

EVERWAY SCENARIO 7: DEATH OF A SCHOLAR

Visions

1. A man lying dead on a wide road at the base of a square tower with a belfry. He has an arrow in his chest and is smiling. A masked figure carrying a bow leaps down from the parapet around the belfry to the flat roofs of the buildings below.
The dead man is of course Wormwood Crookstaff. The masked figure is *Huckster Motley*, a body double.
2. Ulrich Crookstaff - 70, tall, stooped mane of white hair, gnarled staff. His eyes have cataracts - he sees through the eyes of his attendant zombie servant (whose eyes have a greenish glow). He has a strong odour of putrefaction and damp earth. Never says what he means - always insinuates.
3. Joyberries. A fleshy, purple fruit, like an elongated grape.
4. Bazaar scene - a tall pompous man wearing a high conical hat is walking along the street, nose in the air. Behind him, in the shadows, a ragged figure is copying his posture and demeanour with subtle exaggerations. A crowd is laughing and pointing. The pompous man looks annoyed.
The copyist is Huckster Motley, giving some indications of his skill as a Body Double.

Plot Logistics

- The heroes arrive in Everway, perhaps expecting a heroes' welcome. Instead their guide and mentor is murdered and they get the blame (totally unfairly). Forced out of Everway proper, they must find lodgings in Strangerside. If they want to deliver the message about the Mist, they must clear their names by finding who really did murder Wormwood. In doing so, they get to explore Everway and find out something of the political machinations of the families.
- Important point: Don't want the heroes to get discouraged and leave Everway straight away. Could have the Watchers ask them not to leave before enquiries have been completed. The Keepers then enforce this.
- Heroes may (rightly) suspect Quill and Inkhand of being involved. Allow for the possibility that they go back to Tales to try to track them down (though see above for why they may not be able to do this). Both she and Inkhand (she needs Inkhand to lead her through the gate) return to Everway after Inkhand returns from delivering his message. They are holed up in the Scratch headquarters. Quill cannot be got at without a huge fuss, although the heroes may be able to waylay Inkhand. He doesn't know what the message said, though he can tell them to whom he gave it.
- Wormwood is murdered by a bowshot from a Peril Bell tower. This should immediately implicate the Crookstaffs if the heroes think to ask who controls access to them.
- The arrow which kills Wormwood is poisoned with joyberry juice. This was obtained from the Green Mountain warriors who live outside the city. Their chief has just been killed and his chief rival is suspected.
- The murderer is a member of the Motley but is also a Body Double. This implicates the Mask family, who control them.
- Want the scenario to end when the heroes track down and kill or capture the Body Double (Huckster Motley). Ideally, the heroes should never get to prove the connection to Ulrich at this stage. They may find papers in his room which imply that Huckster was acting under orders from more than just Quill and possibly mention the Twelve (though would they be so careless as to let such papers be left around? Certainly not if the Watchers get to Huckster's rooms before the heroes do...). Ideally, Ulrich wants the Scratches and one of the enemy coven leaders to be implicated. Redoak is the obvious one, given his rumoured intention of marrying outside the family. Redoak may recognise this and seek the heroes' aid in clearing his name.
- If Ulrich gets the body quickly enough, he will have access to Wormwood's memories of his time in Plenty and Tales and his interaction with the heroes. This means that he gets to hear about the Mist and assess how much of a threat the heroes really are.
- Huckster thinks that his orders come from Loudvoice Mask, when in fact they ultimately

derive from Ulrich. The assassination was originally planned several months ago after Wormwood's last visit. At that time, Loudvoice and Ulrich were still on the same side. Huckster was told that his services would be required, and was given Wormwood's description. He was told that it would be an easy job as the victim had no special powers and would not be guarded.

- Killing Wormwood must have been pre-planned, but doing it on the main street of Everway is daft (why didn't Quill arrange for W. to die in Tales? Because she really loved him). There must be a change of plan - caused by Quill's description of W's travelling companions. The original plan was for W. to be murdered in a back street by Huckster posing as a common mugger. This now won't work because W. is surrounded by fighting men (and woman).
- Plan B is that the heroes get arrested by Keensight's sept, giving U. a chance to interrogate them and find out how they met Wrath (one thing that W. wouldn't know). U. also realises that there is an opportunity to embarrass Loudvoice Mask, who recently switched sides in the Twelve, if he sets the heroes to find Huckster (does this make sense? Not really - why should Ulrich give up all possibility of using a useful tool like the body doubles? Because he doesn't want the opposition using them?).
- How is Huckster informed of the change in plan? Like the idea of a zombie going round to Huckster's house (and leaving a body part behind), but that's way too obvious... No, Huckster must think that the message is from Loudvoice.
- See notes on the Twelve - the main thing that will concern them is that Wrath is supposed to be with the heroes. This may cause some of the Twelve to panic if they suddenly see the heroes in Everway. The panic will subside a little once they hear that the heroes and Wrath fought in Waterside.
- Possible actions Ulrich or the rest of the Twelve might take are:
 - Try to assassinate the heroes if they think they know too much about Avatars (based on their general lack of interest in Wormwood's theories so far, this is unlikely). This would be a desperation measure - it would likely attract attention. The more fuss the heroes have made, the safer they are likely to be. Needless to say, Ulrich won't direct the action himself. Possibilities: 1. Ask Tender Wailer to send a detachment of Smilers, 2. try to sucker Redoak into offing them with the Shadow men (he could do this by ostentatiously courting the heroes, inviting them to run errands for him).
 - Try to get the heroes deported from Everway. Unfortunately the Watchers have already asked them to stay until the case is resolved (Keensight Watcher was not kept in the loop). This means that the Twelve have to get the case hushed up first, which means finding a plausible murderer. Possibilities: 1. Inkhand - acting as an agent for the Scratches. Motive: Didn't like the idea of Wormwood and Quill running off together [incidentally, why didn't Wormwood marry Quill? Because both families have a rule (in the Family Law) that they cannot intermarry]. Seems a bit weak, but Ulrich can insinuate that the true reason was a plot by senior Scratches to kill as many Crockstuffs as possible. 2. One of the heroes (preferably one I'm playing as an NPC). U. implies that Wormwood was suspicious that they were a spy or an assassin for a foreign power. Or - how about that Wormwood was going to report them to the Moondancers for destroying a Gate?! (Sacrilege!) Sadly, this latter makes justifying the killing of W. in Everway implausible as the heroes will doubtless point out, but U. can cite the destruction of the Gate as evidence of anti-Walker (and therefore Everway) tendencies. Note: It's possible that the heroes will take the hint and leave. Try to avoid this one if possible.
 - Arrange for the heroes to be threatened so as to try to make them leave of their own accord. Time for the exploding doll trick - body doubles and Smilers dogging the heroes etc. The exploding doll comes from Prester Ironholt - U. doesn't know that Cunning is also making use of him to receive messages from Urumora.
 - Take an interest in the heroes so that he can manipulate them into trouble. This could be direct (so as to provoke Redoak into something stupid) or indirect. Perhaps the Watchers imprison the heroes and U. arranges for them to be freed.
 - Do nothing. If the heroes don't appear to have picked up on W's theories and don't cause trouble, U. has them watched and if they don't seem a threat, leaves them alone. He may use some undead bats to do this, or get Gracious Mask to employ body doubles, or Smilers from Buryer Tender. [Note: Jayson may be very disturbed by the concept of an animate creature that he can't talk to...].

- If U. doesn't get the body in time (within a few hours of death), he will assume the worst.
- Heroes will probably try to deliver the lizard pyramid to Prester Ironholt. Why is likely to take an interest in his goods and attempt to befriend him. NOTE: include body double mimicks in the description of events at the bazaar.
- How do the heroes get to track down Huckster Motley?
 - Inkhand could tell them about Creep to whom he gave Quill's message.
 - Via the joyberry connection - a pharmacist in the Bazaar (or a Mother) can tell the heroes about joyberries and direct them to the Green Mountain Warriors. If the heroes can sort out the Warriors' leadership problem, one of them will recall that they sold some joyberries to someone dressed like Slight... Talking to Motley members will reveal Huckster's identity. The other Motley members don't like him because he always seems to have money but won't share it.

The Sequence of Events before the Heroes arrive

- After the tale circle breaks up, Quill and Wormwood return to her house. Quill tells W. that she's going to send Inkhand on an errand so that they won't be disturbed. She writes a message to Render and Ulrich as follows (the original is in code in case Inkhand is tempted to look - Air 5 to decode):

W. has returned, and clearly knows too much. He told a story of the Hooded Councillor at the Tale Circle tonight and spoke to me of Mother Harvest, which is indeed what he was researching in Plenty. It seems, alas, that you were right in your suppositions. Worse, he is accompanied by six companions. Two of the men and the woman match the descriptions of Wrathful's companions! It seems that they met in Plenty. Luckily, the Dragon Lord is not with them. W. said that he plans to go with them to Chamber Platinum to warn of a great danger to Everway. I fear he means the Avatars, or perhaps the Dragon Lord himself! He must be stopped, or all our plans will be undone. Tell our man to take care - some of W.'s companions are doughty fighters and others have the look of magic about them (does W. suspect something?). I will delay W. as long as I can.

[Quill's sigil]
- Quill seals the message and tells Inkhand to take it directly to the house of *Creep Motley*, an entertainer at the Court of Fools (she's a poor actress). When Inkhand complains that he will be arriving in the small hours, Quill tells him to stay in a Host house and deliver it at dawn, then visit the Library of All Worlds. She also tells him not to go near Scratch HQ as Codex will give him difficulties.
- Inkhand arrives in Everway in the small hours of the morning. He uses his Chamber Platinum pendant to get in through the Imperial Gate and stays overnight in the Host house opposite the Palace (Quill has told him to avoid Scratch HQ).
- At dawn, he heads for the Court of Fools and locates Creep's house. Creep is asleep with her lover. Reluctantly she takes the message to the Arena and delivers it to *Pomme/Crow*, a young female officer), who pays Creep and takes it up to Render.
- Render Crow reads the message, goes "oh my god" (or words to that effect) and sends a message to Ulrich by emergency undead pigeon.
- Ulrich realises that the best way to stop W. and the heroes from reaching Chamber Platinum is to have W. assassinated in full view. He can rely on Keensight to arrest the heroes, and if they avoid arrest, so much the worse for them...
- Ulrich activates a mask hound that had been prepared for reanimation and sends it to Huckster at his room.
- The mask hound carries a message in its mouth purporting to be from Loudvoice that activates Huckster and changes the plan. It also warns H. that "the joyberry connection may be followed up. After you have completed the first part of your mission, cover your trail with the Warriors. Kill the father and implicate the son."
- Ulrich deactivates the ward on the Peril Bell tower by going to the Model Room and placing the wooden block that stops the miniature bell from swinging (normally done when the wards and enchantments need enforcing). This stops the main bell from swinging.
- Huckster takes position in the tower.
- When the heroes approach, he climbs down on to the roof below (which belongs to the Gold family), dropping a rope to the alleyway. He shoots W. from the roof and makes his escape down the rope.

After the Shooting

The heroes are likely to do one or more of the following:

1. Chase Huckster
2. Try to help Wormwood
3. Get help
4. Run away

Regardless of what they do, the chances are that at least some of them will be questioned by Keensight Watcher. K. uses the disputed status of the heroes, first to lock them up and then to insist that they remain in Everway until Crookstaff's murder is solved. She also demands that they attend the inquest into Wormwood's death.

Meanwhile... Huckster slips out of town and makes his way over to the Green Mountain Warriors' camp. When night falls, he slips in (pretending to be a warrior woman), murders Great Axe and plants the joyberries in Warsong's tent. Then he returns to his house, burns the message and prepares for a normal day in the bazaar.

Responses of the Twelve

The heroes' arrival in Everway will (eventually) trigger a crisis within the Twelve. The Ulrich faction has already lost major face by losing control of Wrath, and his possible arrival in Everway will cause some of the group to panic. Fortunately for Ulrich, his faction is (probably) the first to hear of the heroes' impending arrival thanks to Quill's message via Inkhand.

