1 The Sword of Justice

The haves have not given to the have-nots, and the have-nots most in need of having are those who have the least, and as far as the haves are concerned, this is the way it should be. As far as the have-nots are concerned, this is the way it should be as well -- they simply wish to reverse the categories. But occasionally there comes a man with vision, who sees that the constant class struggle for luxury and survival is an impediment to the progress of the race, and that man becomes a symbol for justice throughout the world.

Such a man was Havilah Yossi, who eschewed the life of a guilded merchant to become a social worker and, after seeing enough of the depridations the poor were put through, decided to do something about it. He became known as the Sword of Justice, and for a long time he maintained his crusade to share the wealth between the starving and the overfed almost religiously.

Eventually, Yossi was captured by the Guard, and his activities were curtailed. But his spirit, and his dream, has lived on in all of you. Hyacinth Goldenfield, Arpachshad Chaim, Chalideans Tuvan, and Benhadad Zachariah -- each of you, for one reason or another, has taken on the mantle of the Sword of Justice, and together you have accomplished what no single man could hope to. While your methods are patently illegal (indeed, for the most part you have taken to robbing Guild warehouses and shops and giving the spoils away to the unfortunates of the Realm), your goals are noble. You seek equality for those punished by a system where commercial success is determined by nepotism and the issuing of licenses, not by determination or capacity; you seek equality for those who cannot seek it themselves.

But lately, you have also begun to understand that these measures, while satisfying, do not solve the true problem. To do that, you have to do away with the House of Guild’s monopoly on commercial businesses, so that the unfortunates you aid will have the opportunity to help themselves. And over the next week you may have an opportunity to do this, if you play your cards correctly, for one of the bills currently before the Table of Peers is an ammendment that will allow non-Guild sanctioned merchants to sell their goods. At the very least, if you can ensure that the war is ended, the possibility will exist for them to go elsewhere seeking their fortunes.

You number among you several influential political forces, as well as several damn good thieves; you are equipped for both short-term and long-term solutions. Although there are not many needy here on the Castle, there are doubtless many valuable artifacts that will help finance your cause, and there are also many representatives of the House of Guilds and the Table of Peers here, whom it might be useful to get to know and influence. Who knows? With a little work, you might just put yourselves out of business!

Table of Contents