

THE WICKED TRADESMEN

IMMINENCE

MOOD

SCARCITY

PARTICULAR GOODS UNAVAILABLE

THREAT EFFECTS: 1D8+IMMINENCE

- 1** The people grow tired of the tradesmen and attempt to do business without them as much as possible. Imminence -1, Scarcity -1, Mood +1.
- 2** The organization has made a blunder and lost out on a deal of some import. Imminence -1, Mood +1.
- 3** One of the organization's plots backfires. Mood +1, Scarcity -1.
- 4** The leader of the organization intervenes personally in a neighboring village, bringing his thugs with him. Mood -1, Imminence -1.
- 5-6** The organization blocks trade from one distant village to another, increasing the scarcity of goods (except, of course, the ones they have in their own warehouses). Scarcity +1.
- 7** The organization pulls off a scheme in a distant village. Mood -1.
- 8-9** The organization pulls off a scheme in a neighboring village. Mood -1, Imminence +1.
- 10** The organization blocks trade from one nearby village to another, increasing the scarcity of goods (except, of course, the ones they have in their own warehouses). Scarcity +2.
- 11-12** The organization pulls off a scheme in the characters' home village. Mood -1, Imminence +1.
- 13+** The organization takes over all commerce in one of the villages in the network. This will always happen to the farthest village in the network first, and then get progressively closer to the PCs' home village, which will always be the last to fall. Mood -1, Scarcity +1, Imminence +1.

THE CARTEL

HEADQUARTERS:

ORIGINAL TRADE:

MARK OR STANDARD:

THE CARTEL'S LEADER

NAME:

RISE TO POWER:

DARK SECRET:

LIST OF OUTRAGES

Keep a list of the effects of the Wicked Tradesmen here, as well as any actions or investments by the PCs that undermine them.