

Everway Session Notes

Things to investigate:

- The Sneak Wolf
- Vineland
- The Daggerboys
- Prester Ironholt
- Whiting and Stoneflake

Appointments to keep:

- Codex Scratch
- Peacock Plume

Things individual players may want to do:

- Fish Trader: Visit to Gentle Dew

Things I want to get in:

Start:

Flame, Wishbone: At Heroes Tavern

Rathgard, Fish Trader: Heading from Old Town to the Heroes Tavern

Slight: Cellars watching Peacock Plume

Walker: Investigating Daggerboys

Possible Timeline

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

Evening:

Peacock Plume arrives. Probably no consequences from this.

Night:

Could force a showdown with the Daggerboys by killing Guisarme. Since Walker is supposed to be investigating, it's possible that he will run into the ambush, maybe not soon enough to save Guisarme but in time to retrieve the body. If Guisarme dies, Towershield will demand action *right now*. Rathgard (if present) can persuade him to wait until after they get back from the Sneak Wolf, but if so, Towershield will definitely try to kill him after the tower is taken.

Marsday, 27th Day of the Month of the Maiden, 2473

- Daggerboys (most likely)
 - Towershield will hear from returning R&Rers about the rumour that he has been supplanted by a new leader. This will make him very paranoid about the heroes in general and Rathgard in particular. He will disguise this in his speech (though Rathgard's truth-sense may ping if he says anything obviously false and Slight will be able to spot the simmering anger that is focused on R).
 - It would be good to engineer a confrontation between Towershield and Rathgard at the top of the water tower – maybe Towershield decides to get rid of Rathgard for trying to take over the SotW and Voulges saves him by pushing Towershield over the edge.
- Stoneflake and Whiting – the final divination

Joveday, 28th Day of the Month of the Maiden, 2473

- Heroes must leave today in order to catch the Sneak Wolf and visit Grapetown.
- First encounter with Captain Foxglove and the *Falcon*.

Saturday, 29th Day of the Month of the Maiden, 2473

- Heroes must leave today in order to catch the Sneak Wolf.
- Batterheads

Sunday, 30th Day of the Month of the Maiden, 2473

- Arrive in Grapetown in afternoon/evening. Wishbone finds out more about the Bacchanal.

Moonday, 31st Day of the Month of the Maiden, 2473

- Gateway Isle - the Zephyr Monks

Venusday, 1st Day of the Month of the Scales, 2473

- Deathstingers
- Meeting with Captain Tench

Sunday, 5th Day of the Month of the Scales, 2473

- Heroes return. Run-in with Bluestripe Defenders

Peacock Plume

- Peacock Plume will turn up about an hour after sunset. He drills the Sons of the West in the parade chamber.
- Slight can influence the training if he wishes. Ask what emotion he is trying to evoke.
 - He can easily cause the training to degenerate into chaos but invoking a "do not cross" on the ground. Different people will see different things. A fight could break out. PP will think they are taking the mickey and go off in a huff. On a very good/bad FC, he calls it quits altogether (although this will not go down well with his superiors). T. might regard Guisarme as responsible and send him out patrolling in punishment.
 - He could also enhance PP's standing. It would good if PP tries to give the gang a pep talk and gets them so fired up that they decide to go and find some Daggerboys to fight. This would be a nice lead in to Guisarme's death. Probably won't happen though.
- 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 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 Air 3 - if equal, they are distracted. If less than 3, they have to carry out the command (if not obviously fatal or damaging).

The Daggerboy Ambush

- After PP has gone, Towershield sends out the usual night patrols. There are a dozen people in each and they are led by Guisarme and Voulges.
- **Find out where Walker is going.** If he is heading towards Dark Alley, on an exceptionally good FC (e.g. Subterfuge Revealed, Treachery, Peril, Cunning) he will see the ambush being set up. If he says he is looking in Beggartown, he will meet up with Guisarme and can accompany them if he wishes.
- In the unlikely event that Slight decides to follow them or Walker is in the right place at the right time, they will see a beggar woman called **Kale Shiftless** come up to Guisarme as they are working their way through the southern reaches of Beggartown (the responses of the inhabitants are mixed – most are apathetic, but a few cheer when they go by, while others give them dirty looks). "Please, they're back again" "Who are?" "Them Daggerboys, the ones that got my Grey hooked on redbliss, the ones that killed him..."
- According to Kale, there are three Daggerboys in **Dimmer Court**. This is well within SotW territory and is clearly a deliberate provocation. [As far as Slight can tell, she is sincere. Grey was her teenage son and she is genuinely trying to stop what happened to him from

happening to anyone else.]

