

Mini Scenario 14

Trouble in the Gatelands

"If we don't stop them, there will be a massacre"

Summary

Visions

- A shanty town near the Everway town wall. An army of Keepers is bearing down on it.
- A Christ-like figure surrounded by refugees. He looks remarkably like Rathgard...
- An altercation between a grey-headed Keeper and a swaggering Crow.

Characters

- **Callus Wenderway** The full-of-himself spherewalker that the heroes sent to the Glorious Empire to collect a pot 21 days ago (26 Maiden).
- **Tranquil** Rathgard's half-brother.
- **Humility** Walker's ex-girlfriend. Walker last saw her on 24 Maiden.
- **Stonelock Keeper** The head of the Grey Keepers
- **Argus Raven** Sent by the Crows to "assist" the Keepers in dealing with refugees.

The Plot

The sudden appearance of 1000 unauthorised refugees from Temple in the Gatelands precipitates a crisis in the paralysed city. Are they invaders, or a cover for an invasion? They bring stories of an evil, insidious spell that turns the sky black, and a fierce warrior horde that kills everything in its path. If news gets back to Everway there will be panic. The authorities must act quickly - there is already resentment against Outsiders stoked by the Cleanser movement, and some citizens may use the political paralysis to take the law into their own hands by forming vigilante groups.

The heroes are told about the situation by Callus Wenderway, who is partly responsible for it. The true leader, however, is Rathgard's brother Tranquil, and Humility, Walker's ex-girlfriend. The heroes must attempt to defuse the situation between the refugees and the authorities and try to get the frightened refugees settled. If they don't, a massacre happens.

Opening: Callus Wenderway turns up at the Cellars and tells the heroes about the 1000 refugees, though he spins it as new recruits for Rathgard's army. He wants Rathgard to accompany him back to the Gatelands to meet them. If Rathgard demurs, he mentions that the leaders of the refugees asked for him and Walker specifically. Their names are Tranquil and Humility...

Interaction: Hopefully some of the PCs go to the refugee camp, which is in a dell in the Gatelands. It's a mess - stinking with excrement and full of people who have endured a cold night without food or water. It is ringed by hostile-looking Keepers.

Action: Tranquil and Humility tell their tales, as do the refugees. The Keepers have told them to go back to where they came from, but that is clearly impossible. In the mean time, they are allowing no food or water into the camp.

Progress: The heroes can offer to mediate on the refugees' behalf. They need food, drink, shelter and medial assistance.

Rising Tension: The number of Keepers ringing the camp increases. They are joined by some

tough-looking soldiers. Clearly an action is imminent.

Conflict: The heroes can seek out Stonelock Keeper, who is in her tent arguing with Argus Raven.

Rising Tension: Stonelock is adamant that the refugees must return. Argus is all for a show of force to make them.

Decision: Can the heroes persuade Stonelock and Argus to see reason? What deal can they come up with?

Climax and Resolution: The heroes come up with a negotiated solution, or lead a massive fight against the Keepers and Crows. Either way, the refugees can't stay where they are. Most likely they will have to be absorbed into Beggartown, putting even more pressure on overstretched resources.

Hook

- Callus Wenderway turns up at the Cellars. He is as swaggering as ever, but there is a haunted look in his eyes. (Wishbone or Slight) can spot this. His clothes are travel-stained and torn and he clearly hasn't had a chance to bathe.
- "Ha HA! How wonderful to see you again, Master Rathgard, Master Fish Trader, Master Slight. And who are these beauties?" (eyeing up Flame and Wishbone).
- "I fear I must throw myself on your mercy." (Goes down dramatically on his knees.) "Please forgive me! I have been unable to procure the artisanware pot you sent me to fetch, for reasons that I shall shortly explain. But I have brought you back something else."
- The "something else" is "1000 new people to join your great endeavour! Good stout, brave folk, all of them. In need of a little assistance, but sure to be your loyal followers!"
- He wants Rathgard to accompany him back to the Gatelands to meet them. If Rathgard demurs, he mentions that the leaders of the refugees asked for him and Walker specifically. Their names are Tranquil and Humility...

