

Everway Session Notes 2017a

Possible Timeline

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

Evening

- **A Soiree at the Palace (MS09 p14)** - Slight, Flame, Walker
 - Either the diplomatic option - heroes agree to talk with Wrath later
 - Or the dramatic option - escape from the Palace, peril bells, shots from the Tower of Roots, wounded Tempest heads north
- Rathgard, FT - Fire in Beggartown set by feral kids. Several people die unless the heroes help (p3).
- Wishbone - encounter with Greymoss (p3)

Saturday, 12th Day of the Month of the Scales, 2473

AM

- **Walker Dream 2**
- WB: Conversation with Nightwing
- Cedar complains about the amount of extra work that Rathgard's party is giving her. "It's bad enough with all the extra mouths to feed".
- **Wall Emerald's** murder is announced
- Possible consequences of the soiree - a meeting with Wrath (p4) or a search for Wrath.

PM

- Spirit bottles: Ulrich is saved or damned
- **Steadfast Watcher** investigates. She shows up at the Cellars.
- Absinthe sends Flame a message via Slight. "You will be questioned about last night."

Evening

- The Party in the Cellars (p5)

Sunday, 13th Day of the Month of the Scales, 2473

AM

- **Mallet Ironbrow** sends a message that he wants to meet with Rathgard at the Nine Cities Tavern in Crafters Square (p8)
- A Nipper arrives begging the heroes for help. The Watchers are invading the Walker's Ark. The children put up a spirited resistance and the invaders are covered in water and flour and suffer minor injuries from falling over trip wires and being hit by bags of rocks on ropes. Eventually, however, the Watchers prevail. Carat and Woodbeam are arrested and reunited with their mother.
- An official deputation appears at the cellar entrance. It consists of **Shadowhide Snaking** plus sundry Watchers and Plumes. She is clearly annoyed but says that the heroes are not suspects as Absinthe has vouched for them. They just want to know if they saw anything in the Palace last night that could lead them to the murderer.

Afternoon

- **Dirk** comes limping in, carrying **Three Trees** who needs urgent medical treatment. Walker can heal him, or he can be sent round to Brother Valentine. When he comes to, he explains that he was waylaid by a gang of toughs. They told him to tell you that "the boss doesn't like competition" and to "steer clear if you know what's good for you".

Evening

- *[An exploding still. Loud explosion from Beggartown. Screaming. (p9)]*

Moonday, 14th Day of the Month of the Scales, 2473

AM

- A Peacekeeper patrol reports seeing a bunch of comatose beggars in Stinkbutt Street. Could it be Bliss again? Nope - it's laudanum, distributed by the Turnwicks.

PM

- Smoke billows over Everway. It's from All the Gods Way, where Glimmer Moondance has led an army of Moondancers to cleanse the city. They have set fire to several temples.
 - See if Walker is interested in finding out what happened to Humility (p19).
- **Gentle Dew** summons Fish Trader. PeaceMaster Rrauw. (MS13)

Evening

- The Waterwheel Expedition (maybe)

Venusday, 15th Day of the Month of the Scales, 2473

- Trickling Brook delivers her portraits to Walker. When Flame sees hers, she is sucked into Painter's trap (MS11).
- Fliers go up for the Marvellous Automaton

Earthday, 16th Day of the Month of the Scales, 2473

- The Marvellous Automaton (MS12)

Focus Time

Rathgard

The fire - pulling the people of Beggartown together.
Wood for fuel and housing. The Waterwheel expedition.
The party - Treb's love life

Fish Trader

The Fire - finding who was responsible.
Drugs on the streets - taking on the Turnwicks.
Gentle Dew - find Peace Master Rrauw.
Steadfast Watcher

Walker

Dealing with Wrath
Dream
Drugs on the streets
Humility returns
The Shifting Man (p 19)

Flame

Dealing with Wrath
Rescuing Carrot and Bean (possibly)

