

# Slight

**Player:** H  
**Air:** 5 Juggling  
**Earth:** 3 Tireless wanderer  
**Fire:** 2 Quarterstaff  
**Water:** 5 Judging moods

**Virtue:** Summer (Energy)  
**Flaw:** Fish rev. (Shallowness)  
**Fate:** Fool (Freedom vs Lack of Connection)  
**Motive:** Wanderlust

**Powers:** 0  
Sleight of Hand (0)  
**Magic:** 5 (Air)  
Legerdemain:  
Confusing appearances of people, places and things  
Creating moods and emotions in others (easier in crowds)  
Visual illusions

**Appearance:**  
Dark eyes, thin, patched trousers (blue, red) gold feather

## Visions:

1. **Forest:** Old, tall trees. Magical. Peaceful, quiet but boring. On path leading to Altar Stones, one of several Gates in the realm. Father still alive, mother dead of illness brought on by complications of childbirth. No siblings.
2. **City: Kingsguard** - in home realm. Major thoroughfare. Tall stone buildings. Flags and banners (people have personal flags). Troops parading through city - celebrating something. People colourfully dressed in loose clothing. Stayed 2-3 weeks.
3. **Inside a stone house:** Dark stone, cluttered room with saucepans, a feathered mask and the head of an unidentifiable animal hanging on walls. Two people sitting on stools at table. One is Slight's father - tall, pale-skinned, middle-aged man, elder of village and magician. The other is a black-skinned man in a black and silver cloak - regional accent but from another world or from across sea. He brought fabric (coat for father and scarf for Aunt Mink), household goods and crockery. One of several strangers who visited father.
4. **Magician:** Table, village green, cluster of villagers. Right hand red cube, left hand wand.
5. **Yellow sandy road: Skyborn City.** Leaning against wall with begging bowl. Woman in fine, bright-coloured robes with servant. Man with donkey.

**Thing/Person he cares about:** Forest of Woodhold

**Idea he cares about:** Delusion that he left Deep of his own free will, ie was not exiled.

## Notes:

- Possessions: Ghoul Queen's sceptre

Here's a way in which your powers could work. It's just a suggestion - by all means disagree or come up with something better.

Your area is ledgerdemain and misdirection. You don't create illusions by manipulating light or sound like an illusionist does - instead, you have found that by manipulation of people's emotions, they would create the illusions for you. For example, you could make your mother go into the kitchen by giving her a feeling of unease about it. She would then invent in her own mind a pan boiling over or a smouldering ember from the fire landing on the hearthrug to explain the unexpected emotion. It was really quite amusing to see what she would come up with - watching her trying to stamp out an invisible ember, all the while complaining about the smell and coughing on the non-existent smoke.

You also developed other skills. Rendering yourself inconspicuous is something that you've been able to do ever since you can remember, and it's now your default state. You soon discovered the link between emotion and memory and find

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it easy to make people forget things by turning down the associated emotional state (you managed to make one man forget an entire day - he made up a completely fictitious memory of a drinking binge the previous night to explain it). Likewise, implanting false memories can be relatively easily done by increasing the emotion associated with particular memories, making them appear more recent or more intense. Similarly you can make people experience intense dreams by changing their emotions while they sleep, but you can never be quite sure precisely what dream they will have.

At first, affecting more than one person at once was a problem. Your illusions and misdirections would only work on the person you were concentrating on, and not on anybody else. However you then discovered that in crowds, people were much more susceptible. You could pick just a few suitable individuals and people around them would start to pick up the illusion without you having to do anything ("Hey, look at that fat man, floating cross-legged in the air!" "What fat man? I can't see anyone." "Over there, look!" "Oh yes..."). Nowadays, casting straightforward illusions on crowds (something natural and correct in context) is easy for you, though really elaborate and bizarre illusions are best limited to one or a few people.

For your magic shows, you've found that words help a great deal in helping your audience see the illusion that you want them to see. If you just manipulate their emotions without suggesting something that could explain why the crowd is feeling what it's feeling, someone in the crowd tends to come up with something random that can cause unexpected effects (there was the time when you were making the one end of the stage very interesting while you prepared a reveal at the other end - unfortunately, someone decided that the end of the stage was interesting because a demon had just appeared there, and your entire audience ran away).

