

Scenario 17

Guardians of Rath

"We are saved! Rathgard the Giantbane has returned!"

Plot Development Notes

A city where Rathgard was a guard for some time. Its former ruler was **Queen Elian** who was Rathgard's lover and wanted to marry him. She gave him a bronze mushroom containing a herb that drove away some attacking giants. One of Rathgard's few successes.

Queen Elian is now dead. In her will, she declared that her former lover should be the new ruler of Rath. Unfortunately **Alurax** took an interest - as the sorceress **Allure**, she needed a base for her lover, the **Copper Duke**, who has set himself up as the Usurper of Rath. Rathgard's name and deeds have served as a rallying point for the resistance and so the Copper Duke is trying to get him assassinated.

- Rathgard needs to Face his Fate - the King - Order vs Treachery. Will Rathgard save his people? Or will he abandon them?
- Meet with **Lightfoot Moondance**, who can tell them where Shadow's castle is. *Urumora got her information from her*. Lightfoot is imprisoned in the dungeons in Rath as an Everway spy.
- Rath: Maybe see Jayson fighting the Awakener in the distance. I like the idea of the heroes meeting Furbelly the ferret but not Jayson himself.
- Coppermen - red haired assassins. Need to make an appearance.
- Valerian - the Copper Duke's stooge. Rathgard can defeat him in combat to win back the Kingdom.
- How to defeat the Copper Duke's army?
 - The Palace has secret passages that Rathgard knows about.
 - Rathgard needs to stir up a crowd to storm the Palace so that he and the heroes can sneak in.
 - Flame can extinguish the fire-breathing hounds.
 - Rath is under military lockdown. Like Everway but much more organised. Public executions of rebels - burnt to death by fire hounds.
 - Members of the Guardians of Rath are waiting near the Gate in the hope that Rathgard would return. Secret base under the city. The old thieves market.
 - Giants - could the heroes use them to weaken the regime? The giants hate the Rathians because they use giant bones taken from cemeteries as extra-strong building materials.
- Locations:
 - The Witch wood: Belongs to the Royal family of Rath. Where Elian got the herbs that defeated the giants. Burnt to the ground by Valerian's forces (not letting the heroes use drugs again).
 - The Giant Lands: Home of the giants that attacked Rath.
 - In Rath:
 - The Great Palace. On a headland overlooking the sea. Pennants of the Copper Duke (an automaton with a flame background) fly from its turrets.

- The Main Market Square. Overlooked by the Palace on one side - there is a balcony from which proclamations are made.
- The Undermarket. An underground market where thieves and dodgier merchants ply their trade. Now the main HQ of the Guardians of Rath.
- The Royal Cemetery. Part of the palace grounds.

Visions

A circular courtyard where Valerian and Rathgard duel. Overlooks the sea.

A "do you hear the people sing"-style rally of peasants with pitchforks defying guards and fire-breathing hounds. "Man the barricades!"

An imperious woman in a high red headdress - Lightfoot Moondance.

An elaborately carved grave in a mausoleum. Elian's.

The Realm

Virtue:

Winter: Maturity. Rath has been ruled by a long line of wise witch-queens. They have used their wisdom and herb-lore to keep the realm safe.

Flaw:

Overlooking the Diamond: failing to spot opportunity. Valerian is the latest in a long line of resentful princes whose virtues were overlooked by the tradition-based establishment.

Fate:

The Smith - Productivity vs Evil Effort. Will the productive balance of society be restored, or will the Copper Duke and his minions turn it into a conquered province that serves the Iron Citadel?

Usurper:

The Wisdom of Crowds
Discipline vs Mob Rule

The People:

Thickset and tanned. The women wear long blue-dyed dresses that hang in folds and ceremonial twigs and leaves in their hair. Men wear simple smocks and trousers.

Craft:

Buildings in Rath use giant bones as supports. Spikefins are turned into dried fish (surprisingly tasty) and nails. Herbs are harvested in the Witchwood to make healing potions and poultices.

Tamed Animals:

Horses, Geese, Cattle

Deities:

The Goddess

Rule:

Until recently - hereditary monarchy through the female line.

The Land:

Temperate - roughly south of France. The country around Rath is green and lush, but more arid towards the Giantlands. Bears and wolves can be found in the woods

History:

Founding purpose:

Abundant food. Spikefins from the lake. Fellmire acts as a giant venus fly trap for animals from the Witchwood.