Wishbone

Encounter with Greymoss
Encounter with Nightwing

Stop/help Ulrich
Steadfast Watcher

Slight

Dealing with Wrath

Wishbone - Talking to Greymoss

- It is easy enough to drag Greymoss into a side alley without alerting anyone (WB F4+knife, Greymoss F3). FC determines how close to Deadwalk coven it happens.
 - Some large hawk moths will spring out of Greymoss' clothing when WB lays hands on her and on an unlucky FC, Greymoss may get away at least for a while. *If WB doesn't do anything about them (she can direct Hawk to catch and eat them), they will summon half a dozen flying gargoyles and lurching mummies from Deadwalk Coven.*
 - Greymoss will try to call for help from passing Watchers, but is easily cowed.
- On a suitable FC, she is smart enough to link her assailant to Passing Tender's disappearance. If WB confirms that she was indeed involved, she will give in and spill everything she knows - she doesn't want to suffer the same fate. Otherwise WB will have to find another way to get her to cooperate.
- Greymoss has a single filled spirit bottle and a small knife on her person.
- Mention of spirit bottles is a good way to get her to talk (depending on how the takedown is done, she may spot that WB has several spirit bottles on her person). They have been a major part of Greymoss' life for the past six months, and she finds them fascinating and frustrating in equal measure.
- She is not happy about travelling all the way to Shifting Sands only to have to come straight back again and considers Old Crow a "cow", though her main concern is that she disappointed "The Master" (it is clear that she is a bit in love with him).
- She does not know what the spirit bottles are for - Nightwing only said that they are for an "experiment" that will change Deadwalk Coven forever. She is jealous of **Ossifer** and **Animus**, Nightwing's two lieutenants, who know the extent of his plans.
- If WB shows some feminine empathy and knowledge of spirit bottles, Greymoss suggests that she comes and talks to the Master at Deadwalk Coven in the morning. "Perhaps you can help."
- WB may stab first and ask questions later. If the moths got away, gargoyles will find her body very quickly and will certainly identify WB if she is still near it. Greymoss' spirit's main concern will be regret at disappointing "the Master".

Rathgard and Fish Trader - The Fire

The fire is in Clatterpan Street. It is a row of derelict two storey stone buildings in the Bignose district, just south of Midden Well. The locals have extended the ground floor rooms with lean-tos and patched up the warped and decaying roofs and walls with wooden planks. Wood for cooking fires is stacked up against the outer walls.

- By the time the heroes get there the whole row of lean-tos is burning.
 - Thick acrid smoke
 - Intense heat
 - Crackling and snapping
- The locals are mostly focusing on getting their possessions out.
 - A woman stands hopelessly surrounded by her children, watching everything she owns

burn to the ground.

- A boy screams that his grandmother is in the first floor room
- A woman appears at a doorway, clutching a collection of pots and pans. The lintel collapses, trapping her underneath.
- A man appears at a first floor window, coughing and yelling for help. The lean-to below him is a mass of flames.
- Showers of sparks are being carried to the other end of the street. Wood and tarpaulins are already smouldering.

Putting it Out

- Fish Trader and Rathgard can rescue people from the burning buildings.
- Rathgard could make it rain.
- A water chain can be set up from Midden Well, 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.

Finding the Cause

- The cause of the fire is fairly obvious to anyone with forensic skills (W4 or above, or Flame). There is a patch of derelict land at one end that the local kids mooch about in. Some of them set fire to a bunch of rags as a joke and a nearby woodpile caught fire.
 - The locals have probably figured out what happened, but will be reluctant to tell the heroes.
- The kids responsible (***Spelt***, ***Hobnail*** and ***Groat***) can be caught and brought to the heroes for judgment.
 - Spelt: 13, skinny, jug ears. Dressed in a tunic that's too big for him. Fast (F4)
 - Hobnail: 14, large, spotty. Won't look any adult in the eye. Admires the Blackhearts - his tunic has a blackheart symbol on the chest and he has a makeshift blackjack. Solid (E3)
 - Groat: 15, large, female. Short dark hair, buck teeth. Wears a leather jerkin that she stole. The leader. Smart (W3)
- 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.

