



A Thief Among Us



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A Thief Among Us

A Free Supplement to
Thievery 101: The Periapt of Famidon

by John Merrill and Paul Taylor

Introduction

A Thief Among Us is a free addition to *Thievery 101: The Periapt of Famidon*, but is suitable for use in other ways. It details the NPCs attending a family reunion, the planned schedule of the evening, and a brief description of the rooms important to the adventure. It is intended for use with one 1st or 2nd

level rogue of any alignment. Appropriate modifications should be made by the GM to challenge characters of a higher level. It is specifically tailored toward a PC that would rather use disguise and intrigue techniques to steal the Periapt. Further installments of the *Thievery 101* line are available at www.wyvernsclaw.com.

Adventure Setting

A Thief Among Us is set in a large city along a major trade route, but it is designed to easily fit into any fantasy campaign world.

To Run This Adventure

You must have the new *Dungeons and Dragons® Player's Handbook, Third Edition* published by *Wizards of the Coast®* and be familiar with the rules. Before you run the game, you should familiarize yourself with the entire supplement and all important characters. Pay specific attention to rules involving common thieving skills. It is also advisable to brush up on uncommon ones such as Disguise and Bluff.

Lightly shaded boxes contain player information, and should be read or paraphrased to the players when appropriate. Sidebars contain GM tips and other important tidbits of information.

Full monster statistics are located along with encounter information throughout the adventure. Carefully look over the encounters prior to play and decide if they appropriately challenge your player. If not, modify them as needed.

Methods for using this Module

A Thief Among Us can be used in several ways. It is primarily designed to be used as a supplement to *Thievery 101: The Periapt of Famidon*. The *Thievery 101* series has a common plot line and is logically broken down into parts. A GM may insert other adventures as they see fit.

Alternatively, this supplement can be used as a stand-alone side-trek adventure. It is suitable for settings where the player is assigned the task of

stealing a necklace or some other jewelry. One possibility is to let the PC find out about a reunion taking place at the target's home, where the desired object is located. If the PC is creative (or perhaps gently pushed in the correct direction) they may attempt to join the festivities in some manner of disguise and try to get the item during the party. If done properly this could lead to a guest being the main suspect of the theft. This adventure gives the GM a great opportunity to role play a variety of quirky characters.

The Watchers

The guild presented in this series of modules, the Watchers, is a guild with very tight control over its members. Any thieving activity that occurs must be reported to the guild, right down to the gold piece. The guild takes a 20% cut of all thieving operations. With the help of their agents within the city guard, they find out about all reported thefts and take steps to investigate any that have gone unreported. Freelance thieves are usually forced out of the business in an unfriendly manner. They do not take kindly to members "under reporting" what they've stolen. In return for the compliance of its members, the Watchers offer a place to sleep, a place to store items in relative safety, and access to training facilities with highly skilled instructors (Of course, additional gold is required to actually get training from these instructors).

Before a member can carry out any thieving activity, it must be reported to and approved of by the rogue's Eye. (See *The Eye* Sidebar) The Watchers are very controlling in this manner because they have numerous operations going on simultaneously. It would not do to have a rogue member draw attention to the wrong things at critical times.

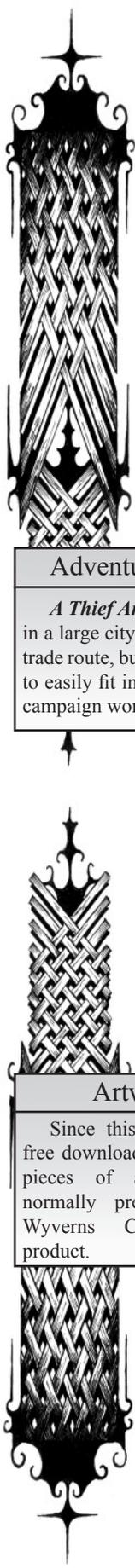
Character Hooks

This module assumes that the PC has been tasked with the theft of some jewelry, preferably jewels that could be worn by a female. The target item is referred to as The Periapt of Famidon throughout this text.

In all cases, it should be made very clear to the PC that he is not to kill anyone during the job. A death would bring undue attention to an otherwise fairly typical crime.

The PC could be hired by a collector or a mage interested in the rumored powers of the Periapt. In this case, the interested party would want nothing to do with the Periapt if someone was murdered to get it.

A rumor could lead the PC to attempt the heist. Weeks ago the Periapt was sold to Felipe, but the seller was unhappy with the price Felipe negotiated him down to. Instead of cursing his poor skills at negotiation, he spread rumors that a powerful magic item had recently come into Felipe's ownership, hoping to cause Felipe trouble.



In any case, the PC should be made to feel a sense of urgency. Perhaps the current rumor is that one of the guests at Felipe's gathering is there to purchase the Periapt.

GM Overview

Felipe, one of the Moneylenders in Kingsreach, is holding a family reunion. It took much effort on his part, but he was able to orchestrate a gathering of more than a dozen of his distant relatives. Felipe has not seen any of his guests in many years. He has been so excited about reuniting with family that he has been talking about it to anyone who will listen. If the PC asks around about Felipe or his family, it won't be too difficult for him to learn about the reunion. A good role player will be able to learn the names of a few people Felipe is expecting to see as well as some relatives that can't make it. Exactly what the PC does with this information is up to him. (Can you say Infiltration? I knew you could!)

Should the PC seek out other information about the relatives, you should allow him to learn whatever is reasonable. (Try to imagine the conversations Felipe may have had... Whether or not he would have mentioned the sort of details the PC is looking for.) It is not beyond reason to think that the PC may look for people wandering the streets near Felipe's business with a look of uncertainty. (Most of the relatives have never been in Kingsreach before and are likely to not know their way around.) A clever PC might pretend to be helpful, redirect the unsuspecting guest to a side street, knock them out and tie them up.

Felipe's wife, Aurilla is handling all the food preparation for the event. The PC will not have the opportunity to infiltrate the party as a server, cook, or anything similar.

Felipe has hired entertainment through the Musicians guild for the evening of the reunion. The dancer and musician being sent by the guild weren't specifically chosen by Felipe, but rather by the guild, though his wife was delighted with the selection. As it turns out, Redella (the dancer) used her connections to arrange for herself and Selrin to be the entertainment for Felipe's gathering. (See the Characters section for details.) Redella is actually Rebecca, the PC's Eye within the Watchers. She wants to be on hand in the event the PC has problems, but will not put herself at risk unless the PC's life is seriously in danger. Even then she will stay "in character", even helping to restrain the PC until the city watch arrives. Note that the PC will not recognize her since he has only seen her in disguise (and even then, as a man).

Unfortunately for Felipe, Rebecca and the PC are not the only rogues attending the reunion. A half-elf named DeAnna came across the invitation to Felipe's reunion in the home of one of her victims, Penny Aquella, a relative of Felipe. The invitation mentioned the moneylenders shop, which sparked DeAnna's

interest. She has since learned as much as she could about the family whom she stole the invitation from and concocted a story so that she could pass for their oldest daughter, Daniella Aquella. DeAnna arrived in town a day before the reunion and has convinced Felipe that she is Daniella. Thanks to DeAnna, Felipe believes Penny and her husband are dead, but he has offered their daughter a home under his roof, just as she expected. Felipe's sons, Kinndon and Menaka, are not too happy with Daniella since they now must share Menaka's bedroom, but they too believe her deceptive plight. DeAnna has already gotten into Felipe's work den (area 14), but her skills were not enough to pick the cabinet locks where Felipe stores his great quantities of coin.

The rest of the NPCs will begin showing up early in the afternoon of the party. The PC will not only need to find someone to come as, they must locate the Periapt during the party and steal it. This may be harder than it sounds because just before dinner begins, Aurilla dons the Periapt. If the PC doesn't have it by then, they will need to take steps to get Aurilla alone and procure it.

Module Format

Due to the fact that players are extremely unpredictable, this scenario is outlined in a very basic format. Instead of attempting to pre-determine each conceivable outcome we have laid out the adventure in the following manner.

NPC Descriptions: Detailed descriptions of each of the NPCs, their backgrounds, personality traits and quirks, role playing notes and a short conversation piece, should the PC attempt to engage them in conversation. Note that actual game statistics are not included for each NPC in this supplement. Most NPCs are not expected to take part in any combat.

Area Descriptions: Brief descriptions of each room in the building.

Brief Schedule of Events: A timeline of the events of the party.

Detailed Party Events: Each stage of the party will be described. This includes events that weren't planned by the hosts.

Contingencies: Though we can not come up with every possibility, we've listed a few that we feel are most likely.

It will be your job as the GM to bring together this loose collection to be the thrilling undercover adventure the player will remember for years.

