

THE JAFFAS

Tier II – Hawkers

FACTION CLOCKS

- Impress the Wraiths – 8
- Eliminate rival hawkers – 8

Charismatic and manipulative gang of hawkers who have cornered the second hand goat carriage market in Nightmarket.

TURF: Battersea warehouse, an old factory, turned dogs home that previously belonged to the Dimmer Sisters. Taken over and refitted for storing and repairing goat carts by the Jaffas. Has four large chimneys, an overlooking supervisors office and an external glass elevator. Has issues with ghost echoes due to numerous industrial accidents on site.

Prominent and prestigious spots at market streets throughout Nightmarket to sell second hand goat carts and other merchandise.

NPCs: **Boyce** (leader, slimy, persuasive, ambitious) preferred method: threats.
Marlene (second, flashy, confident) preferred method: emotional manipulation.

NOTABLE ASSETS: Cohorts of rooks and thugs to sell and protect merchandise. A number of contacts within the nobility. A large number of second hand goat carts in various states of disrepair.

QUIRKS: Boyce and Marlene have been a married couple for a long time and tensions are starting to flare up between them along with rumours of infidelity from both sides.

ALLIES: The Billhooks, The Wraiths, Noble families

ENEMIES: Dimmer Sisters, The Trotters, Ulf Ironborn

SITUATION: The Jaffas have been slowly cementing their position in Nightmarket as a reliable fence and an unreliable seller of second hand goat carts. Unsatisfied with this slow progress Boyce has heard a rumour that the Wraiths are sitting on something big and he wants to get in on it. However the Jaffas starting to feel the squeeze from a new Hawkers outfit, the Trotters, who are starting to threaten their position and credibility.