

Session Notes

Likely Timeline

Venusday, 25th Day of the Month of the Maiden

Rumours

- **Religious Wars** Report of a particularly incendiary sermon at the Moonday service by Glimmer Moondance. She breaks with centuries of tradition and declares that the Walker is the One True God of Everway. She declares that all the competing interpretations of the Walker are both true and false. The Walker is male and female, human, animal and spirit, is everywhere and nowhere, is both unknowable and deeply personal. She (for the want of a better word) is not just a mother writ large, nor a father - she is greater than any human description. [This last is tantamount to a declaration of war on the Emeralds and their Mother goddess]. *Someone prints up and distributes the sermon* - the Gatebreakers!
- **Wrath takes over Plenty** Someone offers the heroes kuful with a merchant's symbol on it, or a thin(!) merchant in the **Bazaar or in Crafters Square** has a flag above his stall. Either way, the image is of a very familiar blue dragon with red spines...
- **Tax Day** is coming (the first day of the Month of the Scales). The Stonebreakers consider that the tax burden on them is unfair and have started a lawsuit against the Golds, accusing their representative on the Council Finance Committee of Poor Character. Few expect the prosecution to succeed.
- **The Nipper Request** appears in other places in Everway that heroes might frequent. Arenas / Crafters Square / Bazaar / All the Gods Way.

AM

Spirits

- The spirits of Aft and Plume are buzzing around Flame's fire-blades, trying to find each other. This will distract Wishbone until dealt with.

WHY LEAVES

- Why leaves on Venusday morning, explaining that he has a commission but can't talk about it.

Stoneflake and Whiting

- Stoneflake and Whiting return early am.
- They bring a bracelet (has an Owl design) that belonged to Terracotta – one of a pair that she was given by a priest to try to protect her from visions. She lost one in her room and it was this that prompted her to stab the Strangersider, since the Walker told her that he had taken it and that this was the way to get it back. The other bracelet is on the body.
- WB may want to speak with the dead when Terracotta's body is found. This won't work – the body is a shell, implying that the spirit is attached to something else (it got cut in two with her body and the two halves are attached to the pillars of the gate in the Chamber of the Twelve, along with all of Ulrich's other victims. NB it is getting increasingly difficult for Ulrich to close the gate).

Slight's rope trick

- If Slight gets the opportunity to carry out his rope plan, it will be partially successful. *Manta* will find the rope, but does not know the main entrance to the cellars so cannot put it where

Hero Storylines

Slight wants. Instead, she will try to hang it off the Old Town wall. In doing so she will be arrested by Plume guards, but anyone picking up the rope will complete the mission. The Plumes will also be unable to remove it because anyone who does so will be affected by Slight's spell.

Fish Trader

- If he goes off on his own or with one or two other people, he gets menaced by thugs sent by G.D. in a suitably dark alley. This will justify his continuing to remain with the heroes.
- 6-8 thugs have been employed by "an important person" to warn the heroes that they are "interfering in affairs which are no concern of theirs".

Stats: **A 2 E 3 F 4 W 2**. F.T. can take on 4 at once.

Yew Threadlip: **A3 (Medical jargon) E6 (Pin down) F6 (Bring down prey) W3 (Detect attack)**

Powers: Human form 2. Uses his speed to rugby tackle his victim, then pins him down for others to kill (or in Fish Trader's case, beat up). Large man with dark ginger-brown hair. Scar on lip.

Yew will let his features shape-shift just a little during the fight. Other things being equal, F.T. will end up with a black eye and bruises. On an unlucky FC he may sprain a wrist or ankle and need patching up by Walker or Wishbone.

[I quite like the idea of F.T. getting urinated on and this being the signal. Maybe if he gets a *really* bad F.C...]

