

## Everway Session Notes 2013b

Things to investigate:

- Sneak Wolf / Vineland
- The Nippers
- The Chamber Platinum maze
- The Masks (their ship – the Harlequin – in Snakehead Harbour?)
- Porters at the House of Calm
- The Palace messenger
- Nighthawk and the Blackhearts

Other Events:

- Manta gets out of jail. How will she react to the changes at the Cellars? TT won't be present to smooth things over. Gives access to her mother's house if she gets on with the heroes. Could betray them to the Everwayan authorities if she doesn't. *This isn't interesting – leave.*
- Cunning finds the cellars – the haunting...
- Nighthawk demands to be paid
- Other mafia types get in touch
- The Twelve meet
- A trader (a hatter called **Pushpin**) from Dark Alley turns up and DEMANDS to pay his protection money. Cut Throat was shaking him down and he's got used to it. Gets panicky if they refuse.
- Consequences of the humiliation of Whitedust Stonebreaker? He was visiting a brothel so it would be embarrassing if it gets out... Probably nothing – Stonebreakers are not in a position to do much about it.

*Thinking further ahead...*

Assuming that everything works out, make clear to the heroes that they are now comfortably off. The extortion is paying for the (expanded) Sons of the West, various people are coming up with suggestions for profitable side-lines, and the profits from smuggling and the brothels are vast. What will they do with their additional cash? They could spend it on extra bling (point out to Wishbone that there are lots of tempting offers around) or use it to help the poor.

- Plumes offer to pay for patrols to keep trouble out of Talespinners Square.
- Gifts from wealthy "well wishers" and tradesfolk, particularly if The Trade Dispute resolves well.
- Blackmail opportunities from the brothels

## Possible Timeline

### Cellars

**Sunday, 30<sup>th</sup> Day of the Month of the Maiden, 2473**

AM

- Start of the "haunting" of the Cellar. **Helm** loses a copper ring belonging to an ex-girlfriend. He accuses **Scutch**, an ex-thief, at a fight at breakfast.
- Mid-morning: Nighthawk fails to appear at Crafters Square
- Midday: Meeting in Talespinners Square
- Bean debrief and return

PM / Night

- **Cedar** complains that her chopping knives have gone missing from the kitchen. In fact they

- are still there.
- Problems at Mercy Hospital OR Investigate/attack Blackhearts OR House of Calm

**Moonday, 31<sup>st</sup> Day of the Month of the Maiden, 2473 (waxing half moon)**

AM

- "Haunting" of the Cellar continues. **Voulges** doesn't turn up to the morning reveille. He managed to get lost coming back from the latrine.
- "Boss, I thought you ought to see this guy. He wants to give us money..." A trader (a hatter called **Pushpin**) from Dark Alley turns up and DEMANDS to pay his protection money. Cut Throat was shaking him down and he's got used to it. Gets panicky if they refuse.

PM / Night

- Action against the Blackhearts OR Problems at Mercy Hospital
- Radiant** comes in looking blissfully happy. "I've seen Towershield!" "He is still with us!" This could get out of hand – several other members of the SotW claim to have seen him. Soon even the heroes catch sight of him...

**Venuesday, 1<sup>st</sup> Day of the Month of the Scales, 2473**

AM

- Cellars: The Trade Dispute
- Mangonel** – claims he saw a ghost in the passageway near the parade room. An old man dressed in ancient Everwayan clothing. He was looking for something...

PM / Night

- Cellars: Aftermath of Blackhearts action. Possibly take control of the brothels. Find out about the arrangement with the Palace. Everwayan authorities set ambush in Heroes Tavern
- SotW members start drifting off and assembling in the mural room. The mural starts to glow...

**Sunday, 5<sup>th</sup> Day of the Month of the Scales, 2473**

- Heroes return. Run-in with Bluestripe Defenders.

