

Everway Session Notes 2018d

Possible Timeline

Earth: Marvellous Automaton (All). Assassin rampage (FT).

Mars: Rumours of a Middleland invasion. Against the Twelve (Slight / All).

Jove: Follow-up to Twelve - investigate avatars (Slight / Walker). General strike announced.

Sat: Massacre in the Gatelands. Tranquil arrives (Rath). Rubbish starts to pile up.

Sun: Fighting in the streets of Everway. First hints that the Mist is coming.

Moon: The Black Mist arrives. The Doom of Everway.

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

PM

- Rathgard -> Spinnaker
 - Spinnaker works in a shack near the dock at the north end of Bleak Street. The room is dominated by the frame of the new fishing boat that he is building for Lentil.
 - His three apprentices **Dubber**, **Strake** and **Oakum** are busy fitting out the funeral boats for Pommel and Ember. Dubber is painting eyes on the prow of Ember's boat - they knew each other when they were boys and he knows he would appreciate it. They had discussed the possibility that Dubber would make Ember's funeral barge when he was first taken on by Spinnaker.
 - Spinnaker wants 1000 hefts per boat. Rathgard can argue him down to 750. Funeral boats cost 25-50 hefts.
- Fish Trader's message to the Great Council
 - If Fish Trader goes in person, sees Pince-Nez Crookstaff.
- Wishbone: Investigate Glint Crookstaff's death. The body has already been claimed by the Crookstaffs.
 - Wishbone / Fish Trader can find a friendly Watcher – **Flintstrike** (m, 50s, balding with scar on scalp)
 - Glint's neck was ripped open, as if by a wild animal.
 - There were scratches – claw marks – on his shoulders, as if something had leapt on him from above.
- **If needed:** 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.
 - Flame, Walker and probably Wishbone will want to help them. Unfortunately, by the time they get there, it's almost all over. Possibly: Carrot threatens to throw herself over the side rather go back to her mother. Flame can save her.
- OR The Turnwicks

Evening

- Pommel's and Ember's funerals (p4).
- Treb and Veil return to the Cellars. They are covered in soot and are supporting the two gang members (**Chinstrap** and **Scar**) who were guarding Blackheart Lodge, who are badly burned.
 - Treb and Veil are out "hunting" in the marshes when they see a fire on the beach. It's the Spice Runner, burning. It's surrounded by a dozen figures. They have the Blackheart Lodge guards tied up, far too close to the fire.

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- Veil recognises them as Halyards. The Blackhearts used them regularly to smuggle in cheeses for the brothels and restaurants, and also for people trafficking.
- Treb comes up with a plan. Veil activates some of the traps around Blackheart Lodge.
- Then they shot as many as they could with bows, getting 3 or 4. The others see Treb He runs off, leading them into the traps. That takes out several more. The remaining six decide that they've had enough and retreat with their injured.
- Treb and Veil put out the fire in the Spice Runner. It's badly damaged but the timbers are intact.
- The guards were given a message. "Tell your master - you don't give orders to the Halyards. Stay out of our business, or this is just the start."
- Pince-Nez Crookstaff is murdered, along with the two Plume guards who were escorting him back to Seeming Image Coven.
 - This means that an inexperienced illusion-detecting Crookstaff (**Phantasm** – twenties, spotty, nervous) – is on guard at the Council House when Rrauw attacks.
 - Consequences: Everway authorities realise that someone is killing illusion-detecting Crookstaffs.
 - If Rrauw's nature does not become known, then, bizarrely, the blame falls on Mirage Crookstaff – he is accused of deliberately offing his senior staff as part of a plot against the King.

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

AM

- **Rumour:** More murders near Imperial Way. Another Crookstaff and two Plume guards who were escorting him. There's a serial killer on the loose!
- **Rumour:** All around Talespinners Square: King Horizon is alive but paralysed! His back was broken when he fell. People are saying that an old Everway law says that a paralysed man cannot be High King as he cannot lead an army. Will he have to abdicate and let Tourmaline take over?
- Steadfast Watcher reappears with news for Wishbone. Morgue Tender has taken the Waters of Death.
- **MS12 The Marvellous Automaton**
- Message for Fish Trader: Warning received by Gentle Dew. It arrives via Nipper (if they are still around) by lunchtime. **"It's happening today. Be ready."** Hurry - it may already be too late!

