

## Mini Scenario 2

### The Old Town Cellars

#### Start

#### *The Library of All Worlds*

- If the heroes are not accompanying Glue Scratch, they are recognised by the guards at the door and a Librarian Militant (**Binder Scratch**, 30s, tall, dark curly hair, leather armour in the form of scholar's robes, mace) escorts them.
- Binder/Glue takes them past the long queue of people waiting outside the doors of Chamber Silver and through a small side door on the far side of the entrance chamber. This leads into a huge quadrangle (the Great Courtyard), which is cobbled with a central fountain containing a statue of Keensight Farwatcher. On either side are tall administrative buildings and ahead is a large square building of grey stone, incised with solar motifs and surmounted by a great golden dome.
- Binder/Glue leads the heroes to a small door at the corner of Chamber Gold and unlocks it with an ornate key. The interior passageway is richly decorated with oak panelling. Doors lead off to small reading rooms to left and right. The people in them are generally richly dressed. A corridor gives a view of the square book delivery podium, with its lifts on ropes to the vaults below.
- A door at the far end of the corridor opens into a small courtyard, little more than a walkway hemmed in by buildings. Ahead, an old circular building with a square portico and a domed partially glass roof sits between three massive vaulted chambers. It is accessed by a simple door to which Binder/Glue again provides the key.
- Slight may notice that the whole building has been enchanted to resist fire.

#### The Artist

[This only occurs if **Flame** is in the party, or Slight is present and gets a lucky Fortune Card].

- The door leads into a small dark entrance hall, lit by lanterns. Ornate gilded marble statues of kings and merchants line the walls. Seated between two of them is a young woman dressed in black. She carries a palette and there is an easel in front of her.
- Something about the woman catches your eye. She is fair-haired and very young, barely out of adolescence, but her expression and the confident way in which she carries herself suggest someone far older. Her dress is of rich silk and fashioned in an elaborate style that you have never seen before, with a tight-fitting bodice, cinched waist and billowing skirt that sweeps to the floor. The skirt has lots of pockets.
- [If Flame is present] As you enter she rises and comes towards. "At last!" she says in a small breathy voice. "You've brought my book. Could I have it please?"
  - If asked her name, she replies "You're all named after things, aren't you? So unimaginative. Oh, call me Painter – it will do as well as any other."
  - Slight will immediately spot that there is something very odd about this woman. The picture she is painting is highly magical, but the magic is of a type with which he is completely unfamiliar. The woman also has a quality about her that is very hard to define. She somehow seems more solid, more real, than her surroundings.
  - The woman will cover up the painting if anyone tries to look at it, but while she's distracted it will be straightforward for Slight or someone else to sneak a look. It depicts a gloomy pit, deep underground. At its base is a piece of wood with a thin wire leading up to a pile of boulders held back by a bar next to the lip of the pit. Like the woman herself, the picture is disturbingly real – you almost feel that you could walk into it.
  - If asked how she knows about the book: "Your master Shadow promised it to me. He said that someone would bring it."
  - If asked which book: "The Book of Making, of course."
  - "What's the Book of Making?" – "That doesn't concern you. If your master had wished you to know, he would have told you.". If pushed, will say that "it's an old tome about magical theory. I have a friend who collects such items."

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- If asked why she wants it: "It's none of your business, but since you ask, a friend said she'd help me deal with my enemy if I got it for her."
- If Glue / Binder is asked about her, they shrug. She's been there on and off for six months. Doesn't seem to do any harm and Codex hasn't demanded that she be thrown out [If they ask, Rathgard or Slight can spot that this is out of character – their minds have been monkeyed with].
- If Flame refuses, Painter says quietly: "I wouldn't do that if I were you. You really wouldn't want me as an enemy." As she says this, something very strange happens. The room goes darker and becomes wavery and blurry. Only Painter remains in focus, the only real thing that you can see [if the heroes look at themselves, they too are out of focus. If they try to look away from Painter, they find that they can't.]
- "Once again I ask you – *give me my book!*"
- If Flame still refuses, the tension is held for an unbearable second, then gradually reverts to normal.
- Painter sighs, as if exasperated by a recalcitrant child. "Very well. I can wait a little longer, but not for ever. And do not think you can escape me. I have your likeness now ."
- If attacked physically, Painter whips a card out of one of the pockets in her skirt and holds it up in front of the attacker, who is immediately sucked into it (they end up in a suffocating stone dungeon full of bones and thirsty people. The hero would be attacked except that s/he's a ghost). Painter will use the prisoner as a bargaining chip to get the Book (unless it's Flame herself, in which case Painter will let her stew for a bit. The other heroes can bargain with her to get Flame out – Painter is only interested in the Book).
- Either way, Flame has Faced her Fate (Duty / Blind Obedience). Get her to pick another Fate and a new Virtue / Flaw if she wishes.