## Developments in Strangerside

### ***Kids Forever!***

- Bean is not a good house guest. He complains that his bed was damp and the cellars are cold. Breakfast "tastes like sick" and demands that Cedar bring him something better. Cedar does not take kindly to this.
- Voulges has noticed that he isn't a typical kid and will bring this to Walker's attention. "He sounds like an Everwayan. Do you want me to kill him?" "You wouldn't dare!" says Bean indignantly. "I'm just a Nipper!"
- If queried, Bean will sulkily deny that he is anything other than a Nipper. He says that he lives in the Ark (not true) and wants to go back there.
- If asked about the Nippers' messages, he'll disclaim all knowledge – "Carrot handles all that" (not true).
- He is actually quite good at resisting threats (he has had practice arguing with his mother). However, forceful persuasion from Walker and Flame, and manipulation of his emotions by Slight, will lead him to admit that yes, he is the son of an Everwayan – "Goldring Digger". This will seriously concern Voulges – "she's one of the richest women in Everway! If she finds out we kidnapped him, she can send half the army after us!"

### **Repercussions**

- Heroes have three choices:

*Take him back to the Ark*

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- Carrot will be extremely grateful and names them "Earls of the Court of King Bean and Queen Carrot". She invites them all to a feast with kuful and jelly castles.
- The heroes can ask any questions they like. Carrot evades questions about her parentage as much as she can, but can be bullied into admitting that yes, she is Goldring Digger's daughter. "But I don't want to be like her. She spends all her time in long boring meetings and reading papers. She's no fun!"
- In Carrot's papers, the heroes find the following interesting things:
  - An instruction from one "Cunning Gold" offering a reward for any information on someone answering Walker's description. It is dated Marsday, 27th Day of the Month of the Maiden.
  - A reference to Prester Ironholt. 25 hefts to transport a "miscellaneous light item" to Cunning Gold and the Gold family house. It's only happened twice in the past 6 months.
  - Records of "light package" deliveries from Highstakes Mask to Cut Throat. Matches what heroes already know.
  - A weekly delivery of papers from *Brother Quicksaw* of the Mercy Hospital to *Mother Immortal Light* of the Temple of Mercy. [This would fit well with "Trouble at the Mercy Hospital"]
  - IF THE HEROES ASK, Carrot will comment that she doesn't get many commissions from the Masks – they tend to use the Motley as messengers. SI. can get the link to the Mothers from his Motley connections.
  - Various deliveries from the *Halyards* in Strangerside to the Stonebreaker, Scratch and Gold families. "Probably cheeses – they certainly smelt like them".
- *Silly Me* will know and will take an interest in the heroes for promoting Freedom.
- *Goldring* accuses the Masks of kidnap (see below).

### *Hand him over to the Authorities*

- The heroes will gain the appreciation of Goldring if they admit they did it, particularly if they betray Carrot. She will pay them lots of money.
- If they do it anonymously, they don't gain anything.
- If betrayed, Bean will spill the beans on the Cellars and the heroes to his mother. She may demand in council that something be done about the thieves and blackmailers in Strangerside.

### *Do nothing*

- Keeping Bean in the Cellars is a possibility, but will not be popular.
- If the heroes don't take good care, Cunning may release him to provide a distraction while he searches for the Pyramid.
- Goldring becomes convinced that the kidnapping of her son is a Mask scam. She denounces them in the Court

## ***The Haunting of the Cellars***

- Once he has tracked W down, Cunning will use his ability to investigate the Cellars, looking for the Pyramid. Unless Flame takes special measures, it disappears. To sew confusion, other items go missing, causing arguments.
- **Helm** loses a copper ring belonging to an ex-girlfriend. He accuses **Scutch**, an ex-thief.
- Members of the SotW get lost and end up in the wrong place.
- **Cedar** complains that things have gone missing in the kitchen. In fact they are still there.
- **Radiant** comes in looking blissfully happy. "I've seen Towershield!" "He is still with us!" This could get out of hand – several other members of the SotW claim to have seen him. Soon even the heroes catch sight of him...
- **Mangonel** – claims he saw a ghost. An old man dressed in ancient Everwayan clothing. He was looking for something...
- Walker sees **Enchanter** as a ghost! Or Flame turns into Enchanter. Does this work? Maybe – if either Flame or Walker gets too enthusiastic about investigating the odd goings on, C. could

try to distract them.