Founding Decision:

Ruler's whim. **Dittany** - wise woman of her tribe - decides to live up a tree. Tribe builds huts nearby.

Water supply poisoned - giants poison the lake. Spikefins die out. Fishyards destroyed.

First Giant War. Discover giantbane, planted in Witchwood. War against giants won. Fishyards refounded.

Wild danger grows:

The spirit of the Fellmire starts to attract people into the mire, who drown. Turn into ghouls which attack the town. Queen **Sorrel** founds the Deadguard. Builds the Deadguard Fort with a wooden palisade to keep the dead out.

Civil unrest:

Undead plague. Failure of Deadguard to contain the undead leads to the **Dittany Riots**. Dittany's tree is burnt.

A Palace of Worship:

Queen Betony finally defeats the Fellmire spirit with help from the Red River Shamans. Trade with the Red River People blossoms. Palace, city walls and Great Market built. Undermarket develops.

Rule of **Queen Elian** (20 y ago)

Second Giant War: Rathgard defeats the giants.

Education loses value:

Elia dies, leaving no heir (because Rathgard swanned off). The line of Witch Queens ends.

The City Militarises:

Valerian takes over, supported by Iron Citadel. Launches invasion against Red River People, who are conquered.

Exports Increase:

Rath becomes a staging post for copper exports to Iron Citadel.

Economic System Changes:

Valerian issues decree that all Rathians will have to work in mines.

The Plot

Opening: Shimmersand. The heroes arrive at the Gate to Rath. There is a small Iron Citadel military detachment scanning travellers (they refer to R as the "usurper"). The heroes must figure out how to get past them and into the Gate. The guards have boomsticks, but violence will work just fine.

Interaction: The heroes arrive at Giant's Cairn Gate, which is also guarded, this time with a fire hound. The heroes are helped out by a small band of fighters led by **Estoc** and

Snowdrop ("It's him! It's really him!"). They are the Guardians of Rath and they have been waiting for Rathgard to return and take his rightful place as King.

Progress: Assuming the heroes go along with them, the Guardians can get them into the city via a secret smuggler's tunnel, which leads to the **Undermarket**. Otherwise the heroes will have to find their own way in.

Interaction: The heroes meet up with other leaders of the Guardians - **Catkin**, a blowhard rabble rouser, and **Fiddle**, the leader of the "Guild of Free Operatives". They can learn of Valerian's rule - curfews, summary executions, people press-ganged as miners and sent to Red River [careful - don't want the heroes going there]. They can also learn that Lightfoot Moondance was captured and is being held in the castle dungeons. The castle is guarded by hundreds of troops and several automata and fire hounds.

Decision: The four leaders have different agendas and are disunited. Catkin is all for direct assault on the castle using the power of the mob. Estoc favours a more cautious military build-up. Fiddle doesn't really care so long as Valerian's restrictions on trade are removed. Snowdrop wants whatever Rathgard wants. The heroes - Rathgard in particular - will have to decide who to support.

Action: Hopefully a plan is formulated. Rathgard will remember a secret passage that he used to take to visit Queen Elian. It starts in the Shadow-wall district but is overlooked by the Palace walls, which are patrolled by magic-resistant automata (so Slight's usual distraction methods won't work). A distraction in the **Great Market** to draw the guards out and allow the heroes to sneak in would be ideal - Catkin's mob could be useful, particularly if Rathgard does an encouraging speech. Estoc emphasises the dangers if the guards get trigger-happy.

Progress: Someone may suggest arming the mob using Iron Citadel's own weapons. There is an armoury in **Deadguard Fort** that could be raided.

Rising Tension: Whether it was in Rathgard's plan or not, a mob sets up barricades in the streets around the Great Market.

Conflict: Valerian responds by sending in the troops. How bloody it gets depends on the decisions that the PCs made earlier, and whether some of the PCs remain behind to help.

Rising Tension: Rathgard and some other heroes manage to reach the secret entrance, hopefully undetected.

Decision: There is a maze of secret passageways, but Rathgard only knows the way to the Queen's bedroom. Other places the heroes could end up are: The cemetery garden (Queen Elian's overgrown tomb is there); the dungeons (freeing prisoners will create a diversion, plus they can rescue Lightfoot Moondance); and the throne room, where Valerian will be during the day.

