

Everway – Notes for next Session

Things to investigate:

- The Sneak Wolf – due in the next week.
- The Keep in the Woods connection
- The Daggerboys
- Prester Ironholt
- Whiting and Stoneflake

Appointments to keep:

- Shadowhide Snaking
- Codex Scratch
- Peacock Plume

Things individual players may want to do:

- Fish Trader: Visit to Gentle Dew

Things I want to get in:

- Wormwood's list – Beldam Crookstaff
- Wrath has taken over Plenty
- Glimmer's incendiary sermon

Start:

Flame, Walker, Wishbone and Slight: Heroes Tavern

Rathgard, Fish Trader: Cellars

Possible Timeline

Earthday, 26th Day of the Month of the Maiden, 2473

- Midday: Meeting with Shadowhide
- Evening: Beldam Crookstaff
- Evening: Peacock Plume
- Evening: Stoneflake and Whiting
- Daggerboys

Beldam Crookstaff

She turns up at the Heroes Tavern at a convenient moment.

Appearance

"A mouse in a dress"

30s, dressed in an ill-fitting green robe that is clearly a hand-me-down. Plain roundish face, bushy shoulder-length brown hair that hasn't seen a brush in some time. She is hunched and nervous.

Mannerisms

Speaks quickly in a high voice, in little rushes. "Oh dear... I hope you can help me... Are you the

adventurers who were with Wormwood Crookstaff?"

Background

A lowly servant in the Crookstaff Green Hand coven, she has been tasked by her scary boss Unguent Crookstaff, a senior chateleine, with tracking down a missing library book that was taken out by [Wormwood Crookstaff](#).

- The book is called "Unusual Gods of the Thousand Spheres", by Leaf Walks with Grace. It was written about 100 years ago.
- The book is being asked for by Blemish Scratch, who wants it because "a senior Gold has asked for it". She doesn't know who the Gold member is (it's Cunning).
- She is terrified that she will be blamed if it cannot be found - "We already have bad relations with the Scratches... They might use it to try to ban us from the library again... And it would be all my fault!... at least that's what Unguent says..."
- She went to Wormwood's chambers to collect the book from his personal effects, but someone had taken them all away. There was almost nothing left at all.
- The one thing that was left was a scrap of paper which had fallen behind the desk. This is [Wormwood's Notes](#).
- The heroes cannot come up with the book (of course), but Slight could enchant an ordinary book to make it appear to be the missing one. *This will not work on Cunning Gold, but will attract his attention.*

Smuggling Plans

Re-establishing the smuggling business will not be easy. Most of the stock was stored in the smugglers cave and was destroyed by Flame's incursion. Clearing out the cave will be the first job (or persuading Towershield to let them have another area of the cellars). The second will be acquiring sufficient funds to persuade the sellers to provide new stock.

- Other commodities that Everway lacks / bans
 - Gold
 - Drugs: Bluegrow, Bliss, Brighteye
 - Basahnware and engraved Fortune Decks
 - Weapons
 - Wines – heavily taxed
 - Pornography – not illegal (except if depicting illegal acts), but embarrassing

Three Trees can reveal that they have two other safe houses. One is Manta's mother's house (*Tuna*) near Talespinner's Square. The other is an abandoned fisherman's hut in the marshes to the west of Strangerside.

Current stocks:

- Five Nanny Ebonair cheeses
- Two Wineland Ancient cheeses
- Some Basahnware jugs and plates (stored at Tuna's house - destined for the Diggers)
- Half a dozen fire-damaged but serviceable Middleland cutlasses. These are wanted by *Destrier*, the leader of a band of mercenaries who provides services to merchants crossing the Blacksand Desert.
- A heavenroot

Sellers

- **Hammerhand Pike**. He is currently owed 100 hefts for his last shipment of arms. These were

crossbows intended for Destrier, which were destroyed in the fire. Hammerhand can also supply Blueglass glassware.

- **Captain Tench.** Coming next week with spices, fruits, cheeses and weapons from Middleland.
- **Callus Wenderway:** A spherewalker, he smuggles small amounts of drugs from Lotusland hidden in small spheres that he swallows.
- **Slipsheath.** Smuggles goods from the Civil Kingdom, including kinky pornography and mechanical sex toys.
- **Pagoda Five:** An inhabitant of the Glorious Empire, she supplies artisanware.

