?

Ans: Trying to regain control of Wrath to get him to destroy Death. This, they hope, will destabilise things enough for a new Avatar to be created.

21. Who was the old man who could turn into birds who gave Walker his necklace?

Ans: A male version of Feather on the Breath of God?

EVERWAY - IDEAS

Heroes

Shelagh's character: Like a well-meaning Loki - interferes to make things better, but somehow they always go wrong. Virtue: Death (Change). Fault: Lack of Connection. Strong Air, Fire. Weak Water/Earth. Reason for adventuring with other characters - they go interesting places.

Alice's character - grew up in the Phoenix Caves - combination of fire and water (?). Warrior - can't see as well as her compatriots in the dark, but developed other compensations. Can control temperature. Her tribe was helped out by a wizard who said that he wanted her as a payment. Sent her out into the spheres to get some experience. Gave her three books - one a book of spells, the second a book of maps (including one of

Everway) and the third a book she cannot read (so not written in the Tongue - intriguing! Obvious alternative - Cleacuun - which may make it very powerful indeed... High Earth and Fire, low Air.

Slight - Very high Water, low everything else. Magician. Very perceptive but has fault of Lack of Connection, so doesn't see his insights as worth passing on to anyone else.

Places

- A world of hermaphrodites (ruled by Kayte?) - cognate of Ethra
- The Cave of Candles - floor is sea of multicoloured waxes. Who is the candlemaker? Why are the candles lit?
- The Glass Gate - blown up by bad guy to try to trap Heroes. Have to use a ceremony/magic item to escape.

Everway

Stories - Mother's explanation of Walker and Pyramid.

Mudbank's story - tattooed human skin.

The mysterious ship entering the harbour - last seen 200 years ago...

Other Ideas/Plots

Splitting of Death - occurred because of an attempt by another Avatar to create new cards by "splitting off" bits of old ones. Death's Avatar got in the middle of a bungled spell.

NB effect would be to create spheres to take the two Avatars

Which Avatar would be most interested in creating new spheres and Avatars? Creation?

The Fool? Same person is responsible for creating the Usurper - another experiment in creating new Avatars that went wrong.

Dragons come in four tribes, each of which is associated with an element:

- Blue=Water. Can communicate via images.
- Green/brown/grey=Earth
- Red=Fire. Can transform into something else.
- White=Air. Only these can speak. Alurax is one.

Plot Ideas

- "Never again" - two nations decide that never again will there be war between them. Both societies are engineered to prevent it, but changes generate new flash points (eg "hostages" living in other land - ethnic minority problems). Entry gate in middle of horrific battlefield.
- The Village of Forgetting - Dawn and Dusk.
- The Gate through which no one ever returns - because it comes out in the middle of an ocean... Tyrant forces people to go through - seen (wrongly) as a sacrifice gate? If someone does go through and survive, local inhabitants might build a floating city on the spot (assuming survivor hailed as god?). NB This would make sense for the double sphere mentioned above - two spheres would need to be very close.
- Two spheres in same place - shift between one and other. Tied up with spell that split Death - the two avatars ended up in different spheres.
- Pickers in the rubbish dump - a separate realm.
- **Smallcloth Weaver** – low status
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30/07/06

The Gate Closers

An Everway secret society that believes that the Everway Gates should all be closed/destroyed. They will hear that the heroes destroyed a gate (how?) and seek them out.

Reasons:

- Xenophobes: "All these Outsiders coming in with their foreign ways, destroying the old customs, making everything change..."
- Anarchists: "Destroy the gates and we destroy the family structure that has held Everway back."
- The Anti-Walkers: Worship of the Walker is holding everything back. Destroy his/her

sacred relics and it will fade away.”

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Wishbone Story

- Can find the Bacchanal using a trump card
 - Someone in Everway is or intends to use a fortune card to summon the Bacchanal. It is a form of sabotage. OR Sharra provides the card as part of an overly elaborate trap for Flame.
 - The Vineland appearance was an abortive attempt to do the same thing in Everway. Obvious cause: Shadow. This was several centuries ago. The card wasn't entirely effective.
 - For this to work, the heroes would have to learn to use Fortune cards. Kayte teaches them? Walker could do it because he is "attuned" to an avatar already.
- Can defeat the Bacchanal using Lethe's Water

22/01/14

I, Zombie

One of Ulrich's zombies as a metaphor for the cruelty of keeping someone alive after their time. They have no control over their own body. Maybe better as short story?

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