PM

- Stoneflake and Whiting – find the body
- Locate the entrance to the cellars (hopefully). Possible raid in the evening. Note: Towershield will not be "patrolling" while he shores up his base's defences.
- Daggerboys (if boring) – though Stiv was arrested yesterday. What happened? Full-scale row between Stiv and Cut Throat after C.T. bails her. Stiv says that bliss distribution is wrong and now too dangerous with scary and persistent strangers wanting to muscle in on the action. C.T. says that it makes good money and he's not giving it up. Stiv challenges him.

Earthday, 26th Day of the Month of the Maiden

AM

- Daggerboy investigation and raid?

PM

- (Hopefully) resolution of the cellars plot.
- If heroes haven't arrived, Shadowhide attempts to escape from the cellars, taking Three Trees with her.
- Copies of Glimmer Moondance's sermon are tacked up in public places in Strangerside with an approving editorial by the Gatebreakers.
- Terracotta and Whiting return for the second divination.
- Absinthe Emerald requests the pleasure of "Splendid! and his associates" at a soiree...
- Billet Harbinger asks Rathgard to get a team together to investigate what happened to the caravan in the Blacksand Desert.

Consequences of Previous Session

What will Towershield do about Flame's incursion?

- Block up the sewer entrance with rubble / traps (cross bows+tripwire). Will want to be able to escape if necessary.
- Incendiary devices that explode if Flame sets light to them. Small beer barrels. Some are filled with water, others with gunpowder.
- Nets to catch Wishbone's hawk
- Barrels of water to put out fires
- Piles of rocks to throw at Flame
- Be much more cautious about using main entrance – send scouts before exiting
- Try to find out more about Flame – offer a reward to beggars for news of her or WB's whereabouts

That said, he won't be too paranoid. He will conclude that the incursion was against the smugglers rather than him (Guisarme will be smug because he warned that the smugglers would be a weak security link when the arrangement was first made), so other than plugging the obvious security holes and preparing for a possible follow-up raid, he won't do very much. *He WILL react strongly to any party with Flame or Wishbone in it, however, since he thinks they are in league with the Everway authorities.*

One thing that will concern him is the use of magic. However there is not much that he can do about this other than to tell his troops to focus-fire on anyone obviously using powers.

Eagles (under Guisarme) are instructed to use rocks against Flame. Piles of rocks are located strategically.

Fate of Three Trees

Three Trees will be interrogated about what he knows about Flame and Wishbone, which isn't a lot. He is then locked up while T decides what to do with him. T is too preoccupied at present with securing his perimeter and preparing for a follow-up attack, but will want to know about who TT might have told about his base. Also he may want in on the smuggling action (in fact, TT will have suggested this). Heroes can rescue him if they decide to go for the combat option (Rathgard could also use oratory but would need to come up with a good reason to let TT go). Shadowhide/Snowcloud will know about T.T's imprisonment and will want to spirit him out so he can be interrogated by the Snakerings about his links to Middleland.

Shadowhide

Not a happy bunny. Her mission has been thoroughly compromised, so her chief aim will be to get out with her skin intact. This is not easy with Towershield's new found concern about perimeter security but she should see an opportunity in 24-48 hours (and will certainly make use of any distraction created by the heroes). *However*, will want to take Three Trees with her as it's the only way that she can save face with her superiors. May enlist the help of the heroes if they seem amenable.

Hero Storylines

Rathgard

Billet Harbinger's Request

(Probably best to delay this until they really need to get out of Everway)

- Billet will send a message to Rathgard saying that he wants to see him
- He will propose that Rathgard and companions travel to Blacksand Desert to find out what happened to the caravan.
- The caravan was en route to the *Isle of Dates*, an oasis about 150 miles south east of Everway. It was last seen at the Horse-spire, a camping site about 50 miles beyond the Isle of Dates. There may/may not have been bodies.
- He will need doughty fighters. Some healers and negotiators would be good too, as would trackers.
- Billet will pay 100 hefts each for their services, plus a reward if they manage to return the goods.
- *Dirge Ladderback* – the factotum for the Harbingers at the Isle of Dates – can provide more information.

