

Everway Session Notes 2016a

Possible Timeline

- The hat competition

Earthday, 9th Day of the Month of the Scales, 2473

AM

- *** ***Walker Dream 1*** ***
- Trade Dispute: Consequences and Boons. ***Trickling Brook*** promises to do portraits of the heroes.
- The mirror arrives from Threnody Salter.
 - It may make Walker feel uncomfortable – someone is watching from the other side...
- Three Trees returns with the profits of his sales. Flame may notice the devalued currency (**p2**).
- Heron asks for help in setting up a clean water rota. They need containers. ***Lentil*** suggests an alternative - clearing a blocked up well (Midden Well – so called because it caused an outbreak of cholera after being contaminated.) **p6**
- An invitation from the Palace (***MS09 p4***)

PM

- Opening the Well
- Spying on the Houses of Dusk (***MS10***)
- Message to Codex Scratch (**p3**)

Evening

- Passing Tender visits Ten Bell Tiler. Goes to the Houses of Dusk (***MS10 p5***). Heroes can follow him in. Cockatrice fight.
- At the cellars: Peacock Plume comes back with an offer (**p9**)

Marsday, 10th Day of the Month of the Scales, 2473

AM

- The Peacekeeper special hats become available.
- Preparation for the Palace
- Encounter with Nightwing Crookstaff.
- Three Trees gets beaten up by the Halyards, who are not happy that he has been selling Wineland wine (**p9**). Note: Heroes may want to teach the Halyards a lesson.

PM

- Verbena Snowblossom gets arrested
- Glisten Gold's offer
- Possible rescue of Ulrich (***MS10 p9***)

Evening

- Fire in Beggartown set by feral kids. Several people die unless the heroes help (**p7**).
- OR An exploding still. Loud explosion from Beggartown. Screaming. (**p9**)

Joveday, 11th Day of the Month of the Scales, 2473

AM

- Caddis sends round some plates as a thank you present.
- The ex-slaves abandon WF's compound and move to Beggartown. The place has too many unpleasant memories for them.
- **Treb** returns from scouting out the marshes. He has found a few routes that could be used, but only by rowing boats.
 - Scene: Inarticulate greeting to Veil
 - He asks Walker or Rathgard for advice about Veil.

PM

Evening

- A soiree at the Palace (*MS09 p5*)

The Trade Dispute – Consequences

The Ex-Slaves

- The heroes will have to decide what to do with the liberated slaves. Many are too shell-shocked to function normally. Walker could try to heal them, but mental illness isn't really his thing.
- Around 10 such as Howling Wolf can be persuaded to join the Black Daggers of the West. The rest will migrate to Beggartown. None wants to go back to Hunter's Moon.
- One of the ex-slaves, **Trickling Brook**, is a talented artist (she was the one that came up with the idea of the code). She promises to do portraits of the heroes in thanks to them. However, Flame's portrait turns out to have some unusual properties...

The Compound

- The heroes will have to decide what to do about WF's compound. Giving it to the ex-slaves would be a well-meaning act but it has too many bad memories for them. They could take it over for their own purposes or rent it out. Given its history, no-one wants to buy it.

The Trade Dispute

- With WF eliminated, Hewer gets his trade back and promises to raise his prices. Business picks up for Caddis. Maybe she decides to visit his shop to pick up pointers. Maybe a romance develops, or maybe they become bitter rivals.
- Both are grateful to the heroes and shower them with pots and plates. Cedar, at least, is grateful.

Boons

- *Flame* gets a new sigil that imbues her weapons with minor shock damage (Stuns for 1 round unless E+FC >=3).
- *Rathgard* is seen as even more heroic by the people of Strangerside. People start calling him "Rathgard the Liberator"
- *Wishbone* can now disarm people with Hawk (F4 attack)
- *Fish Trader* gets a coach, cart and horses

- *Walker's* Earth increases by 1
- *Slight's* lock picking skills improve.

Devalued Currency

- Three Trees will start delivering bags of hefts from the proceeds of the smuggling operation. If Flame gets hold of any of these, she will notice that the colour is off because the gold content of some of them is considerably lower than it should be.
- Close examination of the coins will show that the Crookstaff dweomer is present, so either some exceptionally competent counterfeiters have managed to duplicate the magical signature or these are official coins. The heroes might infer that the Diggers are in trouble.