The Eye

Each rogue is assigned to a higher level rogue called an Eye. The Eye's job is to watch over his rogues, guide them, and occasionally give them assignments. This allows the guild to better understand the capabilities of new rogues. An Eye will meet with his rogues in disguise and always in a one on one setting. The fact that your Eye could be watching at any moment should keep all rogues on their toes.

An Invitation

A copy of the invitation sent to many of Felipe's relatives for this family reunion has come into possession of the Watchers. Should the PC inquire about additional information within the guild relative to this assignment, they may be given the invitation if they offer enough coin.

The invitation is simply a piece of parchment inviting the recipient (which was left blank) to visit Felipe's home after noon on a specific date for a family reunion. Also of note on the invitation is a recommendation to stay at the **Fiery Dragon Inn**, where the bearer of the invitation will receive a healthy discount for the duration of his stay.

GMs running *Thievery 101: The Periapt of Famidon* take note: If Rebecca feels that the PC has not made enough progress by the end of the second evening, she will leave a copy of the invitation in the PC's room.

NPC Descriptions

Felipe, his family, and all of his guests are detailed in this section. Character statistics are only included for the main NPCs and may need to be modified to suite you campaign. Most of the guests are presumed to be low to mid level commoners. Use your judgement and create characters appropriate to the level of your player(s) if you anticipate doing more than role playing.

Felipe Hurnst

Appearance: Felipe is a large, overbearing man who is very fond of food. He dresses extravagantly to inspire confidence in his clients. A well-kept beard and mustache adorn his face. Although he denies it, his hairline has been receding for years. Felipe feels that his bulbous nose is the sign of a good, strong businessman.

Background: Felipe and his family have been living in Kingsreach for the last three years. He was an apprentice moneylender in the city of Dinnibis for over a decade before he had acquired enough gold to start his own shop. It was then that he moved his family to Kingsreach, a city known for it's booming trade. After relocating, he quickly scooped up an old artisan's business (who was leaving town under a cloud of suspicion) which he then renovated into his current business/residence. He is content to work in excess of twelve hours a day in his shop if needed and prides himself in treating his customers fairly. His true passion is his collection of ancient artifacts (of the non-magical sort), especially jewelry.

Roleplay Notes: Since he is the host of this get-together, Felipe is in an extremely jovial mood. During the early evening, he will be very nervous, especially before all of the guests arrive. He doesn't want anything to ruin his reunion. He has a great grasp of math, often knowing payment amounts before actually calculating them on paper for his clients. His other winning business trait is his likable personality.

Encounter Notes: Assuming the PC attends the party as a "relative", Felipe doesn't have any reason to be suspicious of him and he's not quite thinking clearly this evening, due to his mood. If there are huge holes in the PCs story, though, Felipe will begin questioning the PC further until he is either exposed or Felipe is satisfied.

Conversation Bits: Felipe is likely to make conversation based on the PC's proclaimed family. A PC claiming heritage from the Hurnst family will find Felipe asking about the weather, crop growths, water shortages, the danger of cutter weevils, and good farming investments. A PC in the Peerenoe line will find Felipe interested in discussing the uses of leather, types of dyes, curing techniques, and saddle making. A Mason relative will have Felipe excitedly going on about types of stone and how ancient kingdoms used them to create enormous constructs. This is one of Felipe's favorite subjects and he will continually find time in his busy schedule to approach a PC who seems receptive. Other subjects Felipe would address include: anything about moneylending, investments, city construction projects, gems, jewelry, and the nobility.



Felipe counting another payment.

Aurilla (Felipe's Wife)

Appearance: Aurilla is a woman of large girth who's heart can be seen in her broad smile. She often wears her hair in a single long braid and has a taste for fine jewelry which Felipe has only cultivated. The clothing she wears depends upon to the task at hand, but even her aprons are among the best that Felipe's gold can buy. For the party she wears a fine purple dress with gold and silver trim, that makes her look approximately 50 lbs. lighter than she actually is. (It is a *Vanity Dress*, making the wearer look 20% lighter than they actually are.)

Background: Aurilla hails from near the city of Applegate. She met Felipe while he was living in Dinnibis, before he was involved in Moneylending. Seeing her husband's natural abilities with mathematics and his charming personality, she encouraged him to



Felipe

Felipe: Male Human Expert4; CR 4; Medium-size humanoid (human); hp 16; Init -2; Spd 30 ft.; AC 8; Atk +3 melee (1d4, dagger), +3 ranged (1d4, dagger); AL NG; SV Fort +2, Ref -1, Will +7; Str 11, Dex 7, Con 13, Int 14, Wis 13, Chr 15.

Skills and Feats: Appraise +10, Diplomacy +9, Gather Info. +6, Handle Animal +4, Listen +7, Profession (Accounting) +8, Knowledge (Regional History) +8, Ride +2, Search +6, Sense Motive +9, Spot +8, Swim +2; Alertness, Iron Will, Run.

Possessions: Dagger, house keys, key to area 14.

Aurilla

Aurilla: Female Human Commoner5; CR 5; Medium-size humanoid (human); hp 16; Init -1, Spd 30 ft.; AC 9; Atk +2 melee (1d3 knife), +2 ranged (1d3 knife); AL NG; SV Fort -1, Ref +0, Will +0; Str 7, Dex 8, Con 10, Int 16, Wis 8, Chr 14.

Skills and Feats: Crafts (Painting +12, Weaving +12, Basketweaving +8), Listen +2, Profession (Cook) +8, Handle Animal +4, Ride +1, Spot +3, Use Rope +0.

Possessions: Knife, house keys.

apprentice with the largest Moneylender in Dinnibis. She spends most of her time doing household chores as well as creating beautiful quilts and tapestries for which she is known throughout Kingsreach.

Roleplay Notes: Aurilla loves crafts and has been known to go on about them for hours. If someone shows an interest in her quilt-making techniques, she'll go right to her bedroom and bring back her most recent work-in-progress.

Encounter Notes: Aurilla is a bit naive about anyone possibly having hidden motives. However, if something should raise a question in her mind, she will immediately take Felipe aside to discuss it.

Conversation Bits:

Aurilla will speak softly to male guests and excitedly to female guests.

Hello, I'm Aurilla Hurnst. I do so hope you are enjoying the festivities we have arranged. The minstrel we have hired is reputed to be one of the finest and his assistant is said to dance like a dream. They were referred to us by the magistrates neice, no less!

She even complimented me on my latest sweater. Have you seen it yet? A friend of mine, Perl says it is a bit fancy, but I wanted it to be nice enough to wear to a sociable. Hmm... I think you would look nice in an indigo blue.

Menaka (Felipe's Oldest Son)

Appearance: Unlike his parents, Menaka has a large muscular frame and broad shoulders. He towers over his younger brother at just over six feet tall. His hair is short and combed straight down and he has a short mustache that he's hoping to cultivate. For the party Menaka is dressed in a gentlemen's doublet and dress suit. He is also wearing a gold amulet (20gps) and a pair of his father's silver cuff links (5sps).

Background: Menaka is the oldest of Felipe's sons at nineteen years of age. He is extremely skilled at throwing daggers, though he is not exceptionally dexterous. He worships the deity of magic and his ambition is to become a priest and convert others to the faith. His attempts to convert his father of late have kept their dialogs short and tempered.

Roleplay Notes: Menaka is both excited and nervous during the party. He cannot wait to display his knife throwing skill to his kin and is apt to show off in some exuberant fashion.

Encounter Notes: Like his brother, Menaka is responsible for making sure that everything is kept tidy and that the refreshments trays are not left empty. When encountered, he will be looking around checking the trays or inquiring of his parents.

If the PC attempts to slip away from the party, Menaka is likely to be the one who will take note, particularly if any doors are left cracked open, etc.

Conversation Bits: Menaka will be hurried with his conversation as Aurilla has promised him a day off if he minds his work well.

Good day sir (or ma'am). You look like you might be havin a throwin arm on ya. Have you ever tried your luck on casting a bit of steel? I've been told by ma that mean ole Eggar Peerenoe made his way by throwin. That is, until he missed and took out that Justicars eye. I'm bettin that he missed a donation or two that day.

Kinndon (Felipe's Youngest Son)

Appearance: At 14, Kinndon has a small frame, a wiry build, and stands just under five feet tall. For the party, he is dressed in a crisp blue tunic with matching pants.

Background: Kinndon dislikes creating art, but Aurilla has continued to push him in that direction even though he shows absolutely no ability. His true love is swordplay and he wishes to attend the Jaquin Academy in the city of Kynn. It is his hope to one day attain the skill level of the legendary Savron Jaquin, the founder of the academy.

Roleplay Notes: Kinndon feels that the party is a bore and seeks out every possible hiding space to get out of doing work.

