

Everway Session Notes 2014c

Things to investigate:

- The Bliss Experiment - The Mothers
- MS07 The Chamber Platinum maze
- Terracotta - Porters at the House of Calm

Other Events:

- Other mafia types get in touch
- The Twelve meet
- MS08 The Trade Dispute
- Heron and Brassart

Boons

Boon for Wishbone – Six bottles of Water of Lethe

Boon for Rathgard – Point of Air magic (Air 4)

Boon for Fish Trader – Spiralvine sword? Bottles from Oidium's hut?

Possible Timeline

Joveday, 4th Day of the Month of the Scales, 2473

In Everway

AM

- The night is disturbed by a bust-up in the cave being used by the ex-Blackhearts. Walker, Flame and Slight find a stand-off between half a dozen ex-Blackhearts and an equal number of SotW. Weapons are drawn. One man (**Quintain**) is slumped on the floor with a broken arm. Various accusations are thrown around, but it appears that a sexually frustrated Quintain came on to one of the prettier Blackhearts (**Thresher**) and wouldn't take no for an answer.
- In the morning, Walker (and Flame, if present) find themselves besieged by people complaining about conditions:
 - Several people complain about the latrines, which have filled up again. Knife Edge and Gouger were deputed by Voulges to clean them out, but Steel thinks that he is unfairly picking on ex-Daggerboys to do the dirty work. As a result, she and Voulges are at daggers drawn. Unless Walker/Flame manage to calm the situation, there will be a tussle.
 - **Byrnie** suggests that free use of the brothels might alleviate some of the sexual tension.
 - **Swish** complains about the groans of the injured, which are keeping him awake.
- **Anvil**, who is looking after the injured, requests a sharp saw. One of the Daggerboys' wounds has turned septic and his leg needs to be cut off. Walker can heal it. In the process he may observe that there are 20 other injured people who would benefit from his care. One has a damaged eyeball that is starting to stink.
- **Herring Turnwick** sends a message (via) with a business proposition. If the Turnwicks can sell their medicine in Beggartown and Dark Alley (it's basically laudanum), the heroes can have a cut.
- **News:** The Stonebreakers have refused to pay their full City Tax. They claim that the tax bill is too high, citing the cost of genuine gold streamers in the last Festival of Masks and the additional expense claimed by the Crows and the Keepers for new uniforms. The Palace running costs have also increased by 100,000 hefts of "miscellaneous expenses" and no explanation has been forthcoming. The Emeralds are launching a court case to reclaim the debt.

Everway Session Notes

- **Lucent Stonebreaker** is the leader making the claim.
- She has publicly-stated support in the Great Council from the Weavers, Mudbanks and Scratches. **Almond Weaver** has been particularly vociferous in her support. It is likely that she has tacit support from other families, particularly the Watchers who were annoyed at being left out of the uniforms settlement.
- Public opinion is that this is a case that the Stonebreakers are unlikely to win. They could even be liable for punitive sanctions if the uniforms is treated as a matter affecting the State of Roundwander rather than just the city of Everway, which would bring it under the King's Justice.

PM

- Brassart turns up at supper time to complain about the men sent by Heron to begin work on the Water Tower repairs.
 - "I picked some good local people, but she's replaced them with a bunch of her cronies from Beggartown!"
 - Heron responds forcefully, saying that there weren't cronies but people who wanted to work, a couple were skilled builders who had already suggested alternative and cheaper sources of wood, stone and tools, and the rest were working for half the wages that Brassart's "friends" had demanded.
 - Brassart: The one in charge is a Bliss addict.
 - Heron: Yes, that's T Square. She's an experienced builder who got addicted. She's trying to get off it.
 - Heron uses the opportunity to point out that they have a ready-made workforce in Beggartown. "If you can offer them the hope of a better life and convince them that you're not just in it for yourselves, they will follow you anywhere."