Cunning and Slight

If Slight goes back to training with Cunning:

- Cunning will try to change the focus of Slight's training away from Cleacuun and on to magical detection and self-defence.
- He will try to lay a subtle geas that makes Slight unable to perceive the entrance to the cellars. Slight will probably figure out what's going on and remove it using the Pyramid. If he complains, Cunning will point out that this is what Maba will do to him if he doesn't learn to defend himself.

What will Cunning do about Slight's lie concerning the phrase from the book?

- He knows about the Book of Words – it is mentioned in the legend of Spheremaker's attempt to create a new world. He suspects that Slight may have seen it, and probably recently.
- He will probably pick up on the fact that Slight's desire to learn Cleacuun was to understand the Book, which suggests that it is in Everway somewhere.

Possible locations:

- The cellars. Slight or someone else could have stolen it because it looks interesting and hidden it there
- Library of All Worlds. Cunning has been through the entire Vaults, but perhaps the heroes discovered a secret stash somewhere?
- Somewhere else – a bookseller's in Strangerside, perhaps.

Actions

- The best thing to do is to follow Slight, but this is harder now that he recognises his magical signature. Care would have to be taken.
- If Cunning becomes convinced that the Book is in the Cellars, a "Books are Very Important" spell to pile all the books in the Cellars in one place would be effective, but Slight would have not to be around.

The Library

Chances are that the heroes will want to investigate further. As I have now warned them about the keys, I don't feel so bad if they find the door but can't get in. Aim to let them find the secret passage to the Scratch HQ.

Talking to Codex

What does she think/know?

Codex does not know of the heroes' connection to the Dragon Lord

Her original conclusion from meeting the heroes is the same as Ulrich's - they are typical ignorant Outsiders and know nothing of Avatars. Wormwood's secrets died with him, so they are no threat.

Ulrich has made no further effort to contact them, so he was probably has no interest in them either.

She was subsequently annoyed to discover that the heroes have turned to street crime and have taken over the cellars as their base – it's a precious archeological site and should have been reserved for Chamber Platinum scholars.

The Message

Unless Slight does something, it is likely that Codex will be unavailable and Blemish Scratch will see the heroes. He will assume that the heroes are coming to talk about handing over the cellars to Chamber Platinum or looking for new work, and will be more interested in this than in talking about hypothetical threats to Everway, which the Snakerings should already know about.

For this reason, he will offer to meet them in an alcove in the Chamber Platinum reading room. The heroes will have to come up with a convincing reason to go down into the labyrinth.

He will admit that there have been other reports of White Scorpion Warriors – from the **Hawk Empire** and from **Gem** (*A rather beautiful crystalline realm where the natives are renowned empaths and healers and have small, smooth, colourful crystals of different shapes and sizes growing in their skin*). But he is sure that the Snakerings are onto it. If the heroes offer to investigate on behalf of Chamber Platinum, he tells them to write a research proposal for review by members of the Inner Circle.

Flame Divinations

A Flame divination is possible to try to identify the Twelve. Something like – where are the three keys that are easiest to take to get into the room of the Twelve? (Ans: In the houses of the coin counters, the flea-ridden and the word hoarders).

Another likely question is "Where is the nearest member of the Twelve?" (Slowstep, in the Court of Fools).

The heroes have met the following members of the Twelve:

- Quill Scratch
- Ulrich Crookstaff
- Codex Scratch
- Slowstep Watcher
- Cunning Gold

The best thing the heroes can do is to watch the library. It would be good to encourage them to come up with a plan to force the Twelve to meet. Publicising their existence could work, depending on how it is done. Slight could do something interesting.

Developments in Strangerside

- Strangerside Groupings and random names:
 - The Docksidiers - Burlap Stanchion, Temperate Blazon
 - The Midden Well Mob – Lentil Seabloom, Smelt Ironclad
 - The Harlots – Drudge Smallflower, Fleetfoot Howlingmoon
 - The Bignosers – Agate Bignose
 - The Catmange Crawlers – Slab Meathook

Cleaning up Beggartown

- ***Lack of clean water.*** Water is drawn from the Sunset River and from excrement-contaminated wells.
- ***Lack of food.*** There is not enough to go around. Even where there is waste, the beggars are often chased away.
- ***Lack of housing.*** People live in lean-tos and temporary shelters. Winter is coming and it gets cold.
- ***Lack of medicine.*** Lots of illness and infection – several people display stumps and disfigurements that good medicine could have helped to prevent.
- ***Lack of schooling:*** Beggartown children grow up illiterate and ignorant. Their only skills are in begging and theft.
- ***Vermin.*** Beggartown has a big rat population and even bigger one of fleas.