- *Ulrich's* approach will be softly-softly. He will wish to try to interrogate the heroes and get them on his side. He will know as soon as they arrive that Wrath isn't with them. His aim will be to try to get the heroes to tell him about their previous adventures, without directly asking them about Wrath if he can avoid it. He will not work directly, of course. Ulrich will realise immediately that killing Wormwood in full view of everyone will embarrass Keensight and, if the body double killer is discovered, Loudvoice Mask as well.
- *Codex* and *Blizzard* will want to get the heroes out of Everway as soon as possible. The chief concerns will be that a) Wrath could find out something about his origins and b) he will try to take over Everway. Codex will try to persuade Keensight to come up with trumped up charges that will exile the heroes from Everway.
- *Buryer* will be in favour of assassinating the heroes in case they know too much. He will offer the use of his Smilers.
- *Wile* may learn something of the heroes from Gentle Dew via Fish Trader (possibly), which she will report to *Absinthe*.
- *Keensight* will be highly paranoid, arresting the heroes if she gets the chance as she will suspect that they set up Wormwood's murder. When she works out that they are Wrath's companions, she will become even more paranoid. By then, Ulrich and Codex will (separately) be putting forward action plans.

The Helping Hand

Keensight is eventually persuaded by Ulrich to let the heroes go - they clearly haven't brought Wrath with them, but there may be some useful information that they can provide.

K. insists that the heroes not be allowed to leave Everway until the murder is cleared up, despite Blizzard's and Codex's protestations. U. also insists that the heroes are not allowed into the Library of All Worlds.

So - the heroes are eventually released and encouraged to head for Strangerside. How do I get them to investigate W's murder? They could visit a lawyer to discover what "person of disputed status" means, but I think that more direct action will be needed. Someone needs to get the heroes to investigate. I would like this to be Ulrich, but is this plausible? On the one hand, U. wants to smear Loudvoice for switching sides. On the other, he doesn't want to give the heroes a platform for blabbing about avatars or Wrath (the Black Mist, once he learns of it from W's corpse, will strike him as an excellent opportunity to stir up fear and panic from which he can benefit). However, if the heroes work for him directly, he should be able to control this. As head of the Crookstaff clan, he has an excellent reason for wanting to W.'s killer brought to justice, and he can control what they eventually say. But... it isn't in his nature to work directly. However, this is important to him.

So, Ulrich invites the heroes to meet him at Dead Hand coven (or somewhere else? He might not want to be known to be associating with Persons of Disputed Status). He is hospitable and friendly, apologising for their incarceration and offering to pay their living expenses. He asks them to find W.'s murderer - "it is in both our interests - I wish to know who has murdered a member of my family and by revealing the true assassin, you will no longer be Persons of Disputed Status." If they ask him where to start and the heroes have told him about it, he suggests investigating the poison with which the arrow was tipped - "perhaps the apothecaries in the bazaar might know something".

If the heroes ask the obvious question ("who might have a reason for wanting to send you a message?"), he'll suggest the Scratches, the Snakerings, members of the Emerald family, the Moondancers...

Investigating the Murder

The heroes now have numerous options:

- Ask about the rooftop from which the assassin shot (need permission from Golds - meet Cunning).
- Ask the apothecaries in the Bazaar about the poison.
- Investigate what Wormwood was doing before he went to Plenty (Ans - not a lot. He was researching in the Library of All Worlds).
- Figure out that Quill Scratch or Inkhand must have warned the assassin - the heroes can't go back through the gate to track them down, but Ulrich offers to send a zombie (if asked). They might also go to Scratch HQ to find them, and possibly run into Codex Scratch, who will accuse Ulrich of having sent them and attempt to send them off with a flea in their ears. Slight or Jayson might be able to use their abilities to find Quill or Inkhand.

The only one of these that leads anywhere is the apothecary link. An apothecary will tell them that the death has all the symptoms of joyberry poisoning. Joyberries are illegal within Roundwander, but the shamans of the Green Mountain warriors use it in tiny doses in their ceremonies. And a tribe of Green Mountain warriors has been camped outside the city walls waiting for payment for over 75 years... The apothecary suggests that they speak to Warsong, the eldest son of the tribal chief - "he's the most friendly of them".

The Green Mountain Warriors

This is a group of wild mountain warriors who were brought to Everway to fight Earthshaker and his armies and who were never paid. They have settled down in the fields around Everway, having vowed never to leave until the Council pays up (the Council won't because although the sum is not large (1000 hefts), it would "set a precedent").

When the heroes arrive, the camp is in uproar. The chief, Great Axe, has been poisoned by joyberries. His eldest son, Warsong, is awaiting execution since he was the last person to see Great Axe alive and joyberries have been found in his tent (the accusation was made by the younger son Sorrel, who is acting leader). The heroes must first prove their worth by drinking increasingly fermented yak's milk without throwing up - 3 days old: Earth + fortune \geq 3, 1 week old: Earth + fortune $>$ 4, one month old: Earth + Fortune $>$ 5 etc. Must try to outlast Earth 4 Warrior. If they fail, have to use Rathgard's oratorical skills or Slight's illusion. Or the heroes can come up with an endurance-based test that they can win.

The heroes must persuade the warriors that Warsong is innocent and should be their chief. They can do this a) by trial of arms b) investigating Warsong's and Great Axe's tent (Huckster removed a peg, slipped in the back and planted the berries in a box) or c) asking the shaman (Spirit Dancer) if any of his joyberries are missing (they aren't and there's no way that Warsong could have got any). Alternatively, they could simply rescue Warsong. Assuming they do, Warsong will tell them about a meeting he arranged with the shaman and a raggedly dressed fellow (he gives a description of Huckster) on behalf of Great Axe. The warriors needed hefts to pay for the funeral rites for a someone who had recently died, and this fellow offered five silver hefts for five joyberries. Warsong vaguely recalls seeing him before, hanging about the bazaar. If the heroes think to ask, he will accompany them.

What if the heroes don't think to rescue Warsong? They could try talking to Spirit Dancer, but he

is half crazed on drugs and difficult to get any sense out of. Sorrel will try to prevent the heroes from seeing him.

What if the heroes make a complete pig's ear of this encounter and don't learn about Huckster? What else could lead them to him?

- If asked about assassins, U. might let slip that "anything or anyone can be hired in the bazaar" and suggest they ask around.
- Following up the Inkhand link would lead to Creep Motley who for a fee will dish the dirt on Huckster (he was a former lover and, she thinks, stole some money from her).

The Finale

By one means or other, the heroes should track down Huckster to the bazaar. When he sees them coming, Huckster will make a break for it (unless the heroes are clever). A chase ensues, with Huckster trying to lose them in the streets before making a break for one of the entrances to the Chameleon Room. Armed with the knowledge that he's a quick change artist, the heroes should be able to corner him this time. Huckster has a dagger in his pocket which is covered in joyberry juice. He will stick this in his own thigh rather than reveal the existence of the Empty Mask (though as the poison takes hold, he may cryptically remark that "a dog told me to... a big, black dog..."). The heroes may eventually be able to link this with the Mask Hounds.

What can the heroes discover about Huckster's employer? Not a lot - Huckster's only possessions are some money and the key to his house near the Court of Fools. This is shabby on the outside but well appointed inside, indicating that he had an extra source of income. The heroes can help themselves to what's in the house, which includes various assassin's equipment including a rope with the unknottting device. Observant heroes may notice that the rope is blackened near the top, and if they think to link that with the soot-covered wall of the Peril Bell tower, they deserve a round of applause...

H. would have destroyed the mask hound's message, though the heroes may find the blackened remains in the house grate.

If the heroes are clever, they'll think to take the body to Ulrich. Since U. doesn't mind smearing the Masks, he will happily let the heroes quiz H. about who hired him. H. probably won't reveal the existence of the Empty Mask (even in death he is loyal) but may identify the messenger as a Mask Hound.

Rewards: U. will thank them very much and give them a small reward. If the heroes decide to trust him with their message about the black mist, U. reveals that he has already heard about this by questioning W's body, and "is looking into it". He asks them for more details about when and how they first encountered the mist (Slight may spot that he becomes very interested if they mention Wrath). U. suggests that the heroes stick around in case the authorities want to ask them about it. At the inquest, which takes place two days after W.'s death, the heroes are cleared of being Persons of Questionable Status and the ban on their use of the gates is rescinded.

Locations

The Enclosure

Date: 12th day of the Month of the Scales, 2473 (Venusday)

- Silver thread of the path between the worlds ends in a rectangular entrance way
- You stumble out, disorientated as usual, into bright sunshine and warm dusty air.
- At centre of circular enclosure about 150' across
- Walls are 20' high and made of sandy yellow brick
- Shadow cast by wall suggests that it's midday
- Gate is a much larger version of the one in Skylight - about 20' square.
- Stands on a circular dais - worn path leads in a curve to the only exit from the enclosure, which is a 15' wide barred gate.
- Two female guards dressed in tunics and skirts with metal plates attached stand on either side of the gate. They are armed with 7' long spears. A number of loaded and oiled crossbows hang from the wall behind them. They are currently buckling on helmets with leather ear protectors. Behind each, attached to the wall, is a bell with a rope.
- In front of the exit is a weathered looking oak table
- Seated behind the table is a middle-aged woman dressed in dull russet robes with grey panels in the front. Her expression is hard to read from this distance, but she does not seem particularly delighted to see you.
- Over by the wall, a greasy-looking man with pimply skin and an extremely ill-advised beard, dressed in a green and red striped jerkin, leather money bags at his belt, scrambles to his feet, brushing dust off his backside. "Hefts! Hefts to pay the toll!"

Assuming they approach... Wormwood takes the lead unless the heroes stop him.

- You get a better look at the official as you approach. Her black hair, greying at roots and clearly thinning, is pulled into a tight bun held in place by an ornate red and black hair clip in the shape of a leaping fish. A large oval stamp, blackened with use, hangs on a chain round her neck. From her facial features and her personal adornment (studs in different metals in her left ear, a triangular charm in the right) she appears to be related to the impassive guards behind her.
- There is a movement in the shadow cast by the table, and a large flabby hound rouses itself, tongue lolling. Pan of water, gnawed shoulder bone.
- "Eagle Eye! Steel! True Strike! How nice to see you again!" says Wormwood. The seated woman's expression does not change.
- "Approach one at a time!" she barks. She releases a blank sheet of paper from a paperweighted pile in front of her and takes up a quill.

[The procedure is in fact fairly short - Eagle Eye takes a note of everyone's names, the reason why they want to enter Everway, confiscates any banned weapons and magical items, asks about taxable goods to be sold (weapons, intoxicants, magical goods, basahnware and cheese) and makes a note of any monies owed. The Gate tax is waived as the heroes are travelling on Crookstaff family business. Wormwood will vouch for this. The greasy man (Fatpurse Chipper) looks disappointed. The only excitement is likely to be the dog barking if it detects anything magical - this is likely for the following:

- Flame's fire sphere and ensigiled weapons. Unless lied to convincingly (her Air score is 3), Eagle Eye will try to confiscate the Sphere of Pure Flame ("suppose it went off by accident - half the city could burn down!"), laboriously writing out a receipt.
- Walker's staff
- The Lizard Pyramid (heroes will have to think of a good excuse if it's not among Why's toy collection)]
- As heroes are passed (if they owe any tax, Eagle Eye hands them a tax bill - officially stamped - with a demand that they pay it at the Tax House as soon as funds become available and a warning that they will not be permitted to leave through a gate until they have), they may go through the gate, which leads into a 50' x 15' corridor, half way down which is an alcove. As each person passes the alcove, a cacophony of shrieks is heard, which will be recognised by anyone who has been to the Basahn encampment as a watch-imp.

- If Slight is in stealth mode (which, by default, he is) the watch-imp will not trigger. The guards at the enclosure end clash their spears together and a portcullis comes crashing down at the far end of the tunnel. Shouts will bring the guards running - other guards suddenly appear at the far end of the tunnel, with shouts of "Basahn! Basahn!". Slight will have to make himself very visible, which will trigger the watch-imp. Even so, the guards will be deeply suspicious - Rathgard's oratory skills will probably be necessary to allay their concerns.

The Gate Lands

- The passageway ends in a gatehouse which houses the portcullis and two small rooms for the guards. Beyond it, a dusty and rutted road curves around and down to the left.
- A ridge on the far side of the road leads up to a promontory on your right where another guard, male this time, stands next to a bell on a pole. He looks at you suspiciously.
- Beyond the promontory, you can see the wall of another enclosure. This one has a thatched roof.
- Round the corner, the path joins a road running east-west. It is paved with one foot square sandstone blocks - scraggy weeds grow in the cracks. To the south, a 20' wall blocks the view. Wormwood turns left.
- A child dressed in a red robe that comes down to its knees rushes past you, holding a scroll. She disappears up the track you just came from.
- The road continues, with paths from other enclosures joining at intervals. From time to time the wall is broken by rectangular buildings with two short spires at either end flying flags depicting, in white against a scarlet background, the outline of a city (with a central pyramid) held between curved hands. The buildings - clearly barracks for the guards - are set back from the road, leaving a courtyard where off-duty guards-women and -men are sharpening their weapons, buffing up their armour or just taking their ease. A couple of the red-robed children are playing with small wooden horses and soldiers on the ground. A young man, practising his archery against a hay-filled human-sized sack tied to a wall, manages to miss the target altogether, causing shouts of derisive laughter.