Evening

- The *Spice Runner* returns at midnight.
 - Scythe Henbane still wants to know where Granite has got to. She will reach the docks of Strangerside first, dump Rathgard and Fish Trader and then go looking for the Spice Runner.
 - Unless Wishbone sends out Hawk, or Rathgard delays her, she will encounter the Spice Runner just as it is entering the marshy area at the mouth of the Sunset River and SH will try to board her.
 - The good news is that the SR is actually able to navigate better in the narrow channels, but it will be difficult for them to escape (Note: The heroes *don't* know about the Blackheart HQ, which would otherwise make a good place to hide. Though it might be amusing for them to find it by accident...)
 - Assuming the heroes manage to deal with SH, it's time for a touching reunion...
- When Voulges sees Rathgard, he runs up and hugs him, much to everyone else's embarrassment. "Thank the Walker you're back!"

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

AM

- The heroes will probably want a meeting to discuss what to do next. Likely topics:
 - Selling the goods – Three Trees will take care of this.
 - Conditions in the Cellars. A better place to live?
 - What to do with all the money. The Spice Runner's load is worth around 6000 hefts and combined with the 2000 hefts from the Blackhearts and the 1000 hefts from the Daggerboys and the 500 from the SotW, means the heroes are looking at around 10,000 hefts to play with.
 - What to do about the Mothers. Someone may suggest a visit to the Temple of Mercy, particularly if there are ill people who could benefit from their help.
 - What to do about the Golds, Masks and Plumes. Playing one off against the others will only work for a while.

Everway Session Notes

- The Master Plan to bring down Everway. The Middlelanders seem willing to invade – are there other groups to talk to? What defences does Everway have that should be taken down? Could some families / individuals be persuaded to rebel?
- How to pursue the Terracotta mystery.
- Revenge for Beautiful Rice and Topaz murders. The Prince Tourmaline revelation.

PM

- Gentle Dew indicates that she wants to talk to Fish Trader.

Sunday, 6th Day of the Month of the Scales, 2473

AM

- Caddis Whitestar turns up with a problem.
- Heroes may put into action their plan against Mother Immortal Light.
- Treb asks for help.
- Wist tries to assassinate Rathgard. Possibly bloodily murdered by Voulges.

PM

- An exploding still. Loud explosion from Beggartown. Screaming.
 - Heroes may suspect they are being attacked (not yet...)
 - Cause is an illicit still being used to distill liquor in a half-ruined building near Dimmer Court. The alcohol caught fire and then exploded.
 - Two bodies. Five more are horribly burned.

Monday, 7th Day of the Month of the Scales, 2473

AM

- Hopefully ongoing investigations into the Trade Dispute.

PM

- Trouble in All the Gods Way. Glimmer Moondance leads a group of Walker-worshippers on a mission to "cleanse Everway of false gods". A riot breaks out. Glimmer gets away.

Developments in Strangerside

- Cunning and Slight:
 - Cunning is curious about Painter – she seems to have a direct connection to Maba so could be a possible threat. But he doesn't want the heroes to get too interested in avatars in case the heroes find out about his researches into the Spell of Making and it gets back.
 - He could ask Slight what he knows about Painter.

Trouble in the Gang

Names of competent gang members: **Shank, Polearm**

- Names of ex-Daggerboy members: **Stickblood, Gash, Scar, Edge, Swish, Gouger**
 - Names of ex-Blackhearts: **Bludgeon, Blackeye, Skullsmasher, Baton, Cosh, Cudgel, Boomerang, Clubber and Crusher, Pommel, Mangle, Pelt, Blister**
1. Relations between ex-Daggerboys, ex-SotW and ex-Blackhearts will deteriorate without Rathgard's guiding influence unless Slight thinks to take control.
 2. Heron has trouble getting the BDotW to take her seriously. People keep stealing things from the stores when she hasn't authorised it.
 3. Dark Alley has all sorts of lowlives whom the Daggerboys have been suppressing. Spate of thefts, muggings and burglaries. What should be done?
 4. The Plumes will want a payment for turning a blind eye to activities in and around Talespinner's Square and Gold's Garden.
 5. Restaurant and tavern owners around Talespinner's Square start getting uppity. Example: **Seraphic of the Ten True Men**, owner of *The Platinum Platter*. A balding and snooty waiter type, he asks what will happen if he doesn't pay. He is easily cowed - the threat of a visit from Flame should do the trick.

Relations in the Gang

Voulgas Major crush on Rathgard. Will try to protect him against any real or imagined threats. May end up taking on one of the other heroes if he thinks they are trying to usurp Rathgard.