Encounter Notes: When encountered Kinndon will be haughty and downright unsociable. He is interested in all things related to swordplay and if the PC is interested in conversing about that topic, Kinndon may be a bit more friendly, particularly if the PC has a magic sword to show him.

Conversation Bits:

If cornered into a conversation, he will be blunt and quickly make an escape.

Lissun, I doon know you. I doon care where you came frum. Lessun you halv a magikal sword, I'm just not intrusted. Now, you wan one of thees odervs er not?

New Skill

Target Throwing: (Dex)

Use this skill to hit small targets with a well-balanced thrown object. This skill is useless in any combat situation, but can be useful for winning contests and on certain occasions in dungeons.

Check: The GM selects a DC for the desired target. A successful check indicates that the target was struck. The bullseye of a target at a typical distance for contests is DC 20.

Menaka

Menaka: Male Human Commoner2; CR2; Medium-size humanoid (human); hp 12; Init +2; Spd 30 ft.; AC 12; Atk +3 melee (1d4+2, dagger), +2 ranged (1d4, dagger); AL NG; SV Fort +1, Ref +2, Will +0; Str 15, Dex 15, Con 13, Int 10, Wis 16, Chr 9.

Skills and Feats: Climb +3, Listen +4, Profession (Accounting) +4, Ride +3, Spot +3, Swim +3, Target Throwing +6 (new skill); Ambidexterity, Skill Focus (Target Throwing).

Possessions: dagger, throwing dagger, signet ring.

Kinndon

Kinndon: Male Human Commoner1; CR1; Medium-size humanoid (human); hp 6; Init +2; Spd 30 ft.; AC 12; Atk -1 melee (1d4-1, dagger), +2 ranged (1d4, dagger); AL NG; SV Fort +0, Ref +2, Will +2; Str 9, Dex 14, Con 11, Int 15, Wis 11, Chr 15.

Skills and Feats: Climb +1, Listen +5, Profession (Accounting) +3, Ride +5, Spot +5, Swim +1; Alertness, Dodge.

Possessions: signet ring.

NPC Descriptions

Appearance: Provides a good idea of what the NPC generally looks like.

Background: This is a brief history of the NPC. It includes important items in their past. Occasionally, these tidbits may come into play while roleplaying the NPC.

Roleplay Notes: This section gives general ideas for items the NPC may talk about and their outlook on life.

Encounter Notes: Things that happen related to this NPC are listed here. This includes events and things the NPC will do when they meet the PC.

Conversation Bits: These sections give you an idea of what a conversation with this NPC might start out as. Since most PCs probably won't try to talk very long, considering the circumstances, you probably won't need much more than is provided.

How to Use Conversation Bits

Most conversation bits can be read aloud to the PC if the GM pauses appropriately for the PC to respond.

The GM should not feel compelled to read the rest of the shaded box text if the PC's responses don't call for it.

You should attempt to add body language when playing the NPCs, even using different voices if you can.

Danard Hurnst (Felipe's Father)

Appearance: A man in his late 70's, Danard stands pole straight (5'9") and seems not to have an ounce of fat on his lean frame (160lbs). For the party he wears a gentlemens tunic and dress pants. On his head sits a plain, clean farmers hat of straw.

Background: Many years ago Danard went to Dinnibis seeking his fortune. Running low on both funds and luck, he found out the hard way that he had a knack for growing things. After serving a sentence of 2 years on an elven penal farm, he decided to try his luck at farming for himself.

Danard quickly made a name for himself among the Afdgal Elves when a fight broke out over his last apple of the season. The victorious elf of the five in the fight stated to the crowd that it was the best apple he had ever tasted, just before losing conscious.

Once a successful farmer, Danard has retired into a beautiful house in Dinnibis. He now spends his time with his wife or in a small garden growing magnificent flowers.

Roleplay Notes: Danard is very direct in his conversations and will push anyone to get to the point of what they are saying. Asking Danard anything about growing will launch him into a monotonous dialog on the best soils, temperatures, and times to grow various plants.

Encounter Notes: Danard will take the lead in any conversation the PC starts. He is lively for his near 80 years. He doesn't understand how people don't have a love for growing things.

Conversation Bits: Danard is both blunt and stubborn. If the PC should start a conversation, Danard will quickly find a way of turning it into a dialog about various plant types.

Sylia Hurnst (Felipe's Mother)

Appearance: Sylia just recently turned 70. She stands at medium height (5'5"), but is extremely thin, being only 101 lbs. Her long silver hair is well combed and tied back with a dark red bow. The deep lines in her face lend her an aura of wisdom and serenity that you also feel in her voice.

Background: Sylia grew up in the city of Sandspire far to the east. Her father was a cobbler and her two brothers were well on their way to becoming journeyman tailors. One evening, just before sunset, Mieanujet the Dreaded flew down to the edge of the city. Sandspire's officials had been warned that the dragon would come for offerings, but thought to repulse his attacks with a large unit of hired mercenaries and a squad of battlemages. Hidden in a small alcove under her parents home, Sylia was one of the few to survive.

When the battle was over, Sylia, at the age of 22, found herself alone in a city that was all but destroyed. The survivors quickly pulled together their resources and headed West to Lysten. The journey was fraught with peril and many died. Upon reaching Lysten, the inhabitants welcomed them with open arms. Sylia quickly became an aid to an elderly seamstress named Thelerra who took her needs to heart. A few years later, a young farmer from Dinnibis saved Sylia from a gang of ruffians. Taking interest in the courageous farmer, she later came to marry him.

Roleplay Notes: Sylia is a quiet and very intelligent woman. She will talk little and seem to listen to everyone. Most of the men see this as a weakness in her, but Danard knows well that the wolf strikes strong when dressed as a sheep.

Encounter Notes: When conversed with, Sylia will listen intently to everything the PC says and reply in a wise, intelligent manner. Unfortunately for the PC, Sylia is a very intuitive foe. Any slip up in the PC's story at all will leave her drawing conclusions about the PC. (Sylia has a **Sense Motive** skill of +9, so she is very difficult to Bluff.) Should she conclude that the PC is an imposter, she quickly notifies Felipe.

Conversation Bits:

Hello. My name is Sylia and I am Felipe's mother. I hope your journey to Kingsreach was a joyful one. It is good to know that kin from so far away can celebrate together during times of joy. Does your family have celebrations often? Mayhap I could attend one sometime.

How different are your customs, so that I don't embarrass myself?



Greetings, how fared your travel to Kingsreach? 'Tis a fine time of year to be travelling in these parts. What with the flowers bloomin and the vines creepin, you can't help but find some wanderlust. It makes one wonder how such fragile plants can grow themselves in the rough, rocky soil of the cart tracks. Take for example the beautiful oxmusken plant. 'Tis a puzzle why its stench draws the oxen to it, who gain no nourishment. It does though, and thereby enables its pollen to travel many leagues to pollenate other oxmusken.

Mort (Felipe's Uncle)

Appearance: Mort stands at 5'10" and weights a respectable 173 lbs. His frame is very muscular from his constant activity, but the deep lines on his tanned face tell of his many years. A large patch of stark white hair clings to his head and a deep bruise is visible on the back of his right hand. His left hand is filled with the dark, curved wood of a freshly wrought cane. He has clothed himself for the party in a newly purchased set of overalls.

Background: Mort has worked on farms his entire life. His father taught him the ways of the land and he was an apt pupil. This fostered resentment with Felipe in his younger years. Upon Felipe's completion of his moneylender studies, Mort rewarded him with a large party held at Mort's farm. Since that time they have been the best of friends and have even gone so far as to help each other (sending coins and presents to each other) when the times have gotten rough.

Roleplay Notes: Most men of Mort's age have succumbed to both illness and extreme bitterness. Mort on the other hand gives thanks to the Gods for his many years on Enneon. He sees life as a precious commodity that few truly enjoy.

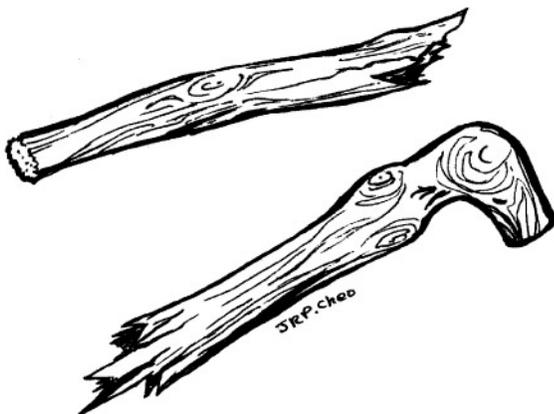
Encounter Notes: Just as he arrives, he breaks his cane on the steps leading up to Felipe's balcony. This causes him to lean on anyone nearby, including the PC. Mort is ruffled by the loss of his cane. He speaks to the PC as if he/she is a long lost child.