[If the heroes ask, Wormwood explains that these are the Keepers, the family charged with protecting Everway from attacks from other spheres and collecting the Gateway Tax which pays for the elaborate security precautions. They are the only family which is based outside Everway proper.]

- A bright blue cart pulled by a black-maned donkey comes ambling towards you, driven by a depressed-looking man wearing a deer-skin poncho and a long floppy cap. [He is *Westward*, a trader who is returning to his home sphere of *Seashift* after selling his load of flints, bird eggs and fish. He has not had a very good time - "the penheads robbed me officially and a mugger in Strangerside robbed me unofficially."]
- A road from another enclosure joins this one. Coming along it is what is clearly a religious procession - a black-robed priestess with very white skin and a bald forehead, wearing a head-dress which hangs from two points on either side of her head like batwings, is escorted by eight acolytes in blanket-like ochre robes with white undergarments and tall hats with round tops and thick brims and two fierce guards, dressed in painted leather and armed with polearms. The acolytes are holding an elaborate parasol over the priestess and are sweeping the ground in front of her feet with large feathery leaves. They hum continuously, like bees. The whole procession is moving *very* slowly - have to rush to get ahead of it or be slowed to a crawl / have to push past. If they do the latter, the guards upbraid them - "show respect for the priestess of the Goddess of the Doorways, unbelievers!"

[The priestess is *Seeker of the Path* and she is visiting on behalf of the goddess to "pay her respects to her fellow gods in Everway". In fact she is planning a theocratic coup in Crisscross and is seeking the support of the Moondancers.]

- Path turns left and starts to wind among the outcrops. Paths lead off to various other enclosures (*Rainbow Jungle* and *Straggle*).
- Path rises and joins a well-paved road at a cross roads. A signpost shows Earthbank to the left, Everway to the right, and a long list realms in the other two directions.
- "Lady and Gentlemen," says Wormwood, indicating to your right, "behold Everway!"
- The road slopes down to an ornate gateway about 100 yards away. Beyond, it marches across open fields and pastures dotted with farmsteads and ruins. About a couple of miles away, the land rises to Everway.

- The city is perched on a rise overlooking a bay. The low late afternoon sunshine gleams off the hundreds of spires, towers, minarets, domes and arches that make up its skyline. The most prominent features are the 300' flat-topped pyramid at its highest point. [Walker gets a flashback to his vision of the pyramid sucking in the stars...] and the jet black wall, 40' high and studded with white statues in alcoves, that surrounds it. Smoke from a thousand chimneys drifts across an even larger conurbation behind it. A river separates the two cities.

The Keeper's Gate

- Two grey stone towers support a pair of massive wooden gates, 20' wide and 40' high across a deep earthworks that stretches off to the horizon to east and west. Two arches with portcullises pierce the lower halves - the upper parts are decorated with bas-reliefs of guards with spears fending off horned monsters [Wormwood explains that it commemorates the invasion of Everway by the magical hordes of Thumbprick Noshadow, which the Keepers were instrumental in fighting off. The gate is designed to open up in the event of the Walker returning with the capstone.].
- There is a short queue at the left arch where Keepers examine papers and check for contraband:
 - some bare-chested warrior types with bushy hair and beards
 - yellow-clad desert nomads with a line of camels
 - 2 red-robed acolytes escorting a tall tank of faintly mauve water in which a couple of fairy-like creatures drift listlessly
 - a motley-clad woman with the largest toad you have ever seen on a leash
 - a hooped, covered wagon that appears to be manned entirely by children
 - an imperious woman, hair bound in a jewelled hairnet and dressed in fine emerald robes, a scroll case on a chain round her neck
 - an emaciated, bald, jet black man, dressed in rags and carrying a twisted and forked staff
- Procedure at the gate does not in fact take long - guards glance at your papers and wave you through.
- Pass through cool gateway - balconies in the shadows above where more Keepers armed with crossbows look down on you.

The Road to Everway

- Made of pale grey granite blocks set in cement. Well-swept, despite the large numbers of animals that use it - sunburnt men with hooded leather caps and huge brushes keep it clear [Wormwood explains that they are members of the Mudbanks, a low status Everway family.]
- The first storey of a circular tower stands to the right of the Keeper's Gate [Eagle Tower, built by the Hardhands, destroyed during Thumbprick Noshadow's invasion]
- Beyond it, also on the right, are the ancient foundations of a square building made of blue stone [the Blue Fortress, built during the reign of the Towers. No-one can remember how it was destroyed].
- To the left is a large farmstead. A three-storey high building with a square portico surmounted by a bright emerald dome stands surrounded by barns and agricultural labourers' huts. [Wormwood explains that it is an estate belonging to the Emeralds, Everway's royal family.]
- Encounters on the road:
 - A farmer driving her flock of unsold sheep. Not surprising - the sheep are thin and have bald patches, and the farmer is dressed in rags.
 - A trio of witchy-looking ladies, supervising a crocodile of young black-robed scholars, all carrying scrolls and quills. When the teachers aren't looking, one of the kids makes a small gesture with her hand that makes her haughty companion's nose glow pink for a few seconds. There are a few stifled sniggers, but the perpetrator looks disappointed at the effect.
 - An elephant covered in an elaborate knitted blanket is being led by the trunk by a small child. The worldly look in the child's eyes suggest that he is older than he seems.
 - An ancient tremulous man, trembling as he shuffles along - "the Watcher! The Watcher outside!" [Grabs somebody's cloak, stares into their eyes]. "He's looking at

you, you know. He sees everything! Always there, no escape, no respite..." His eyes de-focus, he lets go and shuffles on [He is *Draw Toothpuller*, who was incarcerated in the House of Penitence but has been released accidentally].

The Imperial Gate

- Drawing closer to Everway, the black wall becomes more and more imposing. Permeated at intervals by hexagonal towers and surmounted by castellations, the smooth black surface is relieved by alcoves containing life-size white marble statues of Everwayan citizens in a variety of styles of dress. Some stare down haughtily, others have hands raised in benediction or welcome. The military types stand guard.
- [Unless stopped, Wormwood can't resist pointing out several famous Crookstuffs]
- Close to the gate, the road splits with a road following the walls around to the right. Deep ruts indicate that many heavy carts use this road.
 - As with the Keeper's Gate, the Imperial Gate is bifurcated from top to bottom. The lower half contains an inset gate about 30' by 20' - more guards control the flow in and out. The upper half of the Gate has a massive carving of the pyramid flanked by two stylised humans, a woman and a man.
 - There is much activity and chatter as an astonishing assortment of people stand in line to be let in or out of Everway. The guards at the gate - dressed in bronze armour with helmets with enormous iridescent plumes - ask a few questions and consult a long sheet of paper covered in crabbed writing, followed by several smaller slips.
 - Above you, on the wall, guards armed with crossbows patrol up and down. They are more plainly dressed than the gate guards in leather armour.
 - A large cart drawn by two yaks creaks past you. It contains a vast collection of items - bolts of cloth in vivid colours, bags of grain, several items of furniture made of cane, a sack of bright pink pear-shaped fruits, a tray of enormous speckled brown eggs, a stick covered with a resin with a pungent reek that catches at the back of your throat, a strange device looking like a cross between a mangle and an oven [which is what it is - the stove is used to heat irons for pressing clothes], a large glass jar full of round yellow sweets with blue spots, two large sheets of glass stowed carefully and wrapped in several layers of hessian, an ornate lamp bracket, several enormous bars of bluey-grey soap...
 - There is a sudden clash of spears as the two guards controlling the egress block the path of a young woman wearing clothes made of colourful gauzy scarves stitched together. Two more scarves form a head covering over her pale ginger hair, held in place by a twisty bronze circlet. Several people in your queue lean over to get a better view. She squares up aggressively to the guards - her voice, loud and angry, comes readily to your ears. "Oh come on!" she says. "What's the matter? Let me through!". A guard holding a piece of paper says something you can't hear. "That's bloody ridiculous! Who's put this damn order out?" Murmur, murmur. "Well, it's obviously a mistake. Look, can't you just let me through? I've got to get to Merrybright this evening, or... listen, Featherhead, it's an error! They clearly meant some other Mask - Sweet smile, she's always saying that sort of..." Murmur, murmur. "I haven't got time, I'll be late! Come on, let me through!" The guards brace themselves as she pushes against their spears, while the official grabs her by the arm and hauls her off. The woman utters a yell of frustration and raises her hand to claw at the official's eyes, but with lightning reflexes he catches her wrist. She tries to knee him in the groin, but he hooks her legs from under her and she crashes to the ground. The official lets go of her and steps back "Go and see Stolid Watcher," he says calmly. "We cannot let you through". The woman gets to her feet, spits the dust out of her mouth, marches up to the official and waves a finger under his nose. "There'll be trouble for this!" she says and marches off. A short dumpy woman a few people ahead of you who is carrying a tall graceful jar on a padded tray on her head sighs and tuts. [if asked, Wormwood explains that a Watcher magistrate has declared her a "person of disputed status", ie a suspect in a crime, and that she is prevented from leaving Everway. He doesn't know her name, but says that she's definitely a Mask. It could well be an error - the Plumes rely on small sketches and names and frequently mis-identify people.]
 - [As Slight approaches the gate, he may notice Shift Crookstaff lurking in the shadows.]
 - Eventually your turn comes. As before it's straightforward. Wormwood declares himself and says that these are Outsiders who are assisting him in Crookstaff family business. The guards look at you closely peering at their bits of paper. They pay particular attention to Flame and ask her to remove her mask, but shrug and let her go when she can't

- comply.
- Slight is more of a problem. The guard glances at him, gives a puzzled frown and turns to the next in line, but as he does so, a bored-looking figure dressed in wizard's robes steps out of the shadows. He's a tall slim man in his forties with a mass of thick curly black hair on which is perched a small triangular cap. He holds up a hand, not directly looking at Slight, and says "Halt! Take down your glamour!" "Ah Master Glint! A thousand times!" says Wormwood. "A thousand times, Master Wormwood. Is this person with the misdirection glamour with you?" "No, I don't think so..." Wormwood suddenly looks straight at Slight. "Oh, I see! You're jolly good aren't you? Yes, Master Glint, he is with me. He is no threat to Everway, on my honour as a Crookstaff". "Very well, he may enter," says Glint, and steps aside.
 - Finally, the guards are satisfied - they step aside and you enter the city of Everway.

The Walker's Way

- The Walker's Way stretches ahead, 60 feet across, rising gently to the Pyramid about a mile straight ahead.
- Although the road is of the same good quality grey granite as the Imperial Way, it is clearly older - the stones are stained with the results of numerous spillages and mishaps, the passage of millions of wheels has worn inch-deep ruts .
- The broad pavements on either side are raised eight inches above the road surface and are eight feet wide. The flagstones are truncated triangles.
- To the left of the gate is a covered fountain with a broad rim. The fountain itself is of white marble, and depicts a goddess dressed in elaborate robes with arms raised. Water bubbles up on her upturned palms and arcs out from her outstretched fingers. Behind her, two robed arms stretch out from a representation of the pyramid, holding up a sun above her head. [This is a controversial statue of the Mother Goddess that the Emeralds had erected when they regained the kingship. The Moondancers hate it.]
- On the other side of the road from the fountain is a small open area, where a number of shabbily dressed men and women are waiting. When they see you, a couple rush over:
 - "Good day sirs and madam! You are new to Everway, yes? Come, let me show you around! See the Great Palace of the King of Everway, the largest bazaar in the thousand spheres, and, of course, the Pyramid! What's your pleasure, sir? I, Freedom Welcomer, know all the best places, for food, for music, for earthier pleasures..."
 - "You need a place to stay? I have very a lovely place, just the other side of Fools Bridge. Wonderful views, very clean, very reasonable. Just ask for Jacinth's Refuge..."
 - "Flat breads! Delicious flat breads!"
 - "Looking for a good time. Come, let me show you..."
- This is clearly the rich part of town - there are relatively few walkers, and those are richly dressed, mostly in emerald. A broad street leads off to the left towards the barracks building that is part of the gate complex and a slightly narrower one to the left.
- Many large and grand buildings front the street - Wormwood gives a running commentary of the history and ownership of each one:
- Left is a 10' high lime green wall over which trimmed trees and buildings with angular green roofs can be seen. "The Emerald quarter. This is where Emerald family members who are not immediately related to the King have their homes."
- "The Cloisters of the Priests of Night - a rich cult from Temple which settled here in 1644. The cult only exists here, all its other members having been killed during the six arm riots."
- You pass a couple of curved stone benches flanking a road off to the right, marked as Dweomer Way. On one of the benches, a fat woman dressed in shabby leather clothing and a large hat snores loudly, a sweeper's brush laid beside her. [Slight has a feeling of being watched. If he looks, and on a lucky Fortune card, he notices a large black dog sitting in the shade of a nearby building. The dog appears to be wearing a black feathered mask. It bends down and starts to lick itself if observed and gets up and lopes off if approached. It has a curiously stiff gait, and if Slight thinks to ask Jayson to investigate, Jayson cannot make contact.]
- A large hall covered with a profusion of sculptures. "The Stonebreaker's Sculpture Hall, where the Stonebreakers store their second rate sculptures. Some of them are for sale."
- A large coach passes by, drawn by four fine horses. The single passenger is a grey-haired man dressed in red silk robes and wearing a flat cap that bulges out over his

ears.