Callus' Story

- The journey started well. He set off on the 28th Maiden and arrived in Temple on 5th Scales.
- He spent three days on the Great East road. He noticed that there were many beggars and travellers on the road, which made finding accommodation at the various temples on the way much harder than usual. His silken tongue got him accommodation, however, including one night with a very accommodating vestal virgin called Felicity who really didn't live up to her job title.
- The travellers were mostly from Hunter's Moon but there were some from Gem and Woodhall. They were travelling to Everway and the Glorious Empire, having been forced to flee from their homes by the Black Mist or the White Scorpion Warriors.
- When he arrived at the Gate to Floating Petal, he found it surrounded by armed guards. The Glorious Empire had closed the Gate due to the pressure of refugees. No amount of persuasion or bribery would let him travel further.
- There was nothing for it but to return to Everway. As news of the Glorious Empire blockade spread, the road become thronged with people doing the same thing as him. The temples started closing their doors, overwhelmed by the press of people.
- When he got back to the Everway Gate, he discovered that it too had been sealed off by Keepers. They used explosive magics (a wizard with a fireball staff) to keep people away.
- Callus spent an uncomfortable night in the makeshift open-air camp that had sprung up around the gate. Nearby temples were able to provide food and a few blankets, but not

much else.

- As the sun came up next morning, the horizon was tinged with black. This caused panic in the camp - many of the people recognised the first signs of the Black Mist.
- Callus realised that he had to get help to break the Keepers' blockade. He spoke to the camp's two leaders, a man and a rather beautiful woman in white and together they formed a plan. The man spoke to the crowd and persuaded them to follow it, even though it meant that some of them would not get to Everway straight away. He promised to return with help.
- The plan was this: One group of refugees organised a diversion that drew the Keepers away from the Gate. Meanwhile a much bigger force sneaked in round the back (the Gate is on the edge of a forest). The refugees linked arms and then bound their wrists with cloth, string, or whatever they could lay hands on. Callus led them into the Gate.
- Originally 2000 people were supposed to come through. Only 1000 made it, so the chain must have been broken by the Keepers at the Temple end.
- When they arrived in Everway, they were challenged by the Keepers, but the sheer pressure of the arriving people forced them out into the Gatelands. More Keepers arrived and corralled them in a dell, where they have been since yesterday. With the leaders' help, Callus was able to sneak away in the night. He came to Strangerside and sought out the heroes. It took him a while to find anyone who would tell him where they were.

It's possible that he saw the murder of Turbury Oakapple by Voulges while in Talespinner's Square.

Player-specific Hooks

- If the heroes ask, the camp leaders go by the name of Tranquil and Humility.
- If the heroes don't seem keen to get involved, Callus says that Tranquil asked after Rathgard and Humility asked after Walker.

The Refugee Camp

- The camp is in a dell just to the south of the Gatelands, on the west side of the Imperial Way about half a mile from the Keeper's Gate and just north of Redhand's Ditch. The dell is about an acre in size (43560 square feet). It is ringed by armed Keepers - roughly one every 10 feet, so 75 in total. They have put up a makeshift fence.
- The only shelter is a few scrubby bushes and the remains of a low wall.
- It stinks and there are piles of excrement. There has been some attempt to organise a latrine area, but the refugees lack digging implements.
- Another area has been designated for the sick. Women, men and children are lying on the ground with a variety of illnesses and injuries. There are some people with medical skills but there is little they can do without supplies.
- At the centre of the camp, a ring of people surrounds two people dressed in white. They are Tranquil and Humility.