Talking to Wrath

If the heroes take the diplomatic option at the end of *Soiree*, they can arrange to talk to Wrath at his quarters in the Host Family House.

- the Host building is essentially a giant hotel for visiting dignitaries. It is built around a large central courtyard, entered by a wide arch from the Imperial Way. Two large towers mark the corners adjacent to the road and a third tower rises up in the centre of the rear side. There are small glass windows allowing light into the many guest rooms. The walls are white-washed and the side facing the palace is covered with spectacular red-orange vines.
- Four Plume guards protect the indigo and blue striped entrance archway, which is blocked by a wrought iron gateway. Two Hosts dressed in blue hooded robes greet people approaching the gate.
- The heroes are let in because they are expected. ***Gladson Host***, a young man with strong cheekbones, welcomes them and leads them to Wrath's quarters.
- The interior courtyard is cool and welcoming, with a central fountain surrounded by ferns and

palms. Benches are dotted about. Corridors lead into the interior and an archway leads through to the stables.

- Animal-aware heroes may notice that there is some disturbance coming from the stables. The horses are spooked.
- Investigation will reveal that the cause is an extraordinary stallion with a blue sheen to its coat and a reddish tinge to its mane. Slight and Wishbone will immediately spot that this is Tempest in a shape-changed form.
- Wrath's quarters are on the third floor. The rooms are grand with exquisite wooden furniture and spotless white walls. Two Fabletown guards stand by the door. Inside, papers are strewn over a table and a samovar is hissing. A collation of cold meats, fresh bread and fruits is laid out on a sideboard, but untouched. Wrath's zhi bow lies in a corner.
- Wrath is seated, reading papers. He gets up as you enter.
- "My friends! Let us continue our discussion."

Depending on when the meeting occurs, Wrath may or may not have had formal negotiations with the Palace. His opinion is that Absinthe and the Emeralds in general are "trusting fools", but considers the Snakerings, Keepers and Crows to be organised and competent. He regards Everway as ripe for the taking, but not immediately, so he has agreed to formal diplomatic ties. If Rathgard is present: "Perhaps you could be my emissary?"

He asks if there are any other powers in this sphere who might be worth allying with.

End of scene: Wrath can be persuaded into almost anything. He could return to Tales, attack Everway immediately, or fly off to see the rest of Roundwander. "We shall meet again. Our fates are intertwined. You will lead me to my destiny."

Steadfast Watcher

- Dogged, determined to get her man. Builds a case implicating Wishbone. TBT implies a motive. Eye witness at the scene. No compunction about using violence.
- "You must admit that it seems a little suspicious."
- Note: Has the usual Everwayan assumption that men (Fish Trader in this case) are her lackeys.
- "I'm not here to cause trouble. But I couldn't help noticing..."
- She will try to quit Wishbone into confessing.

The Party in the Cellars

- Heron has arranged with some of the food to be brought in from outside, cooked by her Beggartown friends. Voulges insists on tasting it.
- Some attempt has been made to decorate. Banners have been made up with Rathgard in a commanding pose surrounded by a victory wreath made of black daggers (Voulges talked to Trickling Brook)
- There are some 80 people present, including many of the ex-slaves and 20 walking wounded from various fights. Several of the latter go up to Walker to thank him for healing them, including a hobbling young man called **Cuirass**. "When my foot went gangrenous, I was sure I'd die. But then you came along and... I don't know what you did, but it was amazing."
- **Scarab** is almost fully recovered.
- The food is adequate though not amazing, but there is plenty to drink. Encourage the PCs to get drunk and describe what they do.
- **Byrnie** tries to bring his girlfriend(?) to the party. She is a trollope from Pendulous Pearl's. She brings some of her friends.