Clean Water

Possibilities:

- Get it from upstream, a mile or so along the Sunset River. Rotas will need to be organised and squabbles about supply sorted out.
 - ***Heron*** will undertake to organise the women to do this, but she will need money to buy water containers. The heroes could get Caddis and other potters to make them.
- An enterprising band from Midden Well wants to open blocked up wells in Beggartown. They can be unblocked with ropes. They are led by a man called ***Lentil Seabloom***.

There will be some disagreements which will be brought to the heroes. Midden Well is rightly named – it was a well next to a midden that got contaminated, causing an outbreak of the "Two End Spew" (as the locals call cholera). This happened 100 years ago but is still recalled. Some locals will refuse ever to use it – others will claim that the Two End Spew's victims still haunt the area (Wishbone can confirm that they don't). The midden is still in use, which will worry Valentine if he hears about it.

Unblocking the Well

- If the heroes choose to unblock the well, they can help out by organising the operation. Problems include getting someone down to assess the situation (Fish Trader can climb down without aid), getting a block and tackle to winch up the large stones that block it, and repairing the sides of the well (an obvious crack is where the midden contamination got in).
- Wedged in the rubble, cracked but otherwise miraculously undamaged, is a commemorative plate from about 80 years ago.
 - It depicts a David-and-Goliath-style magical battle between a young wizard (named as "Ulrich Crookstaff" in flowery lettering) and a demon-faced figure, labelled as "Earthshaker", surrounded by a hoard of minions.
 - The background is the Gatelands – Earthshaker has clearly just emerged from a Gate.
 - "Ulrich" is fresh-faced and only has a couple of back up zombies. He is wielding a glowing staff. Hazy lines suggest that he has reflected a spell cast by Earthshaker. To his right are a number of Everwayan citizens recoiling in fear.
 - The hazy lines end in a smoking chasm in the ground, into which Earthshaker
- The base of the well has more of the Basahn cyclopean geometry that adorns the Cellars. It goes down over 100'. The water at the bottom is brackish but drinkable.

Food

Possibilities:

- Several beggars can tell the heroes that Everway produces loads of waste food that is piled in festering heaps in a Mudbank estate some 2-3 miles northwest of the city. A sept of the Mudbanks called the **Pickers** controls them, led by a woman styling herself the **Queen of Thrift**. Some of the food is edible, but the Mudbanks do not allow beggars to take it as "it would interrupt the smooth operations of the city of Everway."
- The heroes could go to meet the Mudbanks – on a lucky FC, they may remember that **Dewdrop Mudbank** was on the list of clients of the Lavendar House ("he likes his girls clean"). He can be blackmailed into allowing the beggars to raid the carts for edible food as they leave Everway.
- 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. *Suggest to Wishbone/Walker/Flame that they might fancy going out to eat.*
- The heroes could also impose a *food tax* on the restaurants they control, though this would be resented.
- *Building up a fishing fleet* is a well-received suggestion – Spinnaker can make them and the heroes have enough money to buy half a dozen (they are about 1500-2000 hefts each).
 - A number of the Docksiders are ex-fisherfolk who have fallen on hard times and they are very keen on this idea. Their leader is **Burlap Stanchion**. The other groups in Beggartown would see it as favouritism if the boats were bought for them, however.

Housing

- First problem is the lack of experienced builders and architects.
 - **T-Square** can help once the repairs to the Water Tower are complete (a couple of weeks)
 - 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.
- Next problem is raw materials. There are a number of abandoned buildings that could be cannibalised for stone, but good quality wood is likely to be an issue.
 - Remind Flame of her encounter with Frank – leads to Aspen, who will trade the heroes some wood in return for a favour...
 - An alternative is to raid one of the log shipments from the Sunset Woods. These are run by the Stonebreakers, Golds and Diggers who all own tracts of woodland up in the mountains. The best wood is on the Stonebreaker barges. The safest place to do the raid would be a few miles outside Everway. The barges have a token guard presence but they can easily be overpowered [at least the first time...]. An ex-farmer called **Humus Wheatear** suggests setting up a barrier and "tax post" at the village of **Waterwheel** about 5 miles from the east gate of Strangerside as the river is narrow there. The locals would have to be bought.
- There will be some arguments about where to start, which the heroes will be expected to sort out. *Stinkbutt Street* in the Midden Well area has the worst conditions, but other groups may disagree.