### **Interview with Codex**

- The heroes are ushered through the lavishly furnished central reading room where a few academic types sit reading at marble desks under the light of hovering magical lanterns, and down a small cramped staircase on the far side. At its foot is a maze of passages that run in all directions, but Glue/Binder guides you through a set of double doors (guarded by Librarians Militant) into a council chamber situated directly underneath the reading room. It is dominated by a circular table with dozens of chairs (36 in total).
- Codex's office lies on the far side of the chamber, and has a homely study-like atmosphere. Three of the walls are lined with books and the fourth has display cabinets in which particularly crumbling tomes are housed. The whole place smells of dust and old leather, and is lit by cold white magical lights. There is no fire so it is chilly.
- Codex herself is seated at a desk on the far side of the room. She is small and young-looking, with long black hair, a high forehead, steely blue eyes and a serious expression. She is wearing bright green scholar's robes and has a large golden key on a chain round her neck. She holds herself stiffly upright and moves awkwardly.
- She gets up when you enter. "Welcome!" she says with a stiff smile [which does not reach her eyes]. "Come in! Be seated!" She indicates a circle of ancient stuffed leather chairs in the centre of the room. "Apologies for the cold – we cannot kindle flames in here as the smoke and heat would damage the books. Use the skins if you feel chilled. So, I understand you have a message for me?" [Flame, if present, can use her heat self ability to act as a radiator. After being reassured that there is no chance that she will burst into flame, Codex permits it.]
- If asked how she knew: "I received a message from one of my fellow scholars in the Inner Circle [if asked, says it was Soulseeker Crookstaff]. I had enquiries made."
- Re the heroes' imprisonment: "Yes, I suppose I should apologise for that. Keensight is a good magistrate but she is not as used to Outsiders as we in Chamber Platinum are. To be honest I am surprised that she let you go. Who arranged for your release?"
- Re Ulrich: "I would be wary of him if I were you. He works to his own agenda."
- Re Wormwood: "Yes, a great loss." [Rathgard's truth sense will ping at that remark.] "A somewhat eccentric scholar, but harmless. Do you have any theories as to why he was assassinated?" [If asked for her own view, and if she has had time to study Glue's report or the heroes have told her, she will opine that the way in which the Crookstuffs closed down the inquest suggest that it may have been an internal family matter. Rathgard's truth sense may ping at this as well]
- Re the message: "Yes this is potentially serious. I have never heard of magic that could pass between spheres before, other than the pathways of the Gates themselves of course. This is really the Crookstuffs' area of expertise, but there may be a record of a similar event in the vaults. I will put the Sages onto it at once." [She goes to her desk and rings a bell, which summons a Librarian Militant. Codex tells him to fetch Blemish Scratch. He arrives a few

minutes later, a handsome man with curly black hair, a neatly trimmed beard and a large Roman nose. Codex repeats what the heroes have told her – he says that he has never heard of such a thing, but will investigate. Slight, if present, may notice that there is more to their relationship than meets the eye.]

- “So, tell me about yourselves. You are all Spherewalkers, are you not? How did you meet and why do you travel together?” [Slight may notice that she has an unusual interest in the answer, particularly if Wrath is mentioned.]
- [If Lightfoot Moondance comes up] “Yes, I have heard of her. A rather wayward member of the Moondance family as I understand.”
- “So do you have any plans for your stay in Everway?”
- [If not] “Then allow me to offer you some employment. Have you heard of Chamber Platinum?”
- [If not] “Chamber Platinum an organisation that is dedicated to the exploration of the Thousand Spheres. Our aim is to seek out knowledge of people and places and record it for posterity in the books of the Library of All Worlds, where anyone of good standing from any sphere may read it. We are always looking for helpers willing to assist in our researches, and spherewalkers are especially welcome. Would you be interested in becoming members?”

#### *Rewards?*

- The Great Council is pleased to disburse a small monetary reward for all those who assist in an investigation deemed to be important by the Council of Sages.
- Reasonable expenses incurred by those travelling on Chamber Platinum business will, of course, be reimbursed.
- As members of the Chamber you will have free use of the Chamber Platinum reading room and may submit books for inclusion in the Library of All Worlds, which is immortality of a sort.
- You are also free to perform your own researches when not called upon to perform tasks for the Council of Sages.

### **The Task**

- As it happens, the task I have for you will not involve very much travel at all. It is in the Old Town of Strangerside.
- First, a little history. As you may be aware, this complex is the second Library of All Worlds. The original, a wooden building, was destroyed by fire over 2000 years ago, taking all records of the original settlement of Everway with it. We are therefore very interested in finds that will allow us to reconstruct this early history.
- The Old Town of Strangerside has been inhabited for a very long time, and the current buildings are built on ancient ruins which can be found in the complex of cellars that runs beneath them. We investigated these some centuries ago – they are of an architectural style which we have not been able to identify. We have long wanted to investigate further but have lacked the funds and staff to do so.
- Now, however, I have received reports that a rockfall in the cellars beneath the Old Town has revealed a room containing an ancient mural. Unfortunately, the rockfall occurred in an area of the cellars that has been occupied by, shall we say, hostile forces, who are unlikely to take kindly to a bunch of Everwayan scholars asking for entry.
- I want you to gain access to the mural and record it for posterity. How you do it is up to you – just make sure that the mural is unharmed.

