

Everway Session Notes 2012b

Things to investigate:

- Sneak Wolf / Vineland
- The Nippers
- The Chamber Platinum maze
- (Less likely) The Masks

Appointments to keep:

- Sneak Wolf
- Hammerhand Pike

Things individual players may want to do:

- Wishbone: Visit Blemish Scratch
- Slight: Investigate Fish Trader

Other Events:

- Manta gets out of jail
- Nighthawk demands to be paid
- Other mafia types get in touch
- The Twelve meet

Start: Joveday, 28th Day of the Month of the Maiden, approx two hours before dawn
Everyone in Daggerboy HQ.

Write-up – Additional Info

- Investigating the water tower reveals the following:
 - The Bliss packets have a batch number, place and date written on them. There are a couple of dozen containing 50-100 doses. The places are clearly locations in Beggartown or Dark Alley ("Dimmer Court", "Dead Cat Alley", "Harlot's Corner", "Cesspool Lane", "Pissheads Palace").
 - A locked chest beneath Cut Throat's bed contains approx 500 hefts and jewellery worth another 200 hefts.
 - A desk with papers records when the bliss packages were delivered. Annotations in margins ("Topknot 2 hours late", "Topknot very rude to self") reveal who the courier was. The heroes remember that **Topknot Motley** was a boy who showed them around Everway when they first arrived.
- Wishbone interrogated the spirit of the small weaselly guy in the robe (Squealer), who was the gang's accountant. This indicated that there was a second courier, and from the description, Slight recognises that this was **Cudlip**, the boy who picked up the pyramid from Prester Ironholt.

Possible Timeline

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

- Daggerboys aftermath and investigations.
- (am) Cunning talks to Prester Ironholt and gets Walker's description
- Scarab disappears

- Wanted posters go up for Flame
- (pm) Kids start following Walker around
- Raddle and Wen turn up and try to join the SotW. Other Beggartown supplicants.
- Brother Valentine talks to Walker about the consequences of cutting off the Bliss trade.
- Stoneflake and Whiting turn up at the Heroes Tavern (this and every night)

Saturday, 29th 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.
- Batterheads
- Scarab reappears with a broken arm. Sent by Nighthawk with demand for the money "as agreed".
- Ball at Digger HQ

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

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

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

- Gateway Isle - the Zephyr Monks (Evening). *Waxing half moon.*

Venuesday, 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

Consequences

Daggerboys - The Aftermath

- The heroes can discover the notes and the Bliss batch numbers and draw what conclusions they can.

Decisions for the Heroes

- Rathgard will find himself surrounded at all times by a crowd of SotW and townsfolk who are all looking to him for leadership. No-one wants to make a decision about anything with him around.
 - Names of competent gang members: **Gorget, Mace, Windlass, Shank, Polearm**
1. **Three Trees** will be plucking anxiously at his sleeve, telling him that he's got to meet Captain Tench if he want to remain on good terms with him.
 2. What about the remaining Daggerboys?
 - Most have escaped into Dark Alley, but half a dozen or so have been captured.
 - The SotW are mistreating them. The heroes see several being beaten up and the women sexually threatened.
 3. What to do about the Bliss packets?
 - **Voulgas** will be in favour of holding onto them – they could be valuable.
 - **Mace** thinks they should be destroyed immediately - they are symbolic of the Daggerboys' rule and destroying them "would send a message"

4. Who should be Rathgard's second-in-command?
 - Obviously **Voulges** wants the job.
 - **Brassart** – not happy with the change of leadership. May make trouble if not placated.
 - **Mace** – Guisarme's second-in-command and obvious replacement. Curly haired, burly, hard-faced. Generally regarded as competent.
 - There is one remaining Daggerboy member who is competent – **Steel**, a small rotund woman with a fierce demeanour. She wears a low-cut top which reveals knife cuts on her upper chest. She grew up in Dark Alley and has an embittered and cynical outlook on life. She would get on well with Nighthawk and will defect to her if not taken on.
5. Where should the heroes' new HQ be? The water tower is more defensible but the cellars are more convenient.
6. How will the SotW/Daggerboys make its money? People have got to be fed. Should it still engage in extortion of shopkeepers?
 - **Brassart** will raise the issue in surly fashion when the heroes get back to the cellars. Should he get a group out to "do the usual rounds"? If not, how they are going to get money for food?
7. This point is pressed home by **Cedar**, the cook. They are running low on firewood, ale and vegetables. She'll need some money to buy more, and a gang to find a house which can be torn up for wood.
 - **Cedar**. The gang's "woman". Acts as chief cook. Small, dumpy and vicious. **A2 E2 F3 (kitchen knife) W1**.