Medicine

- Brother Valentine could be persuaded to train groups of beggars in basic first aid once the Bliss cold turkey problem is sorted out.

Feral Kids

The children of Beggartown are uneducated and uncontrolled. This is a particular concern of Heron and her female neighbours **Tress**, **Peg** and **Cotton** (who is the mother of **Hobnail**)

The Fire

- Some kids set fire to a bunch of rags that spreads to nearby lean-tos in **Clatterpan Street**, causing a major fire.
 - The heroes can help out, otherwise several people die. Flame can quell the fire very effectively. By the time they get there a whole row of lean-tos is burning.
 - Fish Trader, Flame and Rathgard can rescue people from burning buildings.
 - Rathgard could make it rain.
 - Walker can heal the burnt
 - If the heroes unblocked Midden Well, a water chain can be set up, which will enable the fire to be put out quickly. Otherwise it threatens to spread. Firebreaks will need to be set up and people's homes destroyed.
 - The kids responsible (**Spelt**, **Hobnail** and **Groat**) can be caught and brought to the heroes for judgment. They are in their early teens and are well known as thugs in the making, barely articulate and caring for nothing. Their despairing parents have given up on them and their neighbours are afraid of them. Voulges says that he can make use of them.

Other activities

- A BDotW gang member out on his own is beaten up and robbed (**Sabaton**).
- **Didact Billows** could help, though would need funding for a school.

Vermin

Flame's plan is largely successful, but there is a slight hiccup when a couple of Verbena's helpers are spotted releasing the rats and are arrested by Watchers. Verbena remonstrates with them and is arrested as well. The heroes can try to get her out of the Pyramid Sept (magistrate: **Vigilant Watcher**), or she will be released in a couple of days.

- Surprisingly, there is a solution to the flea problem among the beggars themselves. A young girl called **Peapod Greycloud** is an alchemist in the making and has found a formula made from common ingredients that will drive away fleas, which she has been selling. Since no-one believes that such a young girl could have invented it on her own, the neighbours think it is evil magic and will shout her down if she suggests it. **Iron** knows her and may suggest that the heroes look her up.

Invading Old Town

- One other possibility that may occur to the heroes: Invading Old Town. Easier said than done. There are five families and each has a personal set of bodyguards. In addition they employ Plumes, who patrol regularly in groups of four.
 - If the heroes adopt a family-by-family approach, the **Scriveners** are probably the most vulnerable (particularly to threats of conflagration – they have valuable books and can't afford fire suppressant spells), but they have allies in the Papermakers Quarter.
 - The heroes can, however, use a Beggartown crowd to threaten them. They will try to use the Plumes to move them on, but the Plumes have more sense than to take on Flame if she is present. When their allies desert them, the Council is easily cowed and will offer the heroes money to leave Old Town alone. This could be ploughed back into improvements for the people of Beggartown. The Old Town merchants will try to find allies among the Everway families if this happens.

Trouble at Home

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

- 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. Dark Alley has all sorts of lowlifes whom the Daggerboys have been suppressing. Spate of thefts, muggings and burglaries. What should be done?
 2. 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

Voulgies 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.

- He will take a dislike to Fish Trader for starting a patrol that rivals his, particularly if he starts to get popular because of his summary justice.

Treb has fallen in love with **Veil** after the fight at Blackheart Lodge. Veil is (apparently) not interested in him because 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).

- Will talk to **Walker** or possibly **Rathgard** and ask for advice

Brassart and Mace Brassart is fuming back at the Water Tower and is plotting to set up his own gang as a rival. Taking the Water Tower would be tempting but unless Brassart can get allies, he knows he can't hold it. He will put out feelers to the **Plumes** and the **Halyards** to see if they might support him. Alternatively he could retreat into 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.

The Peacekeepers

Mattock (M) – Young, short, eager beaver. Fast runner.

Pauldron (M) – Older and more cynical. Scared of Fish Trader.

Shank (F) – A knife scar has left her lip permanently disfigured. A barely repressed thug, prone to violence.

Gash (M) – Slim, dresses in leather, likes to fight with two knives. Fast runner. Thinks he's a hit with the ladies.

Pommel (M) – Also known as "Crookback" as he is always hunched over a book. Keeps a diary. A lawyer in the making.

Snapjaw (F) – Large and generally placid, but totally terrifying when roused.