#### *Who are the “hostile forces”?*

- A street gang called the Sons of the West is based there. They are a militaristic group who claim to be “bringing justice” to Beggartown, though they seem more interested in fighting the other street gangs in the area. Their leader is a man named Towershield.
- A group of smugglers is also based there, presumably with Towershield’s consent.

#### *Where did the report come from?*

- The Snakerings have a spy in the Sons of the West who is watching the smugglers, who are thought to have links with Middleland. She mentioned the cave-in in a report which I have

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seen. [If pressed, Codex will reluctantly reveal that her name is Shadowhide Snakering, but she doesn't know what name she is going under amidst the Sons of the West].

*Where exactly is the mural?*

- The spy didn't say – it was not her primary concern. She said it was in the “west passage” near the “drill room”.

*How do we get into the cellars?*

- The report I saw did not say where the entrance is – you will have to find that out for yourselves.

*Rewards?*

- 25 hefts each, with a bonus of 10 hefts if the mural proves to be particularly valuable.
  
- Codex tells the heroes to report to **Blemish Scratch**, who arranges for:
  - Induction into Chamber Platinum – heroes have to swear an oath to abide by the rules of the Library, not to kindle a fire, mundane or magical, within the library walls, not to steal books or other materials and not to sell or willingly part with the keys to Chamber Platinum.
  - He provides the keys, which also act as the heroes' symbols of membership – of exquisite workmanship, they are carved of obsidian and are extremely complex. A brass chain allows them to hang around the wearers' necks. If necessary, Blemish will provide keys for non-present members of the party, saying that he will induct them when they return.
  - Blemish will also provide a map showing the entrance to the cellar complex on Bleak Street, a little way from the Mercy Hospital.

### ***Other Sources of Information***

- Bruiser knows the information below and will help the heroes if they offer to help defeat the Daggerboys. She will also suggest that they visit Beggartown.
- Most Strangersiders know of Towershield. Whilst they approve of his intention to bring some order to the lawless chaos of Beggartown, his notion of equal rights for the beggars is regarded as ridiculous (“if we help ‘em, we’ll get the riff-raff from half the Thousand Spheres coming here for free handouts!”), as is his attitude to women. He is known to be a womaniser and to have killed the partners of women he fancies.

### ***Beggartown***

- Walking up the street to Beggartown, the houses become shabby and unkempt.
- Obscene graffiti is carved into the wooden shutters and door posts.
- The wind brings whiffs of a foul stench of rubbish, excrement and woodsmoke.
- The noise level rises – barking dogs, yelling children, crying babies, shouting adults.
- The houses on either side are semi-ruined with no roofs and precarious looking walls. Piles of rubble and rubbish narrow the street to just a few feet wide.
- The street surface becomes pitted and tracked mud, with the occasional fetid puddle. A few hard-to-remove paving stones stick out.
- A pair of rats tussle for a mould-covered crust on top of a heap of garbage.
- A couple of small boys, dressed in rags, hair matted and crawling with lice, faces covered with mud, race past you and start wrestling in the dirt.
- A skeletally thin brindled cat with half its fur and one ear missing and its eyes glued up with puss comes up to you, mewing [unless Fish Trader is present, in which case it hisses and backs away]
- Ahead of you a man – middle-aged you would guess as his thin greasy hair is still black – lies in the middle of the road, apparently asleep. As you draw closer, the crawling flies, empty eyesockets and ripped pockets indicate that he is in fact dead [Walker will immediately recognise that he is a victim of Bliss].

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- A mangy dog licks at a puddle.
- Rounding a corner, you are hit by the full force of the stench, which now has overtones of sweat, purefaction and overcooked food. Ahead of you is a street that is verminous with humanity.
- Primitive lean-tos of filthy cloth and wood have been set up in the lee of the ruined buildings on either side.
- Around them are the detritus of human existence - blackened firepits, cracked pots of water, strings of what at first you think are ragged flags but on closer inspection proves to be washing hanging on a line, sticks of firewood.
- Dozens of raggedly dressed men, women and children are around. Two women wrestle over an overripe melon, yelling at each other; others squat by cooking pots, or carry water in pails, or sprawl against the walls drinking or trying to sleep. One hardy soul is even attempting to sweep out her abode, albeit with a broom that has lost almost all its bristles.
- Your appearance triggers a surge of activity in the huddled masses and within a few seconds you are surrounded by a forest of outstretched hands, some with missing fingers, others covered with sores and boils and black with dirt. Cries of "Alms! Alms!" ring in your ears.. Most prominent are the skeletal small children who nudge and jostle you, staring up with huge eyes in dirty faces.