One other trick for mass manipulation that you've developed is the ability to "boobytrap" a location with a spell that affects the feelings of any mind coming near it. For example, you can create an impassable barrier by drawing a line in the sand and creating a spell that gives people an irrational dread of crossing it. They will come up with a variety of reasons - most people will "see" a wall, but others could imagine a deep pit, for example.

One limitation you have discovered is that your victim must be perceiving something in order for you to manipulate them. Victims in total darkness, for example, aren't subject to visual illusions. People also sometimes show resistance to your manipulations - active, energetic people are harder to mislead than those who are relaxed or sleepy, and stolid reliable types (like guards) can prove frustrating. Highly articulate people are much easier and mystical, emotional types are the easiest of all (though also the most likely to sense what you are doing, which has happened on one or two occasions).

Slight's fortune:

		Fish (Shallowness / Soul Prevails)
	Productivity	Lack of Imagination
Mind Prevail		Cowardice
		Underestimating the Challenge

# Flame

**Player:** A  
**Air:** 2 Geography of realms  
**Earth:** 4 Make/mend weapons  
**Fire:** 5 Fireknives, unusual terrain  
**Water:** 3 Finding paths

**Virtue:** Smith (Productivity)  
**Flaw:** Fool rev (Lack of Connection)  
**Fate:** Soldier (Duty vs Blind Obedience)  
**Motive:** Knowledge

**Powers: 4**

Heat Manipulation (3: F,M,V)

Oracle (1: M). Hour-long ceremony required. Answer a question - usually correct. Works best with things made of stone or fire. Not so good with people.

**Magic: 3 (Earth)**

Enchant weapon - can inscribe sigil on it: Return to owner's hand, never break etc.

**Appearance:**

5'2", fit and athletic, fairly long multi-coloured hair, looks about 20, wears padded armour in strategic places and not much else.

**Visions:**

1. **Phoenix:** Earliest memory. Parents died and left her with cave people (has amulet from parents consisting of three teeth from some animal). Wander into caves - saw phoenix burning to death - tried to save egg, cracked open, caught feathers of baby phoenix (orange, golden, red). Sewn around eyes.
2. **Children in cages:** Coming of age ceremony (must happen before 14) - Phoenix feet hold cage to roof above lava pit - must escape before they burn through. Flame failed, but swam to safety through lava. Recurring nightmare of falling in cage towards lava.
3. **Fire Dancing:** Drums with ornamental metal frame - top is hide from cave-dwelling monsters. Has some herbs from plants (large creepers) that grow in caves.
4. **Woman drawing pattern:** Used for divining. Used to find something that an old woman had lost - it was in neighbour's pocket. Lord of manor heard about it - asked for divination about whether his daughter would marry someone he disapproved of - answer - "you have no daughter!"
5. **Woman watching wizard leave:** Foster-mother very sick - cured by wizard - took Flame as apprentice - "no use to me as you are" - can't remember what he looked like, or his name. Gave her three books (see below). Will come and find her.

**Notes:**

- Has three books - a book of spells (sigils for swords), a book of maps (including one of Everway) and a book she cannot read.

**Thing/Person she cares about:** Wizard? Phoenix?

**Idea she cares about:** Belief that she cannot be killed until the wizard comes for her.

**Flame's power**

Based on the ability to concentrate or disperse the element of Fire in a particular location. How effective this is depends on the amount of Fire there is in the immediate vicinity and how polluted it is by other elements.

- Water: Very resistant.
- Earth: Resistant, unless the source of the material is volcanic.
- Air: Relatively easy.
- Things associated with the sun are relatively easy. Those associated with the moon are difficult.
- Fires/bonfires: Almost pure Flame, so Flame can raise or lower the temperature by 100 degrees per second. Uses up fuel at the appropriate rate.
- Explosive gases (eg methane): A few seconds.
- Gold: One minute to heat up a small crucible.
- Dry wood: A minute
- Paper: Set fire in 30 seconds
- Oil: 20 seconds.