- Slight may well spot him. 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.
- After a day or two, Cunning discovers the mural. He puts a spell of importance on it which results in half the SotW members wondering in and staring at it. He doesn't do this while Slight is around since he would recognise the spell.
- Cunning's power is sufficiently strong that he can make someone think they are asleep when they are awake and vice versa.

### ***Other Purchasers***

- **Destrier** could send a note (via one of the local taverns) to say that he wants his crossbows. He is a hard-bitten mercenary who shows up with two back-ups. He needs the arms for a caravan trip that he is guarding, which is setting off next week.
  - Pub Names: The Gold Piece
  - The Old Gate
  - The Hook, Line and Sinker
  - The Lady Freedom

### ***The Strangerside Mafia***

- With the heroes starting to make their mark, some other Strangersiders who are into dodgy stuff could get in touch.
  - People traffickers – Waving Flag isn't the only merchant who is taking advantage of people's desire to come to Everway. The **Goodbodies** [like the irony of the name] run some weaving houses near the docks that are basically escort agencies. They may need some help bringing in more people from other spheres.
  - The **Halyards** are classic smugglers, focusing on wine and cheese. They won't be too happy if they hear that the heroes have done a deal with the Vinelanders. **Lamp Halyard** is their leader.
  - The **Turnwicks** are an extremely dodgy band of apothecaries. Hearing that there are medical problems in Beggartown, **Herring Turnwick** gets in touch with a business proposition. If they can sell their medicine in Beggartown and Dark Alley (it's basically laudanum), the heroes can have a cut.
  - Religion as the opiate of the people. A religious organisation (voodoo? Too blatant) asks permission to preach among the beggars.

### ***Trouble in the Gang***

- Names of competent gang members: **Gorget, Windlass, Shank, Polearm**
- 1. Relations between the Daggerboys and the SotW will deteriorate without Rathgard's guiding influence unless Slight thinks to take control. This creates a strong pressure on Walker and Flame to pick a fight with the Blackhearts.
- 2. Shopkeepers complain about having to pay protection money. One takes up Rathgard's promise to help with trouble by fomenting some with a rival trader – maybe an Everwayan family!
- 3. Heron has trouble getting the SotW to take her seriously. People keep stealing things from the stores when she hasn't authorised it.
- 4. Dark Alley has all sorts of lowlifes whom the Daggerboys have been suppressing. Spate of thefts, muggings and burglaries. What should be done?
- 5. The Plumes will want a payment for turning a blind eye to activities in and around Talespinner's Square and Gold's Garden.

For later:

- 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.
- **Wist.** A plain, rather stupid woman who is obsessed with Towershield. Jealous of Radiant. Acts as Cedar's skivvy. **A1 E3 F2 W3.** Will try to stab Rathgard when he returns.

## Trouble at the Hospital

- Brother Scapula (a woman) comes to the Cellars to say that they are besieged by bliss addicts.
- The entrance has a crowd of about 150 desperate people outside it. A harrassed Brother Valentine has barred the door with his staff. He is trying to persuade the crowd that the hospital does not contain supplies of Bliss. A man tries to grab him, saying that he hasn't slept in 5 days. Another pushes forward saying his case is worse – he hasn't slept for a week.
- Inside, the other Brothers desperately trying to corral a screeching psychopath with a knife without hurting him [if not restrained, he will eventually plunge the knife into his own eyeball].
- People cover every available surface, shivering in the chilly autumn air. Haunted, sleepless eyes look at you everywhere.
- A woman is having convulsions. The others near her look on dully, too exhausted to help.
- There are at least 3 bodies that no-one has got around to moving.
- A stench of gangrene from a man with a blackened foot. He's scheduled to have it removed but no-one has had time.
- A woman is giving birth. She is bleeding copiously. An older woman – presumably her mother – is holding her hand and crying for help. The child is still-born.
- One room is full of full of people with bright red spots on their faces. Only a rag curtain separates them from the rest of the hospital. One has died.