[The heroes are likely to be the victims of generally unskilled pick-pocket attempts if they let the beggars get too close. Fire 2 plus Fortune Card.]

Any coherent Beggartown beggar will know of the Sons of the West, and may reveal the following information for a few coins, some food, or gentle persuasion from Rathgard:

- Towershield is known to contribute to Brothers at the Mercy Hospital, who repay the favour by patching up his toughs when they come off worse in a street fight. The Daggerboys have been known to steal medicines from the Mercy Hospital.
- The Sons of the West have recently declared war on the Daggerboys over their distribution of Bliss [a fact not entirely welcomed by the beggars who consider the soporific effects to be worth the dangers]. There have been a number of brawls.
- The rivalry between Cut Throat and Towershield is profound and personal. Towershield considers Cut Throat to be human scum, Cut Throat regards Towershield as smug, hypocritical and deluded, placing ideas above raw power.
- Towershield's philosophy is based on the ideals of chivalry followed in Midlands. The Sons of the West value good personal appearance, wear scraps of armour and are armed with swords and wooden shields.
- Someone must be supplying them with the cash to buy these items (much to the annoyance of some beggars who claim that if Towershield were really concerned about the beggars, he would be helping them out), but no-one is sure who.
- **On a good FC**, the person concerned has seen a man carrying a Plume helmet going into the cellar entrance.
- **On a good FC**, the beggars know that Towershield has a deal with a gang of cheese smugglers to use some of the rooms in his part of the cellars. The smugglers smuggle glow cheeses from Middleland.
- If the heroes hang around, they may eventually encounter a Dagger Boy distributing Bliss (A 1 E 3 F 2 W 2). They can either beat him up or track him back to the Dagger Boys' HQ.

### ***The Mercy Hospital***

- An old decaying warehouse on Bleak Street, approx 60' wide, 120' long and 50' high.
- A large enclosed space, dirty and squalid. The hard earth floor has damp patches and there are many holes in the roof. Stairs lead up to offices overlooking the main area on either side the floors of which are supported on wooden posts leaving alcoves underneath where goods would once have been stored. There is a balcony at the far end.
- Many of the interior walls have collapsed, allowing the groans of the ill to be heard in the central area.

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- The ill are lined up on either side (the infectious are in segregated wards made out of the office areas.) If they are lucky, they have a stained blanket to lie on.
- The air reeks of suppurating wounds, vomit and blood.
- The Brothers live in the offices against the far wall, by the balcony. The duty brother's desk is on the balcony.
- Any of the Brothers know of the Bleak Street entrance to the cellars, but the heroes will have to come up with a convincing reason why they should tell them.

## The Cellars

- The entrance to the cellar complex is a ruined townhouse on the east side of Bleak Street, which runs between Mercy Bridge and the Old Town. It is a few blocks down from the Mercy Hospital.
- It is an unprepossessing hole located in a pile of rubble that was once a stone stairway leading down into a cellar. The remnants of steps are still just about discernable but are worn and blocked by rubble. A scramble involving some dexterity is required to get down them safely (FC + Fire: If 1, hero falls and is injured).
- Lights are needed from hereon in. The stairs end in a dangerously precarious-looking space surrounded by rubble. The stone floor has split across the middle and the side near the stair has dropped, leaving a narrow crack. Someone has tied a rope to a hammered-in spike.
- The rope leads down into an older cellar beneath. This one is in somewhat better condition; the remains of red stucco can be seen on the walls.
- A hole in the wall opens into a passage that has been dug through the collapsed joists and stonework of another cellar – it is V-shaped and very uneven.
- The passage leads to a more or less intact channel that runs left and right, a couple of feet lower than the cellar. To the left it is blocked by rubble. The channel is clearly very old but of good workmanship. It is dry, but foul-smelling dirt covers the floor.
- From a dark entrance on the left comes an ammonical smell and a frenzied chittering of bats [depending on time of day, the heroes may encounter swarms of the creatures entering or leaving. It would be most unwise to disturb them – **A 2 E 1 F 5 W 4**].
- The tunnel continues to a sharp left turn. A faint glow can be seen from round the corner.
- Following the tunnel eventually leads to an open area about 15 feet high with a 10 feet deep channel running across it. On the far side is a drawbridge, which is closed. There are couple of arrow slits near the ceiling. The room is lit by a couple of lamps placed on shelves a couple of feet from the arrow slits.
  - Sensitive heroes will immediately detect that there are people behind the arrow slits. The 2 guards are armed with crossbows but are not skilled (**F2 (surprising shot) E3 (protective walls) A2 (knowledge of surroundings) W4 (sense in the dark)**). They will challenge anyone approaching in a peaceful fashion and yell for help if they prove aggressive. This will summon another 4 guards in two rounds – they are armed with shields and spears (**F3 (mass charge) E3 (defend vs knives) A3 (co-ordinate) W3 (sense behind)**).
  - The drawbridge is held up by hemp ropes. Flame can set light to them very quickly if they are covered with oil, rather more slowly if she tries to burn them on their own.
  - If the heroes say that they come to parlay, the guards tell them to lay down their weapons and submit to binding and blindfolding. Rathgard can persuade them that the latter is unnecessary, but will have to get lucky to persuade them to allow them to bring their weapons.

