

Everway Session Notes 2019b

Character Development

- Fish Trader has *Faced his Fate (Order vs Tyranny)*. Get AI to choose a new Fate (and a new virtue and flaw if he wishes) and state what Fish Trader wants to do next.
 - If he goes to see Gentle Dew: see p2
- See whether Slight thinks he has *Faced his Fate (Fool - Freedom / Lack of connection)*

Possible Timeline

- Jove: Follow-up to Twelve - investigate avatars (Slight / Walker), study the Pearl. General strike announced. Rescue the Nippers.
- Sat: Refugees in the Gatelands. Callus appears (Rath).
- Sun: Rubbish starts to pile up. Fighting in the streets of Everway. First hints that the Mist is coming.
- Moon: The Black Mist arrives. The Doom of Everway.

Saturday, 19th Day of the Month of the Scales, 2473

AM

- **MS14 Trouble in the Gatelands.** Callus arrives at the cellars to find Rathgard. He apologises for not getting the Artisanware pot as promised, but has brought him an entire army instead...
- A messenger in official Snakering livery arrives at the Cellars with a summons. It demands that all the heroes except Slight attend the Watcher sept in Imperial Way at midday sharp to give evidence on "important matters pertaining to the security of Everway". Failure to do so will cause the heroes to be declared as Persons of Disputed Status.
 - It is reasonably safe to assume that most or all of the heroes will not attend. If they do, they are quizzed by Snakerings about what they know about the shapechanger menace.

PM

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- **Rumour:** The Sea Lord's leader, Corvine Fellslayer, has been killed! By a man on a dragon, who challenged him to single combat then shot him from dragonback with a fiery bow. Could it be the dragon rider who was seen over Everway last week?
- **Turbury Oakapple** is murdered by Voulges in Talespinners Square.

Sunday, 20th Day of the Month of the Scales, 2473

AM

- **Rumour:** A Middleland Armada is approaching the Circle Sea! They will be here in a week!
- **Rumour:** The Mothers have declared that Horizon Emerald will not recover. Tourmaline is to become King.

This rumour is not true. But it will spark open riots.

- The effects of the general strike start to take effect surprisingly quickly. Rubbish piles up. Latrines overflow. Gatebreaker and Cleanser graffiti appears on walls.

Moonday, 21st Day of the Month of the Scales, 2473

AM

- **MS15 The Doom of Everway**
- Raid on the cellars if the heroes haven't been cooperating.

Focus Time

Rathgard

The refugee crisis

Fish Trader

The refugee crisis (probably)

Walker

Humility returns

Library and Fisherman Dreams

Flame

Rescuing Carrot and Bean (possibly)

Wishbone

Steadfast Watcher

Slight

Preparation for the raid on the Twelve

A sense of unease:

- **Marsday** - it's more defined now. Things are falling apart. Too many bad things happening at once. Something is corrupting Everway, causing chaos. It feels like a very strong version of one of your own spells...
- **Joveday** - the corruption is growing stronger. You're not sure if it's from within Everway or coming from outside. The Peril Bells are swinging quite noticeably now, but no-one seems to be paying attention. You think you can hear them, very faintly.
- **Saturday** - it's from outside. The refugees are tainted with it - you can sense it on them. Something really powerful is coming through the Gates and changing how people behave. The bells, the bells. Why is no-one paying attention to the bells?
- **Sunday** - EVERWAY IS DOOMED. WE'RE ALL GOING TO DIE. Perhaps the Pearl can help? The Pearl can do anything... Or perhaps the answer's in the Book? Cunning could say, but Cunning is dead, dead, dead... The Peril Bells start chiming...
- **Moonday** - The Black Mist is here. Flee! Flee!

The Massacre of the Twelve - Consequences

Likely course of events:

10 pm

Deadwalk Coven: Ulrich's death. Zombies stop working at Deadwalk. Undead bats are released (cage was held closed by a zombie).

L of AW: Undead bats: LMs investigate and find nothing.

11 pm

DC: N opens the First Book of Blood (as name implies, needs a blood sample to open).

Contains instructions from Ulrich - "find my body and put it in the reviving pool".

A bat arrives at the Palace - "Ulrich may be dead". Messengers sent to DC to confirm this.

12 am

DC: N's immediate assumption is that Ulrich has been assassinated by someone. Sends a

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group of necromancers with zombie bloodhounds to find where Ulrich went. Emeralds arrive - confirm something has happened to Ulrich.