Flame

Staking out the Smugglers

- What else could Flame see on the street?
 - Bruiser threatening a shopkeeper
 - **Morbid Greener** hurrying along with a furtive expression on his face. He is going to the Daggerboys to get a sample of Bliss to help treat Libertine's Itch.
 - **Glen** staggers by in a drunken haze.
 - See a kid putting up Carat's poster.

Blackhearts

- At night, Flame may encounter a fist fight between Bruiser and the Blackhearts (dress in black, bleeding heart insignia, led by *Nighthawk* – female, 20s, black hair tied in thick braid. Bruiser and her gang fight with fists and clubs, Blackhearts fight with chains. They specialise in breaking limbs.
- The Blackhearts' HQ is a deserted hut out by the marshes
- Bruiser gets wounded. Flame can get her back to Walker if she wants.
- If the Blackhearts take over, they begin a reign of terror in the Crafters' Quarter – burning down buildings, casual stabbings etc. Heroes can take an interest.

Keensight knows about Flame's book. Could she tell someone who might be interested in it? Could she arrange for it to be taken off Flame?

Flame's Advertisement

- The father and mother of a victim of the Twelve (Whiting and Stoneflake Chipper). They are poor Strangersiders whose daughter (Terracotta) was sent to the House of Calm after attempting to kill a Strangersider because "the voice of the Walker told me to". She had a history of visions, and the Mothers determined that she was incurably insane.
- Whiting and Terracotta visited every week, but about six weeks ago she was no longer there. The Mothers said that she had run away.

Hero Storylines

- They ask if Flame will do a cut-price divination (they can only afford 15 hefts, not 30) to tell them where their daughter is.
- If Flame agrees, the answer is that Terracotta is in many places – in the air, in the sea, on the land - but most of all she is on Fireship Island (off the southern tip of Everway).
- Investigating the island (it has the remains of a stone tower, an unsuccessful defence put up against the Sea Lord's fire ships) will reveal half of Terracotta's torso trapped in a reed bed. It is a shell, indicating that her spirit is attached to something else.
- Whiting and Stoneflake return and ask for a second divination. They have managed to scrape together another 10 hefts. They want to know how their daughter was killed.
- If Flame agrees, the answer is:
 - Good FC: "The Twelve split her in half to open the way to the Dragonlord. And they are after you too." Flame realises that the "you" means her and not Whiting and Stoneflake.
 - Bad FC: "The Twelve split her in half to open the way to the Furious One. And they are after you too." Whiting and Stoneflake are terrified and beg Flame to protect them.
- Painter makes another call. When Flame refuses, she traps her in the pit trap that Slight saw. Silly Me rescues her. Maybe later.

Slight

Visit to Cunning Gold

- This could occur if Slight finally gets round to delivering the pyramid. If he hangs around Prester Ironholt's stall, he will see a small child approach and pick it up. He takes it to the Nippers HQ. Another child subsequently takes it to the Gold HQ. Slight can persuade the kid to let him take it, or can track him and see who he tells it to be delivered to.
- Cunning reveals himself to be Slight's father. [Slight may find the fact that he is (presumably) white but Cunning is black a little odd. If necessary, Cunning will explain the whole Shadow / experiment backstory]
- Cunning tells him that Kingsguard has been destroyed by White Scorpion warriors.
- Cunning explains that he needs Slight to do something for him. He has heard of a rumour that a Basahn artifact has been discovered in the Old Town Cellars, and needs someone to check it out...

If Slight holds on to the Pyramid, someone tries to steal it? Who could know that he's got it? Ans: Wile Snakering / Absinthe Emerald, from Fish Trader's report. But why would they be interested, unless they were interested in Slight himself? Poss as a way of getting a hold on Slight – "you've got this Basahn artifact, you must be a Basahn sympathiser..."