Buyers

- **Destrier:** A hard-bitten mercenary who runs Destrier's Dragons, he has used the smugglers for some years as a means of kitting out his men on the cheap. Buys weapons and armour.
- **Sootface Digger:** Goldring's rival, she seeks to outdo her kinswoman with ostentatious parties featuring the very finest arts and crafts from Fourcorner and beyond. Buys Basahnware, Blueglass and Artisanware from the Glorious Empire through an intermediary called **Lemon Stemsnip**.
- **Masks:** Buy specialised assassination equipment through an intermediary (a body double – currently posing as Splendid!). This includes poisons from Lotusland.
- **Mandala Crookstaff:** A member of Living Fire Coven, she is engaging in esoteric experiments and requires dangerous ingredients that cannot be legally bought in the Bazaar.
- **Brander Smith** is after specialist components for Why's clockwork army. Pure gems, saltpetre, flowers of sulphur, firestone, gold, copper
- **Highheart Wolfsbane:** After a glowcheese for his girlfriend Merrily Lightstep.
- **Sandalwood Gold.** Seeking relief from a loveless marriage.

Fish Trader's contacts would be an obvious place to go for possible dodgy goods to trade. They are fish traders so the obvious one is chatterfish. From the Chatterfish River, these (now extremely rare) fish, about four foot long and the shape of fat salmon, are semi-intelligent. They surface and jabber rapidly to each other in a language that no one has been able to decipher. Catching them is extremely difficult (they can use sharp rocks, for example, to cut through nets), but their powdered brains, dissolved in wine, is said to increase intelligence temporarily.

Contact name: **Spar Fastnet.** She has been contacted by **Point Scratch**, a young student who is about to take an exam for an indexer in the Library of All Worlds. He needs help remembering the layout of the library because he has just married into the family.

Need to set up an important contract that involves travel to other spheres.

Problem – how to get goods through the heavily guarded gates:

1. Powerful concealment spells – work but Keepers are occasionally supplemented by Crookstaff detectors like Glint. Cheese hounds can detect magic up to level 4.
2. Corrupt the guards. Money will not generally persuade the Keepers, but they are still human.
3. Distractions: Unlikely to work. The Keepers are organised and have trained for this very possibility. A particularly cunning distraction or powerful illusion might work.

So – **Lockstep Keeper.** He has become addicted to Brighteye (the Keepers have a competition to see who can stand guard the longest without losing concentration and he is currently his sept's champion). The smugglers have used him before to get goods through gates. The problem is that the Keepers randomly rotate duties every week so as to prevent precisely this kind of subornment.

A valuable contract (at least 1000 hefts). Preferably needs some investment by the heroes to justify it.

Hero Storylines

Possibilities:

- Brander Smith (Why) wants a Sphere of Pure Flame from Fire's Wall. The sphere itself needs to be made from midianite-infused glass. A little dull.
- Sootface Digger wants a custom-made vase from **Glaze Artisan**, a master potter who lives in the Dragons Teeth Mountains in the Glorious Empire. *Problem – not really illegal. Might be highly taxed, but why should that bother a Digger? Because she has a very bad relationship with the Keepers due to her constant attempts to smuggle Basahnware into Everway.* Pagoda Five or Callus Wenderway can be sent to get it.

Business As Usual

Day

- In the morning, Towershield will send out Brassart with 12 Bears and Wolves to do their usual round of intimidation and pecuniary extortion. The victims include shopkeepers in Beggartown and the east side of the Crafters Quarter, fishermen and merchants by the river and the edges of the Old Town, and tenements in Dark Alley.
- He will also tell the heroes to get lost that evening, as an Important Person is coming to visit and he doesn't want him spooked by the change in arrangements. He can be easily persuaded to reveal, with some pride, that it is a member of the Plume family who is coming to give the gang "special training".
- There is a daily falling out parade for 5 gang members who are going off for a day's R&R. Five others turn up to take their place. Towershield gives them a mini-sermon / pep talk, bigging them up and telling them that "the defeat of our smuggling allies was but a small reverse that has led to greater things". Rathgard can take this further if he wishes, which will result in rumours of major change at the Sons of the West sweeping through the local taverns, *including an incorrect one that they have a new leader.*
- **Voulges** will start following Rathgard around. Not saying anything, just "lookin". He has a serious case of hero worship and will argue for whatever Rathgard is proposing.
- **Guisarme** is looking somewhat the worse for wear after a heavy night drinking. He will come up to Rathgard and thank him for being a friend in need, even though he's a stranger. He will also take Rathgard's part in any argument with Towershield.