Climax and Resolution: Eventually Rathgard and Valerian will come face to face, most likely either in the throne room or in the Royal apartments. Valerian has a personal guard of Coppermen, automata and guards which the heroes will have to deal with. If it looks like his forces are losing, Valerian will flee; Rathgard can corner him in the throne room which occupies the lowest floor of the Great Tower, overlooking the sea, for a climactic duel. There is an elaborate apparatus either in the throne room or Valerian's apartment that can be used to switch off the hounds and automata to stop the fighting; alternatively the guards could just hail their new ruler.

Hook

The Longshadow Tomb Gate

- The Gate is in an old square-pillared tomb set into a cliff in the foothills of a large

mountain called Longshadow Peak about two days travel from Gatemeet.

- As the heroes approach along the winding road that leads up to it, they see a small detachment of guards. There are about a dozen of them, wearing copper armour and armed with boomsticks. Their leader is dressed in robes and has bright copper hair.

The heroes can hide if they so wish. Hawk and Slight can easily determine that they are questioning travellers - they force a masked woman to unmask. "Have you seen this man?". They have wanted posters for Rathgard - 20 gold pieces for information, 1000 gp for his head. There are also posters of Estoc and Catkin.

- If the guards see Rathgard - "Hey! it's the usurper!"
- The heroes can use sneakiness or violence to get past them. The boomsticks and the Copperman are the only significant obstacles. The Copperman (actually a woman - **Tong**) is a spherewalker and will attempt to escape through the Gate to warn the forces on the other side.

The Giant's Cairn Gate

- The Gate stands on top of a 30' high pile of large boulders. A path winds down from the top and disappears off to the southwest. A small cluster of barracks-like wooden cabins stand around a camp fire off to one side.

Rathgard was responsible for the construction of the cabins for the guards.

- The Cairn overlooks a large area of flat fields which contain 50' long ridges, each with a 10' high menhir at the end. Several show signs of digging. To the south is a temperate forest.
- Two guards stand directly outside the Gate. At the base of the cairn are 10 more guards along with a squad leader in spiky copper armour, and a fire hound.
- If a) Tong did not deliver her warning, b) Rathgard is in disguise, and c) Slight is doing his thing, the heroes can probably sneak past them. The fire hound *snuffles* (W4) at a random member of the group - FC to see what happens. If the heroes are detected, a fight breaks out.
- If there's a fight, **Estoc** and a group of 6 Guardians charge out of the woods to assist the heroes in round 2 - otherwise the heroes will encounter them as they leave the Gate. A small dumpy woman hangs back - Rathgard can recognise her as **Snowdrop** (he may also recall Estoc).
- "It's you! It's really you! I knew you would return! Didn't I say that he would, Estoc? And he's brought allies!"

Getting into Rath

- Snowdrop explains that a small group has been coming out every day in the hope that Rathgard would return. She proudly announces that they are the "Guardians of Rath", a secret organisation dedicated to preparing for the return of the true king of Rath.
- Estoc is more cynical. Valerian's regime is brutal - curfews, summary executions, children as young as ten sent to the mines. He felt he had to do something.
- If the heroes ask, yes they saw a woman matching Lightfoot Moondance's description dragged protesting through the streets of Rath about 10 days ago. She was taken into the Palace and hasn't been seen since. Estoc guesses that Valerian is planning to ransom her.
- The road passes through forests, past fields and lakes.
 - See a group of chained ragged prisoners being escorted to a mine (the heroes can rescue them).

- The road is heavily patrolled by detachments of 20 troops, headed by a Copperman or a Squad leader.
- Heavily guarded wagon trains of ore headed for the Gate.
- Near Rath, Rathgard sees a place he recognises as the Witchwood (he has good memories of disporting with Elian there when she went out to collect the herbs for his war against the giants). The Witchwood used to be a source for healing herbs that kept the population healthy. It has been burnt to the ground and is now a mass of blackened stumps and charred bushes.
- Ahead, Rath's honey-coloured castellated walls rise to the great tower of the Palace off to the right. Guards in copper-coloured armour stand at attention at regular intervals or patrol up and down. Trebuchets and ballistae can be seen at intervals. The flag of Iron Citadel - a stylised crenelated keep in orange against a black background - flies from every turret.
- The gates into the city are closed and heavily guarded with at least 10 guards in evidence.
- A rock outcropping on the edge of the wood near Fellmire conceals the entrance to a smugglers' tunnel that leads to the Undermarket.