Conversation Bits:

Hullo there yung'in. I'm Mort. I don 'member seeun you arouwn at any of dem udder family git-togeddurs, but you look strong enuff. You ever try settin' yer sights on becommin' a farmer?

Sure, its hard, back breakin work, bud da reewards of see'n that crop commen reddy fer harvestin' makes it all wurth wile.

Wull, if'n yer ever ta change yer mind, I'm more dan will'n to show ya tha ropes.



Feleena (Felipe's Aunt by Marriage)

Appearance: Feleena looks to be a small middle aged woman who has spent most of the last twenty-five years working with her husband on their farm. She has a bit of gray in her hair which she wears pulled back in a ball upon her head. She's always in good spirits and is rarely caught without a smile upon her face. She dresses in simple utilitarian clothing, usually inappropriately heavy for the season.

Background: Feleena is the wife of Felipe's Uncle Mort. She hasn't seen Felipe in over fifteen years, having been deeply involved in raising her children and working on the family farm. Though Feleena is fairly healthy, her eye sight is relatively poor and she is hard of hearing, but she tries to hide these problems from all but her husband, Mort.

Roleplay Notes: Feleena loves their farm and constantly talks about the many experiences she has lived through there. Aside from the life she's grown to love, her thoughts mostly center on her husband Mort. Even after being married for over thirty years, she spends a good portion of each day thinking of what she can do to best please him.

Encounter Notes: Feleena brought a sweet nutty cake from home to the party. Normally, this would have been a treat for everyone attending, but Feleena mistook polyp spores (which Mort plants to attract game animals when his fields would otherwise be bare) for sugar. Anyone trying to eat the cake will start coughing violently if they fail their Fortitude save (DC 10). If the fortitude save is successful, the taste of the cake will likely cause the first bite to be the last. If someone trying the cake fails their fortitude save, spores will be exhaled into the crowd potentially affecting anyone within 10 feet. (Fortitude save DC 6 if inhaled) A failed Fortitude save causes coughing for 1d3 rounds.

Conversation Bits:

Well, hello there deary. You've grown a tad since I last seen you. Hmmm.. Dear, now when was that? It must have been a good fifteen year ago. Yes, it was at your granpa's funeral. Your ma never did take his death too well. She sure raise you up well enough, though. Tis good to see that you grew out of that bad case of acne.



A Note on Settings

Many NPCs have cities mentioned in their background and some even mention them while conversing with the PC. The GM should replace city names with ones from his campaign world prior to play. This may only seem to be important for Conversation Bits, but you never know where role playing will lead, so it is best to be prepared.





Karen Turbidon (Felipe's Cousin)

Appearance: Karen is still a beautiful woman at the age of 49. Her height is 5'7" and she seems to be very slim. She wears a dark veil over her face that is attached by shelled clasps to a pearlescent robe. Her hair falls from her head in curled golden locks. Her feet are wrapped by a simple set of sandals and a silver band entwines one wrist. Light blue eyes peer out over the veil and seem to gather curiosity from the males in the area.

Background: Karen's childhood was taken away from her at the early age of 14. She was playing innocently along one of the beaches of Lentel Hold when she was abducted by a band of slavers out of Fangport. Her master, Savlin Turbidon became so fond of her over the next decade that he released his concubines and took her as wife. After some time, she grew to love Savlin despite the way she came to be married to him. Once Savlin was secure in her love, he allowed her to get back in touch with her family. Years later Savlin was struck with a bout of Tangris fever. He never fully recovered and Karen was forced to run his trading business from Fangport. So far she has been successful, but rumors are spreading that competing traders are out to destroy everything she has gained. She came to Felipe's reunion in the hopes of creating more trade for her business and possibly finding some strong armed men to help guard her shipments.

Roleplay Notes: Karen has been around men most of her life and knows how to manipulate them. During the party she will hover near Felipe and seem to ask a lot of meaningless questions. She is doing her best to learn about trade in the area while seeming to be a mindless woman.

Encounter Notes: Karen will first try to enlist the PC as a guard for her trade ship the *Sea Orchid*. Then she will softly ask the PC about different trade materials in the region and will hang on his every word. If it becomes apparent that the PC doesn't know much she will quickly move on to other guests.

Conversation Bits:

Please forgive me, for I haven't had the pleasure of speaking to you before. It is not customary in my kingdom that a female should talk to others outside of her immediate family. Yet things change in the world and I find myself placed in a bad situation.

Times have grown hard in Fangport and I have need of reliable guards for the goods we carry to trade. It is a dangerous job and I can only allow myself to ask those who are remarkably gifted with strength. You seem to be such a one and I would be honored to have you by my side. Might you be interested?

Follow-up conversation:

In Fangport there is little to interest the nobles. They are lost in their own petty squabbles and care not for the common folk. The peasants suffer for their carelessness. It is my deepest hope to one day put food on their tables and wealth in their pockest. Perhaps you can help. Do you know of what wares they trade in these regions?

Savlin Turbidon (Karen's Husband)

Appearance: Savrin is a tall (6'2") man with dark skin and midnight black hair. His thin shape and stern features give him a wizened look. Upon talking to him, one will realize that he is not completely rational. He tends to inject meaningless words into his sentences and quickly loses track of what he is trying to say.

Background: Savlin was a trader. He grew up as a ships boy on Aful'Gurad Galleons. Upon reaching manhood he had saved coin enough to lease a merchantman. His insightful dealings and incredible luck allowed him to quickly purchase his first ship *DharkThorne*. For many years he plied the waters of the Gulf of Omens with his beloved ship. During a trade mission to the Isle of Ieniix he succumbed to a terrible illness. While approaching the reef of tears the first mate misjudged the tide level and speared *DharkThorne* on a mass of razor coral. The ensuing rush of water drowned half the crew and many more were lost to the coral. Only Savlin and five veteran sailors were savvy enough to realize that all was lost. Relying on skill and luck, they barely managed to escape with their lives.

Once a proud man, he has fallen into a craze caused by the Tangris fever that took him. For the most part he is now a quiet sort of man. He only raises his voice when his mind is beset by strange horrors that seem to wrench the life out of him. Many of the men that followed him before the fever now refuse to do so, saying he has been cursed by the sea.

Roleplay Notes: If someone should ask or mention anything about his ship *DharkThorne*, Savlin will immediately begin to sob hysterically and shivers will wrack his body. After a loud wail of anguish he will turn and pass out.

Encounter Notes: Savlin walks with a rolling gate that comes from years at sea.

Conversation Bits:

Ahar thar frend. The kin look to be pleased today. I'm thinkin e'eryone 'as let tha wind outa thar sails fer a bit of famly conversin. What with tha storms an ull, I'm reddy for a bit of conversin maself. So, what say you? Reddy to carry on 'bout yerself and gab 'bout some of yer adventures?

Mezzlin Hurnst (Karen's Daughter)

Appearance: Mezzlin is a skinny (95lbs, 5'11"), dark skinned girl. Her eyes are a dazzling blue and she cannot seem to stay motionless for more than a couple of seconds. She wears a long sleeved white dress that reaches to just below her knees. Her dark hair is bound up in a bun and encircled by a bit of silver lace.

Background: Raised in Fangport, Mezzlin is Karen's first child. She has been nurtured into a budding young woman who will draw complements from the nobility for her etiquette and civility. All attempts by her mother to marry her off to would-be suitors have ended in disaster. Mezzlin insists she will marry no man who is not both valorous and brave of heart.

Roleplay Notes: Mezzlin will scoff at anyone who approaches her that doesn't have at least a 15 charisma. She is interested in valiant tales of heroism and bravery and her interest will be piqued by such tales. She has a fascination for white clothing and feels that such cloth is romantic as well as sensuous.

Encounter Notes: Any conversation with Mezzlin will show her to be immature for her age. She will blush at hints of innuendo and cover her mouth when she hears swear words. If anyone were to call her a name she would very likely storm off crying.

Conversation Bits: (In a high pitched voice)

Hi kindred! It is good to be able to finally put my sore feet on solid ground. The roads were so bad, I didn't think we would ever get here. And that horse, gah, I think I could have ridden faster on a lame donkey. I can't believe mom could be so ruthless. All she did was complain that we weren't going to make it in time. I don't think that woman has a spot of pity in her entire body.



Bostlin Hurnst (Karen's son)

Appearance: Bostlin is a strong tall (6'4", 240lbs) lad of rather large girth. He wears a white tunic, gray pants and a freshly stained pair of black dress boots. His hair is combed downward in long locks, but cut at his ears and shoulders. A large welt resides on his chin where an antagonized steed nipped him.

