

The Ledger

Faction · Criminal Organization

Alignment: Lawful Neutral

Goals

Control the information economy of the Settled Lands -- who knows what about whom, and at what price. The Ledger neither sells violence nor buys loyalty through fear. It sells certainty: the certainty that what you want kept quiet will be kept quiet, and the certainty that what you need to know can be found.

The Ledger does not have a leader in any conventional sense. It has a **Principle** -- a rotating administrative position held for three years by whichever member of the inner council has demonstrated the most reliable judgment in the preceding period. The Principle's identity is not publicly known. The Principle's decisions are enforced with the kind of consistency that requires significant organizational infrastructure to maintain.

The Ledger was founded approximately two hundred years ago in Archenveil -- or that is when the first records of it appear, which is different from when it was founded. The original purpose was straightforward: a network of Order-adjacent scholars and administrative clerks who recognized that the information they handled professionally had value that was not being captured. The organization that emerged from this recognition is more disciplined, more pervasive, and more philosophically coherent than the origin suggests.

The Ledger's code is three rules, internally called the Articles: First, information given in confidence is held in confidence, regardless of who asks or what they offer. Second, information obtained is accurate or not offered at all. Third, no member takes an action that could reasonably be attributed to the Ledger without Principle authorization.

The third Article is the one that keeps the Ledger from being formally prosecuted by the Orders of Wizardry, technically speaking. The Conclave is aware that the Ledger exists. The Conclave does not know who its members are, because several of them work for the Conclave.