Beggartown

- It's possible that the heroes might decide to use the momentum of their victory over the Daggerboys to stir up a revolution in Beggartown. Point out that they are not, in fact, very powerful at present – of the SotW, 6 were killed and another 10 injured in the fight, and the remaining Daggerboys comprise 6 intact and 12 wounded.
- Rathgard could decide to have a rally in Beggartown, which will raise interest. However the beggars are chiefly interested in knowing whether they will still be able to get their Bliss and whether R. will protect them "like what Towershield did". They also want better access to Everway, including an extension of the hours they can stay in the town.
 - Working together, the heroes together could probably persuade a crowd of a couple of hundred beggars to "invade" Everway, which will force the authorities to react. A show of force by the Crows, Watchers and Keepers will be enough to cow them – beggar "invasions" happen fairly regularly (the last was in 2465) and they have training to deal with them. Depending on how far the heroes want to push things, there could be a bloodbath.
 - A more positive approach would be to try to fix some of the major problems. These are:
 - Lack of clean water. Needs to be got from upstream. Rotas will need to be organised and squabbles about supply sorted out.
 - Lack of food. The many eateries around Talespinner's Square have waste food that could be put to use (but Nighthawk will forbid this). Bazaar stallholders will sell food cheaply at the end of the day.
 - Lack of housing. Organising the beggars to rebuild their own homes would soak up surplus labour. **T-Square** is a down-on-her-luck builder who knows how to build a home and could organise things once she has overcome her Bliss addiction. The heroes may also be able to find sympathetic people in the Crafters Quarter – **Mallet** is an ex-beggar turned prosperous architect who would be happy to help.
 - Lack of medicine. Brother Valentine could be persuaded to train groups of beggars in basic first aid once the Bliss cold turkey problem is sorted out.
- Would be good to try to get the heroes to care about the problems of Beggartown. Need a story:
 - **Raddle and Wen** A couple of emaciated boys who want to "sign up" to the SotW – they