- "To the right is the memorial obelisk commemorating the end of the blood plague in the year 1890. The closing ceremony of the Carnival of the Little Death takes place here."
- The Temple of Zeus. A smell of blood and charred flesh emanates from the doorway. "The Moondancers consider the stepped design of the roof to be a blasphemous mockery of the Pyramid. There was a big court case about it in 2130 which the Moondancers famously lost, thereby establishing the principle of religious tolerance in Everwayan law. Behind it is the Temple of Chronos, where the water clock that regulates the bells of Everway is kept."
- A couple of boys dressed in Greek-style chitons push past. The larger is chasing the smaller, who does not appear to be enjoying the experience. The older one catches up and knocks him into the street, then jumps on him. "Stop it! Stop it!" shouts the other and starts to sob. [They are *Messenger* and *Hunter*, the sons of *Speaker* the high priest of Zeus. They are simple playing.]
- On the other side of the street a stately woman in fine emerald robes walks towards the gate in the Emerald quarter. Her head is shaded by a cloth of gold held by two infamously tall and thin servants ["That's Hope Emerald, the King's second sister," whispers Wormwood. "She and King Horizon had a falling out and she was sent to live in the Emerald quarter rather than the Palace."]
- Just beyond the Emerald quarter is a shabby five storey with lots of little round windows. "Most of the workers on the Digger estate live there. The other families hate it because they say it lowers the tone of the area, but the Diggers don't care."
- "The Statue House." Wormwood indicates a fine mansion with a curved facade and statues on either side of the front door. "The one on the left is Sly Snakering and is by Everway's greatest sculptor, Chisel Stonebreaker. Sly liked it so much that he built the house so that he could show it off. The thing is Chisel didn't like Sly..." [You can see what he means - Sly looks like the archetypal scheming courtier, with a hunched-over posture, hands hidden in the folds of his robe and a large hook nose over which peer two deepset, deranged looking eyes.]
- "On the left, the Wheel Estate. The Wheels were a small family that made carts and carriages. They died out in the Blood Plague years."
- Another fine white marble house on the right, distinguished by a portico of pillars. "That belongs to the Gold family, to enable Chink Gold to keep an eye on her warehouse over there."
- Further down the street you can see a large but somehow aesthetically displeasing collection of domed and pointed roofs and towers, covered in the multicoloured tiles and elaborate stonework.

The Peril Bell Tower

- On the right is a complex of buildings dominated by a 60' square tower surmounted by a cupola from which hangs a large bell.
- "The way to the Library of all Worlds is just to the right here," says Wormwood. "The tower houses a Peril Bell. Now if you look closely, you'll see..." Twang, "Ah!"
- Wormwood tumbles backwards in a flurry of robes, colliding with _____. There's an arrow lodged in his left shoulder joint.

[Flame or anyone else with knowledge of bows can immediately trace the trajectory of the arrow back to the flat roof of a building just in front of the Peril Bell tower. They just catch sight of a slight dark-haired figure with a cross bow retreating from parapet.]

- There's a scream from the other side of the street where a mother and her young daughter are walking. The mother recoils against the building, covering her mouth in horror. Her daughter, rather more possessed, picks up her skirts and runs for the unprepossessing building on the other side of the road. She reaches it just as a couple of people dressed in leather tunics and kilts with green coloured adornments emerge from it. Both carry spears. The girl points towards you. One of the guards retreats into the building, the other comes running towards you (her spear isn't set).
- Wormwood sinks to the ground. Examination of the wound indicates that it shouldn't be fatal - he's lost a bit of blood, but the arrow missed vital organs. Nonetheless, Wormwood is reacting strangely - his eyes are unfocused, his skin is flushed and he's sweating. Pulling out the arrow reveals that its tip is discoloured with a purple stain.

[On a good fortune draw, Walker recognises the poison as joyberry, one of the ten forbidden poisons. It's fatal in a couple of minutes and he doesn't know of an antidote.]

- Wormwood starts trembling and shaking - oddly he's smiling. In fact he looks for all the world as if he's in the throes of sexual ecstasy. "Quill, my love, you surpass yourself... ooh!... and, and my book's been accepted, you say?... and, and at last I can do magic, look!" He puts out an arm (tremors are now wracking his entire body). "Whee!..." Looking along the line of his arm, which happens to be pointing towards the Peril Bell tower, a slight frown crosses his face. "The, the peril bell... how interesting..." Then the spasms suddenly cease, and his head drops.

The heroes have a number of possible options:

Try to help Wormwood. Noble, but there's nothing to be done. Joyberry poisoning (as Walker may know) is incurable.

The Watcher who runs towards them (*Faithful* - 20s, short fair hair) holds off doing anything if Walker is obviously tending Wormwood. She is soon joined by half a dozen more Watchers, one of whom (*Justice* - M, 40s, curly black hair, lined face) attempts to take charge, requisitioning a cart and sending one of the Watchers for a Mother. Faithful tries to stop Wormwood being moved as he is clearly too ill. By the time Justice and Faithful have finished arguing, Wormwood is dead.

Somewhat shame-faced, Justice orders Wormwood's body to be taken to the sept and held pending an examination by a Mother to determine the cause of death. He politely asks the heroes to accompany him as "Keensight will want to ask you some questions", then arrests them if they refuse.

Chase the assassin: Get up to the roof. Tricky. The larger or more energetic heroes might be able to knock down the door if they work together (Resistance 6), but will run straight into opposition from half a dozen inhabitants, who will seek to detain them until the Watchers arrive from the sept opposite. This will happen in less than a minute. Even if the heroes manage to shake the inhabitants off, the door to the roof is tricky to find and they will be chased by half a dozen, then a dozen Watchers. Eventually they will have to surrender or flee. Why might make it to the roof if he uses his special ability.

A second possibility is to climb the wall. It's fairly rough and they can use the lower building to the north as a staging post, but without grappling hooks or special climbing abilities, it will be a slow business. Three people could form a human pyramid and then use a rope to help each other up. Again the Watchers will round them up.

Chase the assassin: Go round the back of the building. If the heroes move straight away and say that they are heading for Jackal Street, they get a glimpse of a figure disappearing down Open Hand street behind the Host home. Pursuers hear footsteps behind them as the Watchers from the sept chase after them (F3-4). Piercing whistles rent the air.

Open Hand Street is not particularly busy, but this means that the figure can run faster (F5 - only Why using his special ability or Fish Trader can keep up with him). It leads to Warm Hearth Street which runs southwest to the Square of the Three Travellers. H. dumps his cloak and rope and does a quick change behind the statue, whipping on a headscarf and a shawl and becoming an old beggarwoman. The heroes will need a Water score of 5 or above or an extremely lucky fortune card (Subterfuge Revealed) to spot him.

Why will be successful if he uses his special ability and can rugby-tackle Huckster. Sadly this will not work - Huckster draws a knife and stabs Why in the ribs (Fire 5 - fortunately he wasn't expecting pursuit and so didn't think to poison it). Why does get a good look at Huckster's face, however.

Huckster: F 5 (Bow), W 5 (Sense Feelings), E 4 (Disguise), A 3 (Mimick Speech)

Powers: Quick Change (Frequent, Major, Versatile)

Run away

Heroes who run away are chased by 1-4 Watchers (F3-4, E 4-5), who blow whistles to alert Watchers in neighbouring septs. If they run south past the Palace, Plume guards emerge to intercept them (F4-5, E3-4). If they run towards the walls or the gates, Watchers on the walls shoot at them. If the heroes are sneaky or lucky, they be able to escape into back streets in the poorer sections of the city (south of Pyramid or near the bazaar) or into the sewers (where there is a remote chance that they will encounter a cockatrice and a far more probable one of

encountering Mudbanks). The chances are that heroes will be arrested at some point, in which case they end up in the Watcher Sept.

The Watcher Sept

The heroes are taken through the entrance hall (which has faded tapestries of Watcher luminaries on the walls, a fire pit in the centre and benches round the walls) and placed in either the communal cell (if arrested) or in the south holding room. On the way through, they may see Justice give a note to a girl - "Take this to Dead Hand Coven." "Aww , can't Fairhand go? I hate that place. All those zombies give me the creeps." "Yes, you do - a Crookstaff's been killed and Ulrich has to know..."

Late arriving heroes may see a Mother (*Comforter* - bald, white headdress held in place by a chain of precious stones, elongated fingers) going in or coming out. They may overhear her say "Yes, poisoning - I know not what type.". If any heroes have been injured and Walker has not already, she will tend to them.

Later arriving heroes may see a dark-robed young wizard arriving with a closed carriage drawn by two black plumed horses. Out of it get two zombies with glowing eyes, smelling of chemicals. The wizard goes up to Justice and says "I am Bonedancer Crookstaff. Master Ulrich requires that the body be handed over so that the family can perform the customary rites." A look of distaste crosses Justice's face which he does not bother to hide. "You have the authorisation?" Bonedancer hands over a piece of paper. Justice looks it over, then nods. "It's down in the autopsy room. You and your - assistants - can fetch it from there. Faithful - take them..." They go downstairs to the autopsy room, fetch the body and Wormwood's effects, load them into the carriage and drive off.

If some or all of the heroes submitted when asked to accompany them, they are left for half an hour or so in a holding cell. They are cursorily (or thoroughly) searched and their packs and weapons are removed "for safekeeping". [One of Jayson's ferrets bites the Watcher who tries to get hold of it - Jayson will have to act to stop the Watcher killing it.] The door is locked. If the heroes complain, Justice tells them that it is necessary that they be kept isolated. Keensight will see them soon, he assures them.

Heroes who are arrested find themselves sharing a communal cell with an interesting assortment of felons:

- *Jester*, a drunk (female) Motley musician who assaulted someone
- *Fiddler Mask*, arrested for illegal gambling
- *Standproud*, a (male) prostitute, who is clearly on drugs
- *Three Trees*, a garrulous cheese smuggler
- *Whistler* and *Swede*, arrested for setting up an illegal stall
- *Codlip*, an idiot who is a suspected spy

They can organise a jailbreak if they wish (if Slight is amongst them he should be able to do something, though this close to the pyramid he will find that his powers are diminished), but there is still the problem of getting out of Everway. At night they will be very conspicuous.

A Visit to Redoak

Getting to see Redoak is likely to be a challenge. Identifying Green Hand Coven is straightforward by the amount of greenery surrounding it and the appearance of the building. There is no obvious path to the front door and no one immediately in sight to ask. Slight can either wait for someone to turn up or try to force a path.

- Approaching the door without being invited is asking for trouble. Slight finds himself suspended in mid-air by a vine that starts to crush the life out of him. He is just on the point of losing consciousness when a command word is rapped out. Moth Crookstaff demands to know why she shouldn't let the strangler vine finish its work. Slight will need to come up with a very good reason - Moth will not remember Wormwood until Slight gives her a description. Then she will want to know why Slight came himself rather than contacting the Watchers.
- Waiting is more diplomatic - Moth will eventually arrive and ask if Slight wants anything. "If not, move on - you're disturbing the plants."

Moth Crookstaff: F, 20s, blue eyes, green robe, conical hat consisting of a spirally wound vine from which wisps of golden brown hair curl. Somewhat arrogant despite her lowly status in the coven, practical and direct to the point of rudeness. Packets of powered herbs on her belt.

Assuming that Slight manages to persuade Moth of the urgency of his message, she takes him up through the coven to Redoak's study on the top floor. The interior is dark, lit only by brackets of phosphorescent fungi - the whole place rustles and there is a strong smell of rain forest. Furniture is made of living wood that grows directly from the floor.