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- He tries to get a sing-song going - the ballad of Let-me-in Lily, a song about an accommodating harlot which is full of crude double entendres ("She let me in the poop deck / she let me in the nest / she let me in the bulwarks / and you know all the rest...")
- **Brassart** arrives, seething at receiving his invitation from Heron rather than Rathgard himself.
 - He is seen conspiring with Mace in a corner. Mace shakes his head and walks away.
 - He goes up to Rathgard and complains that Veil has taken his old command. If Rathgard tries to take him somewhere private to discuss things, B. may try an assassination attempt. Gouger will attempt to distract Voulges.
- **Treb** talks to Veil during the feast. Asks what she is interested in. She says hunting. He suggests places out in the marsh with good game birds that she could show her. She says that she knows all about the marshes because she used to go regularly to the Blackheart Lodge, and calls him an idiot, reminding him that that's how they first met.
 - Treb talks to Rathgard. What does he do now?
- **Dirk** tries to play the dagger game and ends up stabbing himself. Walker may be needed to reattach the finger.
- Things get progressively more raucous. The inevitable brawl develops involving **Shank**, who takes offence at someone taking a swig of her beer. Another fight breaks out over a card game involving **Scutch**.
- Other Peacekeepers: A very drunk **Gash** comes on to **Snapjaw**, who doesn't seem to mind.
- **Wishbone** – remind her that her Flaw is Indulgence. If Dave is agreeable, she wakes up in bed with an unsuitable person. Let Dave pick an FC – if positive, it's Mattock or an NPC of Dave's choice; if negative, it's Byrnie.

Fish Trader and Gentle Dew

- Gentle Dew will get in touch with Fish Trader after the soiree. She has a serious problem... (*MS13 p3*)

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.

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 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.

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 Lavender 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**. She is very annoyed that Lentil Seabloom has got the gig.

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 Ironbrow** is an ex-beggar turned prosperous architect who would be happy to help, and will even help to fund the work.
- 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.

Waterwheel

- The road to Waterwheel (Lowing Road) starts from the end of Tannery Lane at the Cowgate, a wooden-framed building draped in brown leather hides to keep the wind out. There is a raised platform with two bored-looking Mudbank guards playing cards, who glance over at the contents of the carts coming into or going out of the city but otherwise pay little attention. The town wall on this side is little more than a wooden stockade.

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- It passes through farming areas belonging to the Mudbank and Snakering families. The Mudbanks have huge herds of cattle grazing in the water meadows next to the Sunset River. The Snakerings grow wheat.
- As its name implies, Waterwheel is a flour-milling village. The Sunset River, usually about 100' across, runs through a rocky channel of golden-yellow stone, reducing its width by a third. Half a dozen watermills have been built on either side, narrowing the navigable part of the river to 30'. The rest of the village consists of a shop, a small temple to the Walker, a pub called *The Miller's Daughter* (very buxom) and a dozen farmsteads. Approximately 200 people live here.
- A jetty used by fishermen sticks out into the water on the west side and there is a landing area for barges upstream.
- The village headwoman is **Deft Grindstone**, a hardnosed lady in her 40s who owns two of the mills. Humus can provide an introduction, though they are not friends since Deft refused to help when his family fell on hard times and was forced to sell up.
 - She and her fellow-millers have an exclusive contract with the Snakerings but feel unfairly done by. Flour imported from the Nine Cities is undercutting them and the Snakerings have cut costs to the bone.
 - She and her fellow mill owners will be amenable to the heroes setting up a toll house provided that they get a generous payment and their involvement can be plausibly denied. Her initial bid is 1200 hefts (200 per mill owner) - Rathgard can argue her down to 600.