Treb has fallen in love with Veil after the fight at Blackheart Lodge. Veil is (apparently) not interested in him he is inarticulate around her and she thinks he is stupid. (Veil had a lover in the Blackhearts – Pummel – who was killed by a SotW. She wore a veil while mourning, hence her name).

Brassart and Mace If the heroes side with Heron or otherwise undermine him, Brassart may quit in disgust, taking half a dozen of his cronies with him. He will set up a rival gang in southern Strangerside.

Steel will become a spy for the Everway authorities. In return for safe passage to somewhere the heroes can't find her and a handsome payoff, she will help the Crows and Watchers launch a sneak attack on the Cellars.

Dirk the Unlucky Stabs himself playing the knife game.

Blackhearts – Repercussions

- The heroes will be asked to make decisions on which "girls" and "boys" should be promoted to the Lavender House. Random prostitute names: **Ginger, Daffodil, Pearl Number 3, Ketch (male), Diamond Delight, Laughing Lil(y), Sir Happy, Tickle.**
- The Plumes who patrol Talespinners Square don't bother the Blackhearts. A message will eventually come from them about "continuing the existing arrangement". Assuming the heroes don't respond, Plumes will start arresting gang members on the slightest pretext.

Retaliation

- If they don't get their cut, 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.

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. *Use this if the heroes reject the Trade Dispute plot.*
 - 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.
 - Religion as the opiate of the people. A religious organisation (voodoo? Too blatant) asks permission to preach among the beggars.

Random Beggartown / Dark Alley Events

- An exploding still. An attempt to brew illicit hooch goes horribly wrong and causes terrible injuries.
- Heroes encounter a young man being mugged for refusing to pay 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.
- 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 southern Strangerside.

Wist's Revenge

- **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.

A Beggartown Revolution?

- The people of Beggartown and Dark Alley (20,000 in roughly one square mile) 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. 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.
 - Lack of schooling: Beggartown children grow up illiterate and ignorant. Their only skills are in begging and theft. **Didact Billows** could help, though would need funding for a school.

Smuggling Plans

- Other commodities that Everway lacks / bans
 - **Gold and Silver.** "Metal Tax" of 50% on anyone who isn't the Diggers or the Golds bringing precious metals into the Lands of Everway.
 - **Drugs:** Bluegrow, Brighteye.
 - **Artisanware** from the Civil Kingdom or Glorious Empire
 - **Basahnware and engraved Fortune Decks** – one of which has a likeness of Flame...
 - **Weapons**
 - **Wines** – heavily taxed

- **Pornography** – not illegal (except if depicting illegal acts), but embarrassing
- **Medicines**. Some family members do not like going to the Mothers particularly for embarrassing personal problems, thinking knowledge of their weaknesses gives them undue power. (The Mothers assure confidentiality but no-one quite believes them). There is a thriving black market in dubious remedies for diseases such as Libertine's Itch. Such as:
 -

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.

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.
- **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

The Goods:

20 glow cheeses
20 sacks of spice
40 coconuts
10 banana spikes
10 packets of glow dust
30 sacks of assorted fruit
20 swords
20 shields
5 crossbows
40 delerians
30 portions of dried crab meat
6 glemmer horns
5 sacks of sultanas
20 Vineland Ancient Cheeses
6 bottles of Lethe's Water
20 bottles of Grapepresser wine
20 bottles of Greenglass wine
Box of serenial
100 heft gold ring

Selling the Goods:

- Sootface Digger (glowcheeses)
- Dirt Stonebreaker (Vineland cheeses)
- Mandala Crookstaff (glowdust)
- High Heart Wolfsbane (cheese)
- Holdhand Host (Vineland cheese and wine)
- Victor Crow (wine)
- Lambent Moondance (cheese)
- Barrel Brewbutt (delerians and wine)
- Assorted bazaar merchants (fruits)

Everway Session Notes

- Greenhorn the Apothecary (glemmer horn)
- Destrier (weapons)

- **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.

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.

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 Nippers - Repercussions

- In Carrot's papers, the heroes could find the following interesting things:
 - 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.

Mother Immortal Light

It is likely that the heroes will want to pay Mother Immortal Light a visit.