Night

Nights typically consist of patrolling and vicious fights on the borders of territory with the other street gangs. Some typical incidents:

- An SOTW gang encounters some a couple of Daggerboys distributing Bliss in southern Beggartown. In fact it's an ambush – 6 other Daggerboys leap down from walls and roofs get stabby.

Daggerboys: **A2 (Resist orders) E3 (Only a scratch) F3 (Thrown Dagger – 1 for distance) W2 (Hide in shadows)**

- A press-gang of Blackhearts comes looking for new stock for the warehouses, or new townfolk to terrorise.

Blackhearts: **A2 () E3 (Resist crushing blows) F4 (Chains) W3 ()**

- Bruiser's Boys stray too far east while looking for a good time (note: Towershield has an arrangement with them, so this should resolve peacefully).

Most evenings Towershield has a planning meeting with his lieutenants (not Earthday because of Peacock Plume's arrival).

Possible alliances:

- Nighthawk and the Blackhearts could be persuaded to join a raid against the Daggerboys. However she would want to lead it.
- Bruiser will have no interest in joining an attack unless she can be persuaded that her

personal freedom is threatened.

Stoneflake and Whiting

- Investigating Fireship 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. To Wishbone 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.
- A better question that Wishbone's investigation might suggest would be "Where is Wishbone's spirit?"
 - Good FC: "In the maze below the books, behind a hidden door, is the portal that the Twelve made to the Dragonlord's ghost world. Terracotta's spirit is in its lintels."
 - A very bad FC: "In the labyrinth of words, a door within a door leads to the Furious One's brandy, gin and whisky. Terracotta is in the cork."
- The latter might suggest Chamber Platinum if the heroes are smart. They have keys, but finding and entering the Chamber of the Twelve is difficult. Even if the heroes can enter the labyrinth without being noticed (Slight's magic would be required), the Chamber has a lock requiring three keys to open. Only a master lock-picker such as Redfox or (possibly) Why could get them in. On an unlucky FC, they find the (equally locked) Map Room instead. The magical fire protection on Chamber Platinum means that Flame cannot melt the locks.
 - If I am feeling nice (and the heroes time it right), they may just manage to enter the labyrinth as the Twelve are holding an emergency meeting to decide what to do about the Heroes and the threat of the Dragonlord. Will probably try to avoid this because the heroes might decide to murder all the main characters en masse, but they could perhaps catch the end of the meeting.
 - A sneaky approach would be to pour glue into the locks, rendering them unusable. Slight could put a spell on them so that he knows when they are being changed. He could even mislead the locksmiths into making the locks simple to pick – however, this will not work as the Twelve will be suspicious if there is any obvious sign of tampering.

Shadowhide Snaking

- Shadowhide will arrive at the **Nine Cities tavern** on **Crafters Square** shortly after midday, having checked that it isn't a trap.
- Precaution: SH has done the classic "leave a message with a third party (the Nippers) in the event of my untimely demise". This describes the heroes (paying particular attention to Flame) and events in the cellars. Grey Snaking will take an interest as below.
- ***In the square, the stall of a kuful-seller from Plenty has a dragon flag (blue dragon, red spines)***
- ***There is a large crowd around the notice board in the square.*** They are reading a transcription of Glimmer's sermon. She declares that all 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 want of a better word) is not just a mother writ large, nor a father – she is greater than any human description.
 - The nipper request is still there. Walker can see it this time.
- **Gossip in the tavern:**
 - A particularly incendiary sermon was given on Moonday by **Glimmer Moondance**. She has broken with centuries of tradition and declared that the Walker is the One True God of Everway. This is tantamount to a declaration of war on the Emeralds and their Mother

Hero Storylines

Goddess. General opinion in the tavern is divided between three theories: a) she has gone off her head, b) this is the start of a power ploy to wrest control from the Emeralds and c) it's about time that the "true" worship of the Walker is restored.