L of AW: Guards who were accompanying Absinthe, Buryer, Wile, Slowstep and Mother Gentle notice that the "Chamber Platinum business meeting" has gone on for more than 3 hours. Ask LMs to check up.

1 am

L of AW: LMs - senior Everwayans can't be found. Codex is missing too. Guards send messages to their various families. Blemish alerted.

The zombie bloodhounds turn up, led by **Turnbone Crookstaff** who demands admittance to locate Ulrich. LMs refuse. Standoff degenerates into a fight, eventually stopped by the arrival of Plumes from the Palace. Blemish is forced to allow the necromancers in, but insists that LMs lead the search. Negotiations delay its start.

2 am

L of AW becomes a crime scene. Snakerings arrive. LMs on guard admit they saw undead bats and investigated, but found nothing - presumably a distress call. Zombie bloodhounds find the secret door, but can't get through the locked inner door.

3 am

Watchers bring in battering ram and force open the inner door. *Crime scene discovered.*

4-6 am

Gather evidence:

- Someone assassinated Ulrich and deliberately destroyed his head.
- Several bodies have claw marks similar to ones found on murdered Everwayans and at the incident in the Great Council. More than one shapeshifter!
- Some bodies, including Absinthe, Buryer and Codex, had their throats slit. All non-combatants. Looks like a group of assassins took out the combatants in the group and murdered the rest.
- A Mother has been murdered!
- Secret society, purpose unclear. Obviously very old. Papers are missing.
- Bad magic - human sacrifice.
- Looks like a Gate. Were Ulrich, Absinthe and the others trying to let something in? Basahn? Were they traitors to Everway?

Need a chief investigator: **Secret Snakering** (50s, clean-shaven, hooded to hide baldness). He runs Shadowhide, who knows Steadfast Watcher. Appointed by Medallion Snakering, who is now the Snakering leader.

Likely conclusion: A secret group within Chamber Platinum was engaged in a well-meaning but misguided attempt to construct a secret Gate that could be used in the event of Everway being attacked. Enemies of Everway, including shapeshifters, somehow found out and succeeded in eliminating the group and stealing their research. *Someone may have access to Gate technology...*

Unfortunately, this conclusion implicates the heroes fairly heavily. Their relationship with Absinthe, their appearance at the Council showdown, and their interest in the murder of Pincenez Crookstaff all suggest that they know about the shapeshifters and who they are likely in league with. Finding that out is likely to be the Snakerings' top priority.

Luckily, Flame's words will confuse the issue. The Nippers will become the chief suspects - Snakerings will initially assume that the heroes are working for them. Hence, a raid.

Meanwhile:

6 am

Render Crow and Loudvoice Mask are missed at their respective houses. They said they were going to Scratch HQ to discuss business. Crows and Masks send investigators to Scratch HQ.

7 am

The bodies of their bodyguards are discovered. Masks and Crows demand to make a full search of Scratch HQ. Scratches refuse them entry.

8 am

Crows return in much larger numbers and force their way in. Scratches manage to get

runners out to Watchers, the Palace and the Library (via the secret passage). Exhausted LMs eventually turn up, as do Watchers. Crows withdraw, having ascertained that Render is not being held hostage.

9 am

Crows are informed that Render Crow's body was found in the Chamber Platinum undervaults. Scratches demand reparations for the invasion of their property.

Fish Trader and Gentle Dew

- He may want to see Gentle Dew. She will be horrified by Rrauw's claims about the Peaceful Isles but believe them. It explains the lack of messages that she has had in the last few weeks.
- She will question F.T. closely on the exact events in the Council House. Did anyone see Rrauw's or F.T.'s true forms? Are there likely to be reprisals from the Everway authorities?
- There had been rumours from the Peaceful Isles of trouble in neighbouring realms and a sphere-walking army with a white scorpion motif; the Elders were convinced that they were just a mercenary army, perhaps supported by evil magicks, in the pay of Everway.
- There is clearly only one thing to do now. The invasion of Everway must be put on hold until the Peaceful Isles can be liberated.
- She urges Fish Trader to find out more about the White Scorpion Warriors and the Black Mist. Where are they based? Do the White Scorpions have a leader? How can they be defeated?