Attacking the Barges

- The Stonebreaker barges are 120' x 15' and contain a mixture of planks, support timbers and firewood (FC to see what proportions). They have a crew of 12, of whom 4 have combat training. They are armed with bows and spears (E3, F4). The others will fight with boathooks and paddles, but ineffectively.
- The captain (***Stanchel Stonebreaker***) will resist any attempt to pay a toll, but the fight is likely to be rather one-sided. If the heroes are nice they can leave him with something to take back to Everway, which will reduce the likely repercussions.
- The heroes will need to acquire drays and carts to carry their ill-gotten gains back to Everway. Deft can help with this.
- A single barge will hold enough materials to construct 3-4 houses and enough firewood to last 75 families through the winter (9000 cubic feet = 75 cords).
- Consequences: If the heroes do this more than once, the Stonebreakers increase the number of guards on the barges. Unfortunately for them, while they are in the dispute about taxes they cannot hire guards from other families.

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***)

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

- 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

Voulges 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.
- Starts randomly murdering people who say anything negative about Rathgard. Bodies found by the Peacekeepers. A serial killer is on the loose!
- A public preacher/orator takes against the "self-styled Lords of Beggartown", claiming that they are just another street gang who live it up in luxury while ordinary people starve. Rathgard will probably want to negotiate, but before he can do so, Voulges kills her.

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).

Brassart Will now definitely be plotting against Rathgard. Gouger will encourage this.

- Try to assassinate R during the party? Not even Brassart is that stupid. However, he will see that Veil has taken his old command and complain.
- Will contact the Watchers "as a good Everwayan" to tell them that if they need help getting into the cellars, he can help them.

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. An argument. Two women are yelling at each other and tearing bits of each other's clothes. Various people are standing around, not interfering.
2. 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.
3. Gash calls out to a female "friend", who moons him.
4. A pregnant woman's waters break as the patrol is passing. She needs to be got to Mercy Hospital sharpish.
5. 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.
6. Two women arguing over a ragged-looking dress. One (Elm) claims that the other (Henbane) stole it from her washing line. Henbane did in fact do so, but because she stole her underwear last week.
7. Find a bunch of comatose beggars slumped against the side of the street. At first it looks like Bliss is back - but the empty potion bottles indicate that more conventional means are being used. It will not take long for Walker or Wishbone to identify the Turnwicks' "nostrum".
 - The Turnwicks are using street kids as runners to warn them when a patrol is coming. Whistles.
 - Their HQ is an old building near the Strangerside Arena. The interior is essentially a set of chemistry labs. There are half a dozen toughs (E3 F3) guarding it, armed with saps. They have an equivalent of pepper spray that can incapacitate people (F -2). It affects them too but less as they have goggles and masks.
 - There is plenty of flammable material, some of which will burn in pretty colours. Let Flame go nuts.

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.
- 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 (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.

What other lines of income do you want to pursue?

- Restaurants and Taverns. Steady income but low margin.

Everway Session Notes

- 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

- **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.
- **Coalface 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.

The Halyards

- 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. They have had dealings with the Stonebreakers, Scratches and Golds.

Tackling the Halyards

The heroes may wish to take revenge for Three Trees' treatment. There are two possible points of contact, the Halyard family home and the warehouse in Snakehead Harbour.

The Family House

- The Halyard manse is in the Papermakers' Quarter. It is in **Windward Street** on the outer edge of town, overlooking the marsh and the complex of reed beds beyond.
- The building is a stone edifice some three storeys high. Outwardly it is a respectable merchant's house. It has an unusual shape with rounded corners (a bricklayer decided to get fancy). There are few windows on the ground floor but a large warehouse door and, next to it, a smaller ornate (but guarded) entrance allow access.
- There is a basement with an internal dock. A barred gate leads into a waterway that runs to the sea (the Marsh Way crosses it on a wooden bridge). The basement contains small amounts of contraband - the odd cheese and a few bottles of wine - but the majority of the Halyards' goods are in Snakehead Harbour.
- There is a front office where the Halyards transact their business. It is decorated with nautical memorabilia including an anchor the belonged to the first fishing boat that the Halyards owned. Stealing or damaging it will make Lamp Halyard VERY angry.
- The rest of the building is a family house. Some 50 people live and work here.
- The house is unusually well-guarded - Lamp is quite defensive. A dozen guards are on patrol in and around the house at all times, and a dozen more are available (more if Lamp uses her power). They have armed themselves with bricks and fish-nets in an attempt to fend off Flame.
- Lamp may or may not be present (FC)
- Lamp's mother lives in one of the rooms on the top floor. She is 90 and dotty. If any harm comes to her, Lamp will get really angry.