Everway Session Notes

- tried before but Towershield wouldn't let them in. They are skinny as rakes and half-dead from hunger.
- Raddle's parents were caterers who lost all their money when an Everwayan family (the Golds) refused to pay them, claiming that the food they had supplied was rotten (this is in fact true, but the reason is that cellar in which it was stored was accessible from the sewers and a cockatrice wondered in). His mother died of Bliss poisoning a couple of weeks ago and his father has taken to drink.
 - Wen's parents were from the realm known as the Midlands, where they had been serfs that were thrown off their land by one of the barons. They paid a spherewalker to bring them to Everway, but were unable to find employment. Wen's mother took to prostitution but was raped and murdered. Wen's father went off and hasn't been seen in months.
 - If Rathgard or one of the other heroes makes the mistake of letting them join the SotW, the floodgates will open. The cellars will be besieged by beggars trying to join, causing serious disruption.
 - An exploding still. An attempt to brew illicit hooch goes horribly wrong and causes terrible injuries.
 - Heroes encounter a young man being mugged by a Sons of the West group for refusing to pay them a "toll". He is **Highheart Wolfsbane**.
 - 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, but it doesn't help him.
 - He is from the Old Town and is looking for the smugglers who can sell him a cheese as a gift for his lady friend (*Merrily Lightstep*).
 - **Kelp and Shimmy**. A bitter inter-family rivalry worthy of Jeremy Kyle. Each woman accuses the other of theft, but there is a whole history of misdemeanours stretching back years. Saner members of the family have finally persuaded them to bring their dispute to the "new master" for judgement.
 - Kelp says Shimmy stole a melon from her.
 - Shimmy says that Kelp took some of her firewood.
 - Kelp says that last week, Shimmy stole one of her blankets – "so now you know how cold I feel".
 - Shimmy says that's because her man [Pip] doesn't love her any more. "I saw him cosyng up to that Verbena woman. And we all know where she's been.
 - Hah, says Kelp, "and you think your Mildew's faithful? I've had him, you know. Last month, while you were going to Earthbank to see your aunt."
 - "Mildie would never do something like that (a skinny man with bad alopecia goes very red). "In any case, I've had your son", says Shimmy. "Got the pox from him too. And just for good measure, I gave it - to your sister!"
 - [Encourage non-engaged players to invent additional details]
 - A final supplicant – **Heron Wheatleaf** with her 14-year-old son **Iron**.
 - Like all Beggartowners, she is ragged and dirty, but she has clearly made an effort. The more gaping holes in her clothing have been roughly patched and her dirty yellow hair has been tied back.
 - She is pale and thin and Walker will immediately spot that she is unwell. Nonetheless she holds her head up high.
 - She begs the heroes to "improve the lot of us beggars – not for us, but for our children. They *have* to have a better life."
 - Her story is that she is a runaway from an abusive husband who beat her. She took Iron with her to stop him from being sexually abused, but feels guilty about the life that he is currently living.
 - She was advised to come to Rathgard by the Priestesses of the Goddess of the Flowers whom she went to for advice at their temple in Old Town.
 - Iron is clearly not very bright, but would make a good servant.
 - Heron invites Rathgard to an evening meal at her hovel in Midden Well so he can see in detail what things are like.

For later:

- Dark Alley has all sorts of lowlifes whom the Daggerboys have been suppressing. Spate of thefts, muggings and burglaries. What should be done?
- The Plumes will want a payment for turning a blind eye to activities in and around Talespinner's Square and Gold's Garden.
- Now that he is effectively in control of them, what does R. intend to do about Beggartown and Dark Alley? Expectations have been raised. Several groups are very interested in the answer to this question – Golds, Masks, Plumes, Old Town Merchants, various business and religious interests in Strangerside.
- Three priestesses of the Goddess of Flowers - long white tunics with elaborate red robes embroidered with lilies, elaborate petal shaped collars that sweep up round the back of the head and circlets of carnations. They purify the streets by sprinkling them with rose water. Their temple is in the Old Town.

Radiant and Wist

- When the heroes return to the cellars, she will come out and ask after Towershield. Diplomacy from Rathgard will be required – she genuinely loved him. A soap opera-style confrontation may result...
- While Radiant gets mad, Wist gets even. She will try to stab Rathgard with a kitchen knife (F3) at an opportune moment..
- **Radiant.** Towershield's current squeeze. Slim, long black greasy hair. Dedicated to Towershield. **A3 E2 F3 W2.**
- **Wist.** A plain, rather stupid woman who is obsessed with Towershield. Jealous of Radiant. Acts as Cedar's skivvy. **A1 E3 F2 W3.**

Nighthawk

- Nighthawk will get in touch to demand her payment and agree demarcation of territory.
 - She does this in characteristic fashion – **Scarab** (one of Guisarme's eagles – small, receding hairline), the helpful man who offered to clean the latrines, disappears as the Sons of the West head back to the cellars.
 - He is found a day later, dumped in an alley in southern Beggartown. His arm is bent in several unnatural angles and he is in a lot of pain. It is badly broken and only a good fortune card by Walker will enable him to mend it without long-term consequences.
 - When he has recovered sufficiently to speak, he will relay Nighthawk's message which is "Pay me what I am owed, or else."
- If the heroes decide to take her out, it could be tricky. Nighthawk moves around a lot between brothels and is only rarely at her HQ in the marshlands. When out and about, she is always accompanied by at least half a dozen Blackhearts.
- If the heroes try to lure her into an ambush, she will frustrate them by insisting that the money is handed over in broad daylight in Talespinner's Square.
- Should the heroes manage to arrange a parley with her, she will agree a truce with a demarcation line east of Talespinner's Square (Canker Alley). "Understand - anything that happens to the west of that line is none of your affair."
- If the heroes are foolish enough to agree to this, she starts a brutal war against Bruiser for control of the Crafters Quarter.
- If the Blackhearts take over, they begin a reign of terror – burning down buildings, casual stabbings etc.