Tranquil's Story

- A group of priests raided the commune in Man-Sun and slew most of its inhabitants. Why had an epiphany and realised he could use gates. Tranquil and Why escaped through a gate that was in the farmhouse to [Woodhall](#).
- They were followed through by a priest with an orange beard - he shot Tranquil with a bow. Why rescued him and left him to recover in Woodhall, while he went on ahead to Everway. It is not clear where the orange-bearded man went.
- While he was recovering, a spherewalker from the Glorious Empire (*Glass Blower 6*) arrived from [Man-Sun](#). She brought some interesting pieces of news:

- Queen Elian of Rath is dead. She named her former lover, Rathgard the Giantbane, as the new King of Rath in her will. Some people say she was assassinated.
- Rath has been taken over by Elian's brother **Valerian** in a coup. Everyone knows he is a stooge of the **Copper Duke**, the lord of **Iron Citadel**. He had assistance - the Duke sent a number of his deadly fire-breathing hounds and a deputation of mechanical soldiers.

Rathgard did not meet Valerian (he was away in Iron Citadel) and knows him only by reputation. Elian thought that Valerian was ignored by their mother (**Arnica the Witch-Queen**) and resented her for it.

- The citizens of Rath have formed a defensive force that calls itself the **Guardians of Rath**. They have adopted Rathgard as their spiritual icon (Tranquil finds this hilarious). They believe that Rathgard will come to save them.
- The man with orange beard is most likely one of the **Coppermen**, a cult of assassins associated with the Duke. They can be identified by copper-coloured hair and have taken over some of the religious institutions in Man-sun. Tranquil thinks that he was mistaken for his brother.
- When the **Mist of Corruption** made itself felt in Woodhall, Glass Blower 6 was able to take him to **Stonebreak** and **Hunter's Moon** and then to **Temple**. She left him there as she intended to return to the Glorious Empire.
- Woodhall was in a bad way when he left. The little villages were all fighting each other. The trees became wreathed in mist which appears to be toxic to them – they were losing all their leaves. Bands of White Scorpion warriors were roaming freely.

Humility's Story

- Shortly after Walker left her, Humility was told that her sponsor, Verdigris Smith, had died, and the Smiths had rescinded their sponsorship of her presence in the All the Gods Way. (She later heard that Kegtap Grapestamper had a hand in this, promising the Smiths favourable trading rights in Olive Bough.)
- She considered moving to Strangerside, but decided to return to the main temple complex in Elpis (she will not say, though Walker may infer, that his presence there may have had something to do with this decision).
- Her replacement, Sister **Credence**, arrived on 1 Scales. Humility was able to travel back with the spherewalker who brought her, a priest of the Temple of Ganesh called **Rumbelow**.
- As soon as she arrived at the great temple complex of Elpis, it was clear that all was not well. Her brothers and sister priests were harried and distracted. In part this was due to the large numbers of refugees that the temple was sheltering, but there was more to it than that. There was a sense of despair - many of her fellow priests took her to one side and told her that they were not sure if they could carry on in the goddess' service. They felt that Elpis had deserted them.
- Humility could see what they meant. To her, the temple had always been a beautiful, tranquil place with pristine white walls and columns, but now it seemed pale and washed out. The roses that bloomed around the temple were faded and withered. The great statue of Elpis, which had always filled her with spiritual awareness of the goddess, now just seemed a prettily carved rock. Humility became convinced that with each day that passed, the walls became a little greyer.
- Rumours circulated of trouble in other Temples, too. Humility heard that Rumbelow was wounded in fighting between the Temples of Ganesh and Sobek. In the Temple of the Four Mother Goddesses, the statues came to life and started arguing with each other. Ares the war god was seen leading a band of followers in random directions.
- Eventually Humility decided that she had to get out the Temple. She heard that a number of refugees were camped out around the Gate to Everway, so she decided to take them some food and blankets. She couldn't persuade any of her demoralised brethren to help her.