She is usually to be found in the Temple of Mercy, either overseeing patient operations or working in her office. The latter is a mess of papers and books – a very brief perusal will show that she is heavily involved in medical research.

- If allowed to explain, she will say that she is researching drugs that will put a patient to sleep temporarily while they are being operated on. At present, patients must be held down by a group of Mothers who can take away the pain, but they are still conscious and wriggle around which often results in complications during delicate surgery. "Just this week, we lost four patients – four! – because of nicked arteries".
- Bliss has potential but also very nasty side effects. She has been experimenting with cutting it with other drugs in an attempt to find a combination that works. Because bliss has such varying effects on people, this has required large scale experiments and the beggars of Beggartown, who are already weakened by disease, make very good test subjects.
- She has a "collaborator" to gather results. Only extreme measures will reveal that he is Brother Quicksaw of the Mercy Hospital.
- The heroes may decide to try to assassinate her. She is easy to kill, but escaping from the Temple of Mercy will prove tricky. There are Watchers guarding the doors and the Mothers have a number of paralysing poisons. Assassinating a Mother will bring the full force of the Everway authorities down on the heroes very quickly.
- She has a private laboratory in the cellars of the Temple of Mercy, which contains a number of suffering animals (cats with eyes full of blood, dogs with amputated paws, rabbits showing manic behaviour).
- Killing her will have serious repercussions. Murdering a Mother is one of the few crimes in Everway that is punishable by death. If Flame can be shown to be involved, the Keepers and the Crows will be tasked with attacking the cellars and bringing Flame to justice.

Immortal Light:

A 6 Medical knowledge

E 5 Resist pain

F 4 Dissection knife

W 0

Powers: Zeyuk-han (F,M). Her touch can take away or cause debilitating pain (inflicted at her Earth + FC). Anyone who doesn't resist is immobilised by the agony.

Typical Watcher guards (16 in the main area):

A 2 Give orders

E 4 Stand solidly

F 4 Sword

W 2 Spot trouble

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...

Fish Trader and Gentle Dew

- *Get AI to delineate Peace Master society a bit more.* Suggestions:
 - The Ring of Peace
 - The families: Tabbies, Spots, Pure Blacks etc.
- Gently Dew will want to get FT's report as soon as he returns to Everway. She expresses concern that she has not received any new orders recently.
- **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...!).
 - First Target:

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.

Thinking 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.

Some questions to encourage them to answer:

What do you want to do with your 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.

Do you want to keep the Cellar as your HQ?

Nicer places are available. The Cellar has the merit of being defensible (though not as defensible as the Water Tower). The Lodge in the marshes has the most potential for a comfortable dwelling.

What other lines of income do you want to pursue?

- Protection: According to the brothel accounts, the Plumes are being paid for their policing of Talespinners Square. You could take that over.
- Restaurants and Taverns. Steady income but low margin.
- Gifts from wealthy "well wishers" and tradesfolk, particularly if The Trade Dispute resolves well.
- Blackmail opportunities from the brothels.
- Expand the smuggling operation. Find additional contacts in nearby realms. Lands of Everway, Sea Lords, Keep in the Woods, Blacksand Desert, Civil Kingdom.
- Possible smuggling goods:
 - Basahnware and engraved fortune decks
 - Wine – heavily taxed
 - Gold and other precious metals. Everway has a shortage
 - Medicines – it is known that some people don't like using the Mothers because they don't trust them to keep embarrassing medical conditions secret. Includes groups strongly affiliated with the Great Council such as the Golds, Diggers, Stonebreakers, Scratches, Weavers and Moondancers.
- Smuggling across worlds. Sphere walkers are rare
- Undercut the Golds by setting up a tax-free alternative to the Bazaar.

Which Everway Families would you like to contact?

- Families you (probably) don't like: Masks, Golds, Mothers, Emeralds
- Families you have (probably) annoyed: Snakerings, Watchers, Golds, Diggers
- Families you have (sort of) worked with: Crookstuffs, Scratches, Plumes

Other families: Crows, Hosts, Keepers, Moondancers, Mudbanks, Stonebreakers, Smiths, Tenders, Wailers, Weavers

What (if anything) do you want to do about the Old Town Merchants?

They nominally run Strangerside but appear to have done little or nothing to help the people of Beggartown or Dark Alley. Do you care?