Redoak's study consists of a large globular annexe that grows like a bud out of the roof. The narrow windows offer views of the Crookstaff tower and the Pyramid. Furniture includes a narrow bed with a bedspread consisting of a single giant leaf, a washbasin supported on a column of knotty roots that twist up out of the floor, a bench by one of the windows made of a large horizontal tree trunk with a flat top, and a chair with a seat and backrest made of twigs laced together. Sitting on the chair is Redoak Crookstaff.

Redoak - M, mid 30s, handsome, burly, jet black beard and hair, black eyes. Wears a green robe, open at the neck, an amulet, an emerald ring. Bare feet. Warm manly voice. A 3 E 7 F 4 W 3 Magic: Plant control: 7

- "Urgent news, you say? Well, well. Go on then, little man, let's hear it."
- "Have you told Ulrich?" [Slight detects that Redoak really dislikes Ulrich].
- "I see. That's very interesting. I thank you for your pains in informing me of the death of my kinsman. Here -" he tosses out a silver heft - "something for your trouble. Now I would strongly suggest that you report to the Royal Watcher's sept and tell Keensight Watcher all you know. She will not be best pleased that you came to see me first. Oh, and if you should discover anything about my poor kinsman's murderer, leave me a message. Preferably one that others cannot read, if you take my meaning... I shall ensure that you are rewarded."

[Redoak sends out Moth to pick up the body - depending on how long Slight took to get there, she may or may not beat Bonedancer to the body.

- If Bonedancer gets the body, R. goes to U. and demands that he start an investigation as to who murdered W. U. is in the middle of questioning W., but is forced to desist in the middle because R. pushes past all the lesser Deadwalk wizards. U. tries to placate him by saying that Keensight has taken control of the investigation. No, says, R. that's not good enough. You must launch an investigation and take care of it. Very well, says U.
- If Moth gets the body, the interview between U. and R. goes rather differently. R. takes the body round to U. and insists that he found out what it knows with him present. R. hears the interrogation and learns about Quill being W's lover. U. encourages him to think that W. was assassinated by Scratches and promises to investigate. R. tries to track down Q. and makes a spectacular accusation at the inquest.]

Interview with Keensight

First Interview

The interview takes place in the courtroom, an imposing place lit by a chandelier. The heroes are motioned to a box in the centre of the room, and Keensight Watcher enters through the central door, mounting steps to her bench which is on a dais some five feet high.

- Keensight is a slight but imposing woman with a mane of long white hair that falls back over her shoulders, a large Roman nose and a fierce expression. She is wearing robes with green frogging on the shoulders and an amulet which is clearly magical. She looks at you stonily with her deepset brown eyes for a moment, then motions Justice to come forward.

Keensight Watcher: A 5, E 2, F 4, W 6. Amulet that detects any attempt to use magic and any discrepancy between words said and emotions felt.

[Slight, if present, notices the well-concealed start that she gives when she first sees the heroes. He gets a feeling that for a moment, she feels a surge of fear. On a good fortune card, he may also sense that she is angry with someone.]

- "Commander Justice, give your report" she says wearily. Clearly she is not happy to be doing this so late in the day. Justice does so - "At approximately five and a half bells after noon, we were alerted by a commotion..." Keensight listens carefully, rapping out questions - "North or south of the warehouse doors?" "Were there any other witnesses?" Justice omits his altercation with Faithful about whether to move Wormwood, but Keensight interrupts with "Don't try to pull the wool over my eyes, boy! I spoke to Faithful!" Justice turns bright red and falls silent. "Honestly, you're as bad as your father. Carry on."
- When Justice has finished (he mentions that Mother Comforter declared the cause of death to be "poisoning"), she turns to the heroes. "Well, you've had some time to get your story straight - let's hear it, then."
- After they finish she questions them about how and when they first met Wormwood.

[Slight detects that she is using magic to detect if the heroes are lying]

- She also asks about:

- How the heroes met [Slight may detect that there was a question that she

was on the point of asking but did not.]

- What they did in Tales
- The Lizard Pyramid (unless it was concealed in amongst Why's toys)
- Flame's books [Slight may detect a suspicion forming as she leafs through the book of maps]
- Finally, she says "Well, it is clear that none of you could have murdered Master Crookstaff, but, you see, I have a problem. Wormwood Crookstaff was clearly assassinated and the assassination was clearly carefully planned. But no one knew when Wormwood would return or where in Everway he would go. No-one that is, except yourselves. It seems to me that one or more of you must have communicated with the assassin to tell him or her to be in position on that particular building at that particular time. Now would any of you like to help me on this? No? Very well then. Justice! Take them away and lock them up. Interview each one separately and see if they have anything to add to their previous statements. Take them away!"

Justice interviews each hero separately - check if anyone wants to deviate from the official line... After that, the heroes spend a rather uncomfortable night in the interrogation room or cell. Blankets are provided, but little more.

The heroes can if they wish ask for legal representation. Justice asks if they have an advocate. If the heroes haven't antagonised him, he may also suggest that the court will take a family advocate more seriously than an Outsiders' advocate. If the heroes think to ask for a Crookstaff advocate, a message is sent and a representative arrives an hour later. Persuading the Watchers to send for an advocate from Strangerside could be tricky as the heroes have no obvious means of paying.

Second Interview

Late the next morning, the heroes are summoned into the courtroom. Keensight is waiting for them.

- "Right, one last chance. Has anyone anything else to say?"
- "Very well. I declare all of you to be Persons of Disputed Status. The state portrait-sketcher will take your likenesses. As you are Strangers, I cannot keep you within the confines of Everway itself, but you are confined to this realm and may not use any of the Gates until your status has been resolved. When you enter or leave Everway, you are to report to the guards at the gate. You may not use any of the facilities of Everway, with the exception of the Temples of Mercy if you fall ill. Furthermore, as surety of your good behaviour, I require that [x] of you remain here. The justice for any crimes committed by any one of you will be visited on their head[s]. Your status will be resolved when I have sufficient evidence to form a judgement one way or the other. Now choose which of your companions is to remain here - the others may go. Justice! See to them."
- Justice takes the heroes into a small room, where an insignificant-looking woman takes your likenesses (she is amazingly quick). [Slight's picture consists purely of a vague outline - no distinguishing features at all]

The next problem is how to get the heroes to Strangerside. Need to make

clear that they can't stay in Everway at night - they will be picked up by Watcher patrols and spend the night in the lockup, and fines will be levied. Justice will tell the heroes this if he is still feeling charitable towards them.

If the heroes look like doing something stupid, a boy comes up with a note. It reads (in very shaky handwriting) "So that you may be contacted, take lodgings on Cork Street in the Crafters quarter of Strangerside. We have a mutual goal. A friend." Sniffing the letter will reveal it to have a strange chemical odour (Ulrich got one of his zombies to write it.). The boy got the message from another boy in the bazaar, who did not say where he got it from.

Things the heroes might do:

- Go sightseeing in Everway or Strangerside. Make something up... [NOTE: Fish Trader won't be able to keep his disguise up near the Pyramid].
- Deliver the lizard pyramid to Prester Ironholt. See bazaar section below.
- Try to see the roof from where the assassin attacked. The house belongs to the Golds, who use it as a meeting place for delegations staying at the Hosts' home next door. Guards on the door will refuse to let anyone in without written permission. This can be obtained from Gold HQ, where the heroes can encounter Cunning.
- See if anyone recognises the handwriting on the letter. Good luck...
- Try to find Quill or Inkhand. Quill is holed up in the Scratch HQ, but Inkhand makes occasional forays to the Library of All Worlds and may be kidnappable. They might also go to Scratch HQ to find them, and possibly run into Codex Scratch, who will accuse Ulrich of having sent them and attempt to send them off with a flea in their ears. Slight or Jayson might be able to use their abilities to find Quill or Inkhand.

Strangerside - The Crafters' Quarter

The Crafters' Quarter is most readily approached by the Fool's Bridge, which is accessible from the Court of Fools and the Mudbank meeting house. The Everway gate to it is a plain rectangular affair some 60-70' above the river - from it the road to the bridge slopes steeply down to the bridge, which is about 30' above river level. The cables which support it run from holes in the cliff to a pair of stout towers on the opposite bank. Below the towers, flights of steps lead down to the water's edge where riverboats bringing wood and stone down the Sunset River are moored against the wooden wharfs.

The bridge opens directly onto Crafters' Square, an irregular open area where various Strangerside craftsfolk pitch their stalls. There are also a number of seedy taverns for the stevedores and riverboat crews. Beaker Street leads off to the north east towards the statue of Maverick Gold - Bottle Street goes south east and Cork Street is off it.

The area has poor but respectable artisans' housing and workshops. Many artisans have formed guilds to promote their trades (Bottle Street, as its name suggests, houses numerous glass blowers - every other house has an enormous coloured bottle standing outside, half human height or more, advertising its owner's skill). At night the road is lit with tear-drop shaped

lamps that hang on poles by the shops' awnings. Less savoury characters from other parts of Strangerside do occasionally appear but are seen off by the organised gangs that can be seen hanging around at all times of the day and night. The main one on Bottle Street and Cork Street is "Bruiser's Boys" (*Bruiser* is female and can be seen swaggering up and down Bottle Street - she employs mostly men and thinks nothing of having sex with one or more of them in the middle of the street, cheered on by the rest of her gang), though another gang called the Blackhearts is pushing in.

At night, inhabitants leave out chamberpots which are emptied by *Slug*, the nightsoil man (*Slug* is appropriate as his cart leaks somewhat). He lives in a hut in the marshes. Unbelievably, given that he never washes, he has a wife - she is a Stinking One, so he is a Mudbank.

Some random encounters:

Day

- *Slug* doing his rounds (early)
- *Frank*, a young apprentice carrying a log from the wharf. It's too big and heavy for him and he keeps bashing into people. He is sweating and apologising profusely. His mistress, *Aspen*, is not a very nice person, but may have a task for some out-of-work heroes...
- *Prester Ironholt* lives in the area and can often be seen transporting ironware to and from his stall in the market on a donkey.
- A golem carrying a huge piece of rock.
- Three priestesses of the Goddess of Flowers - long white tunics with elaborate red robes embroidered with lilies, elaborate petal shaped collars that sweep up round the back of the head and circlets of carnations. They are purifying the streets by sprinkling them with rose water. Their temple is in the Old Town.
- A plump matron dressed in green silk leading a line of ragged boys who are bent over with bundles. One of them complains of the weight and asks if they can stop. "Of course not - the exercise is good for you" [*she is Myrtle Stormsinger* and runs an orphanage].

Night

- A well-dressed Everwayan on a furtive trip to the Arenas. Bruiser's Boys or the Blackhearts may take it into their heads to have a little fun with him/her, in which case a timely intervention could lead to a commission...
- A group of Bruiser's Boys.
- A supercilious-looking thin black mage with a goatee beard. A bright magelight hangs over his head.
- A group of extremely drunk stevedores who have been turfed out of a dockside tavern. They are looking for a fight or a doxie.
- A paranoid young man, dressed in blue and black, with long blond hair- he has a knife out and ready, hugs the walls and is constantly glancing over his shoulder.

The Heroes' Tavern

Cork Street has seen better days - cork stoppers for bottles used to be made here, but the industry has been displaced by cheaper imports from the Nine

Cities. A number of stone masons, carpenters and others have moved in. The only hostelry is the Heroes' Tavern, a half-timbered two storey building with a back yard. The shabby board above the entrance proclaims its name - inside is a cosy main room, with cheap tallow candles burning in niches in the walls and rusty bits of armour and weapons hanging from the walls and ceiling (needless to say, Weasel claims that these are all precious relics belonging to the great heroes of myth and legend who have stayed at this inn).