Background: Bostlin is the eldest brother of Karen's four children. Being the strongest, he antagonizes the others into fits of frenzy. Just such an occasion caused Karen's decision to leave her two youngest in Fangport. Bostlin, couldn't believe his good luck at leaving the tattle-tails behind. He is now waiting for a chance to wander off and find an adventure of his own.

As Savlin's heir, Bostlin stands to gain a vast amount of wealth. In order to better prepare him for such duties, Karen has made him an officer on the *Sea Orchid*. Also, in order that he does not forget his place, Bostlin is to treat everyone as if they were the ships captain.

Roleplay Notes: Bostlin is a prankster and is not afraid to tell a lie if it suits his needs. He also loves more common clothes and will not stay in his current dress clothes unless forced to do so.

Encounter Notes: Bostlin is well learned if a bit dull witted. He will try to entertain the PC with tall stories of his bravery and daring. If the PC seems uninterested he will quickly wander off.

Conversation Bits: (In a deep, burly voice)

Hay thar mastur. Tis me, Sir Bostlin the bold. Surely you have heard the many tales of my great deeds. No? Well let me tell you a bit of what I have done.

When I was 14, I found myself in a very bad way. I had done fell into a viper pit full of hissing snakes! All I had was a bit of rope and a biscuit. All around me they slithered, getting closer every second. A bit of a pickle I told myself. Then I yanked the rope off my belt and snapped the end at the snakes. I broke their backs with'n the whippin of the rope when I hears a louder slitherin way back in the pit. Gettin a bad feelin in the back of my tummy, I took a walk back. Just aftur I mooved something big tried to bite at waar I was just standun. It was tha biggest snake thingy anyone has ever seen. I jumped on its back and rapped the rope around its thick neck. I pulled on the rope while it mooved all over the place and tried to scratch me frum its scales. I didn't let go and know I have the biggest viper tooth you will ever see!!!

Wandering Off

If Bostlin gets bored, he may try to sneak away from the adults, at the discretion of the GM. If he can get away, he will head into the nearest tavern and buy himself a mug of strong, dark ale.

Karen and her family will immediately depart to search for Bostlin once she notices him missing. Other family members may also join the hunt, possibly leaving the PC with a chance to look around the home alone.



Kardon Peerenoe (Distant Uncle)

Appearance: A short (5'3") stalky man, the first thing you notice is that his face is virtually bereft of hair. In contrast, the braided locks of his head nearly reach his naval. Deep brown eyes continuously glance around the area measuring, sizing, and debating. Light gray robes drape his shoulders and fall cleanly to the tops of his feet while a sash made of intricately woven vines encircles his waist. Attached to the front of his robe is a clear quartz crystal with a sprig of holly.

Kardon's Brother

Capuun is Kardon's much younger brother. He hasn't seen him since Capuun was a young child. Kardon will want to spend a good half hour or more talking to his brother before leaving for the night. If the PC is coming as Capuun, he had better have a good long history to tell, or show up after Kardon has departed for the evening.

Background: This very distinct looking man is known throughout the kingdoms as the hero of Westflen. His actions to save the estuaries inadvertently dispersed much of a Grynmarche troll army. His popularity with his kin is from his ability to tell the gruesome stories in such a way as to make them almost harmless.

Kardon has spent the last twenty years in the wildlands of Westflen. His vast knowledge of the area supersedes that of most sages. It is unknown why he has stayed there, but rumors persist of a doomed romance in which his lover was changed into a majestic weeping willow.

Roleplay Notes: Kardon has a buoyant, relaxed exterior when he is around his kin. As soon as they are aware of his presence, the younger family members will immediately hound him for stories.

Encounter Notes: Any PC bold enough to approach him will find that he treats them with kindness and a genuine concern for their welfare.

Since Kardon is only at the party for a short while, he will not be able to chat unless approached right away. If Kardon should become aware of the PC's deceit, he will act appropriately.

Conversation Bits: Kardon has hurriedly travelled to Kingsreach to be with his relatives. The travel has exhausted him so much that he will only enjoy their company for a short time before retiring to the Inn. It is his plan to have breakfast with everyone in the morning. If the PC should listen in on one of Kardon's stories, he will hear Kardon tell of his uniting the creatures of the estuaries to repel the trolls.

Tis nice to finally meet you, my kin. It has been a long journey and I am weary to the bone. Please do not be put off that I must retire early, for we shall exchange tales at the onset of morning light.



Bill Mason (Distant Uncle)

Appearance: Bill is a short, husky man (5'6", 170lbs) with a very bulbous nose. His hair is a medium brown of moderate length which he gathers in the back by a silver clasp. His face glimmers with rosy hued cheeks and his chin is covered by a neatly trimmed beard. He is dressed in a dark elaborately trimmed suit and wyvern hide boots. Tattooed on the back of his right hand resides the Mason family tattoo of a stonemaster.

Background: Bill Mason learned a great deal of his stone working skills from his father Darron Mason who hailed from Koryn Gulch West of the Darkenreach Mts. His father once controlled all the lands in the gulch, but the family lost them during the Blood Oath Wars. Hailing from nobility and having the skills of a master stone worker, the council of Applegate offered to relocate his surviving family members in return for his skills.

Roleplay Notes: Bill talks with a deep voice and has a very business-like attitude. His laugh is a rolling rumble which everyone seems to enjoy.

Encounter Notes: Upon meeting the PC, Bill will give him/her a strong handshake and a great hug. Bill enjoys any tales where clever stonework is involved and rewards anyone to do so with a semiprecious stone or two. (50gps/each)

Conversation Bits:

Hello (character's name). It is an honor to meet the kin of my dear cousin Felipe. I am a master stoneworker of some small skill. If you be interested in stonework, you should come visit me in Applegate some time. I can show you such sights of wonder that your eyes will weep for their beauty.



Marla Mason (Bill's Wife)

Appearance: This tall, (5'11", 150lbs) lanky woman comes from the nobility of Applegate. Her auburn hair is cut short at her shoulders and a silver netted bow wraps around her bangs. Her fingers are encased in a multitude of precious gem encrusted rings and at least three gold necklaces meander around her neck. A large lapis lazuli scarab is pinned to the brocade of her dress. Quartz studded dress shoes adorn her feet.

Background: She was born Marla Damuri, the fourth daughter to Lord Damuri (Marshall of the Applegate defense forces). Her father came to his current position when the former Marshall fell to an assassins tainted arrow. Marla became enamoured with Bill when he helped to shore up Applegate's many defenses. When Bill serenaded her from a patch of grass under her window, she was smitten and they were married during the flowerfest a month later.

Roleplay Notes: Marla was brought up in the proper fashion of the upper class and considers anyone not a master skillsman or of noble blood as inferior. She is taken by jewelry and beautiful artistry. If Aurilla should show her some craftwork, she will remark on its beauty and clever design. She will then ask to see what else Aurilla has made.

Encounter Notes: Conversations with Marla will be short and ill received. She will consider the PC with a distaste unless he/she states they are a master of a sort. (In which case she will take the PC by the arm and ask of their crafts)

Conversation Bits: (In a low volume, high pitch voice)

Well hello. I see you made it to Felipe's rather limited abode. It is said in the kingdoms of the West that moneylenders are nothing more than thieves wearing dress clothes. Of course I am not one to speculate on such matters, as the peasants have great need to exchange gold for coppers. Where did you say you harkened from?

Faagen Mason (Bill/Marla's Daughter)

Appearance: At fifteen, Faagen is a short (5', 140lbs) dumpy looking girl. Her hair is tied up into pigtails by golden ribbons and her shoes are of soft tanned leather. Her shoulders are continuously slumped and she drags her feet when she walks. While wearing the most beautiful light blue silk dress, she manages to make it look ruffled and oversized.

Background: Born and raised in Applegate, Faagen is familiar with the children of the nobility. In most cases she is familiar with their names, heritages, and histories.

Roleplay Notes: Faagen has inherited her father's curiosity and her mothers snobbishness. At the beginning of the party she will feel that the PC is to lowly to deem worthy of her attentions. When it becomes apparent that the PC has seen some of the world, she will let curiosity get the best of her and ask the PC a few questions.

Encounter Notes: If the PC approaches Faagen, she will be unfocused and tend to stutter in her speech. If the PC doesn't approach her, sometime during the middle of the party she will ask the PC a few questions.

Conversation Bits:

Hi sir (or ma'am), how do you do? I'm Faagen Mason and this is the first time I have travelled beyond the borders of Applegate. I understand that to the East is the Shattered Lands, have you travelled there? Do you know anything of those lands? What have you heard of Mianujet? It is said that many towns sacrifice virgins in tribute.