Depending on Fish Trader's answers, she may decide to skip town. If Fish Trader doesn't go to see her, she will definitely skip town, but may not make it (the Snakerings will figure out that the burnt corpse left in the Council House isn't human). If she does, she will head to one of the Shift refuges in Fourcorner.

The Spy

- The heroes may pick up on the existence of a spy for the Snakerings in the gang. They are in luck, as the Snakerings are about to arrange a meeting. They may spot some suspicious behaviour.
- Steel has pretended to have a lover so that she can meet Shadowhide at the Harbinger's Rest (Old Town tavern). This has been the subject of some ribaldry among the gang, particularly as it has involved love letters arranging assignations with "H". The letters have been delivered by someone dressed in servant's livery to gang members frequenting local taverns. Steel has hinted that it is an Old Town family member. If pressed, she will say it is **Hogshead**, a scion of the Brewbutt family.

Rathgard can spot that all this is a lie.

- Heroes can pick this up by asking about gang gossip. They may also spot the latest billet doux being delivered by gang members returning from R&R (let's say Byrnie). They can call Steel out immediately, or follow her when she goes to her assignation.
- Shadowhide want to know about shapechangers and the heroes' relationship with the Nippers.
 - Steel knows that the deaths of Pommel and Ember were caused by the beast that the heroes killed in the Council Chamber and that Fish Trader had been investigating him after a tip-off.
 - The heroes have a close relationship with the Nippers, which started when they rescued Bean from the Diggers.

The Raid on the Nippers

- Snakerings will be all over the events at the Council after the death of Grey. Slight's magic effectively obscured the guilty, but the charred corpse that remained is definitely not human.
- Flame's words to Goldring will unfortunately implicate the Nippers, unless the heroes

think of it and act very fast.

- It will take several hours for Goldring's evidence to get to them, but once it does, the Snakerings will want to move quickly; however, they need Slowstep Watcher's support, but Slowstep cannot be found.
- Things kick up a notch when the massacre is discovered and Snakerings recognise the work of a shapechanger. The Nippers and the heroes clearly have vital information.

The Attack

- This will most likely take place Joveday evening. 30 Watchers are involved.
- 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.
- Carrot and Bean are taken for interrogation. They will hold out for as long as possible, but will eventually reveal that the heroes were their intel source.
- *Wishbone's note will become evidence.* The Snakerings will find it while searching the Ark after the raid.
- Following the confession from Carrot, Snakerings will link the Crookstaff murders to the assassin. The claw and bite marks on the victims are consistent with the claws and teeth of the assassin. They will want to know how the heroes (specifically Wishbone) knew about the assassin and why they didn't come forward.

Rescuing Carrot and Bean

- Find out where they are: The raid is carried out by Watchers but under the control of the Snakerings, who will say that it is part of a secret investigation of high importance to the security of Everway. There will be some argument about what to do with the captured youngsters. Watchers will want to hold them in the Court of Fools sept, but the Snakerings will want to take them back to the Snakering family house for interrogation. Watchers point out that Snakerings are not set up to handle children - they have the facilities. Both sides get unreasonable (due to the effects of the Mist). Kids most likely end up in the sept - the Watchers are stronger. **Topknot** escapes during the argument and can tell the heroes.
 - The decision to go ahead was made by her Slowstep Watcher's deputy, **Agile Watcher**. He is a by-the-books man and has no love for Snakerings.
- The heroes have time. The Snakerings have an awful lot on their plate.
- A direct raid on the sept is possible but not a good idea. There are lot of Watchers around, and not even Slight can distract them all the time (also - Slight is likely to be busy). A direct attack on a Watcher sept - particularly if Watchers are killed - would be tantamount to declaring war on Everway and in normal times would invite a swift reprisal. Encourage the heroes to come up with a cleverer solution.
- One area of leverage that the heroes may have is that the raid on the Nippers is not authorised. Secret Snakering did it on his own initiative because both Palace and Council are paralysed due to recent events. Rathgard in full lawyer mode could browbeat the Watchers with this, though it's hard to know how the heroes could find it out. Perhaps Topknot overheard a Snakering talking about it.
- Best thing heroes can do is to tell Goldring. She will demand that Carrot and Bean be released into her family's custody - if the Snakerings want to question them, they can do it on Digger ground. The harrassed Watchers will probably accede to this request. The heroes can then rescue them as they are escorted to the Digger family house.
- Characters:
 - **Agile Watcher** male, 50s, dark skin, balding with a ring of white curly hair, portly and wheezy. A4 E2 F4 W5
 - **Subtle Snakering**. 50s, long hair tied back, wears a long dark coat. Probably present arguing with Agile. A3 E4 F6 W5. Special power: Dark persuasion

- **Watchers:** 20 in the sept. A3 E3 F3 W3.
- **Snakerings:** 5 in the sept. A2 E3 F4 W3.