The heroes can, if they choose, do what they can to help. Organising water and firewood, and removing the bodies, would be immensely useful. But there is no let-up in the number of people coming...

- The Mercy Hospital will be one of Nighthawk's targets if Flame destroys the brothel or the Hunting Lodge. She and her gang will steal anything that isn't nailed down including medical supplies. Several of the Brothers will end up with broken limbs.

## A Beggartown Revolution?

- 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 32 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.

#### *Random Beggartown Events*

- 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*).
- Heron invites the heroes to an evening meal at her hovel in Midden Well so they can see in detail what things are like.

## Nighthawk and the Blackhearts

1. Nighthawk will be wary of picking a fight with the heroes. She wants to take over the Crafters Quarter.
2. She will try to recruit a mole – **Steel** would be an excellent choice.

### Doing a Deal

- Needless to say, she will not turn up at Crafters Square in person. Instead a beggar staggers in. Her face and head are covered in welts from bludgeons and she is slightly concussed. "She... got your message. Meet... Talespinner's Square... No more than 6..."
- Assuming the heroes turn up and at least appear to have followed instructions (Slight can of course conceal extra troops), she will appear with half a dozen toughs. Flame or Slight (if present) will observe that she nods to the Plume guards patrolling the square. If a fracas develops, they will join in (6 guards, A3 E3 F5 W3).
  - Nighthawk will attempt to deal with Flame by snapping her arm with her magical chain.
- She wants a minimum of 500 hefts for her part in the battle of the Water Tower, plus an agreed 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 shops
  - casual bludgeonings
  - brutal extortion

## 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 (30):**

**A2 (Threaten)**  
**E3 (Resist crushing blows)**  
**F3-4 (Chains)**  
**W3 (Sense backstabbers)**

## Other Actions

- When out and about, Nighthawk is always accompanied by at least half a dozen Blackhearts. A pitched battle like that against the Daggerboys won't work.
- 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.
- Slight can easily spy on her and Flame can torch the brothel she is staying in. Unless the heroes are smart, she will probably escape and regroup at the Marsh Hut. See "Reprisals" below.
- A better move would be to invade one of the brothels that she is not in. Each one has a couple of Blackheart guards, but they are easily overcome.
- The accounts indicate that most of the payments go to "GG" (Glisten Gold).
  - The Blackhearts are the richest of the gangs. They run the brothels around Talespinner's Square:
    - The Lavender House
    - The Gold Piece
    - Pendulous Pearl's
    - Slappers
    - The Sailor's Luck
  - Nighthawk also controls the restaurants and taverns around Talespinner's Square. They pay her protection money.
  - Nighthawk has some sort of arrangement with one of the Everway families. The Plumes who patrol Talespinner's Square don't bother her.

## The Hunting Lodge

- It is about a mile south-south west of Talespinner's Square, separated from Strangerside by half a mile of marsh.
- A trail to it begins in the marsh a little beyond where the west road (Marsh Way) from Talespinner's Square peters out. Occasional rubble shows that it was once paved. A few fishermen and mudlarks have built huts off it (including one used by the Old Town smugglers), but most are no longer occupied.
- The lodge is built on a slight rise in the flatness of the marsh. It is surrounded by wide, 10-15' deep muddy gullies (think Tollesbury) that carry water to Glimmermoon Bay.
- Several traps surround it:

