

Advisors:

Advisors control the flow of information and help shape the public persona of the Silver Ravens.

STREET PERFORMERS (TIER 1 ADVISORS)

Recruitment Secrecy DC 10

Granted Action Gather Information

Size 6 people

Upgrades To rumormongers

Street performers can spread the word of the Silver Ravens through art while keeping an ear to the ground for rumors.

RUMORMONGERS (TIER 2 ADVISORS)

Cost 50 gp

Granted Actions Gather Information and Spread Disinformation

Size 6 people

Upgrades From street performers;

Upgrades To agitators or cognoscenti

These specialized street performers cannot only gather information, but can spread lies and confusing rumors to throw the government off the Silver Ravens' tracks.

AGITATORS (TIER 3 ADVISORS)

Cost 200 gp

Granted Actions Gather Information, Spread Disinformation, and Urban Influence

Size 6 people

Upgrades From rumormongers

Agitators are highly specialized rumormongers capable of influencing the very nature of Kintargo's society with their whispers and scuttlebutt.

COGNOSCENTI (TIER 3 ADVISORS)

Cost 200 gp

Granted Actions Gather Information, Knowledge Check, and Spread Disinformation

Size 6 people

Upgrades From rumormongers

A group of cognoscenti are experts in a wide range of diverse fields; they can be consulted for advice or information of all sorts.

Outlaws:

Outlaws use what would normally be considered criminal activity to support the Silver Ravens.

SNEAKS (TIER 1 OUTLAWS)

Recruitment Secrecy DC 15

Granted Action Secure Cache

Size 3 people

Upgrades To thieves

A team of sneaks can secure minor caches of equipment for later use throughout the city, but not in dangerous sites.

THIEVES (TIER 2 OUTLAWS)

Cost 250 gp

Granted Actions Activate Safe House and Secure Cache

Size 3 people

Upgrades From sneaks;

Upgrades To saboteurs or spies

A thief is a more accomplished sneak, and is capable of providing a safe place for other outlaws to hide out or placing intermediate caches in risky locations.

SABOTEURS (TIER 3 OUTLAWS)

Cost 1,000 gp

Granted Actions Activate Safe House, Sabotage, and Secure Cache

Size 3 people

Upgrades From thieves

Saboteurs are specialists in the arena of undermining oppressive governments. They can also place major caches.

SPIES (TIER 3 OUTLAWS)

Cost 1,000 gp

Granted Actions Activate Safe House, Covert Action, and Secure Cache

Size 3 people

Upgrades From thieves

Spies can provide safe havens in which rebels can hide, orchestrate covert actions against House Thrune, and are capable of stashing major caches in high-risk locations.

Revolutionaries:

Revolutionaries take the cause to the streets and oppose the government with physical and magical power.

FREEDOM FIGHTERS (TIER 1 REVOLUTIONARIES)

Recruitment Security DC 15

Granted Action Reduce Danger

Size 6 people

Upgrades To infiltrators

Freedom fighters patrol the streets of Kintargo and are ready to step in to aid citizens who need help, but also serve to distract Thrune forces and track areas of danger in the city so the PCs can avoid trouble more efficiently.

INFILTRATORS (TIER 2 REVOLUTIONARIES)

Cost 250 gp

Granted Actions Reduce Danger and Rescue Character

Size 6 people

Upgrades From freedom fighters;

Upgrades To cabalists or spellcasters

A team of infiltrators is a highly trained group of freedom fighters capable of attempting daring rescues of imprisoned characters.

CABALISTS (TIER 3 REVOLUTIONARIES)

Cost 1,000 gp

Granted Actions Manipulate Events, Reduce Danger, and Rescue Character

Size 6 people

Upgrades From infiltrators

Cabalists are members of secret societies and have numerous ties to the aristocracy; their words can influence events across Kintargo.

SPELLCASTERS (TIER 3 REVOLUTIONARIES)

Cost 1,000 gp

Granted Actions Reduce Danger, Rescue Character, and Restore Character

Size 6 people

Upgrades From infiltrators

Spellcasters include clerics, wizards, and all other magic-using characters. They can help to restore a lost character, given the right resources.

Traders:

Traders focus on manipulating Kintargo's markets and making money for the Silver Ravens.

PEDDLERS (TIER 1 TRADERS)

Recruitment Security DC 10

Granted Action Earn Gold

Size 6 people

Upgrades To merchants

Peddlers include artisans, laborers, street vendors, and anyone else who sells a specific type of good or service to bolster the Silver Ravens' treasury.

MERCHANTS (TIER 2 TRADERS)

Cost 50 gp

Granted Actions Earn Gold and Refresh Marketplace

Size 6 people

Upgrades From peddlers;

Upgrades To black marketeers or merchant lords

Merchants can earn gold for the Silver Ravens, or they can move magic items through the marketplaces of Kintargo to bring in new stock.

BLACK MARKETEERS (TIER 3 TRADERS)

Cost 200 gp

Granted Actions Activate Black Market, Earn Gold, and Refresh Marketplace

Size 6 people

Upgrades From merchants

Black marketeers are similar to merchants, save that they maintain contacts with illegal sources and operate in the city's shadows, allowing the PCs to sell items at a slightly higher profit.

MERCHANT LORDS (TIER 3 TRADERS)

Cost 200 gp

Granted Actions Earn Gold, Refresh Marketplace, and Special Order

Size 6 people

Upgrades From merchants

Merchant lords function as merchants, save that they can arrange for special orders of high-cost items to be shipped to Kintargo at a slight discount to such an item's normal cost.

Team Upgrade Flowchart:

****Will get up after work****