The Undermarket

- A large natural cave under the main market square. There are various secret entrances in nearby alleys.
- It is lit by large bracket fungus lamps (harvested from Fellmire). Crude wooden stalls in the centre of the area form a small market selling shady goods of all descriptions, smoky stew of dubious origin, and rough home-distilled spirits. There are about 50 people here.
- The shady goods include small blades - daggers, stilettos, razors, caltrops - thieves tools such as lockpicks and glass cutters, pharmo-active herbs and spices

Wishbone could make enough sleeping potion to take out much of Deadguard garrison.
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- Rathgard's appearance sends a frisson through the entire room. People approach, looking suspicious, but also hopeful. Two characters push their way through the crowd - a tall gaunt man (**Catkin**) and a small, stout, well-dressed man (**Fiddle**). They take the heroes (specifically Rathgard) to one side for a discussion.
- Estoc's children **Horsey** and **Flick** run up to him, pursued by their mother **Wreath**.
- The four leaders have different agendas and are disunited.
 - Catkin is a firebrand who is for direct assault on the castle using the power of the mob. He has mobilised the common people - the Spikefin fisherfolk, the Fellmire hunters and the Dapplebanks farmers - and told them to take up arms. He claims that the Deadguard Fort rank-and-file are on their side and will join the revolution when the time comes. A little water will deal with the firehounds and the Iron Citadel guards can be overcome by force of numbers.
 - Estoc wants a more cautious military build-up. He has seen what the firehounds and their masters can do and knows that they will need weapons to fight effectively. He favours raiding the armoury in Deadguard Fort to get them, followed by a strategic strike on Rath Harbour. Though he acknowledges that there are many other natural harbours up the coast, so it won't really make much difference.
 - Fiddle doesn't really care so long as Valerian's restrictions on trade are removed. Merchants are suffering because all economic productivity is focused on feeding troops and sending goods to Iron Citadel. The taxes are swingeing and "honest folk" like himself can't make a living. He favours assassinating Valerian. Estoc points out that getting into the castle is nigh-on impossible - there are hundreds of guards and a high concentration of Iron Citadel fighters.

- Snowdrop wants Rathgard to make a speech in the Great Market to mobilise the people.
- If the heroes disagree with Catkin, he goes off in a huff.

Deadguard Fort

If the heroes decide to follow Estoc's advice, they can raid the armoury of Deadguard Fort. Rathgard knows its interior layout quite well as he was based there.

The armoury is on the ground floor of the inner keep, in the north west tower room. Its entrance is directly off the refectory and rest area that occupies most of the ground floor (most of the rest is kitchens and food stores).

About 250 soldiers are stationed in the fort, organised into ten divisions of 25 people each. All but two are currently out on patrol, leaving approximately 50 people to deal with. In addition there are about 20 non-combatant servants and cooks.

Rathgard knows of a side-door behind the kitchens that is poorly guarded. There are guards on the wall above which Slight can distract.

The armoury contains several hundred swords, shields, maces and spears, and about 50 bows with 10 arrows each. In addition there are some 30 boomsticks, water geysers, air grenades and air harpoons, though sadly not the fire cubes needed to make them work.

The Great Market Riot

Whether they want it or not, news of Rathgard's arrival will spread and trigger a riot in the Great Market.

Great Market is a large open square surrounded by handsome stone buildings belonging to rich merchants. At the western end near the Palace, the walls are covered in scorch marks and blackened corpses hang from chains hammered into the walls. The centre has awning-covered stalls - most are closed, and the remainder have precious little on sale. Two patrols of guards from Deadguard Fort patrol constantly.

Triggering the Riot

The heroes can do this themselves, perhaps as a diversion to allow them to use the Wallshadow secret entrance, or Catkin will do it for them by accosting one of the patrols, which is likely to result in his immolation. When the patrols fight back, the rioters retreat to the alleys south of the Great Market and start building barricades from looted furniture, torn up stalls, bricks and rubble, and fishing boat hulls.

- Hunters with bows climb onto roofs of taller buildings and start sniping guards. They stick hunting spears into the barricades.
- Fisherfolk bring up fish barrels full of water to put out fires and quench fire hounds.
- Farmers armed with scythes, billhooks and sickles.
- Small children dart about supplying stones and other ammunition, including Horsey and Flick, Estoc's 10 year old children.
- Detachments of guards form up in the square. They form testudos with raised shields and charge at the barricades.
- How well the rioters do depends on the heroes. If they have the weapons from Deadfort and/or support from some of the heroes, they can hold their own, otherwise the guards will quickly crush them.