### **Flame's Magic**

Earth Flux. It is little known that the earth has currents like the sea or the air. Those with the skill can guide those currents to manipulate stone and metal objects. The currents are strongest when the metal or stone is pure and such materials are easiest to manipulate. Weapon blades are particularly amenable because of the high degree of tempering they undergo. Forging the object to be enchanted also helps as the magician will have a better understanding of the channels of flux within it.

To manipulate the flux within the object to perform useful actions with it, it is necessary to have a mental "keyhole" that can be used by the magician to "unlock" the flux and make it do what she wants. This normally takes the form of sigil or rune located in a particular point on the object's surface. Different sigils unlock the flux in different ways and can be used to achieve different effects. Much effort is spent by Earth Flux magicians in learning and devising new runes.

At this level, a mage can:

Level 1: Make a blade hold an edge (well-tempered metal only).

Level 2: Prevent a blade from shattering. Make brittle metal ductile. Work with several metals. Make stone hold an edge.

Level 3: Make a knife return to the hand when thrown. Purify metal from ore.

# Rathgard

**Player:** S  
**Air:** 6 Public speaker  
**Earth:** 3 Healing  
**Fire:** 4 Duelling  
**Water:** 3 Divining motivations

**Virtue:** Inspiration (Creativity)  
**Flaw:** Fool rev (Lack of Connection)  
**Fate:** King (Order vs Treachery)  
**Motive:** Harmony

**Powers:** 1  
Truth Sense (1: M). Can only detect out-and-out lies, not evasions or half-truths.

**Magic:** 3 (Air)  
Air Elemental magic: Weather working.

**Appearance:**  
Tall, bearded, light brown tangled hair, dressed in furs. Handsome and commanding.

## Visions:

1. **Man pointing:** Rathgard himself, pointing out the city to his companions. Clothes came from captain - R. arrived rather inappropriately dressed for ice world... Provided good weather for voyage. R. tends to lose items.
2. **City harbour: Caer Gloria:** Ships and spires, not heavily fortified. Nice change from high court.
3. **Beggar with kitten:** Met in Caer Gloria. True priest-king of country - could tell by truth-sense. Related to gods. Rathgard agreed to help.
4. **Battlefield:** Beggar became king, but city destroyed. Holy warriors (Rathgard led) went too far. Divination pointed out - what?

## Notes:

- Has travelled from Rath (where he was a guard) - found magical items to drive away giants - to the hot world (where he was involved in high court intrigues) to ice world.
- Possessions: Crystallised oranges

**Thing/Person he cares about:** Queen Elian of Rath - daughter of the witch. Wanted to marry R. Gave Elian a bronze mushroom containing herb that drove away giants.

**Idea he cares about:** Progress

**Family:** Tranquil (foster) brother. Grew up in monastery which believed in peace, love and non-interference. Never knew who his parents were.

# Walker

**Player:** S  
**Air:** 3 Herb Lore  
**Earth:** 6 Tireless Stride  
**Fire:** 5 Quarterstaff - knock unconscious  
**Water:** 3 Diagnose Illness

**Virtue:** Griffin (Valour)  
**Flaw:** Phoenix rev. (Destruction)  
**Fate:** Death (Change vs Stasis)  
**Motive:** Adversity

**Powers:** 0  
Animal Sense (0)

**Magic:** 3 (Earth)  
Healing (others, not himself)

**Appearance:**  
Cross between Friar Tuck and Little John.

## **Visions/Background:** **Sphere 1**

The realm of Sleeping Beauty, Beauty and the Beast, Rapunzel and other fairy stories. A magical world of extremes of good and evil - few people had shades of grey.

From an early age Walker was an explorer - hence his name. This made him self-sufficient - he walked everywhere, traversing the secret paths that few others knew, his staff his only companion. He learned to fight and defend himself, and the ways of animals and birds. He had a close family life when he wasn't out and about, adding to the devastation he felt when the apocalypse came...

Walker was the eldest of three children, by some margin - his brother and sister were eight and nine when he was eighteen, when the curse struck. While he was away on a walk, a bunch of barbarians swept in, destroying his village and killing all his friends and family. On discovering this, he went out of his mind for some time.