Infiltrating a Family Reunion?

It sounds like an impossible task, but in this case most of the participants have not seen each other in decades and some guests have never even met.

No member of Karen's family (even Karen) have met any of the other attendees. Bill Mason hasn't been seen by Felipe in over two decades and neither his wife nor daughter have met the others. Lavern and Gavin have seen Aurilla about 15 years earlier. Baffly Mason most recently saw Bill Mason, but that was when Baffly was in his early teens. Capuun is Kardon's younger brother, but hasn't seen him since he was a child. The youngest adult attendees (Talees, Zaccaria, Ashlin and Daniella) have never met any of the other family members attending the reunion.

Mianujet the Dreaded

Mianujet (pronounced Me-an-oo-Jet) is a Red Wurm who strikes fear into the hearts of the population of Enneon. His most infamous deed was the almost complete destruction of the city of SandSpire. The city officials knew that Mianujet was going to attack if not offered a sacrifice, but chose to hire mercenaries to work with the city defenses to repel the beast. Ten battlemages were part of the defense force, but they were surprised when the cold-based spells cast at the dragon were reflected back upon them. It is rumored that Mianujet himself can cast spells as a wizard, but no one living can confirm this to be true.



Lavern Peerenoe (Aurilla's Aunt)

Appearance: Lavern is a large (5'10"/206lbs), robust older woman with seemingly endless energy. She has a small, rounded chin, petite nose, and rosy cheeks. Her girth tends to get in her way though, as she is a bit clumsy. This can lead to interesting situations as she is almost always accompanied by her pet shock lizard Lennix.

Lennix is a small, sleek reptile who usually rides on Lavern's shoulder. He seems to enjoy nothing more than to hide his scaly head in Lavern's clothing. Unfortunately, he has a habit of emitting a shock whenever he is startled. Lavern is currently doing her best to break him of the annoying habit.

For the party she wears an elegantly embroidered white dress with a gold angelic pendant. Her ears sparkle from a pair of sapphires that set off her light blue eyes. Her wrist sports a small ruby amulet and on her finger sits a large diamond surrounded by aquamarines.

Background: Wife to a master leatherworker, Lavern enjoys the comforts of the upper class. She is a pronounced gossip artist who absolutely delights in the spread of the latest news. She will go far out of her way to make sure that she knows everything of the current fads, trends, and styles. Her attention to the latest fashions of popular nobles always finds her tastefully attired. Lavern is sister to Sylia Hurnst

Roleplay Notes: Lavern will show interest in the PC right away, as she wonders what news the PC may have. Likewise, she will ask very prying questions such as what nobles do you know and how much do you make each season?

Encounter Notes: The PC would be smart to try and avoid Lavern at all costs as she could easily catch on to any deceiving lies. Unfortunately, Lavern will use every excuse to seek out the PC and ask questions that she feels is of utmost import. Questions she will ask: Who did you learn your skills from? Can you demonstrate some of your skills to me? My son Kardon says he thought you would make a fantastic druid, what do you say? Is that a new style of clothes you are wearing?

Conversation Bits:

Hello, I'm Auntie Lavern, but you may call me Jill. I originally hail from the grand city of Daamark, but I moved to Lentel Hold to be with Gavin. We have considered moving back, but Gavin insists we are better off where we are. Have you ever been to Daamark?

Gavin Peerenoe (Aurilla's Uncle by Marriage)

Appearance: Gavin is a tall (6'2") sickly looking man who talks with a deep voice through rows of sagging skin. His hands are permanently stained a deep brown from countless leather dies. His head is ringed by a scruff of combed gray hair and his baggy clothes seem to drape from him as if he were a tent. Across his brow slashes a pink jagged scar that speaks of a battle once lost.

Background: Gavin comes from a long line of Peerenoe leatherworkers who have resided in Lentel Hold. In olden times, Gavin's ancestors created leather armor and goods for nobles as far away as Skywold. Many of them became famous for their skill, others were killed because of it.

Gavin became a Master in his 33rd year and was one of the youngest to have done so. His father stood proudly beside him during his awarding ceremony and helped to award him the certificate. His hard work and determination brought him to the attention of Baron Laureau who quickly hired him.

With such high standing accorded him, Gavin soon caught the eye of Lavern Ryn who's father was a master wainwright. A year of courting and the blessings of her father resulted in a marriage that has foregone the passage of time.

Gavin now owns a fine manor house on the outskirts of Lentel Hold. He works for the nobility when it suits him to do so. His crafts are considered valuable across the kingdoms so he only works on items that are of interest.

Roleplay Notes: Gavin is a quiet man who has a taste for small food delicacies. For each foodstuff placed before him he will reply graciously with one of these sayings: Mmm, this is the way to a man's heart. This is heaven to my tongue. Another one of these and I may just have to move in. The taste fairies are dancing on my tongue.

Encounter Notes: Gavin will seem to be continually hungry. Lavern has kept him on a strict diet for the last two weeks and he sees this as a chance to catch up on some good ole feasting.

Conversation Bits:

Well hello. My name is Gavin. (holding his hand out)

(nods in the direction of some food) Aurilla sure outdid herself. I haven't tasted such fine food in a fortnight. (looks around nervously, then grabs a snack off of one of the trays and crams it into his mouth)

(with his mouth full) Where did you say you were from? Good food there?

Lennix the Shocker Lizard

Lennix is smaller than most Shocker Lizards, being only classified as Tiny. Lavern found him starving and near death outside the manor one morning. Overtaken by a sense of pity, she ignored the other family members suggestions to let it die. She slowly nursed him to health and found ways to discipline his need to shock others. His addition to the family proved to be a bonus one evening when he single handedly drove off a small group of thieves.



Baffly Mason (Bill Mason's Cousin)

Appearance: Baffly is a large, tall (6', 200lbs) man who carves stone to create walls and fences. To the party he wears a clean slate gray shirt and pants. He has long dark hair with streaks of gray and light blue eyes. His face is clean shaven.

Background: Baffly is a bit inept at the stoneworking business and could not hope to compete against the skills of his kin. He therefore moved to Daamark where he found his skills in much more demand. Baffly has had bad luck with women. He has almost been married three times, but has been unable to bring any woman to say the vows. This has left him with a bad opinion of the opposite sex and he is not afraid to let everyone know.

Roleplay Notes: Baffly is a chauvinist pig and will use every opportunity to both insult and harass anyone of the opposite sex. If he should get to far out of hand, Felipe will quickly escort him to his Inn.

Encounter Notes: Baffly will talk sensibly while trying to make it sound like he is an important man in Daamark. If the PC is a female, he will either harass her or hit on her. (Roll vs. her charisma. If you roll lower than her charisma, Baffly will consider her too charismatic for him and will harass her. If you roll higher, then he will find her to his liking and will unload a stream of bad pick up lines and complements. (Yes, he knows this is a family reunion.)

If the PC is a man then Baffly will tell him a barrage of chauvinistic jokes:

Do you know what women are good for? Bearing children, raising children; cleaning up after children, and that is it.

Do you know how many women it takes to light a candle? Three, one to hold it, one to light it, and one to debate with the other two where it would look best in the room.

Conversation Bits:

So, what do you do for a living? I'm an important man in Daamark myself. Perhaps you have heard of my business, Baffly's Boulders? No? Well, let me tell you that it is very prosperous and I barely have time to get away. It is amazing that I'm here at all. If it weren't for my lucky hiring of a fifth initiate stonecutter right before Felipe's invitation, I wouldn't be here today.

Capuun Peerenoe (Distant uncle)

Appearance: Capuun is a short, skinny man (5'3", 150 lbs) who has many deep lines set in his face. One of his eyes tends to wander to the back or side of his head when in thoughtful conversation. He wears a deep blue tunic and a soft brown cloak. He is single and has a comely face.

Background: Capuun grew up in Lentel Hold. His brother Kardon left home when Capuun was only three years of age. Capuun followed a very different path than that of his brother. When advised by travellers that there was a great need for leatherworkers in Dinnibis he quickly moved there and set up shop two years ago. His work has only been partially successful as he has had to recover from the burning down of his business by an irate elven customer. He has never met Felipe's parents, even though they live in the same city.

Roleplay Notes: Capuun is an extremely nice guy. He seems to care about everyone at the party and does not say a bad thing about anyone except Afdgal Elves. He talks little and will only come out of his shell if he is engaged in talk about his skills.

Encounter Notes: Capuun will take a genuine interest in the PC and will listen carefully to any stories he/she tells. If asked questions, he will think them over carefully (remember the wandering eye) and answer to the best of his ability.