When the heroes enter, there are few inhabitants:

- *Glen* (M, 40s, thinning straw-coloured straight hair, bloodshot eyes, jowls, red nose, shabby brown tunic and trousers, beer drinkers belly) is perched on a bar stool, hunched over a beer. He gazes blearily at you and asks in a slurred voice "Don't shuppose you're from Brighteye Gold?". On a negative reply, he looks very depressed, slumps even deeper into his seat and orders another beer.
- A grey-haired man (50s, friendly face with heavily incised laughter lines, faded striped trousers, circlet with a lens hanging on a chain round his neck) is writing busily at a table, peering closely at the paper. He has a drink and a number of small glass phials containing a brown liquid in front of him. He is *Morbid Greener*, a doctor specialising in the cure of Libertine's Itch. He plys his trade on the Street of a Thousand Kisses and in and outside the Lavender House near Talespinner's Square.
- The bar keeper is *Weasel Stoatson* (M, 40s, high balding forehead, black curly hair, thick black eyebrows, very bright eyes, several days growth of beard, pear-shaped face, bulky body). Unctuous and wheedling. Business is poor at present and he has several empty rooms. Rates are therefore reasonable (15 beads per room per night). "There is the small matter of payment... That will be 2 hefts and 15 beads, please." "Oh, did I forget to mention the 3 bead room tax? I'm sorry sirs and madam, but the Council insists..." [If Rathgard is present, his truth-sense will ping - there is no room tax in Strangerside]. If the heroes have no money, he suggests visiting his cousin, *Otter Shrewson*, in Nimble Fingers Street, who will happily purchase "any small items that you might not be needing. On a temporary basis if need be..."
- *Bramble*, Weasel's wife (40s, broad face, black curly hair, permanent scowl, large bosom, thin legs. Wears a white lace bonnet over a dark blue and strictly laced dress). One of the reasons why business is bad. Has a nasty temper (she grew up in a society with a traditional view of women's roles and has realised that only tradition forces her to be subservient to her husband, whom she despises). She takes her many frustrations out on her house servant *Copper* (M, teens, orange hair, acne) and on any guests who annoy her. She craves respect and attention and will become putty in the hands of anyone who compliments or praises her [Slight will intuit this, as may Rathgard if he chooses to speak to her]. She had a child with Weasel (the reason they married) but she died in childhood. Their son *Vole* has left home to seek his fortune and is away somewhere in the 1000 spheres.

Note: It is likely that some of the hardier heroes may decide to camp out at night. Sleeping in the streets is a bad idea - if the Blackhearts or Bruiser's Boys find them, they will attempt to slit their throats and take any valuables, or

the Plume guards will move them on if they try to sleep in Talespinner's Square or Gold's Gardens. The marshes are damp, cold and smelly and getting out to the farmlands will entail passing through Beggartown, which is dangerous. As it happens, there is a boarded up house in Cork Street that they could use - all the locals think that it is haunted. It smells bad, a faint phosphorescent glow can be seen through holes in the walls and a glowing child has been seen in the upper windows at night. The local tale is that house was occupied by an apparently respectable but secretive lady and her six year old son. The lady (*Wish*) was in fact a witch, and one terrible night sacrificed her son to summon and bind an infernal demon - his cries were heard all down the street. But the binding failed and the demon carried the witch down to hell. Hence the horrible smell.

In fact the smell is due to sewage and rubbish and the phosphorescent glow is caused by phosphorescent mould growing on it. The mould comes from a secret stash of Middleland glow cheese - the house is being used by cheese smugglers to hide their illicit wares. The apparition of the boy is done by a Nipper smearing himself in the mould and standing at the window. The cheese smugglers have left some tricks and traps around, including a trip wire that releases a stinking smoke bomb, some large but harmless spiders and a realistic-looking dummy with a tripwire that releases an animate potion on it. Spiders, cockroaches and rats are everywhere.

[The true story of *Wish* is much sadder. She comes from Merrybright, where she was married to an abusive husband called *Sear*. With Olive Sadsong's help she escaped to Strangerside, but her husband found her and took her and her son away.]

Next Morning

Assuming at least some of the heroes choose to stay, they spend a rather more comfortable night than previously. They are breakfasting the next morning when there is a slow knock at the door. Weasel is round the back having a shouting match with Bramble, so one of the heroes gets to answer it.

It's a corpse. Of a young woman, to be precise, with long fine hair. Her eyes are glassy and have a faint greenish glow. She smells faintly of chemicals. "Come," she says. "My master will see you." She pauses for a few minutes for the heroes to collect their stuff, then draws a hood over her face and slowly walks off.

The Street of a Thousand Kisses

The zombie leads the heroes back into Everway across the Fools' Bridge (the guard looks into her face, blanches and waves her in without asking questions). She takes them by a circuitous route passing close to the Court of Fools, the Walker's Ark and the Arenas to the Street of a Thousand Kisses.

This is lined with large respectable-looking houses with closed curtains and shutters. One slight oddity is that many have a large porter standing guard outside. Another is the strange sigils carved into the paving slabs outside: a heart, a pine cone, an egg, a squiggle that could be a lash, an oyster...

- A couple of youths (*Smirk* and *Fasthand*) are sitting against a wall. They

get up, adjusting their brightly coloured but filthy and ragged attire, and swagger up to Flame, thumbs in belts. "Fancy some - cloth?" one asks suggestively. "Want a look at my - shuttle?" asks the other. [They are Motley and repulsive. They also know of Huckster, if anyone thinks to look for them subsequently.]

The zombie goes up to a shuttered establishment and holds up a medallion in front of a peephole. The door opens onto a plush room. Purple drapes cover the walls and there are a number of sofas and comfortable arm chairs on which half a dozen decorative young men in silk dressing gowns are lounging. One is braiding another's hair, one is sitting at table eating a roll and drinking from a cup while reading a book, the rest are engaged in languid conversation about last night's tricks - "then she pulled my hair so hard, I had to throw her over my shoulder just to make her stop!" "Hm, I'm surprised it didn't come off", remarks another cattily.

The zombie goes upstairs and knocks on a door, which is opened by another zombie. The heroes are ushered into a bedroom with a large double bed. There is a desk next to the window and seated at it is the oldest man the heroes have ever seen. He is thin, with a shock of white hair, a face that is a mass of wrinkles and liver spots and a long and tangled beard. The skin on his temples and hand is thin to the point of transparency - blue veins and pulsing arteries can clearly be seen. He is dressed in black wizard's robes and wears a death's head amulet around his neck. Rings set with large rubies and emeralds hang from his skeletal fingers. He smells slightly of decay and damp earth. His eyes are milky with cataracts. Despite his age, he sits upright with his head held high, and the hand wrapped around the gnarled wooden staff does not tremble in the slightest.

A zombie stands next to him with a set of papers in its hand and a pair of little round spectacles on its nose. As the heroes enter, it looks at each of them keenly, holding the spectacles at arm's length. The man's blind head follows the zombie's gaze. Various other zombies stand around the room.

"Ah yes, come in... I am Ulrich Crookstaff, leader of Dead Hand Coven. Now, I had something to say to you... what was it?... oh yes. A member of my family has been assassinated, and as the man whom the majority of my kin are pleased to call their leader, I have an, um, um, interest in finding the assassin. And as Keensight Watcher has declared you Persons of Disputed, um, Status, I imagine you would wish to have that status, um, revised, so I, ah, thought that perhaps we might, um, um, um...."

[And so on. Ulrich plays the doddering old fool, encouraging the heroes to finish his sentences for him and suggest the things he wants them to think. Rathgard may recognise the technique and Slight, if present, will certainly know from Ulrich's carefully cloaked magical emanations that he is a man of considerable power].

- Ulrich Crookstaff: A 2, E 8 F 4 W 3 Magic 8 (necromancy)
- Ulrich suggests that the heroes look for the assassin - he indicates that the assassination was "a message from someone". If asked who, he suggests

a number of rival families - the Scratches, Moondancers, Emeralds and Snakerings. Talking to senior family members will be impossible because of their disputed status, but "you might be able to discover something by asking around."

- If asked, U. reveals that he has talked to Wormwood - "sometimes the spirit lingers by the body and may be contacted. I was able to do so in Wormwood's case, but was only able to ask a couple of questions."
- U. offers living expenses (four silver hefts each), wishing it could be more, "but I cannot be seen to be offering large sums of money to persons of disputed status."
- If asked for a starting point, U. suggests looking at poison used - "perhaps the apothecaries at the bazaar might know something."

The Bazaar

Things the heroes see as they wander through the bazaar:

[NB!!!!]

- Near the entrance (Scribbler Street if the heroes come straight from Ulrich), a crowd has gathered on the other side of the Way from an empty stall plot. A tall pompous man wearing a high conical hat is walking along the way, nose in the air. A ragged figure in the stall plot is copying his posture and demeanour with subtle exaggerations. A crowd is laughing and pointing. The pompous man looks annoyed.

The man is Huckster Motley. [What if Why sees him? Ans: Doesn't recognise him. OR Huckster sees him first and quickly packs up and leaves, while his associate distracts the heroes by asking them for money.] Huckster will emulate Jayson or Flame if he's feeling confident that they haven't recognised him.

Near Prester Ironholt's stall

- Stall selling carved totem sticks - complex incised diagonal patterns and stylised human faces. The stallholder is *Leaf Falling* from the realm of *Waters Gather*.
- Stall selling skulls of different types. Some have holes in for candles.
- Pottery stalls:
 - Cloth on the ground - piles of plates, cups and other small household items - terracotta background with iridescent decorations.
 - Stall with pot trees - cooking pots in various designs (black and yellow).
 - Chipped stall - cloth with chipped and cracked pottery at knockdown prices.
- A stall that sells only bells in different materials, shapes and sizes.
- A stall selling rather sad-looking small trees in pots

South east corner

- The "Smelly Corner" - fishmongers and butchers.

Clothing

- Fur stall - Manned by a sweaty man with a full beard, who clearly comes from a cooler climate. Piles of pelts - wolf, reindeer, moose, bear, boar, fox, rabbit, polecat, mink.
- Shoe row - about 20 stalls dedicated to selling shoes in all shapes and sizes. A shoe fetishist's dream.
 - Elegant calf-length boots in iridescent blue
 - Leather boots lined with long, soft ferret fur

- Shoes with soles that have protrusions like rose thorns
- Shoes made of light and dark leather strips sewn together like tiger's stripes
- Slinky sandals (for men) with six inch heels and subtle supports to show the calves to best advantage
- Shoes decorated with interlaced feathers
- Slippers decorated with tiny silk tapestries depicting the Pyramid, Shimmermoon Bay, mountain scenes and other landscapes
- Clothes - a long line of stalls next to the shoes. Mannikins draped in dresses hang out over the aisle above customers' heads, swinging gently in the breeze. Clothes include:
 - Scale-wear - made of fish scales sewn together. Patterns of different coloured scales.
 - Flowery swirly dresses for women with fuller figures
 - Tight-fitting jerkins in green and russet velvet
 - Fancy dress stall - animal heads, crowns made of brass, priestly robes, castle, fake hair and beards

Food

- Stall with barrels of apples packed in straw, lots of dried fruits
- Honey stall - honeycombs drip into containers
- Smoked meat stall - in layers - treadle-powered rotary slicer
- Greengrocers - broccoli, celery, carrots, parsnips, turnips, other more exotic root vegetables
- Herb stall - bunches of leaves tied to the crossbar. Pungent smell.
- Bakers row:
 - Loaves of bread shaped like pointy pyramids
 - Round cookies with dabs of different coloured icing in the middle
 - Stone cakes - large buns with a pebble in the centre, pre-heated to ensure that the centre cooks - one unscrupulous shop sells them by weight...
 - Stick bread - cooked on skewers - easier to remove from the oven
 - Valley cakes - have a V-shaped declivity into which jam is poured - there is also a powerfully alcoholic version using a specially thickened liqueur
 - Spiral cakes - sweetened baguette in the shape of a spiral, generally eaten with honey dripped on
 - Scale biscuits - topped with almond flakes arranged like fish scales
 - One proprietor is *Goldtooth*, who has clearly sampled his own wares - he is nearly spherical and his few remaining teeth are gold-capped.
- Confectionary:
 - *Lantern Cakes*: Ricepaper lanterns containing a mixture of nuts, raisins and honey, sold during the Festival of the Paper Lanterns.
 - *Horns of Plenty*: An idea borrowed from Plenty - pastry cornucopias filled with kuful or custard (cheap version) containing bluecurrants (small sweet blue berries that pop in the mouth when chewed on).
 - *Orange Drops*: Small solid orange spheres, made and sold by confectioners but not actually sweets (they taste disgusting). They give out a rich orange citrus odour and can be sewn into the clothing to act as a pomander, or rubbed on the skin as a woman's perfume (the smell

of lemons is the male equivalent, but no-one has mastered the art of encapsulating it in drops).

- *Glow Eggs*: Translucent eggs which glow from inside in different colours (traders usually claim that they are the product of the fabulous Phoenix of Light that lives in the Glowing Forests of Middleland). When cracked, the glow flies around the room for a few moments and a rich perfume is released. The shell (a thin sugar enamel) and the contents (a sweet nougat-like substance made in the Firewind Desert and similar to Turkish Delight) are edible. Eating an egg without cracking it first is a really bad idea - the glows give you appalling indigestion and your faeces glows for a week.
- *Sniff Drops*: Innocent-looking drops made of crystallised sugar - you crack them open and sniff the interior. Sometimes they smell wonderful, sometimes dreadful.
- Roast meats - hams, chickens, haunches of beef, legs of lamb. The owner has a small fire with a spit - she wraps slices of fresh roast pork into a tortilla-like pastry, spoons on a dab of thick gravy and sells them to passers by.
- A large scrum of shoppers has formed around a fishmongers - "fresh shark steak! A bead a piece! The shark, which is hanging up by its tail, is six foot long.