## **Sphere 2**

Somehow, he ended up in another world. He was lost for many months, only his extreme endurance keeping him alive, until he met ENCHANTER (the redhead). She beguiled and enchanted him, making him fall completely in love. They were inseparable for three years. She taught him to heal and fight with his staff in their new world (Chasm - mountains and fissures connected by rope bridges; in places a volcanic landscape; a rugged and dangerous world). Three years into the relationship, Enchanter became pregnant. A few days later a rope bridge snapped and she fell to her death. Again he went out of his mind for weeks in which he had bad dark dreams; a dream of a man in a boat fishing for stones - but none of the stones that came up in the net were right. He had other dreams, but the other enduring one was of a shining pyramid that seemed to call him....

## **Notes:**

- The barbarians that killed his family had a white scorpion as a symbol...
- Walker's staff. Magical - cannot lose it, never breaks in combat, helps in healing.
- Prophecy: "Some things change, some things stay the same. All people die, but you are cursed by Death."

**Thing/Person he cares about:** A necklace of intertwined copper and silver with five deep blue sapphires. Given to him by old man who could turn into birds.

**Idea he cares about:** Enchanter.

From your earliest days, you have been able to sense the life force in other people. To you it's solid and real, a sort of stone that shines in the centre of their bodies (your discovery that you can perceive this and other people can't, and the feeling of separation from others that this engendered, may explain why you took up wandering on your own. Or maybe not). A wise woman called Owl Mother that you met on your travels and with whom you studied for a time told you that

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you have a rare gift called "Seeing the Stone" which can be used for great good - or great harm.

You can sense sickness as something that attacks the stone and causes it to crumble. Infections and poisons are like acid, etching it away. Aging and chronic illness are like weathering, a constant grinding that causes it to crack and fall apart.

You first discovered your ability to heal when your younger sister was born. The birth was difficult and your mother had a haemorrhage; a healer was summoned but was detained in another village. The midwife despaired of her survival and you were let into the birthing room to make your farewells. You saw that her life-stone was cracking up as her life blood drained away. You took her hand and willed her not to give up on life, imagining yourself embracing the stone and holding the broken pieces together. Astonishingly it worked - although almost all the blood was gone from her veins, she still breathed and her heart kept pumping. Eventually the healer arrived and was able to staunch the bleeding. She eventually recovered. You were of course the hero of the hour, but your mother, although obviously glad and grateful to be alive, was curiously reluctant to talk about it afterwards. You don't know if this is because she thought that what you did was unnatural, or whether the experience of being kept alive in this way was so unpleasant that she didn't want to talk about it. None of your other patients has ever talked about it either.

Preserving the life-stone is essentially how your magic works. It allows you to keep someone alive long enough for you or others to take actions that remove the cause of the harm - binding up wounds, sucking out the poison, administering the antidote, lifting the curse etc. You have become expert in these secondary activities, which you can learn from other healers when you meet them [this might, for example, include the Mothers in the Temples of Mercy, which would be an excuse for you to remain in Everway].

You have also found that you can pour your own strength into mending someone's life-stone, and that this has a direct effect on the healing of the body causing it to recover much faster than it would naturally do. This leaves you debilitated and weak but you recover over the course of a few hours or days.

There are limits - you have to be in physical contact with the person you are healing, and sometimes dying people's life-stones shatter faster than you can gather the pieces (this is what happened with Wormwood). You also have to be conscious for your powers to work, so there is a limit to how long you can keep them alive (the longest you have managed is 4 days). As you have gained experience, however, you have become more adept at holding people's life-stones together.

It is of course possible for you to do the opposite and encourage someone's life-stone to shatter, for example to ease the passing of a terminally ill person in pain. Up to you whether or not you have done this. Owl Mother also hinted at darker uses for life-stone manipulation, but I would guess that you haven't investigated these.

You also have a limited ability to detect the life stones in other living creatures but the lack of mental attunement means that your powers are less effective than with humans. You have, however, been able to set the bones of horses with broken legs that would otherwise have been put down. Putting your strength into the life-stones of domestic animals seems to make them grow bigger and faster and some country folk are convinced that by walking through a field and running your hands over growing crops, they grow more strongly and suffer from less disease (you are not so sure, though you do find it curiously debilitating).