- **Tax Day** is coming up (1st day of the month of the scales). Will the Stonebreakers pay their taxes? They have started a lawsuit against the Golds, accusing their representative on the Council Tax Setting Committee of Poor Character. Few expect the prosecution to succeed.
- Shadowhide will accept any story the heroes care to give her that makes her look good. The names of the senior Everwayans that the Middlelanders were asking about would be excellent. If the heroes claim that Three Trees was killed or otherwise rendered useless, she will be furious but there is little she can do.
- If the heroes do not turn up or do not give her useful information, she will report the aborted mission to Grey Snakering, who 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. Shadowhide herself will be demoted and will have a personal vendetta against the heroes.

Codex Scratch

- The heroes' report is taken by Blemish Scratch unless they really insist on Codex.
 - If the heroes manage to describe the mural in any plausible way 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.
- If Wishbone gets time alone with Blemish, she can deliver a personal report (which may or may not be true). Blemish thanks her and says that investigations into the satyrs are ongoing. *This information gets back to Ulrich.*

Peacock Plume

- Peacock Plume will turn up about an hour after sunset. He drills the Sons of the West in the parade chamber.
- Towershield will do all he can to keep the heroes away from him – PP did not know about the smugglers and he is not sure how he will react.
- If the heroes approach him, he will be instantly hostile. "What are these – civilians – doing here? This is not part of our arrangement!"
- A suitably military approach will appease him if the heroes think of it. As will playing to his vanity. The latter is the approach used by Towershield, who fawns on him in a frankly embarrassing fashion.
- Questioning or challenging him in an arrogant or peremptory fashion will cause him to leave in high dudgeon. This will make Towershield very angry and may even lead to him attempting to evict the heroes from the cellars.
- There is not much useful information that can be got out of him. He has been working with the SOTW for the past six months, ostensibly to reduce the "threat to public order" offered by Beggartown to the more well-heeled areas of Strangerside [Rathgard or Slight may spot that this is not the whole truth].

Occupation and History

An adjutant of [Straightback Plume](#), he has served without distinction in the [Bureau of State](#)

Security.

Physical Description

"Captain Mainwaring crossed with an Italian tenor"

40s, short and portly with oily black hair and a moustache. When visiting the [Sons of the West](#), he wears a ragged cape and a false beard which conceal his (dark green) uniform, rapier and helmet. Speaks with clipped military precision. Struts.

Distinguishing Feature

His plume is green and ridiculously tall.

Values and Motivations

His purpose is to try to turn the Sons of the West into a local militia which can be used by the Plumes. This is partly for backup in case of trouble in Strangerside, but also could be deployed against other families in Everway if required. Increasing the effectiveness of the Sons of the West has the convenient side-effect of making the Old Town merchants more interested in Plume guard services. Likes "tidiness".

Interactions with others

He has a typical Everwayan disdain for Strangersiders, but has developed a grudging respect for Towershield. He does not get on with Outsiders unless they have a military background.

Useful Knowledge

- Battle tactics and street fighting. Parade ground etiquette.
- Takes reports from the Library of All Worlds. Knows about the guard patterns.
- Knows that something is going on at the Library of All Worlds, having been told by the guards that they have been told not to examine certain bundles going into and out of the library. According to rumour, this is because they contain erotic works requested by senior Everwayans.

Exceptional Attributes / Skills

A 3 Giving Orders

E 4 Stand your ground

F 5 Flash of steel

W 4 Know your enemy

Power: Voice of command (FM). Can command one person to do something (defence A+FC vs 3 - if equal, they are distracted. If less than 3, they have to carry out the command (if not obviously fatal or damaging).

Hammerhand Pike

- Hammerhand can be found in Blood Row in Earthbank, posing as a butcher. The street is well-named – its streets run with blood and are piled with offal and bones from the dozens of butchers that work there. The street slopes down to a marsh which is infested with gulls, giant rats and other scavengers which feed on the remains.
- He is extremely paranoid and will stick stoutly to his story that he is just a humble butcher (a transparent lie to Rathgard and Slight).
- He can be threatened or bullied into doing business. He will try to claim the 100 hefts he is owed and will call the heroes' bluff if they threaten to expose him. After all, he their only source of ironware and blue glassware. The heroes can lie and say they have an alternative source, which may be effective depending on how convincing they are.
- He will take an interest in a possible alliance to attack Everway, but will need convincing that it is genuine. He says he will have to take it back to his superiors.

Prester Ironholt

- A Nipper (*Cudlip*) picks up the pyramid and takes it to the Walker's Ark.
- Following PCs may see **Silly Me** dancing on the Ark roof.
- Approaching PCs will be challenged to give the password. Failure to do so will result in bombing with flour, water and other, less pleasant substances
- Assuming the heroes get to see Carat, she will refuse to say where the Pyramid is supposed to go – unless...