Nighthawk

A 2 Intimidate
E 5 Resist magic
F 6 Chain blades
W 4 Sense betrayal

Powers:

Limb-snap (FM). Her chain blade will snap any limb it is thrown around (F4+FC attack, E6 resist to avoid if attack successful).

Recall chain blade (F). Unwraps and returns magically to her hand. Must be within 20 feet.

Blackhearts:

A2 (Threaten)

E3 (Resist crushing blows)

F3-4 (Chains)

W3 (Sense backstabbers)

Brother Valentine

Brother Valentine will show up at the Cellars / Heroes Tavern in the evening and ask to talk to Walker.

- 30s, long thin head with straggly black hair and beard. Large gold ring of office. Looks permanently harassed (which he is). Direct to the point of peremptoriness with anyone who isn't a patient.
- Bliss cold turkey has horrible side-effects – the victim cannot sleep and becomes extremely sensitive to any sensation of touch, taste, smell and sound. Some people go psychotic, others try to commit suicide. This can last for days or weeks. About 25% of people die.
- The only "cure" that Valentine knows of is controlled amounts of Bliss which are progressively reduced. He will ask for all the remaining packets (Quicksaw suggested this). If Walker is smart, he will realise that this could pose a serious security hazard to the hospital. Storing the Bliss in the cellars is a possibility, but runs the risk that it will get stolen by Sons of the West.
- There is one other agent that can mitigate the effects of Bliss withdrawal – *Lethe's Water*, a spiced wine made in Vineland by the Spiralvines that is known to promote restful sleep and forgetfulness. Valentine will mention that according to one Wineland legend, it even has some effect on satyrs, but he can't remember the details. It isn't completely effective but cuts the death rate by 50%. Maybe if Walker could find out what the secret ingredient is, a more effective remedy could be made...
- [The secret ingredient is *Serenial*, a rare herb that grows only in Middeland. Captain Tench will have some.]

Flame's attack on the Gaming House

She wasn't exactly subtle...

- Masks will be after her. Wanted posters go up all over Everway and Strangerside. A 100 heft reward is offered to anyone bringing her in. 5-10 hefts for information.
- Going out in public will trigger a spate of attempted "citizen's arrests". It's possible a good leader could incite a mob, which even Flame's powers would have difficulty resisting.
- Watchers and Keepers may be looking for her.
- Three Trees suggests that a period away from Everway might be a good idea – "everyone will have forgotten about you by the time we get back"
- Foxglove Keeper may recognise her – but only on the way back. Gives her a good reason to board the Spice Runner to arrest a "wanted felon".
- [Careful – Flame might decide to turn herself in to get more information on the Masks. This won't work as she will be turned over to the Ladies of Pain as a punishment, who will attempt to

torture her.]

Walker's Delivery of the Fake Pyramid

- The pyramid has been delivered to Cunning, who has discovered that it is a fake.
- He will talk to Prester Ironholt in person. Slight, if he thinks of it, may well spy on this. However unless he gets a good FC he will see what he wants to see – a sinister cloaked figure with a tall pointed hat and a veil. Or maybe Glint Crookstaff. Or Carrot. Or a dumpy Everwayan housewife. Or Wormwood Crookstaff! Go with what the FC suggests.
- Having got Walker's details, Cunning will try to track him down. The Nippers are the obvious choice – he goes to the Walker's Ark and refuses to pay Carrot for the delivery because it was a fake, but says he will pay for information on the person who sold it. Again, there is a possibility that anyone keeping tabs on the Nippers will seem him doing this. Especially if Slight decides to spy on them again – I like the idea of them both trying to sneak into the Walker's Ark at the same time...
- The Nippers network is nothing if not efficient - if Walker goes out in public, small children will soon start to dog his steps (they will know from Prester Ironholt's description that he isn't an Everwayan, so Strangerside is one of the first places they will look). They are not expert spies, so he may spot them on a lucky FC (if he doesn't, high Water types like Slight, or those with experience of spying, like Fish Trader, will notice).
- Walker can easily catch a nipper if he so chooses, but the kid will shout "Help! Rape!" to attract the attention of passers by.
- Cunning will know where Walker hangs out within a day or two.
- Three Trees will again suggest that a sea voyage may be just the thing to shake off unwanted attentions.