One curious feature of your gift is that you cannot see your own life-stone. Owl Mother assured you that this is normal amongst those with your gift, but in your darker moments you may have wondered whether you have one. You have only met one

## Player Notes

other person with the gift of Seeing the Stone, and that was Enchanter, your great love (though she never used her gift for healing during the time that you were with her). She said that she could see your stone as a bright shining star within you.

### Game Mechanics:

Level 1  
Stasis

Level 2  
Speed Healing  
Cure Infection

Level 3  
Counter Poisons  
Animal Stasis  
[Destroy Parasite]

Level 4  
Strengthen Crops / Domestic Animals  
Cure Chronic Disease  
Invigorate

### Notes:

The Earth cost for some of the powers is essentially for doing things in a hurry. If you can take longer to cast it (say four times the casting time), some or all of the cost can be avoided. Similarly you can spend an extra Earth point to reduce the casting time.

Your recovery depends on how much Earth you use - 1 point will come back in an hour or two, 5 points will take days.

Poison/Infection levels: These are the number of Earth points that the poison or infection causes a person to lose (subject to a Fortune card). Thus a level 1 infection will only kill a weakened person (eg normal flu), while a level 3 infection has a good chance of killing a normal healthy adult (eg bird flu).

### Stasis:

You can stop a person who is losing Earth points through blood loss, infection or poison from getting any worse, as long as the wound, infection or poison level is level 3 or below (level = total number of Earth points lost.). You must be in physical contact with the patient and must be conscious. You can also hold someone who is on the brink of death (ie has reached Earth 0) in a conscious state, but can't make them get better.

### Speed Healing:

This power enables wounded people to recover faster than they would normally do. They recover the stated amount of Earth in the casting time.

For 1E, you can enable up to 4 wounded people to recover 1E. Casting time: 10 min per person.

For 2E you can enable up to 2 wounded people to recover 2E. Casting time: 30 min per person.

For 3E you can enable 1 wounded person to recover 3E. Casting time: 1 h.

### Cure Infection:

This power allows you to make someone get better who would not naturally do so. They still take the natural recovery time to do so, however. If you want them to get better faster, you have to cast Speed Healing as well.

For free, you can cure up to 8 people per day of non-fatal infections such as athlete's foot, ringworm or acne. Casting time: 15 min per person.

For 1E you can cure up to 4 people of a level 1 infection. They get better in 1 day. Casting time: 15 min per person.

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For 2E you can cure up to 2 people of a level 2 infection. They get better in 2 days. Casting time: 30 min per person.

For 3E you can cure 1 person of a level 3 infection. They get better in 4 days. Casting time: 1 h.

### Counter Poisons:

This power can be used to strengthen the body to reject the poison and can be used when you don't have or don't know an antidote. The power stops the poison from wreaking any further damage. Any Earth points lost are recovered at the patient's normal rate.

For free, you can cure up to 8 people per day of debilitating but non-fatal poisons such as food poisoning. Casting time: 15 min per person.

For 1E you can cure up to 4 people of a level 1 poison. They get better in 1 day. Casting time: 15 min per person.

For 2E you can cure up to 2 people of a level 2 poison. They get better in 2 days.

For 3E you can cure 1 person of a level 3 poison. They get better in 4 days.

### Animal Stasis:

You can stop an animal that is losing Earth from getting any worse.

### [Destroy Parasite]:

You may or may not have this. It allows you to kill a parasite such as a tapeworm by shattering its life-stone (alternatively you can of course use Cure Infection to strengthen your patient's body so that it rejects the parasite).

### Strengthen Crops / Domestic Animals:

For 1E, you can bless one field of crops or a handful of domestic animals - the extent of the effect isn't clear, but it seems to make them grow faster and resist disease for several weeks.

### Cure Chronic Disease:

This power allows you to strengthen someone's body to cure a low-level debilitating chronic disease such as asthma, rheumatism or back pain. It only costs 1E but takes a whole day to cast. The effects are long lasting but are not always permanent (ie the affliction may come back in a few months).

### Invigorate:

This power allows you to increase someone's Fire by 1 point for an hour at the cost of 1 Earth to yourself. It takes five minutes to cast.

