

## Mini Scenario 8

### The Trade Dispute

#### Summary

- A merchant who is paying protection – **Caddis Whitestar** – demands that the heroes keep to their promise to "protect" her from a trading rival – **Hewer Wainscot**
- Caddis is a potter who sells her pots in the Crafters Quarter. Recently Hewer has taken to undercutting her. She wants the heroes to "have a word".
- Hewer lives in Redearth Street in the Crafters Quarter (Caddis lives on the edge of Old Town). He is indeed undercutting Caddis because he is desperate. He used to sell pots to Everway families, particularly the Weavers and Mudbanks, through an intermediary. But that line of work has dried up.
- An additional complication is that Hewer's pots are, to an unbiased observer, of higher quality than Caddis'. So he deserves his success.
- The intermediary (**Threnody Salter** (F)) lives in Old Town. She has found a cheaper source, a merchant (**Waving Flag**) living to the south of Talespinner's Square. He has a large compound of a home and a surprisingly large number of guards, all of whom share his distinctive features (star-shaped makeup around the eyes)
- The truth is that Waving Flag is running his business on slave labour. The slaves come from Waving Flag's home realm of **Hunter's Moon** where they have been displaced by oncoming White Scorpion warriors. Waving Flag is a spherewalker and brings them to Strangerside, promising to set them up in a new life. What he actually does is place them under lock and key.

#### Visions

- Caddis Whitestar – an artistic-looking fifty-something woman with white spiky hair and a russet waistcoat is shaking her finger at Rathgard.
- A pile of sparkly clay under a roof at Hewer Wainscot's.
- Waving Flag – a short, pudgy, richly dressed merchant with dark star-shaped makeup round his eyes.
- The courtyard at Waving Flag's residence. It has a stock with manacles and a whipping post. There are blood splashes in the dust.

## Hook - A Visit from Caddis Whitestar

"It's my right!"

#### Occupation and History

A Strangerside artisan. Originally from The Market, she married a Chamber Platinum scholar (Billhook) and has been living in the Old Town for 20 years.

#### Physical Description

50s. tall, spiky white hair, russet waistcoat.

#### Distinguishing Feature

Shakes her finger to emphasise her points.

#### Values and Motivations

She believes in returns on investment. If she pays for something, she expects to get value for money.

#### Interactions with others

Very direct and energetic.

### Useful Knowledge

Knows the Strangerside artisan community.

### Exceptional Attributes / Skills

Pot-throwing. However, her pots are utilitarian.

**A** 3 Arguing

**E** 4 Resist persuasion

**F** 4 Pot throwing

**W** 2 Design

The heroes are most likely to encounter Caddis as they are walking down Bleak Street. Alternatively, she will turn up for one of Walker's promised "judgement sessions" at 4 bells (10 am). She will try to force her way in past the rather confused guards. She is a tall, striking woman with white spiky hair and a russet waistcoat. There are smears of grey and red clay in her hair and on her face, hands and clothing.

- If the heroes investigate, she explains somewhat aggressively that she has come to the judgment session because she has been forced back every other time she has tried to get in contact with them. Gorget told her about the judgment session.
- "Gorget said that if we had problems we should come to you. Well I've been paying you your money ever since you started, and now I need protection. So I expect you to give it!"
- [If asked who or what she needs protection from] "Hewer Wainscot! He's been undercutting me!" She explains that he is a rival potter who has a booth near hers in Crafters Square. Recently he has dropped his prices and she cannot compete. "I only sold six pieces last week and I can't reduce my costs any more. There's only me and Skillet. Someone needs to go and have a word with him."
- [If skepticism is expressed] "Look, come to my workshop and I'll show you how I work."
- If the heroes accept, she tells them that Hewer works in **Redearth Street** in the Crafters Quarter. It is a road just down from Cork Street and the Heroes Tavern.
- If the heroes refuse, she will look disgusted. "I knew it! You're just as bad as that Towershield bloke, always promising that things would be better but never actually *doing* anything other than lining his own nest. You people are all the same. Just because you've got weapons, you think that you can take the money of hard working people and do whatever you want. Well, I'm telling everyone just what you're like!" And she stalks off. The heroes' companions, if any, look unnerved. Caddis is very convincing.
- If the heroes refuse to help, Caddis begins a very public campaign of harassment.
  - She ensures that all the other traders who are paying money are made aware of the refusal.
  - She buttonholes visitors to the Cellars.
  - She goes into Beggartown and Crafters Square and makes angry speeches against "the cheater" Rathgard and his gang.
  - Cedar finds that buying food for the gang becomes much more expensive. Caddis has organized a cartel of traders who have doubled their prices. The additional revenue is shared out amongst all the people who pay the protection money.
  - The only way to shut her up would be to kill her or burn down her workshop. But this would turn the Beggartown people against the heroes even more.