The Palace

The Palace is an imposing edifice with a 30 foot outer wall. It slopes up from the front gates to

the great 60' tower that sits on a promontory overlooking the ocean. Guards (some of them automatons) patrol the battlements at roughly 30' intervals.

The Tunnels

The tunnels extend throughout the castle but are only known to the Royal Family and their closest advisors. Rathgard only knows the route to the Queen's quarters, which is located in the northwest wing close to the Gate.

Some of the routes have been made impassable by Valerian's guards.

The Queen's Quarters

Dusty and unused - Valerian has taken the traditional rooms on the first floor of the main tower. Rathgard can find some of Elian's personal effects and see the bed where she died. In her bedside drawers are soporific and pain-relieving herbs that could be useful in the fight with Valerian.

There are two (locked) doors - one leads down to the courtyard, which is swarming with guards, and the other to the kitchens next to the great dining hall. Going out that way would certainly involve being spotted and make Valerian harder to reach.

If they go back into the tunnels, FC to determine where they come out:

The Cemetery Garden

(Nature FC)

Formal garden, now unkempt and overgrown, containing sepulchres for each witch queen. The most recent is Elian's, which consists of a simple slab with a reclining effigy holding a bronze mushroom cup. The tomb is surrounded by red roses (love), cyclamen (resignation and goodbye), and blue violets (I'll always be true). The first floor tower can be accessed from here for those with climbing ability, if they can sneak past the guards on the walls .

The Dungeons

(Negative FC)

The dungeons are located beneath the barracks (don't want to go out that way). A number of frightened citizens are incarcerated here. They can create a diversion. In a corner cell a woman with long straggly yellow hair dressed in a faded crimson robe with the remains of gold fringing is sitting at a table. She has a medallion of a woman dancing under a sickle moon around her neck. "Get me out of here at once!"

Lightfoot insists on looking for her scrolls, which are somewhere in the dungeons. She will be very grumpy if she cannot find them. "Months of work, lost!" She cannot help much with the current situation - she was taken up to see Valerian in the throne room, who told her that she was being kept prisoner to prevent Everwayan interference. She can describe Valerian's personal guard.

The Secret Dock

(Water FC)

Located under the tower is a secret dock to let the Royal Family escape in case of emergency. The staircase to this has been blocked with large boulders.

The Tower - throne room

(FC related to power)

A grand reception room lined with white marble (slippery and fire resistant). A throne dominates the centre of the room - behind it are drapes and doors leading to small offices and reception rooms. There are half a dozen guards here, but Valerian is (probably) not present. The tunnel entrance is by the servant's staircase and the heroes can sneak past the guards if they are careful.

The Tower - living quarters

(Positive FC)

The traditional rooms of the Royal Family occupy the first and second floors - opulent bedrooms, bathrooms and private dining quarters. Valerian has commandeered the grand bedroom which overlooks the sea and has a splendid silk-lined circular four poster bed.

The Tower - solar and workroom

The third floor of the tower is dominated by a living room where the Royal Family and their companions work, rest and play. The west wall is dominated by a 10' tall shutterable window that overlooks the sea - there is a waist-high veranda that someone could be thrown over... The rest of the room has comfortable chairs and sofas, card tables, an area for needlework and weaving, a small stage for musical performances and

Valerian is here, most likely working at his desk or discussing tactics with his commanders. His personal guard consists of two automata, two firehounds, two squad leaders and two coppermen. If the alarm has been sounded there will be an additional half a dozen guards. Sounds of fighting will bring more.

Rathgard can challenge Valerian to a duel - Valerian will refuse, saying that he has no need to be chivalrous to a usurper ("I may be a man, but I am of Dittany's line. You are not."), but can be goaded into it with the proviso that none of Rathgard's companions interfere. The centre of the room is cleared for this. Valerian fights with a red hot sabre and a barbed bolas.

The workroom is a witch's laboratory - alchemicals, stuffed preserved animals and boxes of herbs can be found here. In the middle of the room is an elaborate machine that looks like a church organ crossed with the entire brass section of an orchestra - valves, tubes and flaring bells poke out in every direction. Reducing this to slag will destroy Valerian's control over the automata and fire hounds and cause them to power down.