## Locations

### Smugglers' Cave

- An irregular room made of a collapsed cellar. The roof is partly collapsed and an impressive cornice with carvings worn to indecipherability juts down to five feet from the floor on the east side.
- 6 pallets, some of which may be occupied depending on the time of day.
- Smugglers' accoutrements are stacked against the walls – target lanterns, ropes, spikes, oars, sacks.
- Personal belongings – spare sets of clothes, a few hefts and beads.

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- Contraband goods:
  - Three Chatterfish red cheeses
  - 5 Wineland Ancient cheeses
  - A dozen wine casks from the Nine Cities.
  - Weapons (Flame will recognise a set of serrated arrows just like the one that killed Wormwood Crookstaff).
- A locked chest. Contains:
  - Two encrypted documents. Requires Air 5 to decipher. One is a list of meeting times with a ship – the *Sneak Wolf* - off the Islands of the Ring (inquiries would soon show that the Sneak Wolf is a unique inhabitant of the forests of Middleland). The other is a list of observations of the movements of prominent members of Everway families, including "HE" (Horizon Emerald), "BE" Bitter Emerald), "GG" (Glisten Gold), "VC" (Victor Crow), "GS" (Grey Snakering), "BP" (Bright Plume), "UC" (Ulrich Crookstaff).
  - A similar set of documents, not encrypted this time, detailing meeting times and agreed transactions with "Hammerhand" (Pike). This includes deliveries of weapons.
  - A carefully wrapped blueglass goblet (due to be delivered to the Golds via various intermediaries)
  - A heaven root.
- Up to six smugglers:
  - Granite (leader, 40s, big, burly). A2 E4 F4 W2
  - Three Trees (30s, small, garrulous) A4 E2 F3 W3
  - Half Hitch (50s, classic pirate, wooden peg leg) A2 E4 F3 W2
  - Spume (20s, female, exile from Island of the Ring) A3 E2 F2 W4
  - Aft (20s, male, Spume's partner) A2 E2 F2 W2
  - Manta (40s, female, member of the Gatebreakers. Ideologically opposed to Everway after her husband was killed by a Plume raid in Strangerside) A2 E3 F3 W2

The Smugglers' aim is simply to make money. They don't care who they do deals with as long as it pays and isn't too dangerous.

## Reservoir

- The passageway slopes down to a large cylindrical room with a dangerous-looking domed roof of rubble supported by large curving struts approx 50' across by 50' high. The floor, which is made of rubble and packed earth, is about 30' below the level of the passageway – steps have crumbled away and the heroes must scramble down a rope. The sides of the room are of well-worked greenish stone. Steps lead up entrances on the left and right.
- The centre of the room is occupied by a set of trestle tables and benches with room for about fifty people. On the far side is a dais and a large chair in which lounges a broad-shouldered, black-stubbed man wearing a faded leather jerkin and trows and a fine metal helmet. He gives you a snaggle-toothed welcoming smile, though the effect is mitigated by the half dozen cross bows trained on you from the archers standing on the walkway that runs around the room (**F3 (surprising shot) E2 (protective walls) A2 (knowledge of surroundings) W4 (sense in the dark)**) and the drawn swords of the 8 warriors ranged in front of him **F3 (mass charge) E3 (defend vs knives) A3 (co-ordinate) W3 (sense behind)**
  - If the heroes have killed anyone, Towershield will demand reparations
  - Assuming the heroes decide to negotiate:
    - Towershield **A 4 Charm E 5 Shield defence F 5 Skirmishing W 3 Sense unhappiness. Power: Mighty Leap (FMV)** "Justice" is his watchword – if players are clever, they can latch on to this. He's no fool but is susceptible to Rathgard's oratory and Slight's illusions.
    - Towershield is interested in a) money, b) weapons, c) help vs the Daggerboys, d) bargaining power with the Everwayan authorities (though he will hint that he has that already), e) Flame (if present)
    - If he learns that the heroes have been sent by Chamber Platinum, he will double his asking price ("so, the bastards finally want something from us, do they? Well,

they'll have to pay for it. Pay through the nose. It ain't just the way they've treated us")