An Interview with Cunning

- Slight may use that Pyramid that Walker has had made and enchant it to make the person looking at it think they are looking at the real thing. This will of course not work on Cunning, but he will be intrigued (and slightly paranoid) to discover someone with the same power as him. If the heroes are stalking out the Gold residence, Cunning will find them, possibly by cancelling Slight's glamour in front of the Gold guards to take him captive. If they aren't, C. will ask whether anyone with a glamour has entered Everway recently and will eventually track down Slight to the Old Town Cellars.
- By following a Nipper or from Carat, PCs can approach Cunning. He will reveal some or all of the following, depending on how the PCs speak to him.
 - He is Slight's real father.
 - He is working for Urumora, who is his grandmother. The message is some very interesting information about a mutual enemy. "But for all I know, you might be working for him, so I cannot say more."
 - The Basahn are the original inhabitants of Everway. They were driven out by humans many years ago.
 - Cunning is working for Urumora, who is leader of the Founder Basahn. They wish to forget Everway and found a new Basahni home. But wherever they go in the Thousand Spheres, the Basahn are persecuted. So they wish to create a new sphere.
 - There is an opposed faction of Basahn – the Returners – who want to re-take Everway [if the heroes make the connection, he will admit that yes, the mutual enemy mentioned in the letter is their leader, a powerful Basahni sorcerer called **Shadow**]. [if asked, Cunning will mention that there is a sacred site – Odin's Maze – in Everway. It is now covered by the Pyramid.]
 - Cunning knows that the Heroes have attracted the attention of some powerful people in Everway, but cannot say more because his own interests might be compromised if it got out. "They have been tracking you for some time, and they can be ruthless. Be careful." [If Ulrich Crookstaff or Codex Platinum Scratch is mentioned, Cunning will that "they move quickly"]
- Cunning's chief concern is that the heroes might be working for Shadow. For this reason he will be reluctant to say more than he absolutely has to until they can convince him that they are on his side.
 - Any mention that Flame is working for a shadowy sorcerer will cause him to clam up entirely.
 - He has lived comfortably in Everway for many years and has no interest in upsetting the status quo. His view is that unrest will simply give an opportunity for the Returners to make an attack – they are fomenting trouble in surrounding spheres, particularly the Glorious Empire.
- If the heroes ask if there is anything they can do to help, draw an FC:
 - Poor: Find out what General Ten Sticks of the Glorious Empire is up to.
 - Good: Bring any news of a sorcerer who can cloud minds.
 - Excellent: Arrange for him to meet their erstwhile companion Wrath.
- The following information is unlikely to be revealed unless the Heroes somehow persuade him to trust them.

Hero Storylines

- Cunning is the result of an experiment to make a Basahn that sets off watch-sprites and so can enter Everway. This was done by sewing human bones and organs into a Basahn skin. This was done to him by Shadow.
- Cunning has been investigating a secret Everway organisation known as the Twelve. It is made up of senior Everwayans who want to turn themselves into gods [Cunning is dismissive about this]. They are trying to do this by creating a "transcendant plane" which sounds very like a new sphere.
- There is an old Basahni story about the founder of the Returners, a legendary sorcerer called Spheremaker. He tried to create a new sphere using "the Edge, the Book and the Pearl" but his attempt was spoiled by his evil brother, who is thought to be Shadow.
- The Twelve have the Pearl – it is in their secret headquarters under the Library of All Worlds. Cunning knows that Ulrich Crookstaff has the Edge, having seen him use it. He has no idea where the Book is. The legend said that Shadow took all three items.

Fish Trader and Gentle Dew

- G.D. wants to hear all about the party's doings before F.T. met them. Very excited when Dragon Lord is mentioned – "Well done! Absinthe will be very eager to hear about that – I'm sure we can use this to gain some leverage on her..."
- 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".
- **Other Peacemasters in Everway.** One (Peacemaster Myeouw, who calls himself Yew Threadlip, a doctor) turns rogue and starts assassinating high-up Everwayans (such as Glint Crookstaff...!). .
- Absinthe can cook up a "diplomatic" mission to get them out of Everway. Perhaps investigate a threat to Everway? The Wavebreak scenario again?

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

Hero Storylines

- 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. 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.