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- A marshy area is covered by a narrow plank. A tripwire on it causes a blade to come spinning out of nearby reeds (F3 to dodge).
- The bridge over the nearest gully has a deliberate weak point. Anyone going over the centre will fall 15' onto spikes buried in the mud.
- A tree overhangs the path. Careful examination will reveal that the branch is hinged and a tripwire beneath it will cause it to collapse.
- Another concealed pit in the path to the main entrance. This is 10' deep with spikes (F3 to avoid)
- Near the house are several cattle-grid like structures buried in the grass. The slats are slightly more than a human foot length apart. Anyone running across them is likely to break a leg.
- The front and side doors have little spouts that pour fuming acid on intruders when activated from within.
- The gables conceal nozzles spraying "sticky fire", the equivalent of napalm. The area near the front door can quickly be turned into a deathtrap.
- Actually quite a substantial building. It was built as a lodge for the Whiteoars when they went duck hunting.
- Two stories and made of stone (bad luck Flame...). Shuttered windows and thick stout doors. The roof is tiled and mostly intact. The chimney pots are missing.
- If the Blackhearts are present, there will be guards concealed in bushes and up trees. Unless the heroes are clever, their presence will be alerted.
  - Blackhearts hurl rocks, sling shots and cross-bow bolts at approaching enemies.
  - They slip out the side and down ropes from first floor windows.
  - They have bolas to take down attackers. Their approach is to trip them up and then bludgeon them when they are down.
  - They know the area extremely well and will make use of the gullies to sneak up on attackers.
  - There is a concealed boat at the entrance to the sea channel if all else fails.
- Inside are arms from Middleland and elsewhere, cheeses and preserved meats, gold and silver ingots, valuable herbs and spices, silks and jewellery. 2000 hefts all told.

### Retaliation

- The Golds will bring down the full force of their wrath. They can afford to pay for a platoon of Plumes to go in and arrest Flame. [May need to organise a trip to Keep in the Woods or the Blacksand Desert if this happens]
- The reward for bringing Flame in increases to 500 hefts.
- Any attack on the Blackhearts will trigger strong reprisals. SotW patrols will be set on and many bones will be broken. Nighthawk isn't afraid of going anywhere in Beggartown and may even launch an attack on the Cellars.
- People will die in the conflagration at the Lavender House. This could include a prominent Everwayan family member, which will trigger even more reprisals. **Victor Crow?**
- Spinnaker's shop is set alight – "two can play at that game". He is ruined.

### Flame and the Masks

- Anyone going to Crafters Square will see that buckets of water and stone weapons are much more in evidence. The Watchers are learning...
- The merchant who tried to perform the citizen's arrest (**Walnut Tendeep**) contacts Bruiser to demand that she do something. Two of his stevedores (**Clam** and **Finch**) have third degree burns on their hands and forearms and may never work again. They are currently being treated at the Temple of Mercy
- After the goings on in Crafters Square, the Masks and Watchers suggest that Flame could become a threat to Everway and that she should be pursued under the City Justice. Crows or

Plumes could become involved.

- The Heroes Tavern is visited by Watchers? Bruiser's Boys? Plumes? Crows? searching for Flame. Weasel confesses that she was there in approximately 2.4 nanoseconds.
- The authorities set an ambush. Any of the heroes visiting the Heroes Tavern will be arrested in an attempt to make Flame give herself up. If it's Walker, a Nipper may spot him and warn him. Similarly, one of Bruiser's Boys could do the same for Flame. Slight will probably spot the intent of the people present before the trap can be closed.

## 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 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.

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.

## **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.

## Stoneflake and Whiting

### A Visit to the House of Calm

This is the only lead that the heroes have at present (other than the Chamber Platinum maze).