- Help vs the Daggerboys is probably the most effective bargaining tool. particularly if the heroes mention a desire to bring an end to the distribution of Bliss, though even Towershield will demure – “there’s a load of them and they’re vicious bastards. Even my boys get pretty cut up”. If the heroes can present a plausible plan however, he’ll go along with it.
- If the heroes go for fisticuffs, things may get sticky. Towershield has **30** men available in total, most armed with swords and shields. They will use the passages to outflank the heroes and are adept at fighting in the dark. They use a series of whistles to co-ordinate with each other.
- He will also send a message to summon 6 smugglers (one of whom is Three Trees) (**A 3 E 3 (dodge behind cover) F 3 (attack from behind) W 3 (hide in shadows)**)
- There is a simple wiretrap down one of the passageways that drops a bunch of rocks on the heads of any pursuers (F + FC= 3 to avoid).
- 4 groups:
  - **Lions (Towershield): Swords and shields. Lead the main attack.**
  - **Bears (Brassart): Maces, pikes and shields. Heavily armoured. The tanks.**
  - **Eagles (Guisarme): Bows.**
  - **Wolves (Voulges): Daggers. Sneaking and ambush.**

## Armoury

- Large room full of old, battered weapons and armour, on shelves and strewn on the floor
- Smell of oil and metal
- Tables with items under repair. Hammers, pliers, clamps, rivets.

## Towershield's Room

- Large bed covered in furs
- Tapestry of knights hunting hanging on the wall. The pattern of wear on it indicates that it was once a carpet.
- Chest (locked) at foot of bed. Contains a cloak, a cast-off nobleman's robe, some scraps of paper with a lot of crossed out lines of poetry to "a lady", a tarnished bronze ring and a wicked-looking dagger.
- A table with a roll of paper on it weighted down with mugs. Shows a schematic of Beggartown and surrounding areas. Pebbles with "D" scratched on them are distributed across the map. The Daggerboys' and Bruiser's HQs are clearly marked.
- On the wall are timetables for military training and patrol timetables. Several references to "P.P." (Peacock Plume).
- Desk and chair with piles of paper covered in Towershield's scrawl. He is planning a raid against Dunster Toehold's grocery shop for "collaboration with the enemy".

## Kitchen

- Fire in one corner, large cooking pot. The smoke disappears through cracks in the ceiling.
- Preparation table, knives.
- Water barrel and buckets with ropes for carrying water from the river.
- Slop bucket.
- Smells of cooking and smoke.
- Shelf with wooden plates and cutlery.
- The token women are here:
  - **Radiant.** Towershield's current squeeze. Slim, long black greasy hair. Dedicated to Towershield. **A3 E2 F3 W2.** She is weaving.

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- **Cedar.** The gang's "woman". Acts as chief cook. Small, dumpy and vicious. **A2 E2 F3 (kitchen knife) W1.**
- **Wist.** A plain, rather stupid woman who is obsessed with Towershield. Jealous of Radiant. Acts as Cedar's skivvy. **A1 E3 F2 W3.**
- **Snowcloud.** Small, auburn curly hair, energetic. Guisarme's girlfriend. She has a girly relationship with Radiant, much to Cedar's and Wist's annoyance. In fact she is **Shadowhide Snakering. A3 (lying) E2 () F3 (blade) W4 (sneak)**

If the heroes can get Snowcloud on her own, she will divulge the following if persuaded that they can be trusted:

- Guisarme is repulsive and makes her do sickening things in bed.
- Guisarme is ambitious and wants to take over the Sons of the West.
- The Plumes are training the SotW. Snowcloud/Shadowhide thinks that the Plumes are trying to set up a private army and this will be one division.
- She is desperate to get out but hasn't successfully managed to get into the smugglers' cave. She'll insist that the heroes help in return for her information.
- The Masks are delivering Bliss to the Daggerboys via Topknot Motley. It appears to be a very organised operation.
- The location of the Mural Room. It opened up following a rockfall and Towershield is considering using it for expanded living quarters, following complaints that the rec room is too close to the latrine.

### Store Room

- Pile of fire wood (mostly broken up furniture). Passage to emergency exit behind.
- Scraps of cloth and wool. A few spare blankets and sleeping mats.
- Food stores. Shank of beef (high), barrel of potatoes, turnips, rotting carrots.
- 3 beer barrels, "liberated" from a hapless grocer.
- Medical supplies. Bandages, antiseptic salve.

### Drill Room

- A high vaulted ceiling, more or less intact.
- Targets at one end
- Wooden dummies against east wall, along with wooden swords, shields and padding.

### Barracks

- The chambers on the north side of the NW exit from the central chamber are barracks for the gang and have sleeping pallets and little personal privacy.
- Each squad has a room and the women have a room of their own.
- A few personal effects can be found here and all rooms have buckets for washing up.
- Rags have been hung over the entrances
- The room near the latrine is a rec room and has a table, chairs and benches. A strong unpleasant smell permeates it.
- The latrine is a hole in the ground. It is filling up and stinks to high heaven.