Alternative ways of getting Walker onto the Spice Runner

- Humility asks him to do something? She'd need to track him down first. Perhaps Kegtap has used his family connections to get her thrown out of the temple (how?) and she asks him to intercede. Perhaps she asks him to take a message to a fellow priestess in Grapetown. Don't like this – too much of a coincidence.
- NOTE: Kegtap could get her into trouble with the elders of the cult of Elpis by suggesting that she had a sexual liaison with Walker. Could be a reason why Walker has to visit Temple.
- The Mercy Hospital. About to be overwhelmed by Bliss addicts. Comedown off Bliss has serious symptoms – suicidal depression or homicidal mania. Skin becomes hot and itchy, making it impossible to sleep. Needs a substitute, like methadone – *Serenial*, a herb that grows only in Middleland. Or – better – the wine that did for the Bacchanal in Grapetown! (why haven't the Mothers tried this? They have, but it's not very effective). It has soporific properties. Potential problem: Walker is sufficiently evil that he could mandate *continuing* the Bliss trade, at least for a while.

Inkhand Scratch.

Heroes may bump into him. Only if desperate – there's little he can add, other than to distract them into chasing Quill Scratch.

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 (except if depicting child or female rape), 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.

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."

Blemish Scratch

- 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.

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.
 - Urumora 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 or was a sacred site – Odin's Labyrinth – 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 "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

- 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.

Everway Session Notes

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.

Calyptra and the Bacchanal

Calyptra is a legendary figure whom all four families claim as their own. This is her tale:

- Many years ago, the satyrs came to Wineland. It is not clear how they got here - some say they arrived through a gate in Everway, some from across the sea - but came they did.
- The people of Grapetown awoke one morning to discover that Bald Top hill was covered with a thick, ancient forest in which owls hooted and strange lights glimmered.
- Then the satyrs descended and came dancing through the streets of Grapetown, playing their pipes. All the people left their work and joined them. They smashed open the wine cellars and brought forth the finest vintages that the families had been keeping for years.
- Everyone became very drunk. There was much licentiousness and vomit and broken glass littered the streets.
- Tasks were ignored. Vines withered, wine went sour in barrels. Children ran wild. Everyone ate what they wanted – the stores laid aside for the winter were emptied. Mother Harvest went unworshipped.
- Fights between the families were frequent. Vitis Grapepresser died from a blow to the head because the healer was too drunk to treat him.
- Only one woman resisted the influence of the satyrs' pipes – Calyptra. She was a lowly teacher in Grapetown. She railed against the drinking and the licentiousness, for with her learning, she knew what would happen. She begged Axil Grapepresser, the town baker, to return to her duties. But Axil, and everyone else, ignored her.
- The satyrs stayed several days and no-one did any work except Calyptra. There was no teaching to be done, for all the children were as drunk as their parents, so she spent her days tending the sick in the hospital, for all the Spiralvine doctors were off in the forest making love. She bound up the ankles of those who had fallen down the steps while drunk, and cleaned up the vomit of those who had made themselves ill by drinking.
- Then one day the Bacchanal's leader, Silenus, and his lieutenants Faunus and Priapus, were sitting drinking and giggling with the leaders of Grapetown. "I know," said Silenus. "Let's have a Wild Dance!"
- At once the satyrs started up their piping, and everyone, even those who did not feel like dancing, got up. Only Calyptra resisted, stuffing her ears with beeswax so that she could not hear the enticing music.
- It is well she did, for the dancing was frenetic and intense. Everyone joined in – men and women, old and young. The dancers formed a long line and wound through Grapetown and the surrounding villages. Even when people wanted to stop, they found they could not, for when they sank to the ground exhausted, the music would draw them to their feet again. Even the sick joined in, limping and shuffling after the dancers.
- The Wild Dance went on and on, past evening, past midnight, until at last as dawn approached the satyrs finally slowed their piping and everyone slumped to the ground. They were so exhausted that they immediately fell into a deep sleep.
- Most awoke some hours later, cold and stiff and sore and with pounding heads. Some did not, for the exertions of the dance and the chill of the night had overwhelmed them.
- Calyptra found them at the base of Bald Top Hill. She brought warming soup that she had spent all night making and blankets slung on the back of a donkey.
- The satyrs were gone, but as the people looked around, they realised to their horror that some of their children were missing. Every boy-child up to the age of fifteen was gone.
- And a great wailing and lamentation went up as the people realised what had happened. A few staggered to their feet and wondered, dazed, calling forlornly for their missing offspring. But most could not even rise, for the Wild Dance had exhausted them.
- Only Calyptra retained clarity of thought. She looked around the clearing where the dance had ended, and found mixed tracks of cloven hoofs and small human feet leading up to the top of Bald Top hill where the haunted forest still glimmered.
- Then a steely glint entered Calyptra's eye. It was time to do battle with the satyrs. But she