- She was in the camp when the Keepers blocked the Gate. Then Tranquil showed up and she recognised someone she could work with.
- Wants Walker's help. Her first priority is caring for people. She may also want to get messages to other Temples in Fourcorner so that they can come to help.
- Walker must decide whether to tell her about the Temple of Elpis.

Flame may not be pleased to see her, particularly if Walker acts affectionately towards her.

Refugee Stories

Random Refugees:

- **Mallet Redthumb** Big bluff handyman. Walking with a limp.
- **Rill Trembleleaf** A gatherer. Saw the Mist first-hand.
- **Spiral Treebough**. Saw a group of Greenskin Basahn who seemed to be waiting for something.
- **Vitality Wainwright** A big black woman with a mass of curly black hair. Carrying **Joy of the Hunt** on her back.
- **Warbler Songshaper** A musician.
- **See-the-World Longstride** A pilgrim and tinker.
- **Breeze Whalesong** Fisherman. Forced out by White Scorpion warriors.
- **Bargate Sentinel** A guard. Has information on the White Scorpion's battle tactics.
- **Dag Bonesetter** A short stocky medic. Also a Peace Master.

The heroes can find out about the following:

- The Black Mist. It advances about 20 miles per day. Can be outrun, but you have to keep moving.
- Rumours of the White Scorpions:
 - Some refugees claim that they have seen friends and relatives they left behind amongst the White Scorpions. They have been horribly transformed into creatures of mindless violence and do not recognise the people they once knew.
 - There is disagreement about how White Scorpions come into being. Some claim that spending enough time in the Mist is enough to make it happen. Others think that White Scorpions transform people they capture using a dark ritual, though this seems inconsistent with the reports that they massacre anyone they come across.
 - Some people say that all White Scorpions can spherewalk. Others believe that spherewalking is as common among White Scorpions as amongst any other people.
 - White Scorpions organise into fighting bands of up to 50 individuals. Fighting bands do not coordinate with each other but seem to share a common goal.
- Heroic rescue missions - many consider Callus to be a folk hero for getting them out of Temple under the noses of the guards. Others praise Tranquil and Humility.
- Maybe - reports of several groups of Basahn near the Gate to Everway. They seem to be waiting for something... Their leader is a greenskin, so it's not Urumora's band.
- One refugee (**Dag**, a medic) is in fact a Peace Master (Yiau) who escaped from the Peaceful Isles when the Black Mist invaded. He can reassure Fish Trader that his family is alive and in hiding. They found a cave where the Black Mist doesn't seem to come. They won't come out until the Black Mist is gone.

Refugees' needs

- Shelter - it's cold at night. Materials for tents - canvas, wood(!)

- Food and water are urgent priorities. The Keepers are refusing to allow anyone to get food and water as an inducement to leave.
- Some of them are sick and wounded. Possibility of infection. Set up hospital tents.
- Find loved ones. Family members got lost. Some family members came early (e.g. Hunter's Moon folk) and may be in Strangerside.
- Protection from Keepers. The chief Keeper said that they have to go back to where they came from. But that's impossible.

What the heroes can do

- Heroes can figure out how to get everyone into some sort of shelter. Need materials for tents, firewood and cooking utensils. The raid in Waterwheel could be back on...
- The heroes could attempt to prise something out of the Everway families.
- Organise latrines.
- Healing services. Ensure that infections don't spread.
- Negotiate with the Keepers. Tranquil has already tried - he can tell the heroes that their commander's name is Stonelock - but she was insistent that refugees return to where they came from. Tranquil was unable to get through to her.

Argus Arrives - option 1

Argus could arrive while the heroes are still talking to people in the camp. If so:

- The number of guards surrounding the dell doubles.
- The heroes will notice that the new arrivals are not Keepers - there are self-confident-looking gladiator types, dressed in scraps of showy armour and little else, and armed with a variety of impractical but nasty-looking weapons.
- They seem to take pleasure in scaring the refugees, making sudden little rushes at them or yelling like a sergeant-major.
- The Keepers are clearly not pleased to be joined by the new arrivals.
- A bugle can be heard in the distance...