Fish Trader

Gentle Dew

- Will discuss the next stages in the invasion of Everway:
 - Glint and the Seeming Image coven are a threat and must be removed ("they didn't detect you, but other Peace Masters are not so skilled"). Can they be disgraced in some way?
 - "We also need more knowledge of the ruling family. It is a shame that your associate Slight has thrown off his entertainment guise. If he can be manipulated into serving us..."
- Need to come up with a reason for him to stay with the heroes (bearing in mind that he must tell the truth in front of Rathgard). G.D. says that she has that "in hand".

- G.D. could arrange for him to be threatened by a gang (one of whom is a Peace Master) which has been employed by "an important person" to warn the heroes that they are "interfering in affairs which are no concern of theirs".
- Absinthe can cook up a "diplomatic" mission to get them out of Everway. Perhaps investigate a threat to Everway? The Wavebreak scenario again?

Dissension amongst the Peace Masters. The PM involved in beating FT (Yew Threadlip) up is heading up an alternate faction which plans more direct action. Starting with the murder of Glint Crookstaff.

Walker

Dream of Enchanter

- If Walker stays a second evening, he has a dream. He and Enchanter are on the bridge. They kiss, and then unwilling, his hand pushes her over the edge. He sees her screaming, falling down and down and down. Walker is falling after her, falling forever...

This is Anubis exercising his waning powers.

Visiting Slide

- Slide admits that he has had visions about Steps – "you're special. You have had the visions, have you not?"
- Slide describes a place that appeared in his vision – he doesn't know where it is, but enquiries will soon prove it to be the Temple of Elpis. When Walker turns up, Mousewitch is busy denouncing Humility for the (planted) bones in her quarters. Walker can rescue Humility in whatever way he can.

Invading Daggerboys

- One evening, the Heroes' Tavern is invaded by 15 dagger boys.
- **Cut Throat**, the leader of the Daggerboys, is carried in in a makeshift stretcher made of a couple of coats and two planks ripped off a building. He is bleeding heavily from a gash in the throat and is very pale. Dirk demands to know where the "healer" is.
- The Brothers of Mercy have refused to treat him for fear of reprisals from the Sons of the West.
- If Walker treats him, Towershield finds out the next day and cuts off support to the Mercy Hospital. Valentine sends a note to Walker to discuss how the hospital can be protected.

May see someone who's ill – if he heals them, gets him an in with a Family. **Hosts** have a guest – an ambassador from another sphere who has become ill. Perhaps they *don't* want him to get better. Can I make this work? Why would Walker *not* try to heal someone? Because doing so would make other people more ill. How? Or because it's a delaying tactic - if he gets better, he gets to go home where Bad Things will happen to him. What and why?

Why

- He is approached by a man calling himself **Factotum** (clearly a false name) with an offer.
- The deal is that Why develops some automatons for a mysterious patron (Factotum says that they are for "entertainment purposes"). He will have a purpose-built laboratory and all the resources he asks for. The work must be done in secret and outside Roundwander, because if the Everway authorities find out, they might "misunderstand".
- The commission is of course absolutely secret – Why must tell no-one.
- Why immediately realises that this is not what it seems but sees an opportunity to create an army to re-take Man-Sun.

Hero Storylines

- Factotum says that he will arrange for the Gate Guards to pass Tranquil a message.
- Why announces his departure on Moonday evening.

"Factotum" is **Brander Smith**. He is working for **Freedom Crow**, who is being sponsored by the **Copper Duke**. Which means that Why is working for the being who was responsible for destroying his own commune. This is all part of a cunning plan of **Allure's**, who is seeking to foment war in Everway.

At some point, Why will need to test his clockwork soldiers. He may use the best fighters he knows – Flame, Rathgard and Fish Trader.

Wishbone

- May wish to report back to Blemish Scratch.
- Dream? Maybe something relating to Terracotta.
- Need to figure out something relating to the Bacchanal. Attending the Very Strange Party would be a good start.

Street Hooks

Situations that heroes could come across anywhere in Strangerside or Everway.