Everway Session Notes

would need a weapon first. And what weapon could defeat a satyr?

- Then she had an idea. She returned to the hospital and found what she wanted.
- Returning to Bald Top Hill, she ascended and entered the forest. She had to use a lantern, for although it was broad daylight outside, within it was as dark as night.
- Strange lights glimmered in the branches and owls hooted in the shadows. Twice she started as something scuttled through the undergrowth, but she mastered her fear and pressed on, impelled by the thought of the children.
- At length she reached a moonlit clearing at the top of the hill. The satyrs were there, piping away. So were the children, who were dancing. Already their hair was curling and little nubs of horns were appearing on their foreheads.
- When Calyptra entered the clearing, the piping stopped. Silenus loomed over her, his eyes red and blazing. "What are you doing here, woman? You are not welcome!"
- Calyptra felt the power of the woods wash over her, the forces of tree and plant and animal. "Let go," she heard her own voice say to her. "Self-control is unnatural – be one with nature, follow your instincts and flee!" But she saw the children and though every part of her wanted to run, she resisted.
- "But I have a gift for you," she said. "Our best and most secret wine. We drink it only at the most special times, for it must mature for 100 years. I bring it in honour of the Bacchanal. Its flavour and effects are like nothing you have ever tried."
- Silenus was intrigued, for no satyr can resist a new indulgence. "Give it here!" he said, and Calyptra brought out a black bottle. The other satyrs crowded round.
- "Take only a little," warned Calyptra, "for its effects are powerful." Silenus scoffed. "There's no wine that can fell me!" He swigged from the bottle and made a face. "It tastes – unusual. Sharp."
- "That's the special herbs," said Calyptra, passing out more bottles. There were scuffles as the other satyrs fought to try it.
- "Well, I don't think much of your special..." said Silenus, then fell cross-eyed to the ground. So did the other satyrs. For clever Calyptra had given them the wine called Lethe's Waters, which when taken in small quantities promotes deep sleep.
- The children suddenly came to their senses and ran towards her. "Quickly now!" said Calyptra. "Run for your lives!"
- For with the satyrs all unconscious, the haunted forest was fading. The sky was brightening and the trees were becoming transparent.
- They ran as fast they could, whipping through branches, tripping over roots.
- At last they could see bright sunlight between the ghosts of trees. Behind them, the owls hooted and a cold breeze blew.
- They burst out into the open just as the forest faded completely and fell into the arms of their parents who wept with joy at their return.
- And Calyptra was feted for her heroism and became an example to us all.
- But she did not rescue all the children. For the smallest, *Graft*, could not run as fast as the others and he was left behind. His hair was light like his mother's.
- No-one knows what happened to him. But some say that if you walk near the edge of the forest late at night when the moon is dark, you can sometimes hear the playing of pipes, and catch a glimpse in the shadows under the trees of a small figure with goat's horns and feet and a horse's tail and hair as light as the sun. But you will never catch him, for as you approach he disappears, and a child's light laugh echoes through the trees.