Negotiations with Stonelock

- Martial heroes (Flame and Rathgard) can estimate the number of Keepers penning the refugees in. It's about 200.
- The leader of the Keepers can be found outside a command tent that has been erected about fifty yards from the dell. She is stout, solid woman in her fifties with greying curly hair. She is wearing leather armour with a polished metal breast plate to which is affixed a large hexagonal seal of command and a grey cloak. A large solid-looking cudgel hangs at her side.

Slight will spot that the seal is magical.
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- Stonelock is poring over a map laid out on a table with her commanders (or with Argus, if he has already arrived). It shows the dell and the surrounding areas. They are clearly planning wargames in the event that the refugees riot or make a break for it.

If the Heroes get to talk to Stonelock on her own

- She is brusque to the point of rudeness. Her job is to get the Outsiders out of Fourcorner by any means necessary. They have come through an interdicted Gate and need to return. If necessary, she will get her troops to drag them back to the Gate and tie them together to push them through.
- She points out that the Outsiders are telling wild stories about an evil, insidious spell that turns the sky black, and a fierce warrior horde that kills everything in its path. If news gets

back to Everway there could be panic.

- Or worse. There is already resentment against Outsiders stoked by the Cleanser movement. Their appearance could trigger a riot by Everwayans that could result in a massacre. It's in the Outsiders' own interests to return.
- And what if this is a plot by the Glorious Empire or some other realm hostile to Everway? Maybe some of the Outsiders are spies or assassins. A number of senior Everwayans were murdered the very night they arrived - coincidence?
- There is no point in arranging food, water and shelter because one way or another, this camp is being broken up. She hopes it can be peaceful, but if the Outsiders won't leave of their own free will, they will be forced to.

Things the Heroes can use against Stonelock

- The heroes may remember that she is one of the Everwayans on the Lavender House list. Stonelock is unrepentant about this - she likes exotic women, but the Keepers are Traditionalist so do not approve of liaisons outside the family, and it's the only outlet she has. It can still be used against her as it is a possible security threat.
- Stonelock is pretty inflexible, but may be amenable to allowing the refugees to leave through a different Gate rather than having to return to Temple. The heroes could offer to lead them through. However she will need to be persuaded - "it's against protocol". Humility and Tranquil will resist this - they will argue that the refugees have been through enough. Many of the refugees can barely walk. Argus will also veto it if present.
- Stonelock really hates Argus. Siding with her against him will make her more amenable to anything they want to suggest.

Argus Arrives - option 2

- Just as the heroes are at the point of agreeing something with Stonelock, there is a commotion from outside. "Par papa Par!" Could it be - a bugle?
- It is a bugle. It announces the arrival of a company of soldiers, marching in formation across the rough ground from the south road that runs round the edge of the Gateland foothills. To be fair, they are doing a pretty good job of not tripping up over their own feet.
- At their head is a swaggering man dressed like a showy Roman centurion - white tunic to the knees, big leather belt with a medallion hanging from it, metal breast plate and a large helmet with a red feather. The bugler, a woman with straight dark hair, marches just behind him.
- His troops - about 100 of them - are self-confident-looking gladiator types, dressed in scraps of showy armour and little else, and armed with a variety of impractical but nasty-looking weapons.
- "Argus Raven" says Stonelock, her voice icy. "Just what we need".
- Argus arrives and sketches a salute that is barely respectful. He has a big booming voice. "Sept-leader Stonelock. So, quite a situation you have here. Allow me to assist."
- It soon becomes clear that Stonelock cordially loathes Argus and Argus has no respect for Stonelock.
- Stonelock calls him "Captain". "Commander, if you please," says Spatha.
- Stonelock says that Argus was not who she requested for backup.
 - Argus says that on the contrary, she asked for military support in case of a forcible eviction and his men are perfectly up to the job.
 - Stonelock: Your unit is a bunch of preening gladiators with no practical experience of crowd control.
 - Argus: Nonsense, it's quite clear just from looking at them that the enemy is demoralised and a concerted show of force is all that's needed to break them up.