Conversation Bits:

Greetings to you my kin. From where do you hail? I've just travelled through the dust and mud from Dinnibis myself. Is there much going on where you are from? Besides the normal riots of drunken elves, not much has been of note in Dinnibis of late. Although, the elves are saying that the dwarves of Kragmoore are gearing up for a war against some unknown enemy. Then again, they have been saying that for years and you cannot trust the word of an Afdgal elf.



Afdgal Elves

Many thousands of years ago the Afdgal Elves were part of the Ringwold Elves. When a dispute broke out among them after an extended war against orcs a heroic general who felt slighted left with a great following. These elves later became known as the Afdgal Elves and they settled in the plains to the northeast of the Ringwold.

Most Afdgal Elves are barbarians. Favoring combat over conversation, they enjoy a good fist fight. They believe in adapting to the situation at hand when more traditional methods fail.

Their flair for combat consumes them. Most Afdgal elven stories usually involve complex strategies and unusual tactics. Their heroes perform impossible feats with minimum equipment.

Potential Marks

Baffly, Capuun and several of the NPCs on the following pages are all travelling alone. This makes them excellent potential marks that the PC could kidnap, if they were so bold. (Only a genius or an idiot would attempt to kidnap a couple or an entire family.)

The NPCs will be following a normal routine of travelling during the day and staying at well established inns during the nights. Most of the NPCs arrived the night before and are staying at the Fiery Dragon Inn as suggested in Felipe's invitation, though some stayed elsewhere out of convenience or their desire for nicer accommodations.

Talees Hurnst (Former Sister-in-Law)

The Fiery Dragon Inn

Callius Drangier is the innkeeper of the Fiery Dragon and a customer of Felipe who has had trouble repaying his debt. Felipe worked a deal with him to allow family and friends to stay there at a much reduced price for a small credit toward his loan.

Callius is naturally very interested in keeping Felipe's guests as happy as possible. He doesn't have a suspicious personality, but isn't quick to offer information on his guests to just anyone and bribery will not loosen his tongue in the least.

The Inn itself is a massive three story structure consisting of fifty rooms of varying sizes. The money problems Callius has stem from the fact that he can only rarely come close to filling his Inn. This does give him the luxury of distributing his guests with plenty of empty rooms between them, giving them a sense of privacy. This policy might help the PC to break into the occupied room of one of Felipe's relatives and confront them unheard, but the PC will not know this without research.

Josh & Jarm Hurnst

Josh & Jarm are alive and well. They could see their future clearly laid out in front of them and they wanted no part of it. Horse breeding, while a stable business, does little to quench a thirst for adventure and excitement.

They concocted a false scholarship to the academy to get away from home. The caravan they were travelling with was attacked by bandits giving them an opportunity to showcase their talents and join a more exciting field.

Appearance: At 6'3" tall, Talees towers over many men. She is a fiery redheaded woman and has an explosive temper to match. She is thirty seven years of age, but looks ten years younger. To Felipe's party she wears a tightly cut black dress that stops at her knees. Around her neck is a small silver charm on a leather thong. A look of worry is continually on her face.

Background: Talees is the mother of twin boys who left for Kynn a year ago. They were placed on a caravan which was run by a dear friend. She has not heard word of them since and is very worried. Her husband Dewick was taken from her many years ago when he caught a wasting disease that defied curing. Since his passage, she has taken control of the family horse breeding business and has successfully guided it into being highly profitable.

Roleplay Notes: Talees is very worried about her twins and will constantly mention them in any conversation. She has already paid out many coins to have travellers tell her of any news. Felipe has paid a couple of caravan masters for word of the boys, but to no avail as of yet.

Encounter Notes: Talees is in a constant state of anxiety and will talk very quickly. If the PC should say that he/she is from anywhere down South, Talees will ask him/her a list of questions: Have you heard word of my sons Jarm or Josh Hurnst? Is there a lot of banditry going on down there? Have you heard of any missing caravans? Are there any wars brewing?

Conversation Bits: (Talk quickly)

Hello dear (character's name). It is good to see that so many of the family has responded to Felipe's invitations. What business are you in? I'm in the horse breeding business myself. I would like to think that we have earned a reputable name for our fair trading and good dealings. I have been particularly lucky at breeding draft horses. My latest endeavour resulted in a particularly stout breed.

Zaccaria Mason (Aurilla's Cousin)

Appearance: Zaccaria is tall, skinny and of some 32 years. (6', 160lbs) His curly hair is a rich brown that is cut short at his ears. His eyes are the deepest blue and he bears a small neatly trimmed mustache. His frame is wiry, but strong. His nose is narrow and long. To the party he wears a dark brown overcoat, a matching dark brown hat, drab tan dress pants that are slit from the knees to the ankles, and a medium blue tunic. His arms and hands are covered in strange sigil tattoos and under his left eye is the mark of a warrior. (Tattoo of a sword that denotes he has fought in a war.)

Background: Zaccaria has travelled from the coastal city of Darbia (Northwest of the Darkenreach Mountains) to be here at Felipe's party. Zaccaria travelled to Darbia ten years ago. It was his hope to recapture his families lands at Koryn Gulch. After many unsuccessful ventures into the Tehn Blades (Goblin infested lands North of the Gulch), he has concluded that he needs a magic item of surpassing power. He has hope that his kindred may be of some use in this area. He will take whatever help they may offer in the way of goods and information. If the periapt should come to his attention in some way, he will talk to Felipe and do research on the item. Six months later he will understand its powers and how to unlock them. If the periapt is stolen before then, he will take steps to recover the item.

Roleplay Notes: Zaccaria will be distant and aloof. If approached by the PC he will not be very attentive to what the PC is saying.

Encounter Notes: Zaccaria will greet the PC warmly while maintaining an air of indifference. After only a few brief words a funny look will come over his face and he will excuse himself to go talk with Felipe.

Conversation Bits:

Hello (PC's Name), how do you do? I'm Zaccaria, but please call me Zac. I hail from the city of Darbia. No, it is not true that the beasts of Tehn Blades have destroyed that resilient city. Although, they did manage to destroy a great portion of the garrison two warseasons ago. Fortunately, they suffered incalculable losses in the destruction. It is my feeling that they will not recover from such a loss anytime soon.

Ashlin Peerenoe (Distant cousin)

Appearance: Ashlin's height tops off at 5'5" and she weighs 145 lbs. She has dark brown hair, light brown eyes, and tanned skin. Her hair is tied back by a leather cord and camellias are arranged across her bangs. She wears a light blue dress with a flowery design and high, tall boots of supple leather.

Background: Ashlin left Hightree on a friends caravan. Ashlin is the only cobbler in the town of Hightree and her footwear is of very high quality. She hasn't seen Aurilla since she was five, but has traded gifts through the use of caravans. Ashlin lives in a small cottage that lies next to the constable's manor.

Roleplay Notes: Ashlin is outgoing and considerate. She will go out of her way to help her relatives. She is naturally inquisitive and asks lots of questions.

Encounter Notes: Upon greeting the PC, she will thoughtfully look him/her over (paying special attention to the PCs footwear).

Conversation Bits:

Hiya. I'm Ashlin, the cobbler of Hightree. May I ask where you got your footwear? I must say that they intrigue me. I can understand the decisions of the rest of our kindred. They basically wear what is needed. I cannot understand your reasoning however. Could you explain?

Daniella Aquella (Aurilla's Distant Cousin)

Appearance: Daniella (DeAnna Frostfoot) is 5'6", 140lbs and very slender. Her golden hair is long and falls to just below her shoulders. She is very beautiful and has a sharp face and nose. **Her hidden ears (beneath her hair) are pointed and pierced by many gold hooped earrings.** She is dressed in a dark gray shirt and pants with a roguish looking set of boots on her feet. Around her neck glistens a golden necklace set with precious looking gemstones.

Background: DeAnna Frostfoot is a half-elf from the Afdgal Plains. She doesn't know her parents as she was taken in by an elven tribe upon birth and was raised in their fashion. Upon reaching the age of maturity she slew a son of the tribe leader. He had demanded the right to drink first from a religious well and she had challenged him. Thrown out of the tribe, she has travelled across Enneon robbing the merchants and wayfarers that she has come across.

While robbing one particularly wealthy leatherworker, she came across the invitation to a moneylender's family reunion. Seeing a great potential for profit, DeAnna decided to go in Daniella Aquella's stead. She visited the leatherworking shop for a second time acquiring clothing, a signet ring, and as much information as possible.

She arrived a days before the reunion and convinced Felipe and his family that she was Daniella. She told them that her parents were recently murdered and claims that her life was also in danger. She has convinced Felipe to allow her to stay with the family while learning some basic business skills so that she can apply them to a job elsewhere. When the chance presents itself, she plans to knock out Felipe and get at least a portion of his stash of gold. A little disguise work hides her elven heritage and her smooth talking tongue does the rest.