PM

- **MS13 The Assassin** Rrauw's rampage in the Great Council.
 - If the heroes are alert (ideally mounting their own guard on the Council House), they get a chance to intercept. Walker's new cloak could prove very useful for closing the distance...
 - Otherwise one or more of the six Advisors are killed. FC for how successful Rrauw's plan is, and whether he manages to escape.
- **Rumour:** Mothers announce that no Moondancers will be treated at the Temple of Mercy until reparations are made for the damage to their property. Ill Moondancers are turned out onto Sufferers Square.

Evening

- Revenge against the Halyards? OR piracy at Waterwheel.

Marsday, 17th Day of the Month of the Scales, 2473

AM

- Cunning's Message (p 5)
- **Rumour:** A naked zephyr monk has been seen approaching the city (the heroes may see this). If WB could hear what she has to say via Hawk (can't remember if I allowed that

power), as she arrives in the Palace she will be attacked by Morningstar Emerald's hawk.

- Turbury Oakapple is murdered by Voulges in Talespinners Square.

PM

- One of the heroes catches a sizable group of gang members performing a religious ritual (which might of course be misinterpreted...). They have joined "**The Cleansers**", a group of laypeople supporting their Moondancers in their crusade to purify the city of Everway.
- **Rumour:** Trouble in the Gatelands. The Keepers have closed all the gates due to a "security incident".

Evening

- **Against the Twelve (MS7).** More senior Everwayans killed (possibly). Cunning killed.

Joveday, 18th Day of the Month of the Scales, 2473

- **Walker Dream (library)**
- **Rumour:** Chaos in the Great Council. The Stonebreakers, Weavers and Mudbanks have got together to demand better representation for the people. They have called a general strike. The Seven Advisors (or however many remain) have threatened to use the Crows and the Watchers if there is any unrest.
- Massacre in the Gatelands. Several thousand refugees turn up, led by Callus Wenderway. The Keepers tell them to go back the way they came, but they refuse. A young Keeper loses their head and they start shooting. People are killed in the stampede.
- The refugees include Tranquil, who tells Rathgard that he is now Lord of Wrath. He also says that the Copper Duke has sent assassins.

PM

- **Rumour:** A Middleland Armada is approaching the Circle Sea! They will be here in a week!

Focus Time

Rathgard

Wood piracy
Revenge against the Halyards.

Fish Trader

Peace Master Rrauw.
Steadfast Watcher

Walker

Humility returns
Library and Fisherman Dreams

Flame

Rescuing Carrot and Bean (possibly)
Wood piracy

Wishbone

Steadfast Watcher
Fallout from spirit bottles plot

Slight

Preparation for the raid on the Twelve
A sense of unease:

- Earthday - there's definitely something wrong. People are not acting as they should.
- Marsday - it's more defined now. Things are falling apart. Too many bad things happening at once. Something is corrupting Everway.
- Joveday - you're fairly certain it's some sort of spell or magical effect. You're not sure if it's from within Everway or coming from outside.
- Saturday - it's from outside. Something really powerful is coming through the Gates and changing how people behave.
- Sunday - EVERWAY IS DOOMED. WE'RE ALL GOING TO DIE.
- Moonday - The Black Mist is here. Flee! Flee!

The Firestarters

- 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)
- Hobnail and Groat are in bed together in a squat in Fleapit Lane. If present, Spelt will try to warn them.

Steadfast Watcher

- Steadfast has another go at Wishbone. She mentions that Morgue Tender took the Waters of Death, for reasons that the Tenders refuse to talk about. Can Wishbone shed any light on the matter?
- If WB doesn't give in, she will talk to other members of the gang. **Steel** is an obvious person - will make her a deal in return for access to the cellars to arrest Wishbone.