## A Visit to Caddis Whitestar

If the heroes take up Caddis' invitation to visit:

- Caddis' workshop is on Bleak Street to the north of the Mercy Hospital. It is a shabby affair of wood built on the foundations of one of the old stone houses.

- Two piles of clay – one red, one white – are stored under a lean-to roof to one side, as is a pile of firewood.
- The room consists of a small sales area that displays some of Caddis' wares and a couple of work benches. Beyond is a walled off section which is clearly the family living area.
- The plates and pots are of red clay with white designs. They are competently made but uninspiring.
- Caddis and her apprentice (and daughter) *Skillet* are here. Skillet is a teenager, plain and with bad teeth. She is applying a white clay pattern to a plate and her mother is criticising her. "No, no, no, will you just listen? The line goes to the *left*."
- Caddis shows the heroes her accounts. She spends 20 hefts per week on food for her and Skillet and another 20 on firewood to run the kiln. She buys clay in job lots of 20 hefts every few months.
- It takes her 2 hours to make and glaze a piece so she can make about 4 per day. She has to spend a day selling them and another day buying, so she makes about 20 pieces per week. She sells them at 3 hefts each.
- Her husband *Billhook* is a Spherewalker and a scholar for Chamber Platinum. She hasn't seen him in years and is convinced that he has either died or shackled up with someone on another sphere. Heroes with W4 or above can tell that their relationship was on the rocks.
- The heroes can chase up Billhook if they want. No-one has seen him at Chamber Platinum either, but on a lucky FC, a Scratch librarian remembers that he was obsessed with the realm of Everfall. They suspected that he had a lover there.

## **Crafters Square**

The heroes can go to Crafters Square if they want. Everything is as Caddis described.

- The market is laid out in a similar fashion to the Bazaar in Everway, with long lines of stalls. Caddis sells her pieces on a dirty cloth laid on the ground in the middle of a line.
- Her rival Hewan has a small wooden stall (burnable if Flame is so minded) a few yards away, staffed by him and an apprentice.
- On average his prices are half a heft less than hers.
- The quality of his goods is noticeably better, with more interesting design work in a wider range of colours.
- Unsurprisingly, purchasers are thronging round his stall and ignoring Caddis, despite her bawling "Pots and plates! Finest designs!" at the top of her lungs.
- In desperation, Caddis calls out to a previous customer, a dodderly old woman. "Gammon! You're always breaking things - don't you need a new plate by now?" Gammon shakes her head. "Thanks love, but I bought one yesterday from Hewan over there. Fine piece too. And I saved half a heft! You're going to have to drop your prices, love." Caddis shakes her head in despair.
- For high Water heroes: Despite the good sales, Hewan doesn't look like a man who is contented with his lot. He is very busy wrapping up items but has a constant frown of worry on his face.

## **A Little Word with Hewan Wainscot**

"How can I help you?"

### **Occupation and History**

A Strangerside artisan living in the [Crafters Quarter](#), originally from the [Civil Kingdom](#). He was taught his trade by an exiled member of the [Artisans](#).

### **Physical Description**

40s, tall and thin, clean-shaven. Long thinning black hair (think Alan Rickman as Severus Snape). Wears a clay-coloured robe and burnoose.

### Distinguishing Feature

A tall pointy hat.

### Values and Motivations

Well meaning, he cares about his apprentices.

### Interactions with others

Polite. He will always try to strike a bargain.

### Useful Knowledge

Knows something of Civil Kingdom politics.

### Exceptional Attributes / Skills

Ceramic making

**A** 3 Make a sale

**E** 2 Resist heat

**F** 3 Pot throwing

**W** 5 The Best Design

Hewer Wainscot's workshop is in Redearth Street in the Crafters Quarter, close to the heroes' old haunt of the Heroes Tavern. It is considerably larger than Caddis' establishment, with the workshop facing onto the street and a courtyard at the back reached through a narrow alley with a large kiln in one corner and residential accommodation to one side.