Furniture (near the south west corner)

- Generally larger stalls selling all kinds of household objects - tables, chairs, shelves, wash basins, beds, cupboards, wardrobes, barrels, benches and stools
- Stall that specialises in garden utensils and items - forks, spades, hoes, rakes, pruning shears
- Elegant dark brown furniture - gently curving designs with inlaid flowery ornamentation
- Plain wooden cupboards and other furniture with little gargoyles on the corners

Weapons

- Knife stall - sells throwing knives in different shapes and sizes
- A stall selling only carved stone weapons
- A stall selling weapons which, the owner claims, have been specially blessed by the war gods of a number of religions - Thor, Mars, Athena, the Morrigan. He's even touched them to the Pyramid, so the Walker has blessed them too. "You can't go wrong with these!"

People and Events

- An elegant woman in a white dress with a yellow overcoat, and a hat like a squashed cook's cap. One servant carries a parasol like a flag turned horizontal. Judging by the bowed shoulders and stricken expressions of the three (male) servants following her and the huge baskets of stuff they are carrying, she has just bought half the bazaar (she is *Sallow Gold*, a cook in Gold HQ).
- A man goes by with a tray containing lots of little scrolls of paper, which he is distributing freely to passers by. "Fortunes! Get your fortunes here!" He offers one to any heroes who seem interested (Fortune card - choose the fortune that seems appropriate)
 - "A stranger will give you vital information if you come to Lackfoot's

- Charms and Trinkets. Stall 20, 4th aisle south, Arena quarter."
- "A curse is upon you! Find out how to lift it at Lackfoot's Charms and Trinkets. Stall 20, 4th aisle south, Arena quarter."
 - "Long life will be yours if you buy an amulet from Lackfoot's Charms and Trinkets. Stall 20, 4th aisle south, Arena quarter."
 - "Someone in your family is out to get you. Buy a warding stone at Lackfoot's Charms and Trinkets. Stall 20, 4th aisle south, Arena quarter."
 - "The Walker will bless you if you come to Lackfoot's Charms and Trinkets. Stall 20, 4th aisle south, Arena quarter."
 - "The stain of death is upon you. Come to Lackfoot's Charms and Trinkets. Stall 20, 4th aisle south, Arena quarter, and let us spiritually clean you!"
 - "You have an illness. Come to Lackfoot's Charms and Trinkets. Stall 20, 4th aisle south, Arena quarter, for a cure."

Prester Ironholt's Stall

His stall's address is 13, 7th aisle south, Arena quarter.

- He sells a miscellany of metal and wooden and household goods - toys, mouse traps, mangles, horse's tack, horseshoes in various sizes, clothes hangers, lanterns, tinderboxes, shoe horns, kettles, sauce pans and cauldrons.
- Prester Ironholt himself is short (about four foot tall) and broad. He has long dark hair, a big nose, a walrus moustache and goatee beard. His manner is abrupt and slightly foreign. He glares at you from beetling brows. His hair is held in place with a discreet gold circlet.

[Prester buys the Pyramid for thirty beads. He can be haggled up to 36. It is likely that Slight or one of the heroes will try to see who picks up the Pyramid. The short answer is - no-one immediately. Cunning only checks once a week, and he isn't so daft as to do it in person. He sends a Nipper, who takes it back to Woodbeam and Carat Digger in the Walker's Ark. The Pyramid is subsequently delivered to Cunning by a different kid.]

The Apothecaries

A long line of apothecaries can be found in south east corner of the bazaar.

Two Trees - M, 30s, long droopy moustache. A charlatan. Pretends to know, and says he'll tell them if they buy something. When they've bought something, he makes something up. Rathgard and Slight will easily be able to tell that he lying. If threatened, suggests talking to Greenhorn.

Jacinth - F, 40s, hair in chignon, dirty laugh. Specialises in potions intended to increase male allure. Doesn't know anything. Suggests talking to Oldest.

Greenhorn - M, ancient, thick round spectacles, white robe. Follower of Asclepius - suggests going to temple of Asclepius. Reads a lot. If asked if he knows about a purple contact poison, he won't actively deny it (so Rathgard's truth sense won't ping, though Slight may notice on a good fortune card that he's hiding something) but suggests talking to Oldest. If pressed, he admits that yes, he knows what the poison is and moreover,

where it came from. It's called joyberry and is one of the Ten Forbidden Poisons listed in "The Art of the Assassin" by Shifting Shadow, a former head of the Guild of Assassins in the Glorious Empire. He read about it when he visited the Golden Library in the Glorious Empire many years ago. He, a lowly foreign scholar, would not have been permitted to peruse the book, but it was left unguarded by another higher ranking visitor from Everway, who wore a hood and mask. The juice of the joyberry, when brought into contact with the victim's blood, cause muscle spasms and death, but gives the victims beautiful visions in the process. Its use is forbidden in the Glorious Empire because there is no known cure. Fortunately joyberries are extremely rare - they only grow on the slopes of the Green Mountain in the far-off realm of *Candlewisp* (named after the semi-sentient wisps of flame that roam the wilds at night). The shamans of the local people - a primitive tribe known as the Green Mountain Warriors - use a very dilute tincture of the berry's juice as part of their rituals.

Greenhorn also recalls that there is a tribe of Green Mountain Warriors camped outside the city. They have been there for over 80 years - they were recruited to fight Earthshaker and his army, but the Council refused to pay after Ulrich Crookstaff defeated them single-handed. They vowed to stay until they were. Various tribe members occasionally come into the city to buy supplies - "talk to Warsong, the chief's eldest son. He's the most friendly of them." Their camp is to the west of the city, about a mile down the road to Snakeshead Harbour.

Tulip - M, 30s, thin, astrological symbols on robe, scales. Sells astrological cures. Questions whether it was in fact poisoning - suggests that if "the stars had been right", he wouldn't have died. Walker may feel an urge to strangle him at this point.

Ligger - M, 20s, prominent adam's apple, nervous stutter. Wet behind the ears, but honest. Doesn't know anything. Suggests talking to Greenhorn.

Oldest - F, 50s, stout, cloth cap. Sells folk remedies. Does not take kindly to being "recommended" by Greenhorn. They have a rivalry that goes back years.

Listening River - M, 70s, long white drooping moustache, oriental features and dress. From the Glorious Empire. He diagnoses blockages in "energy flows" and sells pine needles that must be stuck, acupuncture-like, in strategic places in the body. He doesn't know anything ("that is a deep question. A deep, deep question.") but says that "age has wisdom".

The Green Mountain Warriors

Their camp is by a stream about three miles to the west of the Trader's Gate. The road passes over a headland and drops down to cross *Little Leaf Creek* via a stone bridge. Just before it a path leads off to a water meadow where the tents of the tribe are pitched around a central clearing and campfire. A fenced horse paddock containing about 25 horses lies between the tents and the road, and there is also a chicken run to the east. Cattle graze on the water

meadow on the west side of the creek. An isolated tent stands next to the river - unlike the others, it has a trail of aromatic smoke emerging from its peak.

The tents range in size from 6 foot to more than 30 foot across and are teepee-like affairs made of much-patched sheets of hide. The sheets are anchored by pegs driven into the ground.

The tribe consists of 30-40 people. The men are mostly big and brawny, and wear moustaches, loin cloths, characteristic green cloaks, copper necklaces, bands of reeds around their right arms and little else. They have long matted hair tied in a ugly knot at the back (tribal elders have circlets of reeds). The women wear Red Indian-style leather dresses with slits at the front and back to allow them to ride. They have short hair and small black diamond-shaped tattoos in their foreheads.

- As the heroes approach, it is clear that something has disturbed the ordered life of the camp. Children rush around unsupervised, the cooking fire is reduced to embers and people are standing around arguing. A warrior and a woman are squaring off.

"It is not right! He should be exiled!"

"The Elders have spoken. It is their will that he should die!"

- Near the fire, two carpenters are working on a large contraption consisting of a bedframe containing a cross. A couple of children are looking on curiously.
- From a small tent to the left comes the sounds of a woman sobbing.
- Several warriors stand guard round a large tent near the edge of the woods.
- A large bonfire is being built on the higher ground to the east.

Attempts by the heroes to introduce themselves will be met with universal hostility. The tribesfolk will refuse to say what has happened and if Warsong's name is mentioned, the temperature will drop still further (TR -1) - Sorrel's wife *Redmane* will accuse them: "They are the ones! They corrupted him! Drive them away before they do more harm! Kill them!" Rathgard can use his oratorical skills to calm the situation down, but only to the extent that one of the elders will suggest "Let them choose a champion to take the Test of the Warrior."

"The Test of the Warrior" consists of flagons of fermented mare's milk, of increasing ages (the tribesfolk call it "Epona's wine"):

- The young wine - three days old, has cheesy lumps in
- The mature wine - one week old, completely curdled, green flecks
- The old wine - two weeks old, covered in green and brown mould
- The mature wine - a month old, actively maggoty. Water has to be added.

The heroes must nominate a champion - the tribe chooses *Bloodstink* (E 4, Virtue Autumn (Plenty), Vice Death (Stasis)). Earth score plus Fortune Card (-1,0,+1, unless virtue or flaw comes up when it's +/- 2) for each champion - must equal 3,4,5,6 or show sign of weakness (throw up). If one champion shows a sign of weakness and the other doesn't, the weak champion loses.

The Heroes can try again with a different champion if they fail and Rathgard persuades them. If the heroes are clever, they can insist that Sorrel is the tribe's champion - he only has E 3 (Virtue Sowing Stones (ceasing fruitless labour), Flaw=Cockatrice (Corruption)). Or they could get the test changed to one which they are more likely to win such as fire-walking.

If the heroes succeed in passing the Test of the Warrior (TR +2), the Elders give permission for them to investigate Great Axe's tent and to talk to Warsong. He will however refuse to help them until the stain on his honour is taken away. He will, however, tell them that a joyberry was found in the carved box in his tent where he keeps his shaving things. He vehemently denies having put it there.

Clues to be found:

- Loose tent pegs on both Great Axe's and Warsong's tents (TR +1)
- A scuffed footprint in the woods nearby. It is booted, unlike the tribesfolk who all go barefoot. (TR+1)
- Spirit Dancer's joyberry store: Only Spirit Dancer and Heaven Seeker have access - Spirit Dancer's tent is a sacred spot and it would be sacrilege for anyone else in the tribe to go in there. Careful records are kept of the number of joyberries because of the difficulty of obtaining new supplies (none of the tribe can spherewalk). The records, which are kept by *Old Fetlock*, "the memory of the tribe", show that there should be two dozen joyberries left, and that is indeed the number that are in Spirit Dancer's store. The murderer therefore cannot have used any of the tribe's joyberries to poison Great Axe. Old Fetlock also recalls that Great Axe and Warsong sought and obtained the permission of the Elders to sell three joyberries to an Everwayan to pay for the funeral rites of *Blaze*, a warrior who died six months ago. "I did not see the Everwayan - Warsong and Great Axe dealt with him." (TR+2)
- Great Axe's body: This is currently with the Tenders - the heroes will have to use their charm (and a bribe) to view the body by talking to *Embalmer Tender*. The body is unmarked except for a fresh scratch on the right bicep that Walker can identify as having been made by a knife or dagger. This implies that either the attacker was left-handed, or Great Axe was attacked from behind. Whilst not conclusive, it may cause some elders to change their minds - Green Mountain Warriors *never* attack from behind. TR +1)

Some system:

Tribal reaction - starts at 1.

<0: Totally hostile - heroes driven away

0: Hostile. Will not talk to the heroes

1: Quite hostile. Will talk to the heroes.

2: Will let heroes investigate Great Axe's tent and talk to Warsong

3: Will let heroes talk to Spirit Dancer

4: Will let heroes talk to Old Fetlock

5: Warsong released

Attack a tribe member or horse: TR -2

Argue with Elder: TR -1

Talk to Spirit Dancer: TR +1

Rathgard oratory: Only works on a good FC - actions, not words, impresses the tribe. TR+1

Slight does something good like summons a horse goddess: Potentially TR+1 if good FC. But may have the opposite effect, causing supersitious fear and hatred of outsiders.