### Mural Room

- An underground cellar supported by thick angular white stone pillars on bases with incised geometrical patterns. The style is unlike anything else in Everway and it is clearly several thousand years old.
- Between two of the pillars against the far wall runs the bottom three feet or so of a marble wall (the rest has fallen down) on which is inscribed a beautifully painted mural of what appear to be children playing in a clearing.
- They are fleeing, laughing, from a very familiar-looking six inch high pyramid which is disintegrating into little black, white and red lizards.
- The background shows a river with what is clearly the bluff on which Everway stands – but there is no city there at all...
- Along the base of the mural is a sequence of marks which is clearly writing, but not in the Tongue.

If Flame thinks to check, the writing matches that in the book she cannot read.

## Aftermath

1. The heroes' report is taken by Blemish Scratch unless they really insist on Codex.
  - If the heroes manage to describe the mural and have not destroyed it, he will praise them for a job well done and give them 25 hefts each.
  - If they manage to record the writing at its base, they get the bonus 10 hefts.
  - If they claim that it was created by the Basahn, Blemish will (politely) disbelieve them. "They are a primitive people and have been travellers for as long as we have known them. Your theory is interesting, but from your description the mural and the building it is set in are simply too sophisticated for a culture such as theirs to have created. It is far more likely that they bartered or stole the artifact you saw. But thank you for your suggestion. It is exactly the sort of original thinking that we in Chamber Platinum like to see!"
  - Blemish says that he will discuss the heroes' next job with Codex, and will let them know.
2. The heroes are likely to disrupt the spying mission, which is not going to please the Snakerings. Codex is confident that the Snakerings will act to damp down any fuss. Reason: the smuggler spying mission is unauthorised (by the Council or the King). Grey Snakering is doing it off his own bat because he is paranoid about a Middleland attack (and/or because he is secretly working for Freedom Crow – plausible?). Wile Snakering knows this, which is why she was willing to pass a confidential report to Codex and let Codex act on it.

Possible outcomes:

- The heroes manage to complete the mission without Towershield or the smugglers becoming aware that they are being spied on. No consequences.
- The heroes let slip that Towershield has a spy in his midst.
  - They keep her identity a secret. Towershield orders a lock-down and one-by-one interrogations. Shadowhide tries to get away via the smuggler's river entrance but is captured. She tries to pin the blame on Guisarme, but Towershield has her executed. This prompts a rebellion by Guisarme, destroying the Sons of the West as an effective force.
  - They reveal who she is. Shadowhide makes a run for it – heroes can assist if they want. If they don't, she is captured and executed, prompting a rebellion by Guisarme.
  - The Plumes will not be happy that their private militia was being spied on. Tension between them and the Snakerings, creating a scandal at court if it comes out.
  - Grey Snakering will not be happy. He will use his spies to find out more about the heroes and will arrange for their assassination if he thinks them a threat to Everway. He will have words with Codex who will deny all knowledge, saying that one of the gang had blabbed in a bar and that she was unaware of the spying angle. If the heroes provide the evidence in the form of the notes from Shadowhide, Codex is forced to apologise. She rescinds their Chamber Platinum membership.
- The heroes tell the smugglers but not Towershield. They do a runner. No consequences except the spying mission gets aborted. Grey Snakering may take an interest in the heroes as above.

## Characters

### *Smugglers*

**Granite** (leader, 40s, big, burly). **A2 E4 F4 W2**

**Three Trees** (30s, small, garrulous) **A4 E2 F3 W3**

**Half Hitch** (50s, classic pirate, wooden peg leg) **A2 E4 F3 W2**

**Spume** (20s, female, exile from Island of the Ring) **A3 E2 F2 W4**

**Aft** (20s, male, Spume's partner) **A2 E2 F2 W2**

**Manta** (40s, female, member of the Gatebreakers. Ideologically opposed to Everway after her husband was killed by a Plume raid in Strangerside) **A2 E3 F3 W2**

### *Towershield*

#### **Appearance**

Average height, broad-shouldered, permanent 3-day black stubble, long greasy black hair with a left parting usually concealed under a genuine Plume helm (minus the plume). Swaggering gait. Jovial demeanour - ready (if snaggle-toothed) grin. Wears a leather jerkin, a battered but serviceable sword in a worn leather scabbard and small round leather-covered wooden shield.

#### **Personality**

Direct, approachable, cheerful, extremely charming. He considers himself a Robin Hood-type character, imposing justice where no-one else will. Doesn't like the Everway authorities because of their refusal to do anything for the people of Beggartown - "we're just as good as those toffs in the high city and we deserve justice, just the same as them". The Plumes are an obvious exception.

His sense of justice is somewhat rough and ready - he won't hesitate to menace a shop-keeper he's taken a dislike to - "justice has to be paid for" and he utterly loathes the [Daggerboys](#) and their leader [Cut Throat](#), whom he considers to be human scum.