- The courtyard has several piles of clay in different colours and a large neatly stacked pile of firewood. Heat shimmers from the kiln.
- One of the smaller piles of clay catches your eye. It is a normal grey colour, but is full of rainbow-coloured shimmering flecks that catch the eye. *Slight will immediately spot that it is magical and Wishbone will recognize it as spirit bottle clay from her home realm of Shifting Sands.* Other heroes will require a lucky FC to remember that Wishbone's pots glitter in the same way.
- Inside, everything is neat and ordered. The workshop has several long tables holding pots, jugs and plates in various stages of assembly. Hewer's four apprentices **Babble** (F), **Roller** (M), **Woodsmoke** (F) and **Wart** (M) (two boys and two girls ranging from ten to eighteen) are hard at work. His wife **Hard-as-Nails** (actually a motherly, well-built woman in her forties) is supervising.
- On the walls are some of Hewer's designs in the form of stylised leaves and branches combined with geometric shapes. They are rather pleasing.
- If the heroes are civilised, Hewer treats them as customers and offers them tea and biscuits. He looks worried and harrassed.
- Yes, he is undercutting Caddis and he is sorry about it, but he doesn't have a choice. He used to supply tableware to several prominent Everway families via an intermediary in Old Town called **Threnody Salter**, but she has recently told him that his services are no longer required.
  - He has to make and sell 50 pieces per week just to break even.
  - He could let Babble and Wart go (the other two are orphans whom he and Hard-as-Nails have adopted as they could not have children of their own), but Babble is the most useful around the shop and Wart's parents live in Beggartown so he would become a beggar boy.
  - He doesn't know why Threnody suddenly changed supplier. He had been doing business with her for years. He can give the heroes her address.
- If asked about the sparkly clay, he says it is for a "special order" that is the only other thing keeping him afloat at the moment. The order came from **Ten Bell Tiler**, and was for 20 bottles made to a specific design. *Wishbone will notice that the design has annotations in her mother Old Crow's handwriting.* Tiler is very pedantic and has already rejected two of Hewer's prototypes.



back. They just have time to catch sight of a high class Everwayan dressed in green velvet (whom they may recognise as *Hope Emerald*).

## Waving Flag

- Waving Flag's address can be extracted from Threnody or determined by tracing the maker's mark on the plate (Hewer or Caddis won't necessarily recognise it, though they might spot that it looks like a face paint design). On a lucky FC, the heroes may even see one of Waving Flag's servants in Talespinners Square or Crafters Square.
- Waving Flag owns a large rectangular compound on Silk Street, south-east of Talespinners Square and close to Gold's Garden. It is made of reddish-golden stone (sorry Flame) and has an unusually defensive aspect. 15' high walls with a rounded top (spikes and glass are embedded on its inner side) surround it and there is a gatehouse with a gate is of thick wrought iron. Two minaret-like watchtowers stand at the front corners on either side of the gate – careful examination will show that they contain archers who are looking *inwards*. The place appears to be more a prison than a home.
- The main building is 40' high and has two storeys. The windows at the front are large and have glass window panes. The rear windows are high up, small and barred.
- A pass by Wishbone's hawk will reveal two courtyards. The front one is a drive where carts deliver large amounts of firewood every day (the heroes could make use of this when attacking the compound). The second courtyard, behind the main building, contains a whipping post and a stock, both with chains. There are streaks of blood in the sand at the base of the whipping post.

## Locations

### Front Courtyard

- Elaborate wrought iron gate mounted in a solid gateway.
- 4' central pillar with an elegant two-handled pot on it.
- Rutted tracks lead to two arched tunnels on either side.
- 4 archers lounge in the entrances of round towers mounted on 20' square bases.
- Carriage house contains a cart and a covered coach.
- Stables contain four horses, two of which are stolid cart horse types. The other two could be panicked if mayhem is desired.

### First Floor

- Bedrooms for everyone except the guards.
- There is (rather creepily) an empty nursery
- Another room is full of rejects and smashed pots

### Display Rooms

- Wood panelled with range of pots, plates and other ceramics arranged on tables (eminently smashable).
- Tapestries on walls.
- Desks and chairs for doing business.

### Waving Flag's Office

- Various oddments from Hunter's Moon on the walls including a red flag with the star symbol of Hunter's Moon.
- Shrine to the Hunter stands in one corner.
- Pot and plate designs showing a clear debt to Hewer Wainwright's.
- Order book. Full – a number of Everway families, including the Diggers, Golds and

Moondancers have placed orders for large amounts. He is selling for approximately 1 heft per piece.

- Trapped chest containing several gold pots and plates and a quantity of money and jewels. 3000 hefts.

