

Tarot Card		Queen of Wands	
Alleyman’s Tarot Card:		The Hierophant (jerk) (Page No. 8)	
No. & Name of Faction		102. Sages	
Expansion		Forgotten Factions	
Timeframe			
Alignment		any	
Politics	Independent	Category	Independents
Enemies	Temples of RABBAT & MORCOR		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	The Wise One, the Wise Woman		
Location A	The Ivory Tower, various locations (see Notes)	Area A	Upper West Side
Location B		Area B	
Resources	Sages, private libraries		
Circle		Forest	
Otherworld		Domain	
Random Event	A scurrilous pamphleteer is circulating falsehoods (e.g. by suggesting that the Gods are a malevolent force manipulating People for Their own interests).		
Background	The Sages are the scholars, thinkers and philosophers of Tehmor. Being independently minded and unable to agree on much, they have never formed a Guild. Most engage in commercial activities, such as charging clients for an Opinion on a matter, undertaking research or teaching the children of the wealthy. Tehmor has long been a haven for free-thinkers, due to its tolerance of all beliefs and tradition of free speech, and its excellent and publicly accessible Library. Many Sages are Magic-Users - usually non-adventuring or retired. Some are Clerics who never made it to the top of their Temple hierarchy, or who were dismissed for heresy.		

	<p>Some are Binders who converse with Demons for answers (which They are reluctant to give). Others are Dreamers, seeking answers in the Library of Dreams in Khalkan-Jho or beyond. Although many Sages fit the stereotype of old men with long beards, they also include women and young students, and some are Elves or Dwarves. Sages consider themselves seekers after Truth and offer clients Opinions as to what may be the Truth of a particular matter. But what may be the Truth can depend upon Alignment, religious and philosophical beliefs, and can often be difficult to determine - especially if interpreting the meaning of Prophecies of SURGAT. Learned Sages can therefore disagree on what may be the Truth of a matter, and many have long-running feuds with rivals as a result.</p>
Notes	<p>Place a Location Pawn for the Ivory Tower anywhere in the Upper West Side. / Opinion: may provide one or more Opinion(s) as to the Truth of any issue that comes up in role-playing a Plot. Ideally this should be for payment by another Faction. The DM may provide background information that would be gained from knowledge and research, but the Player of the Sages must decide what they say is/are the Truth(s) of the matter.</p>