Halyard Guards

A 3 Co-ordinate attacks
E 3 Sea-faring
F 4 Cast the net
W 2 Eye suspiciously

Bricks (F 3)

Lamp Halyard

A 2 To the point
E 4 Sea-faring
F 6 Fish hooks
W 4 Trust no-one

Powers: Fisherfolk's Bond (FMV). A piercing call that summons all able-bodied family members within 3 rounds.

The Snakehead Harbour Warehouse

- This is located in **Smokefish Row**, a side street off the main harbour close to the docks where the Halyards' ships, the *Whitebait* and the *Hammerhead*, are berthed.
- All the streets in Snakehead Harbour have regular patrols organised by the Keepers.
- It is a large building with big doors. Legitimate cargo is most prominent - the contraband is hidden in various places including a secret cellar and a cache behind the roof beams.

- There are a large number of offices. Some of the papers are incriminating but are written in code.
- Secret passages from the cellar lead to other warehouses and hidey holes.
- The warehouse is also heavily guarded. 20 armed men and women are around at all times. The Halyards also have arrangements with neighbouring families and can quickly summon 50 fighters.
- Lamp is often here - when she is not, her daughter **Trotrline** is in charge (20s, red-faced, curly hair, as vicious as her mother. **A3 E3 F4 W2**).
- The *Whitebait* and the *Hammerhead* both have crews of 20 and well-rehearsed procedures for dousing fires.

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...

Walker and Humility

- The Temple of Elpis was one of the ones targeted and is now a pile of smoking ruins.
 - Clamour Raven, the priestess of Kali, has somehow climbed up them and is laughing and singing a hymn of praise.
 - Depending on when W arrives, there may be a white-clad body in the ruins, or Clamour will tell W that the Walkers took a body away.
 - The body is not Humility's as it has black hair.
 - Chequer Hambone, the priest of Apollo (who is one of several packing to leave) will tell W that Humility was dismissed a week ago. He is not sure where she went.
- 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 Shifting Man

A random scene. It starts when Walker is somewhere public.

- A small dark man in bright orange and green robes suddenly turns and stares at Walker. "Aieeee!" he screams, pointing. "It's him! The Shifting Man! Run!" He takes to his heels.
- Walker or other heroes can chase him (F3 + FC to keep him in sight, W3 to run him down). If Walker catches him, he will be trembling with fear. "No no no! Please don't hurt me! Not like the others!"
 - The man is **Winnow Tallgrass** and he is a native of **Longmarsh**, a village in the realm of **Wizard's Reach**, a large grassy plain dotted with the blasted ruins of magicians' towers destroyed in a great magical war that happened centuries ago.
 - Five years ago, he says, Walker showed up in his village as a shining, multi-coloured

figure. He recognised his shape and his staff. Where he walked, the grass under his feet twisted into strange shapes.

- The figure grabbed one of his neighbours, a young lad called **Stubble**, and demanded to know where the "Twisted Library" was.
- Stubble (of course) did not know. So the Shifting Man threw the youth to one side and grabbed another person, an elderly woman called **Calyx**, and demanded to know where the "Hermeneutic" was.
- Now, as it happens, the Hermeneutic is known to the people of Wizard's Reach. He can often be found pottering around the old wizards' towers. But the people of Longmarsh had not seen him in over a year.
- Frustrated, the Shifting Man cast Calyx away and stalked off. The people of Longmarsh never saw him again. But he is remembered, because where he touched Stubble and Calyx, their skin and clothing transmogrified into soft fleshy, formless lumps and tubes.
- A few months later, Winnow found a valuable artifact in a wizard's tower and brought it to Everway in the hope of selling it to the Crookstuffs. He has been living in Strangerside ever since.

Family Statures

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

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