Events on Patrol

1. Catch a beggar kid red-handed stealing vegetables from a stall. He goes haring off – Fish Trader can catch him easily, or he could leave it to Mattock, who catches him but gets knocked to the ground.
2. An argument. Two women are yelling at each other and tearing bits of each other's clothes.

Various people are standing around, not interfering.

3. The contents of a chamber pot get emptied over the patrol from a first floor window (near Dimmer Court). Everyone dodges but Snapjaw is not fast enough. The man responsible (**Cormorant**) is a big beefy guy who is unrepentant. Pommel cites an edict from the Council of Merchant stating that the discharge of effluent onto the streets should be preceded by a warning.
4. Shank catches up with an "old friend". She forces him against the wall and demands he hand over the money he owes her. Starts carving him up unless stopped.
5. Gash calls out to a female "friend", who moons him.
6. A pregnant woman's waters break as the patrol is passing. She needs to be got to Mercy Hospital sharpish.
7. A woman in a green dress walks up to a baker's stall and swipes a loaf from it. She catches the eye of Gash and winks. The stall holder doesn't notice. The woman is in fact his "wife" (actually the stall holder's lover) and doesn't mind.

Plumes

- An increasingly uncomfortable Peacock Plume returns with a deal. The offer is that "existing arrangements in Talespinners Square will be maintained as long as the legitimate interests of the Plumes are not threatened."

What this means in practice is that:

- The Plumes who patrol Talespinners Square will turn a blind eye to activities at the Lavender House and similar establishments
- The Plumes will continue to offer materiel and military expertise to enable the Black Daggers of the West to become an effective policing force.

In return, the heroes undertake:

- To continue their efforts to impose the rule of law on Beggartown
- Rathgard to tone down the anti-Everwayan rhetoric
- Not to carry out security duties for families in Old Town or the New Merchants Quarter
- To inform the Plumes if the Masks, Weavers or Crookstuffs engage in any activities in Strangerside.

Rathgard can negotiate, but it soon becomes clear that Peacock is simply a go-between. He can offer a meeting with **Stoutheart Plume**, his boss.

- If the heroes refuse, Plumes will start arresting gang members on the slightest pretext.
- The Plumes will align themselves with Brassart.

Golds

- The bespelled ledgers will have their effect and Glisten Gold will be willing to negotiate (via Sunrise Gold). Their opening position is a deal on the same terms that the Blackhearts had – a 25% cut of the takings. They will go up to 50%.
- Flame's disputed status is trickier. In the light of the evidence in the ledgers, Glisten/Sunrise will offer to remove the Nighthawk murder accusation but can't do anything about the charges of arson and kidnapping levelled by the Masks and the Diggers.
 - An offer of the use of **Butter Gold**, the family lawyer, is made, but is fake, as the heroes will soon discover if they take it up. Butter cannot act on their behalf in any dispute involving another family.

- 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.
 - The reward for bringing Flame in increases to 500 hefts.
- They will start negotiating with Brassart and Mace.

The Strangerside Mafia

- 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 Winelanders. **Lamp Halyard** is their leader.
 - They will start to foment trouble, but will be more cautious because of what happened to Nighthawk Blackheart. They will also take precautions against Flame.
 - Beat up Three Trees for selling contraband Wineland wine and cheeses. They consider it their market.
 - The Spice Runner could be torched, as will any boats acquired for the shipping fleet.
 - **Blackheart Lodge burned down.**
 - Foment riots in Beggartown to act as distractions.
 - Everway Families with a beef against the heroes could get in touch. Such as the Diggers or the Masks, both of whom will know them.

Random Beggartown / Dark Alley Events

- An exploding still.
 - 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.
- 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*).
- 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.

The Gatebreakers

If Flame or anyone else goes for a wander:

- **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.

Mother Immortal Light

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

The heroes' previous visits should have consequences.