#### Cutting Edge's Office

- Cutting Edge has the office next to the barracks
- Several empty bottles
- Black-edged portrait of a young woman
- Papers on the guards, noting which are prepared to carry out "punishment details" and "mortuary duties"
- Guard payments in a locked chest. 1000 hefts.

#### Flickering Light's Room

- Austere – small hard pallet in one corner
- Statue of the Hunter
- Smell of sweat and burnt wood
- Black scorch marks on the walls
- Spell book containing tattoo designs. Flame could adapt one of them for use on weapons.

#### Empty Vessel's Room

- Desk contains papers relating to the slave trade. Lists of names (weekly arrivals of 2-3 people over the last two months, some brought by WF himself, some by spherewalking associates). Schedules for food. Notes on frequent deaths (roughly 1 a week)
- Whip and sets of manacles (new) on wall. Wishbone can see that the whip has a spirit flitting around it. It is recent (last few days) and is saying "home... home...."

#### Barracks

- Strong smell of feet and unwashed clothes.
- Bunk beds and lockers for 20 people. One area has been curtained off for the half dozen female guards.
- Various personal effects, including a tattered Fortune Deck, some bottles containing a dark brown liquid with green bits in, some erotic portraits, a few hunks of illicit cheese and a good quality cloak.
- One guard is evidently into whittling. Various (quite good) wooden models of trees, people and buildings are scattered about.

#### Kitchen

- Fireplace, tables and work surfaces,

#### Workshop

- This 100' by 20' room has four long tables with plates and pots in various states of preparation. Each plate is passed up the row for the next operation.
- Leg irons are attached to the floor at regular intervals. Depending on the time of day, they may be occupied by the slaves.
- If the room is in use, Empty Vessel and two guards will be here, pacing up and down and occasionally thrashing the workers.
- Walker and Wishbone will notice that the painters are in a particularly bad way. They have to keep licking the ends of their brushes to keep them from splaying and the paint contains toxic metals. Their hair is falling out and they keep trembling.

#### Back Courtyard

- A shadowy enclosed space dominated by the watch towers.
- Cart tracks lead from one tunnel between the stock and whipping post to the other tunnel.
- Wood is carelessly stacked up against the back wall in one corner, clay in another.

- A stock has been erected in front of the furnace in such a way that the inhabitant will constantly be subjected to the burning heat.
- There is a whipping post against the south wall with sand spread around it. The sand has bloodstains.

### Furnaces

- Two large furnaces with rounded tops. They are used alternately so that one can be loaded up as the other cools down.
- Rakes to remove the ash. Could be used as weapons.
- Black scorch marks above the doors.

### Smithy

- A covered area with a quenching trough and an anvil
- Crucible. On a lucky FC (or if dramatically appropriate) it is full of red hot iron.
- Various blacksmiths implements including hammer, shaping hoops and tongs
- Small pile of iron ore.

### Bone store

- A locked store. Wishbone will notice the spirits flitting around it. "Hurts..." "Hungry..."
- It contains the charred bones of slaves who have died (about half a dozen). They have been thrown together in a random heap.
- Unpleasant charred smell.

### Slave pens

- Two large boxes with bars at the front, one on each side of the inner courtyard.
- Manacles attached to walls.
- Stench of excrement, vomit and sweat.

## People

### Waving Flag

"They want to work - what's the problem?"

### Occupation and History

A merchant and slave owner. Originally from [Hunter's Moon](#), he has lived in Strangerside for 10 years.

### Physical Description

40s, short, pudgy, golden skinned. Two wings of sandy hair stick sideways from a central parting. Thick eyebrows, goatee beard. Dresses in rich robes and carries a club at his belt.

### Distinguishing Feature

Dark star-shaped makeup around the eyes.

### Values and Motivations

A thoroughly unpleasant piece of work. He thinks nothing of enslaving his fellow humans and using them to further his financial aims. Happy to use brutal force if necessary. Doesn't trust other people.

### Interactions with others

Tries too hard and comes across as slimy (think David Brent).

### Useful Knowledge

Knows about the rise of the White Scorpions and its association with the mist. Troubles have been building up in Hunter's Moon for years.

### Exceptional Attributes / Skills

Very rich. Has his own private army.  
Spherewalker

**A** 3 Selling a better life  
**E** 3 Resist emotion  
**F** 5 Whipping  
**W** 3 Paranoia

Powers:

He has a magical resistance amulet made of midianite. All spells cast on him are at -1 potency and all magical powers are halved in effectiveness.

### Empty Vessel

Waving Flag's chief enforcer. Big and ugly.