The Pearl and the Book

- Slight will probably want to study the Pearl (think Smeagol and the One Ring...)
- Unlike the book, its magic is intuitively obvious to Slight. He quickly starts to be able to create clouds of magical potential and shape them to his will. He can create huge illusions, like cloud-shapes at ground level.
- After a day or so, however, he gets stuck. The clouds remain nebulous and won't take solid form. Also they tend to dissipate when he's not concentrating on them. Something is clearly missing.
- Next breakthrough: The Pearl and the Book are clearly the same sort of thing. They must be related in some way. The Pearl responds to Water magic like Slight's - maybe the Book responds to Air magic, like Rathgard's...
- [Assuming Slight can get Rathgard to participate] Yes, it works! Slight and Rathgard working together can create very convincing illusions - Slight creates the basic material and the idea, and Rathgard sharpens it and makes it solid with spells from the Book. The illusion can persist for several hours in this state, but eventually fades.
- Next breakthrough: Slight's "illusion" can supplant reality to some extent. If Slight imagines an empty space where a chair is, the chair starts to fade. If Slight imagines a club and swings at the chair, the chair moves. The effect isn't great - solid walls remain solid, even if faded, and the chair only moves a couple of inches no matter how hard Slight swings his illusory club - but there is definitely an effect. And maybe with practice it will get stronger?
- The fading isn't uniform. It starts at the edges and works inwards. It's as if "true" reality is reasserting itself over Slight's reality.

The Firestarters

- Wanted poster for Spelt. Get F.T. to describe it.
 - Spelt: 13, skinny, jug ears. Dressed in a tunic that's too big for him. Fast (F4)
- The success of the poster depends on the reward. Spelt will be spotted in the docks area, trying to hide on a boat.

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.
- Passing Tender's body is discovered by Mudbanks in the reed banks around Fireship Island. It has a slashed throat.
- She could also hear about WB's visit to the Murder Well. Would she care to explain why she's so interested in the death of another Everwayan? After all, Glint was no friend of Ulrich's.
- *Steadfast's investigation will come to the attention of the Snakerings.*

The Library

- Walker can find the legend of the Twisted Library.
- Persistence will reveal the route to **Llama's Reach** from **Golden Mounts** and **Shiversea**. Rathgard will recognise the latter, which has a gate to Rath (Caer Gloria - he started a

religious war that went horribly wrong).

Curing the King

- Walker may want to have a go at curing him, but security at the Palace is tight. He could try to make use of his connection with Facet, Peridot or Absinthe (though the latter is "busy" - trying to stop Golden from claiming the throne for Tourmaline).
- Assuming he can get into the Palace: The King is in his state bedchamber, being tended by ***Mother Immortal Joy***, who will resist his attempts to get involved. Fortunately, Walker has something on her. Crystal will remember him as "the man who was with Flame Girl and Mr Hidey Man".
- If Walker does manage to do something, Ruby Emerald will be particularly grateful and promises that he will be rewarded.

The Halyards

- They will take two days to bury their dead and another day for a family gathering.
- Trotline will vow revenge for the death of her mother, but will be opposed by Cleat. By the time the family war has resolved itself, it will be too late.

Just in case the heroes decide to seal the deal...

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.

Waterwheel - Wood Piracy

The gutting of the Spice Runner will put a crimp in the original plan, but the heroes can still attack from Waterwheel if they wish. They will need Deft Grindstone's permission to do so and she will up her fee.

- 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.

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.

Trouble at Home

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

- Names of ex-Daggerboy members: **Stickblood, Scar (injured), 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 lowlives 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 has 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. Her handler is **Shadowhide Snakering**.

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.

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.

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

Howling Wolf + 3 other ex-slaves

Dextrous (F) - lockpicker

Hobnail (M): 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 (F): 15, large, female. Short dark hair, buck teeth. Wears a leather jerkin that she stole. The leader. Smart (W3)

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.

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.

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...

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 (**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.