The Shrine of Flamehair

- Sand of the Desert, One-eye Bluecloak and Snubnose. They are looking at a map which Sand has acquired. It is to the ruins of the Shrine of Flamehair in the Blacksand Desert. They are looking for hidden treasure. Sand is an ex-member of Prickling Sand's tribe who was kicked out for being sympathetic to Everway.
- An Arabian-style adventure could be fun, and encounters with the tribes could have consequences for Everway. For example, they could meet the Freerider Outlaws and foil/foment a plot to inconvenience Everway. They could even kill Golden Fox. Could be an interesting scenario – heroes have to choose whether to help the deeply unpleasant Pricking Sand and potentially strike a blow against Everway by destabilising its southern trade route, or support the pro-Everwayan Golden Fox.
- Heroes could learn of a Civil Kingdom plot against Everway.

The Gatebreakers

- See a printed poster in the Crafters' Quarter – a long tract inveighing against the tyranny of the King, the Great Council and the Merchant's Council of Strangerside –
 - "ONCE AGAIN the so-called Great Council has raised OUR taxes while they *luxuriate in idleness*, so puffed up with *piggish greed* that they can scarce raise themselves from their *couches* to waddle to the table for the next *feast* provided by OUR sweat and labour...
 - And while the hordes of MIDDLELAND threaten our western lands, and OUTSIDERS continue to POUR through our *undefended* gates in a NEVER-ENDING STREAM, *polluting* and *corrupting* our land and people, what does our *Great King* do? NOTHING! Lost in *vice* and *idleness*, concerned only with his *boy-whores* and *girl-whores*, he *lounges* on his *Emerald Throne*, *oblivious* to the DANGERS that beset this land!"
 - The poster ends: "WE DEMAND:
 - The formation of a PEOPLE'S CHAMBER to run Everway in the interests of *all* its inhabitants
 - The EXPULSION of all OUTSIDERS who are corrupting our land
 - The DESTRUCTION of the Gates so that the fair city of Everway is never threatened again
 - INDEPENDENCE for the Lands of Roundwater so that local people may govern their own affairs
 - LONG LIVE THE GATEBREAKERS!
- The poster can be traced back to the cellar of a glass blower (*Fraytip Dewer*) in Bottle Street.

Hero Storylines

He holds clandestine meetings in his cellar, where there is a hidden printing press. The meetings are attended by various crafters and also some Everway and Old Town family members (From-the-North Sailson, Arrowsharp Raven, Veracity Scratch and Soothe Tender). From-the-North Sailson is responsible for the tract.

Bolt Weaver

(Night only)

- A well-dressed young Everwayan who is attacked by a street gang (the Blackhearts or Bruiser's Boys) on his way to the Strangerside arenas.
- He is on military service and has sneaked out of his billet in the Crow family house. He is trying to prove himself to his friends *Strongarm Raven* and *Whitedust Stonebreaker*, who have been making fun of him).
- If the heroes rescue him, he is suitably grateful. His aunt, *Almond Weaver*, may have a commission for them...

Highheart Wolfsbane

(Night only)

- A paranoid young man, blond hair, dressed in blue and black. He has a knife out and ready, hugs the walls and is constantly glancing over his shoulder.
- He is from the Old Town and has been negotiating for a cheese as a gift for his lady friend (*Merrily Lightstep*). The requested price was too high for him and he is terrified that the smugglers will assassinate him to make sure he doesn't talk.

Random Visions

Beautiful Rice

"Frog"

A man cursed so that he can only say the word "frog". Expresses himself by tone of voice and gestures.

The Carnival of Monstrosities: One of the exhibits is a greenskin Basahn. Freeing it and returning it to the Basahn may reveal a bit more about what Cunning is up to, as well as earning the friendship of some elements of the Basahn. Slight's sister may show up as their spokesperson.

Set up "A Box of Feelings"?

The Cave of Candles - floor is sea of multicoloured waxes.