- Mother Immortal Light will quickly spot that there have been thefts of personal papers. Who could have known?
 - Other Mothers, jealous of her senior position or disapproving of her experiments. This seems unlikely.
 - Another family. She will quickly realise that there is potential blackmail material ("my experiments could be... misunderstood... without context."). Will she confide in senior Mothers? No, but Mother Immortal Serenity would. She will talk to Mother Immortal Joy.
 - Other people who know: Daggerboys (aka the heroes – but seen as unlikely), the Brothers, the Motleys, the Masks.
- They will figure out that the visitors yesterday and the person seen in the robing room were probably related to the theft. Enquiries will be made which will eventually lead to the heroes.
- In the mean time, the guard on the Temple of Mercy will be doubled. Watchers will start patrolling at night.
- Ultimately, the Mothers will prefer to hush the whole affair up, much to Immortal Light's annoyance. This means that the heroes will not be formally accused and nor will the Masks.
- The Mercy Hospital will be seen as the most likely source of the leak, and is vulnerable. It could be raided or burnt down (or something nastier? Poison? Disease?) as an act of revenge [I like this – it's petty and subtle. The Mothers have probably been looking for an excuse to get rid of the Brothers for some time. How about – someone throws a pot full of disease-carrying flies into the hospital].

In the Temple of Mercy

- *Additional guards now patrol the main area day and night.*

- The first problem is to get past the two guards at the foot of the stairs. A distraction will be required. Slight's powers are at -2.
- The stairs lead up 20' to a narrow corridor pierced by arched windows overlooking the central area. *There are two additional guards patrolling the upper gallery.*
- The second room on the left is a store room which is locked (Slight or Fish Trader could pick it). Surgical instruments are stored here, along with towels, linen sheets and other hospital accoutrements.

Immortal Serenity:

A 3 Calming voice

E 3 Resist pain

F 3 Paralysing poison

W 2 Comfort the bereaved

Typical Watcher guards (16 in the main area):

A 2 Give orders

E 4 Stand solidly

F 4 Sword

W 3 Spot trouble

Laying an Ambush

An obvious alternative would be to wait until Immortal Light leaves the Temple and heads for home, then ambush her. The problem here is that she works very late, well after the evening curfew. The heroes will have to dodge patrolling groups of Watchers – Slight can do this even with his reduced powers, but a patrol could turn up at an awkward time.

The other problem is that much of her route lies along fairly large and public roads. Like most other Mothers who work at the Temple, Immortal Light goes up South Root Street from Sufferer's Square, then cuts through Mother's Walk to Nurturer Way and thence to her house on the east side of the Nurturer Plaza. The nearby huts are all detached with gardens but no fences and there are no convenient alleys in which to lurk. Because it is so heavily used, the whole route is lit with lanterns – these are magical orbs, so Flame cannot put them out. Sounds of a scuffle will attract attention.

The final problem is that Immortal Light does not go home alone. She is accompanied by Immortal Serenity and three other Mothers (two of them men). All have the tranquilising darts. She will shed all but one of them in Mother's Walk.

Mother Immortal Light's Home

If the heroes can sneak past the Watcher patrols, they could break into Immortal Light's house.. Doing so without alerting the neighbours will prove challenging, however. If the alarm is raised (Mothers can produce a penetrating ululation), half a dozen Watchers will come running in two groups of three and various Mothers will emerge to see what is going on.

She lives alone (the garden shows some signs of neglect) – the house is Japanese-style spartan with two rooms and minimal furnishings (futon-style bed, personal shrine to the Mother, dressing table, wardrobe, washbasin). There are no personal effects and no decorations on the whitewashed walls.

Immortal Light:

A 6 Medical knowledge

E 5 Resist pain

F 4 Dissection knife

W 0 (note: Slight will find her very disturbing. She appears to have no strong feelings whatsoever, which makes her very resistant to his magic)

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.

An Interview with Mother Immortal Light

- *On a neutral or lucky FC*, Immortal Light is here. She is 40s, long black hair. Crows feet round clear grey-brown eyes. Studious expression.
- *On an unlucky FC*, her assistant Immortal Serenity is here, collating papers at one of the tables. 30s, long black hair curled at the ends.
- 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 preparing it in different ways can 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.
- 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 (kept on darts in their sleeves for subduing manic patients). Assassinating a Mother will bring the full force of the Everway authorities down on the heroes very quickly.
- 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.
- Encourage the heroes to come up with a more creative punishment. Cutting off her fingers would be very suitable. Walker would have to be involved and Flame could cauterise the stumps. There would still be repercussions (anyone involved would become a person of Disputed Status), but the Keepers and Crows will probably stay out of it.
- The heroes can take the papers describing the Bliss experiment, but they will be of little value except to enemies of the Mothers. Glimmer Moondance would be interested, as would **Almond Weaver**.

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 unless 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.

What other lines of income do you want to pursue?

- 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.***

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

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

Stoneflake and Whiting

- 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

- **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.

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:

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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?