Spies

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| **Name:** The Bronze Eye **Type:** spies (order of the Oracle) **Motivation:** vengeance | **Influence:** slight **Reputation:** very high **Age:** very old | **Leadership:**individual **Size:** small **Stability:** very stable |
| **Enemies:**relatively few **Allies:**few | **Enemies Include:**enemies of the Oracle, a few mercenaries **Allies Include:**a few mages, a few nobles | |
| **Resources:**many **Resources Include:**some treasure, some trade goods, some debtors, | | **Other:** associated with a specific district, involved with a certain bloodline, suspected in the disappearance of a well-known person, leadership recently changed hands |
| |  |  |  | | --- | --- | --- | | *Current Leadership* **Qualifications: selected by Prime Sage** **Bribes:**illegal, butdepend on circumstances **Competence:**usually very good  **Gender:**female **Noticeable Trait:**arrogance **Can be Found:**everywhere, in disguise | *Lair* **Quality:**austere **Location:**unknown **Interior:**poorly furnished  **Guards:**frighteningly competent | *Joining* **Requirement:**none (proper class or selected by the prime sage of the Oracle) **Initiation:**requires a display of loyalty   *Members* **Identifiable By:** symbol on clothing **Common Trait:**unusually strong | | | |
| *Initial Contact* **Relation:**supporter **Class:** priest of the Sexon **Found:** across town | **Mood:** ill **Gender:**male **Distinguishing Trait:**unusual weapon(s) | **Knowledge of Group:** thorough **Reliability:**very reliable **Competence:** good |

Trade

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| **Name:** The Poison Flame **Type:** merchants (a sect of the Oracle) **Motivation:** politics | **Influence:** very strong **Reputation:** excellent **Age:** somewhat old | **Leadership:**individual **Size:**very small **Stability:** stable |
| **Enemies:**some **Allies:**none | **Enemies Include:**quite a few artisans, many courtesans, quite a few seers, some wizards | |
| **Resources:**very many **Resources Include:**more than enough wealth, some old favors, a very large amount of treasure, a decent amount of magic, some blackmail material, a very large amount of gold and gems, | | **Other:**rumored to often help lucky commoners, currently recruiting, rumored to dabble in forbidden/dangerous magics |
| |  |  |  | | --- | --- | --- | | *Current Leadership* **Qualifications:**most skilled in the group **Bribes:**will be treated as an insult **Competence:**often somewhat poor  **Gender:**male **Noticeable Trait:**overwhelming cynicism **Can be Found:**with the proper bribes | *Lair* **Quality:**shabby **Location:**bad neighborhood **Interior:**maze-like  **Guards:**a very few **Dungeon:**feverently denied **Traps:**elaborate | *Joining* **Requirement:**none (proper class) **Initiation:**none   *Members* **Identifiable By:** nothing **Common Trait:**unusually strong | | | |
| *Initial Contact* **Relation:**member **Class:** merchant **Found:** in a tavern | **Mood:** proud **Gender:**male **Distinguishing Trait:**very short | **Knowledge of Group:** very thorough **Reliability:**decent **Competence:** good |