- Guisarme will race to the scene, discussing tactics en route.
- Dimmer Court is the remains of the courtyard of an old stone house. The high walls surrounding it are crumbling but still intact, leaving it constantly in shadow. It is the perfect location for shady deals – and for ambushes. Guisarme won't be concerned because the adjoining houses are occupied, and he is sure that the locals wouldn't be aiding and abetting the Daggerboys.
- He will stop to check by asking one of the locals. The man approached (a beggar called **Cancre**) says that there are only the three of them – only Slight is able to tell that this is a lie.
- If the patrol enters Dimmer Court, it is ambushed by 15 Daggerboys leaping down from the walls. They are led by Cut Throat himself.
- A vicious fight develops. Cut Throat uses his **Way of the Blade** magic to turn a knife in mid air and bury it in Guisarme's throat.
- Five SotWs take stab wounds. A couple of Daggerboys get taken down by arrows and are hauled away, but bows are not the right weapons for the confined spaces of Dimmer Court.
- The patrol retreats, carrying its wounded. Guisarme is bleeding out and will be dead by the time they reach the Mercy Hospital unless Walker is involved.

Aftermath

- The news will be all over the cellars by the time the heroes return the next morning. "Ambush - just like Vambrace. Them damn beggar-whores betrayed us. At least we got the body this time."
- Towershield is shut in his room, where he has been ever since he heard the news. Brassart asks Rathgard to go and speak to him, because he is good with words. Voulges stares at him, hanging on to Rathgard's every word.
- Towershield is red-eyed. In his room are plans of the Daggerboy HQ with heavily incised arrows and crosses.
- He cancels the daily R&R and assembles everyone in the audience chamber. With Guisarme's blood-stained body lying on the slab in front of him he gives a speech in a voice raw with emotion. Guisarme was his friend from boyhood, having grown up with him in the slums of Beggartown. He was a true man, an upholder of all the qualities of the SotW: honour, justice, chivalry. Slaughtered by base betrayal and that evil f***er Cut Throat. He vows revenge – "No more of us will lie bloodstained on that table. No more will they spread their blissful poison among our people. No more will we sit and wait for the bastards to come to us. We will take the fight to them. We will corner them in their lair and take it apart around their ears! No mercy, no quarter - they all die! This ends now!"
- Rathgard and Slight can influence this speech in any way they see fit, though dampening down its effect may be tricky. Towershield has a talent for oratory and is particularly motivated.

Planning

- Afterwards, T. demands that Rathgard comes and helps him plan the attack. If R. thinks to do so, he can get the others involved as well (T. will not think to include Flame or Wishbone – despite their attack on the smugglers - because they are women. If reminded, he will get very interested in Flame's abilities. Brassart will remind him that the water tower is stone and won't burn readily). He intends to attack this evening – "strike before they expect us". R. can persuade him to delay until the following night. Voulges supports R. in whatever he says.
- T will want to kill Cancre, the beggar who betrayed them (as he sees it) by lying about the number of Daggerboys in Dimmer Court. His revenge is thwarted – by the time he is found, Cancre is already dead of bliss poisoning.
- If the players think to ask (or an NPC asks on a lucky FC), there is another gang who could be persuaded to help with the attack. T mentions the **Blackhearts** who run the brothels and Talespinner Square and suggests that Rathgard might be able to persuade their leader **Nighthawk**.

- 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.

The Funeral

- Guisarme's funeral is at dusk, at the foot of the Dusk Bridge. A cheap boat has been purchased and a junior and clearly rather inexperienced Wailer leads the grieving, interjecting at inappropriate moments during Towershield's eulogy, much to his irritation.
- Apart from Towershield, Brassart and Voulges, Guisarme's mother (*Lesser*) and brother (*Mortar*) are there. She is a blousy woman with straggly greying yellow hair and a large boil on her right cheek who is clearly an alcoholic. He is a handsome man going to seed, dressed in badly woven faded red and white cloth and constantly scratching his crotch because of Libertine's Itch (he may come on to Flame or Wishbone if he is unwise).
- It is clear that the family was not close, though Lesser clearly admires Towershield and hugs him after the ceremony – "yer a good man, you are. You saw my boy right..." Towershield tries to be polite but clearly despises her.