- Stonelock: Breaking them up is the last thing we want to do! They need to be corralled and sent back to Temple. Now either you take my orders, or you can take your army of popinjays and march straight back to Everway.
- Argus: Yes ma'am, and salutes. Stonelock sighs and turns back to the table. Argus turns to his company and rolls his eyes. A few stifled sniggers.
- Stonelock tells Argus that his troops (the First Arenas) can set up a camp nearby.
- Argus suggests reinforcing the perimeter and Stonelock reluctantly agrees.
- Spatha gives crisp orders and Argus' troops disperse to their various activities.

Negotiations with Argus and Stonelock

- Argus will be hostile to the heroes and will demand to know what they are doing there. "Get back with the other Outsiders!"
- He will presume that Stonelock has the Spherewalker who brought them through in custody, causing her to lose face when she has to admit that he escaped in the confusion.
- He will constantly stick his oar in for his preferred solution, which is a single dramatic charge by his troops to "break their will". When Stonelock or the heroes protest that this will cause panic, he responds "We'll be gentle - only use the flat of our blades. Probably. May need to make an example of a few of them."
- He will veto any suggestion that the refugees be sent through another Gate or dispersed in Fourcorner. "No, it's against standing orders. Can't just let in any Outsider who can find their way through a Gate - we'd be swamped. And we can't offload them on our allies in other realms either, or they'll do the same to us."

A peaceful resolution would be preferable, so any creative solution by the heroes should eventually be agreed to. Ideally this will: a) disperse the refugee camp in such a way that Stonelock can tell her superiors that the problem has been dealt with, and b) give Argus a military victory (e.g. a mock battle with the heroes dressed as refugees).

Things the Heroes can use against Argus

- Anyone with a decent Water score can spot that Argus' chief fault is that he is vainglorious. Pandering to his ego will make him amenable to the heroes' suggestions. He wants something that looks like a military victory.
- Flame can quickly spot that his knowledge of military tactics comes out of a book (The Art of Battle, by Triumph Glorybringer).
- Careful investigation will reveal that Argus is "assisting" off his own bat and the Crows are not aware that he is here. Stonelock's original request for support went to Render Crow's unit HQ but of course they could do nothing with their leader missing/dead. It was passed on to Victor Crow's adjutants, where Argus happened to overhear their discussions and decided to act on his own in an attempt to impress him.
- He is unduly sensitive about the plume in his helmet. Any suggestion that he is anything like a Plume will make him angry. The heroes could use this to challenge him to a one-on-one duel - he is a good fighter.

If Negotiations Break Down

- A fight with 250 Keepers and Crows is a daunting proposition, but may happen if the heroes use violence against Stonelock or Argus. The Keepers and Crows are both experienced militarily and have long command chains and backup plans, so the deaths of their commanders will make little difference to their fighting effectiveness. *Make this clear to the heroes.*
- If a fight breaks out (especially if Flame is involved), or if Argus' plan is enacted, the refugees will panic and stampede. Dozens will die. More will be killed by the Keepers manning the perimeter.

- Humility and Tranquil will endeavour to get the refugees to flee. Humility will tell them to make their way inland and sneak into Strangerside any way they can.

Rewards and Consequences

- The refugees can't stay where they are. Most likely they will have to be absorbed into Beggartown, putting even more pressure on overstretched resources.
- If the heroes manage to resolve things peacefully, Tranquil and Humility will be grateful. They offer to help organise resources (Humility will think of the Pickers on her own and also contact the Priestesses of the Goddess of the Flowers). Tranquil will offer to lead a "pilgrimage" to get firewood.
 - It is clear that Tranquil and Humility are becoming a couple. Perhaps to Walker's relief...
- One of the refugee kids that Humility is looking after is **Joy of the Chase**, Howling Wolf's daughter, who managed to escape from her captors. He will be overjoyed to see her again.
- Dag will pass on the good news about Fish Trader's family, if he hasn't already.
- Among the refugees is a woman who kept her hair tightly bound. At some point someone may see her shake it free. It's copper coloured...