## Current State of Mind

Walker is still deeply bitter at the injustices that have been inflicted on him over the past five years. On top of this comes the curse prophecy, the clear forecast that he is "cursed by death". In the end, all of this fits together very clearly like a puzzle - the likelihood is that more meditation is likely clarify this pattern further (unless there is an insight to be had - only you know that).

However, at another level Walker is a very lonely young man - all his family getting killed when he was only 18, his lover and child taken when he was 21, and he has never had a chance to talk to anyone about it. On top of this, nobody has ever provided any sort of chink of light into his darkness. Hence, it is quite likely that Walker will search out Humility initially to pour out his fears and hurts, but perhaps, if circumstances allowed, to go further. He has had no partner since Enchanter, feeling that to take one would be to dishonour her memory, the memory of his unborn child and also to living(?) about(?) town(?) as them. With Humility it might be different, although she might have no interest in Walker of course.

Walker is also at a loss as to know what to do next - unless some sort of insight is forthcoming, he is likely to stay here for some time.

# Why

(Shift)

**Player:** LB  
**Air:** 6 Ventriloquism  
**Earth:** 2 Resisting Persuasion  
**Fire:** 4 Running  
**Water:** 3 Understanding Patterns (physical world)

**Virtue:** Knowledge (Truth)  
**Flaw:** Overlooking the Diamond (Failing to see Opportunity)  
**Fate:** Peasant (Simple Strength vs Narrow Vision)  
**Motive:** Knowledge

**Powers: 5**  
Reading (0)  
Toy Making (3, frequent, versatile, major)  
Speed (2, major, versatile): Fast running and dexterity. Can use once per day.

**Magic: 0**

**Appearance:**  
40s, shock of orange hair, short and slight. Sack of toys.

## Visions:

- Children in Cages.** Grew up on Man-Sun (sun is a glowing man in a hoop which rolls across the sky - when he frowns there is rain, when he smiles it is sunny and warm. NB good excuse for a patriarchal society). Always pestering teachers, always asking "why". Persuaded other children to rebel - teachers put them in cages as punishment.
- Man with Hawk.** Flight - a teacher who came into the village injured and stayed for two weeks. Taught Why about water, the existence of spirits and the purpose of animals. Also told him about Chamber Platinum. Disappeared when he had recovered.
- Man with Gong.** Nadul - teacher in a commune of scientists dedicated to knowledge and peace (this may have been the same place as the one in which Rathgard grew up, or a related place). Also met Tranquil.
- Toy-Maker.** A self-portrait. Why's toys are based on "scientific principles". He used to give them to local children.
- Ruined Farmhouse.** The priests raided the commune and slew most of its inhabitants. Why had an epiphany and realised he could use gates. Tranquil and Why escaped through a gate that was in the farmhouse to Woodhall. They were followed through by a man with an orange beard - he shot Tranquil with a bow. Why used his speed ability to escape and left Tranquil to recover, so that he could tell Chamber Platinum about what had happened on Man-Sun. On the way through Woodhall he discovered a burnt-out village (not Slight's home village) which had been razed by scorpion warriors. He came from Woodhall to the Hawk Empire.

## Notes:

- Toys: Expanding cart, mechanical flying dragon, tin man, paraffin phoenix, metal that bends one way when hot, other way when cool, quantum cat in box, telescope (reversible)
- Has a white scorpion pendant - could be unfortunate if discovered...

**Thing/Person he cares about:**

**Idea he cares about:**

**Family:**

# Fish Trader

(Peace Master Mrraouw)

**Player:** A  
**Air:** 4 Bargaining  
**Earth:** 5 Resisting Magic  
**Fire:** 6 Sprinting  
**Water:** 3 Ambush

**Virtue:** The Soldier (Duty)  
**Flaw:** Trickery rev. (Deceit)  
**Fate:** The King (Authority vs. Tyranny)  
**Motive:** Domination?

**Powers: 2**

2 Shapeshift to Human (frequent, major) - human form undetectable to Water score of less than 6. Requires slight effort to maintain.

0 Nocturnal - needs no sleep (except cat naps)

**Magic: 0**

**Appearance:**

Human: Burly, light brown hair (long and pulled back), eyes and beard, dresses in fur.