If Warsong is released, he describes how six months ago he was approached in the Bazaar by a man. "Small, not a warrior. He was dressed in rags, like those Motley folk you see in the Bazaar or the Court of Fools. Yet he offered us many hefts for just three of our sacred berries. I thought it strange that he had money but he did not spend it on good clothes, to attract the females of his tribe."

"Blaze had died and the Tenders ask much money of us to perform the rites as our traditions require. He came to Great Axe's tent, and he, Great Axe and I commingled our spit upon the ground to signify our agreement. He gave us the money, we gave him the berries. I thought nothing more of it."

If pressed, he remembers that the man had a white puckered scar across his right palm. [Slight will spot that there is something else he is trying to remember, but the memory is blocked. He can try to unblock by reversing what he usually does to cloud memory. On a lucky FC, this works and Warsong remembers that he had seen the man before, as a performer in the bazaar.] If asked, Warsong agrees to accompany the heroes back to Everway to help identify the man.

Tribe Members

Warsong

M, 40s, reddish brown wavy hair, rugged brow, bushy eyebrows. Great Axe's eldest son. Knows he did not do it, but defers to the Elders, who have pronounced him guilty. Has prepared himself mentally for death.

Rowan

F, 40s, black hair with grey streaks, prominent forehead. Warsong's wife. She is the one weeping in the tent when the heroes arrive. Blames herself for not having found the joyberries earlier. Has two children, *Blackberry* and *Grass Snake*.

Sorrel

M, 30s, smooth skin, well-kempt black hair. Great Axe's younger son and acting tribal chief. A weak character, he is dominated by Redmane.

Redmane

F, 30s, red hair, fiery temperament. The chief instigator of the accusations against Warsong. Determined that Sorrel will become chieftain.

Old Fetlock

F, 70s, iron grey short straight hair. Knobby joints - she is plagued by rheumatism [Walker can do something about this, for which she will be forever grateful]. The tribe's memory - keeps track of agreements made between the tribe and othe tribes. Sorrel will prevent the heroes from seeing her unless

they come up with a good reason for doing so.

Spirit Dancer

M, 40s, thin, balding, moustache has several decorated rings holding it in shape. Spiral tattoos on shoulders. Wears a navy blue piece of cloth over one shoulder. His (brown) eyes have the expanded pupils of the permanently stoned. Subject to hallucinations (FC) and gets up from time to time to dance to a drum that only he can hear. Completely useless, spouts gibberish about dancing deer, talking stones and the part woman, part stork creature that lives in the river.

Heaven Seeker

M, 20s, skinny, thick eyebrows, large feet. Spirit Dancer's apprentice. Still sufficiently with it to know how many joyberries are left.

Horse Whipper

M, 50s, greying chest hair. Eyes permanently screwed up. One of the Elders.

Swift Stallion

M, 60s, totally bald, eagle-like flaring eyebrows. Fierce-looking. One of the Elders.

Bear Hunter

M, 40s, angular cheeks. Half a head taller than anyone else in the tribe. One of the Elders.

Finding Huckster

Unless he has a good reason not to be, Huckster will be performing in his usual place in the Bazaar - an unused plot in the northernmost aisle.

Things the heroes could do:

- *Confront him directly.* Generally a poor idea. Huckster will see them coming (particularly if Warsong is with them) and unless they cover the aisles, he simply slips in or between the stalls and loses them in the crowds of the bazaar. If the heroes are persistent, he slips into a toilet tent and makes his escape through the sewers. They will have to be especially lucky to pick up his trail again.
- *Get the Watchers to pick him up.* The problem here is that they are persons of disputed status. The Watchers (contact is *Coldfoot Watcher*, a lithe 30 year old who has become adept at dodging and weaving his way through the crowds) will insist on going to *Standfast Watcher*, the magistrate for the Bazaar area. Standfast has a steady stream of thieves, pickpockets and non-payers of the Stallholders Tax in her court and is unlikely to give her permission for at least 24 hours. Slight or Rathgard might be able to persuade them that Huckster intends to use the joyberries to poison a high-up Everwayan, but they are more likely to laugh ("You mean Huckster? That talentless squirt in the Bazaar? That's ridiculous!"). Even if the heroes do persuade the Watchers to move in, Huckster spots them and runs off.
- *Sneak up on him.* This could work - depending on how lucky the heroes

get, they can get to within a few feet. Slight can get up to touching distance but will be no match for Huckster's strength.

- *Stake him out.* Could work, though the heroes would have to be careful. Huckster is very alert to loiterers. At dusk, Huckster picks up the money and divides it with his partner (*Cling Motley*, (30s, whining voice, crooked back, ragged black and white motley dress, a hopeless juggler). They have an argument about how the money is divided, which Cling gets the worst of. Huckster picks up his pack and heads south into the crowds. The heroes can readily befriend Cling, who for a bribe of a heft will lead them to Huckster's house.

Huckster makes his way back to the Court of Fools via Pyramid Square and the Smith houses. Only Slight has a chance of following him all the way home. He stays there to change and then heads out to the Empty Mask brothel on the Street of a Thousand Kisses. The streets are relatively empty and H. will do a quick change if he suspects anyone. He can even spot Slight if he's lucky.

Huckster: **F 5** (Bow), **W 5** (Sense Feelings), **E 4** (Disguise), **A 3** (Mimick Speech)

Powers: **Quick Change** (Frequent, Major, Versatile)

Virtue: **The Fool (Freedom)**. Huckster's powers allow him to go anywhere he wants and get out of almost any situation.

Flaw: **Eagle rev. (Thoughtlessness)**. He's not good at planning, arrogantly preferring to rely on his abilities to get him out of trouble. A sufficiently well thought-out plan will work against him.

Denouements

A Chase in the Streets

If spotted in the Bazaar, H. attempts to escape into the crowd. Once there, the heroes will be hard put to spot him. His quick change ability makes him well-nigh undetectable, and if anyone spots him and they are on their own, he will stab them as he did with Why and make his escape.

The streets around the Bazaar are a better proposition, though with the back alleys and houses/warehouses fronting the bazaar it's going to be difficult to stop him dodging back. With a bit of luck and persistence, however, H. can be cornered in a room or alley with no exit. As the heroes advance, he looks wildly around, draws out a purple stained dagger and plunges it into his own leg.

His dying delirium goes something like: "Gold... so much gold... all for me, you say?" [He tries to bow from the waist, and blow kisses]. "Thank you... thank you... you are too kind... yes, my lady, of course you... may come to my room afterwards... ah, ah, yes, yes!... The Empty Mask... is... mine..."

If the heroes think to ask who employed him to assassinate Wormwood, he

responds "a dog... a big, black dog..."

Huckster's body will be found to have 27 beads (the day's takings), some concealed daggers and a key to his house on it.

If the Heroes lose Huckster

Their only option is to ask around until they find someone who knows where he lives. Asking the stallholders near where he usually works will elicit the vague response that he lives in the south of the city somewhere - one stallholder says that she thinks she saw him once in the Gold area, another she's sure that she spotted him in Beggartown in Strangerside. A third suggests asking other members of the Motley - "a lot of them hang around the Court of Fools".

Asking a Motley member will yield some useful information on a good FC. Huckster is not popular because he always seems to have money that he doesn't share with anyone else. He's also thought to be an unreliable partner. Persistent questioning will eventually lead to Creep or Cling Motley, who for a small consideration will gladly direct them to Huckster's abode.

Catching Huckster at Home

Huckster's house is a small and shabby affair on Footstep Lane, a side street off North Fool Street just to the north of the Court of Fools. The green paint on the shutters and door is old and peeling, the plaster on the walls is coming away revealing the stone underneath, and the roof is missing a few tiles. Round the back is a tiny yard with a gate to the alley that runs between the houses - the yard contains some smashed and rotten wood in an untidy heap, a dead bush about five foot high, a festering compost heap of vegetable scrapings and ordure, a waterbutt and a washing line.

Closer examination will show that although the house looks shabby, it is in fact structurally intact - the locks on front and back doors are modern and good and the shutters are sound and well mounted. A total of E+F 10 is needed to bash the door down.

There is one large living room-cum-kitchen downstairs and a couple of smaller bedrooms upstairs. If he is in, Huckster will most likely be downstairs. A noticeable feature is that all the room furnishings are of good quality - the grate in the fireplace is metal, there is glass in the windows, the cooking utensils are iron and pewter, there are small portrait tapestries on the walls and good quality knick-knacks on shelves. In general the impression is that a wealthy merchant lives here rather than a starving beggar.

- The spare upstairs room has a wardrobe full of clothes for disguise - dirty beggar's rags, a street cleaner's outfit made of dyed leather and fur, a merchant's get-up, ceremonial robes for Moondancers, Tenders and Wailers, an emerald gown, a Watcher's uniform, a Keeper's uniform and several female dresses ranging from a serving woman to a rich aristocrat. There is a human target carved on the door which has a number of stab marks.
- A locked cupboard downstairs contains a number of assassin's tools - a

bow, several wicked-looking throwing knives, a clear glass phial labelled "chokeroot", a pouch containing sleep herbs, a coil of rope with an unhooking device, a black all-covering robe and hat, a tray full of rings and other jewelry with secret compartments, a blow pipe and darts and a gutting knife.

- The grate contains the blackened remains of a burnt piece of paper. Very careful inspection will enable the initials "L M" to be made out.
- The knick-knacks (a crocodile carved from green soapstone, a stylised demon mask from the Glorious Empire, a set of red and black dishes with pornographic images, an elephant tusk, a candle holder in the form of an animal skull, a dagger with an elaborately carved wooden handle) can be sold for 10 hefts or so.
- In the back of the well-stocked food cupboard is a complete Nanny Ebonair cheese. Several other luxury items (caviar from the Circle Sea, spice tea from the Civil Kingdom, a vintage Wineland Red) can be sold for another 5 hefts.
- On a shelf is a bullseye lantern of an unusual design. Close inspection will show it to have the words "Property of the Theatre of All Worlds. Do not remove." [Returning this to the Theatre will of course alert Loudvoice that something has happened to Huckster].
- Hidden under a floorboard in the bedroom (which has a good quality double bed with feather mattress and pillows) is a collection of gold and silver jewelry (worth about 20 hefts), 12 hefts, 4 half hefts, 16 quarter hefts and a wire of 50 beads.

The heroes can lie in wait for Huckster but will have to be very careful not to alert him (they will have to break through the back and hope that the neighbours don't summon the local Watchers).

If caught at home, Huckster will run up the stairs, into the spare room and jump out of the window into the yard. If he manages to get away, he makes for a bolt hole that he owns in Beggartown. Tracking him down there will be almost impossible.

Aftermath

The heroes can deliver the body to Ulrich who will do a divination. They don't learn much more other than that:

- His "master" told him to do it (even in death he won't say who)
- The message to perform the assassination was brought by a dog in a mask.

Response to the Messages

Redoak: Will go and hassle U, who agrees to get the heroes out (something he was going to do anyway). Redoak says no, that's not good enough, we need to talk to them and find out why they have been held and what their message is. U. says OK.

Chamber Platinum Message: Never gets there.

Message with Glint Crookstaff: Glint goes to the head of his coven, *Vanish Crookstaff* (F, 50s but appears 20s, dark haired and beautiful). Vanish sides with Redoak in Crookstaff politics. She informs him and asks whether to forward the message to Soulseeker. Redoak says yes – the more pressure is put on Ulrich, the better.

Soulseeker: Keeps her own council. Sends a message to her fellow sages asking if they should see these Outsiders with their important message.

Codex Platinum Scratch: Message never gets beyond the scribes.

The Twelve Sages

These are:

1. Codex Platinum Scratch (chair and Master)
2. Soulseeker Platinum Crookstaff (magician's representative)
3. Bitter Platinum Emerald (imperial legate)
4. Grey Platinum Snakering (foreign affairs)
5. Goldring Platinum Digger (mercantile representative)
6. Artifice Platinum Scratch (overseer of scribes)
7. Mark Platinum Scratch (holder of the keys)
8. Blemish Platinum Scratch (chief indexer)
9. Sigil Platinum Scratch (foreign adviser)
10. Mother Fevercalm (health representative)
11. Rasp Platinum Scratch (scholar)
12. Flyleaf Platinum Scratch (scholar)

The Twelve who know about the arrival of the heroes:

- Ulrich Crookstaff
- Render Crow
- Quill Scratch
- Absinthe Emerald
- Slowstep Watcher (head of Court of Fools sept)

The Twelve who don't know:

- Codex Scratch
- Blizzard Crookstaff
- Loudvoice Mask
- Buryer Tender
- Wolfskin Plume
- Cunning Gold
- Wile Snakering (though soon to be told by Absinthe)

17/03/2006