Copper Duke's Assassin: A 2 E 4 (dodge thrown) F 6 (stabby stabby) W 5 (hiding places) Bronze Knife.

- Her knife is a distinctive sigil of the Cult of the Coppermen. Could be used in a disguise in Rath.

Character Stats

Callus Wenderway

"As long as there's money to be made and women to swive, I don't care where I go."

Occupation and History

A smuggler and adventurer.

Physical Description

30s, tall and burly, black hair swept back with widows peak and neat goatee beard. Light brown tunic over linen shirt, grey trousers, leather gloves and boots. Dark green flowing cloak. Lute and quarterstaff.

Distinguishing Feature

Greets people with "ha-HA!" General joie-de-vivre.

Values and Motivations

Jovial, mercenary and cynical. He doesn't take anything seriously. He values his personal freedom above anything else but gets a kick of doing risky things.

Interactions with others

He will keep to his side of a bargain, but shies away from anything looking like a long-term commitment.

Useful Knowledge

Wide knowledge of the spheres near Everway, particularly Lotusland and the Glorious Empire. Has contacts with the [Basahn](#) in [Remnant](#) and the [Artisans](#).

Exceptional Attributes / Skills

Lute playing.

A 4 Seduction
E 4 Resist detection magic
F 5 Quarterstaff fighting
W 3 Sense a deal

Powers: None

Tranquil

Occupation and History

Rathgard's foster brother. A scholar.

Grew up on the world of [Man-Sun](#) in the same commune to peace, love and non-interference as Rathgard and (later) [Why](#).

Physical Description

30s, tall, thin, dark curly hair, clean shaven. Dresses like a monk.

Distinguishing Feature

Somewhat hunched over from the wound that the assassin gave him.

Values and Motivations

He believes in "scientific principles".

Interactions with others

Rather diffident. He has a level of charm similar to Rathgard's but it is Water-based rather than Air. A sly sense of humour with those he knows.

Relationship with Rathgard: Admires him, but calls him out on his thoughtlessness. "So, whose lives have you been ruining this week?"

Useful Knowledge

Knows about the Mist of Corruption and its effects.

Exceptional Attributes / Skills

Empathic Persuasion (F, M, V). He can persuade people in the same way that Rathgard can. However it works better on individuals rather than crowds.

A 3
E 3
F 3
W 7 (sense feelings)

Humility Winesinger

Appearance

Mid 20s, long blond hair, upright and graceful posture. Bears a remarkable resemblance to the statue of Elpis that she oversees.

She dresses in white ceremonial robes whenever she is officiating and shapeless but serviceable dresses at other times. One of her followers, *Whey Harvester*, does her laundry.

Personality

- Serious, optimistic, thoughtful. She stares into your eyes when you are speaking as if you are the most important thing in her world.
- Her oratory in services is unspectacular but good (think Barack Obama). Her pronouncements are thoughtful and well-phrased.
- Her one luxury is rose petals which she rubs into her neck every morning.

Back story

Daughter of *Olivepress Winesinger*, a merchant in *Olive Bough*. When she was 15 she fell in love with a merchant's son (*Kegtap Grapestamper*) who took her virginity and then left her. The ensuing bout of depression was alleviated by regular attendance at the local temple of Elpis (she is still in touch with the priest there, *Tenlash Mudbank*) and she decided to train as a priestess. After studying at the main Elpis complex in *Temple* for 8 years, she has recently returned to Everway as the acolyte of *Verdigris Smith* who has decided to live out her days in Temple. As a favour to Verdigris, the *Smiths* are sponsoring Humility's stay in Everway even though she is not an Everwayan and therefore technically should live in Strangerside].