**A** 1 Inflicting pain  
**E** 6 Stand firm  
**F** 5 Clubbing  
**W** 1 Lack of imagination

Powers:

Returning club. He can throw it to knock people out (E+FC vs 6+FC to resist)

### Flickering Light

Waving Flag's pet wizard. Bare chested, pot bellied and covered with tattoos.

**A** 4  
**E** 2  
**F** 6  
**W** 4

### ***Magic: F5 Dancing Storm***

Flickering Light can cast small magicks at incredible speed while dancing. All effects last one round only and he can cast 2 (3 with FC) per round.

- Briefly immobilise someone's limb, possibly making them fall over
- Produce a short buzzing distraction
- Inflict a painful sting – three of these to reduce attacker's E by 1
- Deflect a weapon
- Push someone back
- Blind someone with light
- Deafen someone with a thunderclap

### Cutting Edge

Chief of guards. Armoured and helmetted, black moustache.

**A** 3 Give orders  
**E** 5 Resist charge  
**F** 6 Sword  
**W** 4 Organise attack

Powers:

A periapt of rapid healing. Heals 1 point of damage per round.

### Bubbling Pot

The cook. Female, 40s. Lazy.

### 12 Guards

**A** 2 Follow orders

**E** 4 Subdue the weak  
**F** 4 Archery  
**W** 3 Teamwork

### Slaves

- 10 men and 10 women.
- They are dressed in rags and have contusions and whip marks.
- They huddle together, trying to keep warm and avoiding any eye contact.
- Several are ill, some with metal poisoning (E 3)
- Any violent movement causes them to flinch.

## Aftermath

### *The Slave's Story*

The slaves are suffering from post-traumatic stress and will huddle together. It is hard to get them to talk and any violent movement or harsh words will make them curl into a ball and rock.

One slave (**Howling Wolf**) is more with it and will tell his tale in a soft whisper.

- He was a farmer from the village of Moonglade in the Packwood in Hunters Moon. It lies on the road to the Crying Pool, which contains the Gate to the realm of Stonebreak.
- The realm of Hunter's Moon is known for its great golden moon, where the Hunter, a god with stars for eyes, lives. But one day a couple of months ago, a mist covered the sky and obscured it. The people felt that their connection with the Hunter was broken and became fearful.
- Some started to barricade their homes and hoard food. Others, the ones who hunted the giant lemurs in the Cracked Plains, threatened their neighbours and forced them to work for them.
- Then things got worse. Smoke was seen rising from the neighbouring village of Broken Hollow. Normally the people would have gone to help, but they were too afraid.
- Then a ragged outcast ran into Moonglade. She said that Broken Hollow had been attacked by fierce warriors carrying black flags with white scorpions on them. They had white scorpions painted on their foreheads. The warriors sacked the village, raped and killed its inhabitants and then burnt it to the ground. There were hundreds of them.
- Howling Wolf took his young daughter and ran, taking only the clothes on his back. As he reached the edge of the wood, he saw black smoke billowing from his village.
- He made for Mossy, a nearby town. On the road he met a gang of hunters who beat him up and took his daughter from him. He does not know what became of her.
- Wretched and grieving, he reached Mosside destitute. It was full of refugees from the White Scorpion Warriors. There he met Waving Flag, who bought him food and drink and offered to give him a new start in Everway. He said he was looking for workers for a new enterprise and promised him food and roof over his head and regular wages.
- Waving Flag made the same offer to several other refugees and took them all back to Everway via Temple.
- When he got to Waving Flag's house, he worked hard as a potter for a week. When he and the others asked for their wages, Waving Flag said that he was withholding them until the "costs of the journey had been paid for".
- Several workers protested at that, so Waving Flag had them clapped in irons. They have been shackled ever since. Those who protested were whipped brutally. One died of his wounds.
- The person who was judged to have worked the least hard each day was put in the stocks in the suffocating heat of the furnaces and left without water overnight. Those who were still alive in the morning were sent back to work.

- A number of his companions died of illness or malnutrition – they were hauled away and their bodies burned in the ovens.

Other slaves will tell their stories, which are essentially the same. They are all refugees from the White Scorpion Warriors.

## **Consequences**

### **The Ex-Slaves**

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

### **The Compound**

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

### **The Trade Dispute**

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

### **Boons**

- *Flame* could get a new sigil that imbues her weapons with shock damage.
- *Rathgard* is seen as even more heroic by the people of Strangerside
- Heroes get a coach and a cart

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