Winnow Tallgrass

- The cloak allows him to jump up to 30' and fall 60' without injury.

Pommel and Ember

Their relatives

- Pommel's parents, **Nib and Screed Spiderhand**, are scribes in the Papermakers Quarter (his original name was **Quarto**). They did not approve when Pommel joined the Sons of the West and threw him out. They can be guilted into contributing to the funeral, but will not do so willingly. They may turn up if informed about it, however.
- Ember's mother **Petal Fallowmere** genuinely loved him and will be devastated by his loss. His stepfather **Hod**, a packman who lives in Dark Alley, never liked him. His younger brother and sister **Apt** and **Tulip** will miss him.

Funerals

- Wailers can be hired from the Wailer family house. Nib and Screed think this is proper. Strictly they are not necessary as Petal will provide all the wailing required.
- After the ceremony, Petal will come up to Fish Trader "Do you know who killed him? Have you taken revenge? Make sure you do!"
- Nib and Screed will also attend. They are visibly upset. They apologise to Fish Trader and

offer to help pay for the funeral. It seems Pommel's diary has reconciled them to their son.

Cunning's Message

- Cunning will materialise in the Cellars (Slight has a chance of spotting him this time.)
- "It's time. The Twelve will be meeting at 3 bells after sunset today."
- Cunning can tell the heroes about the secret passage from the Scratch privy, give the heroes a map of the Chamber of the Twelve, and tell the heroes about the likely opposition. Their mission is to get the large artefact that is sitting on a pedestal in the south east corner of the room by any means necessary.
- He prefers not to know what their plans are, however - Ulrich has a truth-detecting amulet and he doesn't want to give the game away. Ulrich can also sense if Cunning or anyone else starts casting spells.
- The door is only open when at least three of the Twelve are present. It might be possible for Slight and possibly one or two others to hide in the robing room, but the door will be locked when the Twelve leave. It may be possible to sabotage the lock, but at least some of the Twelve are likely to notice. If the heroes come up with this, Cunning will offer to stay behind and help lock up. The heroes will have to deal with other two, and he doesn't know who they will be.
- Cunning advises the heroes to disguise themselves. They are likely to be earning the ire of some senior Everwayans.

The Library

- If the heroes can sneak their way into the labyrinth, they can find the secret passage to the Scratch HQ. Unfortunately this is a wasted effort as Cunning will tell them about it.
- Walker can find the legend of the Twisted Library.
- Persistence will reveal *the route to Llama's Reach from Golden Mounts and Shiversea*

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 Docksidiers 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

- 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.
- If Flame is present, remind her of her encounter with Frank – leads to Aspen, who will trade the heroes some wood in return for a favour... MS1! Though the heroes will probably deputise someone to do it.

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 (**Sabatón**).
- **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.

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.
- 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.

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.
- 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 **Trotline** 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.

Trouble at Home

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

- Names of ex-Daggerboy members: **Stickblood, Scar, Edge, Swish, Gouger**
- Names of ex-Blackhearts: **Bludgeon, Blackeye, Skullsmasher, Baton, Cosh, Cudgel, Boomerang, Clubber and Crusher, 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!
 - For example: A public preacher/orator (**Turbury Oakapple**) 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.

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.

Treb and Veil Now an item, though their relationship won't be without problems. She is hard as nails, he is more touchy-feely. "How do I stop her getting bored of me?" might be Treb's next concern.

Good things to do: Send them off on a mission together. Maybe MS1 or to guard Blackheart Lodge.

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. Killed by Rrau.~~

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

Howling Wolf + 3 other ex-slaves

Ember Killed by Rrau

Dextrous (F) - lockpicker

Events on Patrol

1. 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.
2. A pregnant woman's waters break as the patrol is passing. She needs to be got to Mercy Hospital sharpish.
3. 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.
4. 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.
5. (Night) 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*).

The Turnwicks

Beggartown Random Event:

Peacekeepers or heroes 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.
- 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

- 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.

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...

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.

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.
- 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.