Stonelock Keeper

Occupation and History

Leader of the Grey Keeper sept. She is responsible for security in the *Gatelands*.

Physical Description

50s, stout and solid. Short dark curly hair turning to grey. Polished breast plate and dark grey cloak. Armed with a Keeper's club. Determined walk.

Distinguishing Feature

Keeper's Seal of Command - large hexagonal amulet covered in mystical symbols. It is fixed into a special indentation in her breast plate to stop it flapping around. A chain connects it to the bare skin of her neck.

Values and Motivations

Dedicated to the safety of Everway. She will do whatever it takes to ensure its safety (as she sees it).

Interactions with others

Brusque and to the point. She doesn't tolerate shilly-shallying. She is enormously respected and trusted, if not loved, by her sept. Other Keeper leaders are not so fond of her.

Useful Knowledge

Knows all the paths through the Gatelands and the disposition of Keeper forces.

Exceptional Attributes / Skills

She has a Keeper's Club that turns to flames on command. She uses it as a signalling system.

Dark Secret

A frequent visitor to the *Lavender House*. She likes exotic women, but the Keepers are Traditionalist so do not approve of liaisons outside the family, and it's the only outlet she has.

A 4 (Tactical communications)

E 6 (Impregnable)

F 6 (Fiery Club)

W 4 (Spot rabble-rousers)

Powers:

Keeper's Seal of Command (magical item) gives the following power:

Commanding voice (F, M, V). Works like a cleric's Command word in D&D, but en masse. Short timespan (1 min max). Draining, so can only be used once per 10 min. Must be in physical contact with the wearer - magic-detecting types may spot that the chain is as magical as the amulet itself.

Magic: None.

Virtue: King (Authority)

Flaw: Peasant (Lack of Vision)

Fate: Soldier (Duty / Blind Obedience)

Argus Raven

Occupation and History

Commander of one of the schools of gladiators in the [Everway Arenas](#). He is a favourite of [Victor Crow](#).

Physical Description

30s, burly, Spanish moustache, dark curly hair. Slightly overweight. Dressed like a showy Roman centurian - white tunic to the knees, big leather belt with Raven medallion hanging from it on one side and a sword on the other, metal breast plate, large helmet with red feather (comparison to a Plume will cause grave offence). Big booming voice.

Distinguishing Feature

Walks with a swagger.

Values and Motivations

Supremely and bombastically self-confident. His is one of the most successful gladiator schools in the Arenas and he is convinced that it is only a matter of time before he achieves the top spot.

He has read many of the Crow strategy manuals that Ravens are not normally given access to and feels certain that he could command an army on the battlefield if allowed to.

Interactions with others

He insists on the rank of "Commander". Takes a personal bugler (*Spatha Raven*) with him everywhere.

Projects a breezy sense of confidence but has no self-knowledge.

Useful Knowledge

Is aware that Victor is addicted to dreamflower but doesn't care. Doesn't like [Freedom Crow](#), whom he considers a potential rival.

Exceptional Attributes / Skills

Inspiring speech (M, V): Can give a short speech that will give all listeners **+1 F** or **+1 E** for the next 10 minutes.

A 5 (Troop command)

E 6 (Stem the tide)

F 6 (Gladiatorial combat)

W 2 ()

Virtue: Lion (Body Prevails)

Flaw: Winter (Inexperience)

Fate: Smith (Productivity / Evil Effort)

Random Keepers **FIRE 3-4** [spear fighting/bow/running], **EARTH 3-5** [stand watch], **AIR 3** [defense], **WATER 3** [sense criminals]

Random Crows **FIRE 3-4** [weapon of choice], **EARTH 3** [bravery], **AIR 3** [command troops], **WATER 3** [tactics]

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