A Negotiated Settlement?

This should at least be a possibility (though an unlikely one given the heroes). Valerian would be willing to end his relationship with the Copper Duke if Rathgard publicly renounces his claim to the throne and recommends Valerian as regent, pending the discovery of another witch child to restore traditional rule.

Rewards and Consequences

Lightfoot Moondance is, like most Everwayans, arrogant and haughty, but grateful for the rescue. She was heading to **Sheepship** where the Twisted Library is now rumoured to be. She knows Everguard and its surrounding realms well and can give the heroes a route to get there (Sheepship, Great Plains - if Slight insists on a route to Woodhall, she will suggest Sheepship, Man-Sun, Woodhall, Great Plains). She will offer to take Winnow back to Wizard's Reach and also deliver Gecko to Shifting Sands.

Assuming he defeats Valerian, Rathgard will need to decide whether he intends to take up the mantle of ruling Rath. Estoc would make a good regent if he does. Alternatively, he could try to restore the traditional ruling class by instituting a search for a new witch queen. Either way, he has *Faced his Fate*.

Random Names

Guards:

Adamant, Redrock, Little Titan

Coppermen:

Swage, Drawplate, Fuller, Punch, Drift, Auger

Citizens:

Fly-by-night, Old Shoelace, Scuff, Crimp

Character Stats

Guardians (random citizens)

A 2 Slogans

E 3 We are many

F 3 Improvised weapons

W 2

Special: Mob inspiration. Increases F by 1. Needs someone with 6 Oratory (Rathgard or Catkin)

Iron Citadel Grunts

A 2

E 4 Copper armour

F 3 Sharp-edged weapons

W 2

Iron Citadel Squad Leader

A 3

E 4 Spiked copper armour

F 4 Red-hot mace

W 3

Special powers:

- **Fire cubes:** The Copper Duke gives his lieutenants cubes made of pure Fire and Earth that make anything they touch red-hot. They power the fire hounds. Not even Flame can readily quench them.
- **Geyser cannon:** Adding a fire cube to a container of water makes it explode like a geyser. Can be aimed at someone, or fired over a crowd. If they miss a dodge, they take 2E scalding damage.
- **Air grenade sling:** Heat air in a hermetically sealed sphere until it's on the point of rupturing. Throw it so the shock of impact causes it to explode. 3E to anyone who takes a direct hit.
- **Air harpoons:** Apply a fire cube to heat the air in a tube plugged by an arrow attached to a rope. Can be used to contain a crowd.
- **Boomsticks:** Primitive gun powered by explosive powder. Rather inaccurate. 1E if it hits.

Fire Hounds

A 5 Flame Breath

E 3 Copper armour

F 5 Leap

W 3 Snuffle

Special: Breath fire (F, M). 30 degree cone, 15' long. Lose 1, 2 or 3 E depending on how close you are.

Coppersmiths

A 4 Disguise

E 3 Long pursuit

F 6 Copper dagger

W 5 Good hiding

Powers:

Whirling blades (F, M): Coppersmiths can enchant a dagger to fly through the air with unnatural speed and accuracy.

Automaton Guard**A 1** Orders from above**E 4** Dig in**F 4** Hot poker**W 3** Detect intruders (note: ***Slight's magic is ineffective against automata***)

Special: Fire hose (F, M). F+FC to dodge. Range up to 30'. Lose 1,2 or 3 E if hit.
Powered by fire cubes.

*Characters***Lightfoot Moondance****A 5** Sphere path knowledge**E 3** Faith in the Walker**F 4****W 2**

Powers:

Spherewalker

Appearance: F, 42. Tall, imposing, strange grey-yellow hair, long and straggly. Moves with restless impatience. Dressed in a scarlet robe with gold lace fringing, covered by a red velvet travelling cloak. There is a Moondance medallion round her neck. Carries a bless-stick which she uses as a staff.

Personality: A strong-willed woman, she is frustrated at her lack of promotion within the family, especially as she is the sister of Glimmer Moondance. She has remained a lowly 16th Prime. As a result, and because she is a Spherewalker, she has taken to travelling the spheres making ill-judged interventions (as the heroes discovered in Skylight). She believes that the Walker is the **Lost Goddess** who is waiting somewhere in the 1000 spheres for a true believer to find her. The person who does so will rule as the Walker's representative and the Pyramid will be their palace (this is not one of The 32 Precepts, which is why she not supported by her family). Since Chamber Platinum refuses to let her have access to the atlas of the 1000 spheres (and indeed denies its existence), she has decided to create her own. She is looking for the Twisted Library as a source of map information.