- The House of Calm is in the same compound as the House of Penitence and has the same grim aspect. The only real difference is that the guards are white robed Mothers rather than Keepers.
- Screams, sobbing and moans can be heard from some distance away.
- There is a gatehouse that is manned by Keepers leading into a high-walled dusty courtyard containing a few sorry-looking trees and bushes. Serried ranks of white-washed prison-like cells with barred windows look on to the courtyard. The escape story really doesn't look very plausible.
- Some gibbering lunatics are being given their daily airing. They are chained and leashed like dogs, their white-robed warders standing several yards away as they sniff around the scrubby bushes and trees that comprise the "garden" or just gaze into the sky and howl.
- **Mother Noble** is manning the reception desk. He is a beefy man who nonetheless speaks in the fluting tones of all the Mothers. No, there is no-one by the name of Terracotta there at present. A lengthy perusal of the books eventually reveals that there was a woman of that name who stayed with them for some six months but then "left" six weeks ago. If questioned more closely, Slight might notice a hint of discomfort.
- Bluffing or bullying will get the heroes into the main compound. There are two Mothers around – **Serene**, a pleasant motherly-looking woman in her 40s, and her assistant **Scruple**, a thin-faced and rather unpleasant man. If the heroes can get Scruple on his own, he will reveal that he does remember Terracotta – she attacked him when he tried to take her owl bangle off her. "She clearly required special... treatment." He was rather surprised when she disappeared suddenly – "though that happens a lot round here." He parrots the official line that she escaped, but clearly doesn't believe it. If asked, he will show the heroes her cell – it is on the third floor and is close to one of the outer walls, but requires an implausible swing across the face of the building followed by a twenty foot drop on the other side.
- On the way back, the heroes may notice another empty cell. Scruple will reveal that this belonged to another inmate who has left recently – **Galleon**, a beggar who liked eating cats and who annoyed Sootstain Digger when he killed her prize moggy. He was taken away for treatment by two burly Mothers from the Temple of Mercy.
- Attempts to foment trouble will bring **Mother Gentle** (F, tall, long fingers, dark eyes with arched eyebrows) and several Keeper guards, who will politely but forcefully usher them out.
- Asking after Galleon at the Temple of Mercy may, if the heroes are lucky, find another garrulous Mother (**Brighteye**). Galleon had an operation – a cordectomy. Brighteye assumed that he was making too much noise at the Calming House – "he certainly screamed enough when he was here". Brighteye assumed that he was taken back to the Calming House after he recovered. One odd thing was that the people who picked him up were not Mothers, but Tenders. "A couple of Buryer Tender's men I think. It was all legit - they had Mother Gentle's seal and everything." They smiled in a very disconcerting way...

### An Interview with Cunning

- Cunning could cancel 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

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- 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 and if they deliver the pyramid.
  - 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

- **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?

## Walker and Humility

- At some point, Humility will come to find Walker. She has been removed from the temple after the Smiths removed their sponsorship. She doesn't know what to do next.
- 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 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.

## The Trade Dispute

- A merchant who is paying protection – **Caddis Whitestar** – demands that the heroes keep to their promise to "protect" her from a trading rival – **Hewer Wainscot**
- Caddis is a potter who sells her pots in the Crafters Quarter. Recently Hewer has taken to undercutting her. She wants the heroes to "have a word".
- Hewer lives in Redearth Street in the Crafters Quarter (Caddis lives on the edge of Old

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Town). He is indeed undercutting Caddis because he is desperate. He used to sell pots to Everway families, particularly the Weavers and Mudbanks, through an intermediary. But that line of work has dried up.

- An additional complication is that Hewer's pots are, to an unbiased observer, of higher quality than Caddis'. So he deserves his success.
- The intermediary (**Threnody Salter** (F)) lives in Old Town. She has found a cheaper source, a merchant (**Waving Flag**) living to the south of Talespinner's Square. He has a large compound of a home and a surprisingly large number of guards, all of whom share his distinctive features (star-shaped makeup around the eyes)
- The truth is that Waving Flag is running his business on slave labour. The slaves come from Waving Flag's home realm of [] where they have been displaced by oncoming White Scorpion warriors. Waving Flag is a spherewalker and brings them to Strangerside, promising to set them up in a new life. What he actually does is place them under lock and key.