The Attack

- Assuming the heroes are involved (and they don't have any choice if they want to keep their smuggler base), the attack occurs as in the scenario. The Daggerboys are expecting reprisals and are constantly on guard. Slight can blind any guards he can see.
- If Flame is involved, it is quite likely that things will get burnt down. The tenements will burn readily (there are already cooking fires), but the warehouse and the tower are trickier propositions. There is nothing readily burnable on the tower that Flame can see apart from the bridge to the warehouse, and even that will take several minutes to get going.
- The inhabitants of the tower may want to get rid of the bridge if the heroes and the SotW look like they are about to win. This is wedged in place and will take a 2-3 minutes but if the heroes get held up, it could be very close.
- A siege of the water tower is a strong possibility. If the tenements are burning, Rathgard could waft the smoke onto the tower using his weather control, or simply summon up a storm.
- In any case, Cut Throat will not want to remain trapped up there. As soon as the heroes and the SotW look like they have withdrawn, ropes will come snaking down and CT and his lieutenants will attempt to escape into the alleys. The heroes should be able to track them down, though it might be fun for CT to escape to wreak revenge on another day.

SotW: **A2-3 E2-4 F2-4 W2-4**

Daggerboys: **A2-3 (Resist orders) E2-4 (Only a scratch) F3-4 (Thrown Dagger – 1 for distance) W2-4 (Hide in shadows)**

Blackhearts: **A2 () E3 (Resist crushing blows) F3-4 (Chains) W3 ()**

The Aftermath

- The heroes can discover the notes and the Bliss batch numbers and draw what conclusions they can.
- If the climax takes place on the tower itself, there may be a showdown between Towershield and Rathgard. T is furious that rumours are spreading that the SotW has a new leader. Once CT is dead he will try to get rid of Rathgard, possibly by jumping him using his mighty leap power and tipping him over the edge of the tower. He will get a dagger in the back for his pains from Voulges.

- Taking out the Daggerboys could have significant consequences:
 - Nighthawk and the Blackhearts will get in touch to agree demarcation of territory.
 -

Smuggling Plans

- Other commodities that Everway lacks / bans
 - Gold
 - Drugs: Bluegrow, Bliss, Brighteye
 - Basahnware and engraved Fortune Decks
 - Weapons
 - Wines – heavily taxed
 - Pornography – not illegal, 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.

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.

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.

A Meeting with Callus Wenderway

- Callus frequents the **Five Sisters** tavern off Talespinner Square (run by five women – by tradition – but who are clearly not sisters), conveniently close to the local brothels (and in Blackheart territory). He is playing his lute to a ring of admirers when the heroes enter.
- The negotiation does not take long. He holds out for 200 hefts, but can be beaten down to 150. He lets slip that there's a couple of girls he wants to see en route (**Bellflower**, an acolyte at the Temple of Elpis in Temple – "that's one girl who won't be taking who won't be taking her vows in white, if you know what I mean" – and **Lotus Three**, an official in the city of Floating Petals, where the gate to Temple is – "I once had a foursome with her and Lotus One and Two at the same time. That was a night, I can tell you!").
- The total journey will take 6 weeks – four on the Silver Path and two travelling across Temple and into the Dragons Teeth Mountains. He promises to be back by Day 7 of the Month of the Scorpion, a week before the Carnival of the Dead.
- He will need some help getting the vase past the Keepers – they got wise to his smuggling

things in his lute last time. "I could try the old smelly cheese trick. That usually puts them off the scent! Ha-HA!" TT says that they can (probably) do something about that – Lockstep Keeper could be persuaded to swap shifts. Alternatively, the heroes can organise a diversion at midday, the time he expects to arrive. Or they could meet him in Temple.

- He will of course make a pass at Flame or Wishbone if present, but quickly back down if resisted. "Ha! You're a feisty one!"

Stoneflake and Whiting

- Stoneflake and Whiting have managed to scrape together another 30 hefts. They want to know why their daughter was killed.
- If Flame agrees, the answer is:
 - Good FC: "The Twelve used the Edge to open the Dragonlord's mind. And they are after you too." Flame realises that the "you" means her and not Whiting and Stoneflake.
 - Bad FC: "The Dozen used the Divider 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 Furious One'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 unless extreme destruction is used – the magical anti-fire shield round Chamber Platinum will prevent Flame from burning it down. 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.
- The heroes could discover the secret entrance into the Labyrinth used by the Twelve to attend meetings. This leads to a passage with several entry points, including a secret door in a lavatory outhouse behind the Scratch residence, another in the Host family house next to the Palace, and a storage cellar beneath the Crookstaff Tower (the passageway is clear magically constructed).

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. In the mean time she might care to head to Grapetown where there are tales of satyrs. *This information gets back to Ulrich.*

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 sorceror called **Shadow**]. [if asked, Cunning

will mention that there is or was 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 say 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.
 - 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 "transcendent 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..."
- Any mention of an alliance with the Middlelanders or Keep in the Woods will be encouraged. "We need all the help bringing peace to Everway that we can get".
- 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
 - 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.