Cat: Tiger head, human body (see picture)

**Visions:**

**1. Island** The Peaceful Isles - like the UK. Fish Trader is a Peacemaster, a member of an army of "Peacemakers". They have conquered every island in the group and have now turned their attention to Everway.

**2. Kitten playing** Peacemasters are human-cat hybrids who can change at will into a full human. They use this to subvert and conquer other realms.

**3. Family with lynxes** Fish Trader in his human form with his family, who are back in the Peaceful Isles. He has a wife and six children.

**4. Tiger in Armour** Fish Trader in his human-cat form.

**Notes:**

- Fish Trader is susceptible to cat-nip.
- He believes in a cat-god.
- Possessions: Two ponies, one horse, leather armour, sword, fishing net and lobster pots, fire-making kit, spare clothes, hooded cloak, knife.
- He is in Everway as an agent. Authorities on the Peaceful Isles became alarmed when Everwayans appeared and tried to set up an embassy. The Peace Masters are afraid that Everway will discover their secret and/or try to invade. Their leaders have decided to invade ("spread their peace to") Everway.
- Fish Trader knows of only one other agent in Everway - Gentle Dew. She is working as a spy for a high-up Everwayan (Absinthe Emerald). Gentle Dew instructed Fish Trader to keep an eye out for the heroes on orders from Absinthe.

**Thing/Person he cares about:** Love of family

**Idea he cares about:** Duty to Peaceful Isles

**Family:**

Thought you might like a quick run-down on what Fish Trader got up to in the last session when I was running him as an NPC. This will make more sense if read in conjunction with the public version of the story at

<http://www.zerothin.me.uk/Roleplay/EverwayStory.html>.

During the single interrogations in the Watcher sept, I decided that your Treachery flaw caused you to reveal that Slight had disappeared for several hours on the night before you came to Everway (while he was rescuing his sister and visiting the Basahn encampment), but you claimed that you didn't know what he got up to. This served to make Keensight even more suspicious about him and she did subsequently ask about it in court. Fortunately none of the heroes thought to wonder where she got the information from, so you've probably got

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away with it. You had good reason for wanting to get Slight into trouble - see below.

When the Watchers released you, you managed to get away from the other heroes ostensibly to sell your fish. In fact you used the opportunity to report to your spy master Gentle Dew (the cat-eyed woman whose picture I showed you a couple of sessions ago). She lives in the Old Town in Strangerside in a house overlooking the Ruby Sunset river, and runs a troupe of exotic dancers which are hired out for select soirees at the houses of certain Everway families. Her most prestigious clients are the royal family itself and in particular Absinthe Emerald, the wife of the King's chief adviser Bitter Emerald.

After hearing your report, Gentle Dew reveals that Absinthe was the person at whose behest you were sent out to meet your fellow heroes. Gentle Dew thinks that she will be extremely interested in your report. She orders you to stick with the heroes by whatever means necessary and report back on all their activities. You agree that you can do this at the moment on the basis that being a Person of Disputed Status means that your mercantile activities have been curtailed (basically, you can't travel to other spheres to get more fish), and that you therefore have a vested interest in sticking with the party and helping it to do whatever is necessary in order to resolve the status. Gentle Dew doesn't know why Absinthe is so interested in the party, but Absinthe did mention that she would pay double for information about "dragons and their masters" (note that your fellow heroes haven't told you anything about events before you joined them).

Gentle Dew has, incidentally, taken the fish off your hands (the cats of Strangerside will be feeding well tonight) and given you a plausible amount of money for them. She praised you for a job well done.

One important thing that I forgot to mention - Gentle Dew has warned you that the Pyramid radiates a sort of anti-magic field that means that the effort needed to maintain your human form becomes progressively greater the closer you are to it. Under no circumstances should you enter the Pyramid Plaza at the centre of the city, because your true form will be revealed (your predecessor had this happen to him - fortunately at night - and had to be sent back to the Peaceful Isles). Away from the Plaza you should be okay because you are generally pretty resistant to outside influences, but even then the perceptive may notice you struggling to maintain your disguise.

One person who might notice is Slight. You have observed that he can be unnervingly perceptive at times, particularly about magic. Fortunately he has had no reason to look at you too closely yet and you don't think that he suspects anything. It might be a good idea to keep it that way...