

Running Everway - Problems

Why should the characters want to come to and stay in Everway?

- Ostensibly, to warn Chamber Platinum of the threat posed by the Black Mist. This is a bit weak on its own - they get an audience with someone in authority, tell them their story and then head off. Can complicate it as follows:
 - They are personae non grata for being with Wormwood Crookstaff and therefore being implicated, if only by association, in his murder. No-one will talk to them until the matter is resolved - they will be "persons of disputed status". This depends heavily on the personalities of senior members of Chamber Platinum - must detail them.
 - Could make this easier by turning Wormwood's death into a major scandal - in particular, if his liaison with Quill Scratch comes out, there could be much gossip. How about a newspaper? Alternatively, have a court of enquiry scene in a public setting where the players can make dramatic accusations. I think I can rely on them to stir things up... Alternatively (or in addition), scandalous goings on could be revealed in Wormwood's private diaries.
 - How will the Twelve react? Initially they will try to get things hushed up. The players are a dangerous unknown in their plans - they will want to find out just what Wormwood told them. Time for the old "sympathetic ear who is in fact a spy" shtick (if Slight is around, he will spot this immediately). The Twelve will also ensure that anyone they could tell in Chamber Platinum won't listen. Have to make sure, however, that the players don't get fed up and go off in a huff. How to avoid this? By having one of the Twelve be the only one willing to listen to them. If the heroes spill the beans to them, things may get rather dangerous...
- If any members of the Twelve hear the Black Mist story, they will immediately recognise that the heroes have stumbled on a part of the secret of the Avatars. If they also mention the Mother Harvest episode (which will get back anyway via Quill Scratch if the heroes or Wormwood tell the story in Tales) they are in BIG trouble. The Twelve will do anything in their power to eliminate them as a threat - Smilers, fireballs in the sewers, poisoning, Motley body doubles, Shadow Men, one of Why's toys filled with explosive... The intensity of the attacks will depend on how much the Twelve think the heroes know. Must take care not to overdo it. Especially if I want to use the "assassins after Rathgard" bit.
- If the heroes got to meet Urumora the Basahn in Tales, they may have a Lizard Pyramid to deliver to Cunning. Cunning could give them another task to help further the cause of the Founders - how about "steal a scroll from the Crookstaffs"? This could be about the Pearl of Making - one of the ingredients needed to create a new sphere.
- Getting into the Library of All Worlds - several characters have a reason for going there. Flame because she wants to learn wisdom, Walker and Jayson to find out about the Scorpion Plague, Why to seek justice for events on Mansun. Membership of Chamber Platinum could be a reward for services rendered (though not for Fish Trader, Rathgard, Slight or Wrath).
- Personal plot-lines:
 - Walker: Vision of Pyramid. Something has got to happen to him in Everway. How about... Anubis has just one follower - a lowly Moondancer called *Slide*. He has an extremely unusual sensitivity to magic (Water 8) which means that he alone can sense Anubis within the Pyramid (the sensitivity gives him allergic reactions if he gets too far from the Pyramid, or in the presence of magical people). Slide tries to engineer an awful betrayal of Walker (selling him out to torturers) to make him go out of his mind. Anubis can then take over his body and do something (get hold of the Edge of Light and Darkness) to get him out. Slide could meet Walker fairly early on (like the first time he goes near the Pyramid), intimate that he knows of Walker's vision, and encourage him to stay.
 - Rathgard - the Rath sub-plot. This will tend to get him out of Everway rather than keep him in it. If Hate turns up, R. will probably feel morally obligated to find and stop him. Tranquil will eventually arrive and could get into trouble.
 - Fish Trader - need to find out what information he wants or what he wants to do. Get this out of Al. There can be fellow cat-people already in Everway, who may help him.
 - Slight - will just love the politicking and will undoubtedly want to stay. Let him marry into the Mask family and discover a few of their grubby secrets.

- Other ways to keep them in Everway:
 - “Human interest” plots - have a series of small scenarios involving local people asking for help. This should certainly motivate Rathgard who should be able to get most of the other players involved. Some examples:
 - A messenger who was mugged and needs help getting an important message back (leads into family intrigue)
 - A story involving rival street gangs (perhaps ditto)
 - “The Mother Murders”
 - The school teacher asks for help getting hold of a book
 - A kid who has lost her toy. It turns out to be rather unusual (possibly time for the exploding doll trick?)...
 - A thief asks for help robbing a rich merchant.
 - Flame and Jayson are hired as bodyguards (possibly for the same rich merchant...)
 - One or more heroes are sent to get hold of rare reagent for the doctor who knows how to cure Libetine’s Itch
 - The heroes are sent to retrieve something from the sewers. Meet the Stinking Ones and the Queen of Thrift.
 - The heroes could be encouraged to take jobs by their general lack of money. Try to avoid this - don’t want the players spending all their time split up working. Better - families or individuals hire the party as a group to do something (see above for possibilities)
 - Coercion - the authorities ban the heroes from using the Gates to leave Everway. They would need to do something pretty serious to justify this - possibly a consequence of Wormwood’s murder? It could also be a result of the machinations of the Twelve.
 - Let them leave on Everway-related tasks. Investigating Wavebreak would be a good example. Several families will have uses for spherewalkers.
 - Coercion 2: Stop the Gates from working. Not really plausible.
 - Get them interested in the mystery of what’s at the centre of the Pyramid. Not too obsessed, however, or they may precipitate the ending too soon...
 - Let them learn about the Twelve fairly early on - having a known enemy will give them something to work against. Downplay the threat of the Mist.
 - Have several plots worked out so that pretty much anything the players do leads into a scenario. If they don’t get bored, they won’t want to leave.
 - Try to encourage players to go for the small, “human interest” plots rather than going for the big picture, which could make the place too hot to hold them quite quickly if they antagonise the wrong people.
 - If all else fails, introduce Kayte, Sharra, Silly Me or Redfox.

How do I keep all the characters involved in the plot but still use bits of their background?

- Set up scenarios so that it’s evident from the outset that all the character’s skills will be required. These are follows:
 - Rathgard: Leadership and people skills
 - Slight: Confusion magic, thievery
 - Flame, Jayson, Walker, Fish Trader: Fighting
 - Flame: Temperature control, prophecy
 - Jayson: Animal control
 - Walker: Healing
 - Why: Toy making, general knowledge
 This means that all scenarios require some fighting and sneaking. Look for opportunities to make use of Flame’s temperature control or Jayson’s animal control.
- Ensure that employers only hire the heroes as a group.
- Keep threatening the heroes so that they find it safer to act as group.
- Play out individual scenarios separately from the main scenarios.

How do I stop the scenarios becoming too samey?

- Variety of location: Different places within Everway. Send them to other places in Four Corner or to nearby spheres.

- Variety of scenario types: Dungeon/sewer crawls, commando raids, wilderness adventure (outside Everway), whodunits, political intrigue, guard from attack, break-ins to steal things. Shouldn't be too hard.

How to start it without having to write all the background at once?

- Do broad, "top down" sketches of the major families, personalities and locations in Everway. Basically, complete Everway.Background.doc. This should be enough to wing it.
- Design scenarios so that they introduce detailed bits of the background as needed. Avoid having huge background dumps.
- Simplify the first scenario - perhaps change it from being an investigation of Wormwood's death? It's possible the heroes won't be interested anyway, or will be put off by the Watchers' attitude. Have some mini-scenarios ready to go.

How do I stop internal inconsistencies from developing?

- Be careful what I improvise - if necessary, stop
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