One of his less attractive qualities is that he is somewhat misogynistic, considering that women who don't conform to the chivalric norm (ie stay-at-home maidens) should be forcibly re-educated. His gang is all male, though there are some female hangers on. He is known to be a womaniser and will not hesitate to kill a man who gets in his way.

*Commands Lions (Main Attack)*

**A 4 Charm**

**E 5 Shield defence**

**F 5 Skirmishing**

**W 3 Sense unhappiness**

Powers:

**Mighty leap (F, M, V) - can jump up to 20 feet in any direction.**

## **Brassart**

Updated 17

### **Appearance**

Late 20s, close-cropped hair, metal rimmed cap, pudgy features with a drooping chin and small piggy eyes. Cloth tunic, originally deep red but stained with dirt and food, leather jerkin and belt. Armed with *sword and battered wooden shield*.

### **Personality**

A thug - the school bully given his head. [Towershield](#)'s second in command and utterly devoted to him after Towershield rescued him from the Daggerboys when he was a teenager. Towershield calls him "my faithful hound" which does rankle a little. Commands the *Bear Squad (Maces, pikes and shields. Heavily armoured. The tanks.)*

**A 2 (cynic)**

**E 5 (support Towershield)**

**F 3 (shield swipe)**

**W 2 (sense duplicity)**

## **Guisarme**

Updated 29

### **Appearance**

Long hair with a pronounced widows peak, scar on cheek from a dagger cut, dark deepset eyes under thick brows. Wears a grey tunic cut off at the shoulders to reveal strong arms with several scars from knife fights. *Fights with sword and knife and crossbow.*

### **Personality**

A show-off, but clever and almost as personable as Towershield. Loves the show of being in a disciplined gang. Recognises that Towershield is an excellent leader but resents the fact that Towershield stole his woman from him a while ago. Commands the *Eagles (Bows)*

**A 3 (one of the boys)**

**E 3 (only a pinprick)**

**F 4 (pinning shot)**

**W 3 (resist emotion)**

## **Voulges**

### **Appearance**

Looks 16, slight, pale face with wide eyes, dirty blond hair in a thatch. *Fights with dagger, spear and shield.*

### **Personality**

Looks as if butter wouldn't melt in his mouth but a vicious brute. Towershield promoted him despite his youth, which has caused some resentment but means that he is utterly loyal. Commands the *Wolves* (*Daggers. Sneaking and ambush.*)

**A 2 (street smart)**

**E 2 (shield block)**

**F 5 (spear stab)**

**W 3 (blind-side)**

## ***Gang Members***

Lions (12):

**A3 (co-ordinate)**

**E3 (defend vs knives)**

**F3 (mass charge)**

**W3 (sense behind)**

Bears (8):

**A2 (battle-roar)**

**E4 (shield defence)**

**F2 (shield strike)**

**W3 (stand as one)**

Eagles (10):

**A2 (knowledge of surroundings)**

**E2 (protective walls)**

**F3 (surprising shot)**

**W4 (sense in the dark)**

Wolves: (6)

**A3 (knowledge of surroundings)**

**E2 (melt into shadows)**

**F4 (strike from shadows)**

**W2 (sense intentions)**

## **Variations**

### ***Stake out the Entrance***

- Smart move: Towershield will leave at night to "patrol" with half his gang. Takes one of Brassart or Guisarme (FC: + = Brassart, - =Guisarme).
- Only 15 gang members left, commanded by whichever of Brassart or Guisarme is left behind.
- If Brassart is in charge, negotiations are likely to be unsuccessful (though Slight can probably confuse him as long as he doesn't suggest anything that is obviously not in Towershield's best interests). Guisarme is susceptible to suggestions that he could do a better job than Towershield, particularly from Rathgard.
- Brassart is the more strategic thinker and will effectively deploy Voulges and his sneaky wolves, as well as summoning the smugglers. Guisarme will go for an all-out attack.
- Towershield can return if it is dramatically appropriate.

### ***Use the Smugglers Entrance***

- Easier said than done. Entrance is 50' up the sheer granite promontory. There is a beach at the base, but climbing up to it is challenging (and unpleasant – it's a working sewer outlet). Fire + FC  $\geq$  6 **or** Earth + FC  $\geq$  7 to succeed.
- Can also lower from the battlements above. However it is patrolled by Plume guards.
- At the entrance there's a rope. Raised walkway above the ordure.
- Entering this way will inevitably alert the smugglers, unless Slight is present and thinks to cast a non-detect glamour. Even this will not be entirely successful because Slight's power doesn't work in the dark. At the very least they must see the lights that the party is carrying. FC: Good – smuggler thinks it's someone they recognise. Bad: They think it's ghosts and go running towards the exit.
- Any combat with the smugglers will alert gang members in the barracks on the other side of the central passage. A running battle is likely to develop. Rathgard can use his oratory to try to calm things down, in which case follow the main "Take me to your Leader" option above.