Relations with Glimmer: Lightfoot was in Everway a few weeks ago. Glimmer claims that the Contact Pyramid has started to speaking after centuries of silence and this means that the Walker will return to Everway soon. Lightfoot also learned that she was having an incestuous affair with her brother Gleam. She left Everway in disgust.

The Black Mist: Lightfoot is aware of this, having encountered it in Gem. She raised it with Chamber Platinum, but was told that it had already been brought to their attention.

Valerian**A 3** Barbed bolas**E 4** Resist fire**F 5** Red hot rapier**W 3** Good looking

30s, gold brown wavy hair with a gold circlet, goatee moustache and beard. The Copper Duke's stooge. Trying to prove to his long-dead mother that he is worth something.

Rapier that gets red hot. Barbed bolas - wraps around a limb, reduces Fire and Earth by 1.

Snowdrop**A 4** Persuade**E 3****F 2** Kitchen knife**W 4** Motivate

40s, small, round, greying hair in bun, medallion with Rathgard's face. A former servant in the

Palace. Rathgard's number one fan and largely responsible for the Guardians' belief that he would return.

Estoc

A 3 Military strategy

E 4 Stand to attention

F 5 Swordplay

W 3 Battlefield tactics

60s, short white hair, trimmed beard, military bearing. Military commander of the Guardians. An ex-guard. Rathgard remembers him. Advised Rathgard that a liaison with the Queen wasn't a good idea.

Catkin

A 5 Oratory

E 3 Keep up spirits

F 4 Swing the banner

W 4 Read the crowd

30s, tall, long dark hair and beard. A rabble rouser. Represents the common people.

Fiddle

A 4 Lockpicking

E 3

F 5 Stabby stabby

W 3 Hide in shadows

Special: Climb like a spider (F, M, V)

40s, Short, stout, clean-shaven, dark hair parted on the left. Leader of the Thieves Guild (or Guild of Free Operatives as it likes to call itself). Has a working arrangement with the Guardians of Rath, much to Estoc's discomfort.

Grünwald

Leader of the Giants.

Rathgard - what you know about Rath

(Note: happy to change anything that you think doesn't fit with your character)

Location

Rath is a significant city in the realm of Glitterpeaks (so-called because the mountains have deposits of pure copper, gold and other precious metals that glitter in the sun). It lies on the temperate west coast of the main continent, just north of the Dapple River.

Trade

Its main income comes from trade with the Red River Shamans, a culture that lives on a large mountainous island about 2-3 days sailing from Rath. Local produce includes spikefins, a salmon-like fish with a narrow and sharp dorsal spine, potions and unguents made from herbs grown in the Witchwood, timber from local forests, and animal products.

The People

Thickset and tanned. The women wear long blue-dyed dresses that hang in folds and ceremonial twigs and leaves in their hair. Men wear simple smocks and trousers. They are mostly fisherfolk, farmers and hunters, though a merchant class has recently developed which is based around the Great Market.

Governance

A hereditary monarchy under a succession of witch-queens.

History

Rath has a long and complex history to which you didn't pay that much attention. The legendary founder was a woman called *Dittany* who lived in a tree and persuaded her tribe to form a rath (a large circular earthwork) around it. There was some early trouble with giants who poisoned the spikefin lake, and then a spirit in Fellmire that drowned people and turned them into undead, which was finally defeated by Queen *Betty* with the help of the Red River shamans (Elian greatly admired her). The burst of trade that followed allowed the building of the town's walls and palace.

Your History

You came across Rath in your wanderings and liked it sufficiently to hang about, taking a job as a city watchman based in Deadguard Fort. Queen Elian spotted you when you were part of a royal honour guard and a romance developed - you sneaked into her bedroom in the Palace using a secret passage accessed from Wallshadow. When a raiding party of giants threatened the town, Elian promoted you to General and gave you a bronze mushroom full of a herb that was highly toxic to them. That plus some clever tripping tactics allowed you to claim complete victory. Elian wanted to marry you but you were getting itchy feet and decided to move on. Elian said she would wait for your return.