Roleplay Notes: DeAnna is a very experienced rogue and will quietly and professionally sum up every person at the party. If she notes the other rogue at the party (Roll against her intelligence with -2 for every point of Int that the PC's is higher) she will say nothing until the **Guards Event.**

Encounter Notes: DeAnna will talk quietly and very briefly to the PC. If pursued further she will try to lose the PC or try to insinuate to other family members that the PC has less than honorable intentions toward her.

Conversation Bits: (In soft lilting voice)

Hello bretheren. Tis some party that Felipe has thrown us. Have you tried the crab cakes yet? They are most delicious. It must be great to be among the wealthy of Kingsreach. Honestly, I have never seen such a gathering of kith and kin in all of my life. I hear tell that Menaka has grown to become fair with throwing knives.

DeAnna Frostfoot

DeAnna: Female Half-elf Bar7, CR 7, Medium-size humanoid (half-elf); hp 54; Init +3, Spd 40 ft.; AC 13; Atk +8/+3 melee (1d4+1 dagger), +10 ranged (1d4 dagger); AL CN; SV Fort +5, Ref +5, Will +3; Str 13, Dex 16, Con 10, Int 16, Wis 13, Chr 15.

Skills and Feats: Bluff +4, Climb +5, Disable Device +5, Disguise +4, Gather Information +5, Handle Animal +6, Intimidate +6, Intuit Direction +5, Jump +5, Listen +6, Literacy (Common) +1, Move Silently +5, Open Lock +5, Ride +7, Search +7, Spot +4, Wilderness Lore +5; Endurance, Run, Track.

Possessions: Dagger, 2 throwing daggers, Signet Ring, Inn room key.

Possessions (locked in her room at a nearby Inn): Leather Armor +2, Battle Axe +1, other survival gear.





Redella (Hired Dancer)

Appearance: This tall woman looks to be both strong and quick. Her body is lithe, lean, and young. Her brown hair falls a little past her shoulders onto a beautifully crafted scarlet dress. Her ears are pierced by a multitude of earrings.

Background: Redella is actually Rebecca, the PC's eye. She has used her guild contacts to become an entertainer at the party. Her past uses of this disguise have left the name Redella with a top-notch reputation as a dancer and entertainer. This enables Rebecca to have access to areas of the city that would otherwise be unobtainable. She is at the party to watch events unfold and get an idea of the PC's cleverness. She will in no way help the PC unless she feels he is in a situation of immediate death. Even then she will do everything she can to stay "in character" as Redella.

Roleplay Notes: Redella is a professional who has used this disguise many times. She will not falter in her voice and she will deflect all questions with meaningless answers.

Encounter Notes: If approached at the party, Redella will seem to be a tease. She will listen attentively to whatever the PC says, but then will make comments meant to mildly berate the PC in some way.

Conversation Bits:

I bet you are of much importance back in your home town. Do the people there hire musicians to play at their whim? A person such as yourself could probably afford to hire a battalion of entertainers.

Selrin (Hired Minstrel)

Appearance: Selrin is a wiry elderly man with slightly graying hair. Deep lines in his face and running across his forehead speak of his wisdom and experience. His small mouth seems to have a perpetual smile. He wears a very unconventional dark blue suit that was specifically made to make him stand out in a crowd. His feet are enclosed by soft leather boots that reach up to his knees. A strange dark colored tattoo covers his left hand.

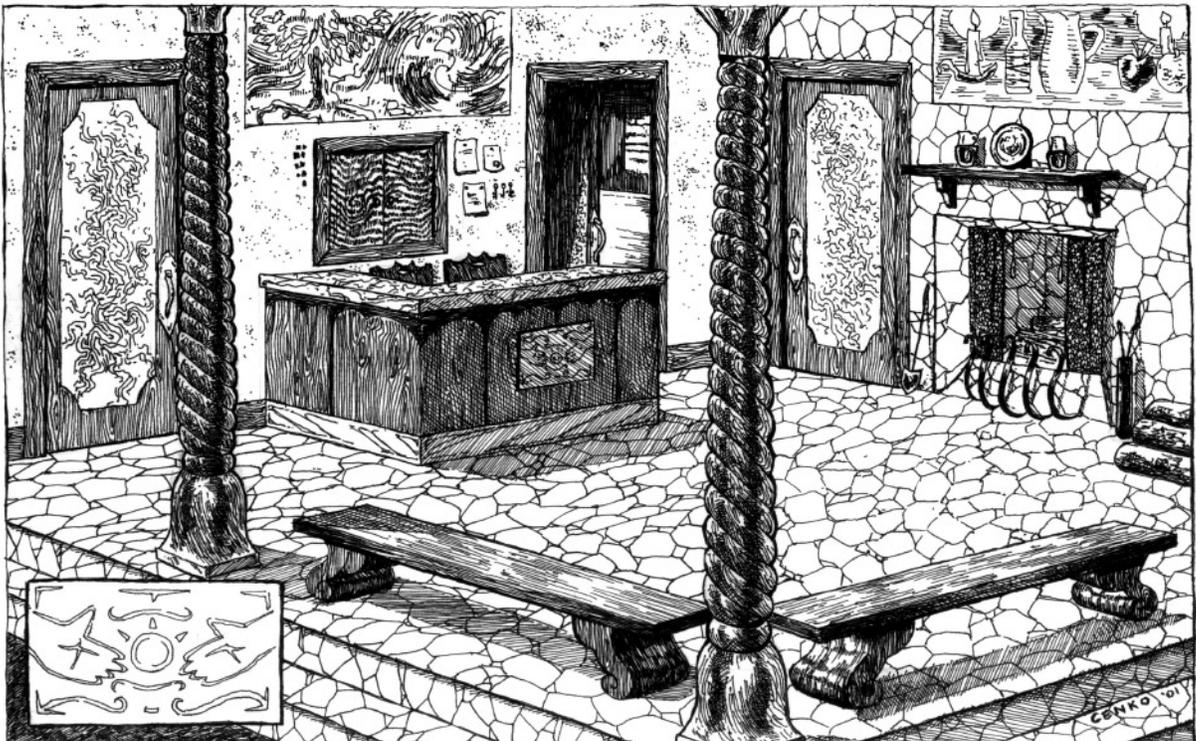
Background: Selrin is known far and wide as a musician of rare skill. In his younger years, (by his telling) he visited hundreds of towns, villages and cities while perfecting his musician skills. Now that age has caught up with him, Selrin prefers to stay near Kingsreach where he can keep an eye on his young cousin.

Roleplay Notes: Selrin will be extremely polite and has a very witty personality. During the party he will be extremely busy, therefore he will be unable to socialize for more than a brief moment.

Encounter Notes: Selrin will try to say something nice about the PC before getting back to work. (Preparing to play the next tune, setting up the candles for Redella's final dance, cleaning up from the previous performance, or packing up for the night.)

Conversation Bits:

Why, hello my friend. Come a long way have you? Why, I've heard that the honey from there is the sweetest and the bread made there is even better.



Area Descriptions

The rooms detailed below are the ones involved in the party plus Felipe's Work Den (Area 14), as that room contains the Periapt prior to dinner. The shaded text boxes can be used for the basic tour of the home, along with a bit of narration by Felipe and Aurilla. If the PC can break away from the party they may be able to use their more common thieving skills to nab the Periapt. Be sure to skim over the paragraph before each shaded box when leading the PC on the tour.

Felipe's Shop

This newly renovated two-story dwelling stands on a corner in a highly travelled part of town. This building has two steps leading up to a uniquely designed first floor balcony that is about a foot above street level. Jutting out above the first floor balcony hanging over both Kingsreach and Devine streets are large freshly painted signs displaying two hands exchanging gold coins. All windows are shuttered during the party with the exception of the windows in the Dining Room (Area 16) which are left open. Note that no windows in the building contain glass, as it is very expensive. Instead, heavy oak shutters are used to securely close the openings when light and fresh air aren't desired.

The balcony enables Felipe's sons to conveniently interact with busy customers. At the back are two negotiation rooms that are enspelled to allow secretive trade deals to be as secure as possible. Felipe's office resides on the first floor and often serves as a gathering place for the family. The second floor holds the living quarters and Felipe's work den where he typically keeps himself locked up while handling large quantities of gold and the most valuable items in his collection.

The following entries refer to the numbered locations noted upon the map of the Moneylender's Shop & Residence.

1. Balcony

The Exterior view and Balcony are described in detail in the **Detailed Party Events** section, under **Guest Arrivals**.

After the introductions are out of the way, Felipe will point out the trays of food the PC may partake of. Felipe will invite him to get a hand full then he and Aurilla will lead the PC on a tour of the building.

The Balcony is Felipe's first stop on the tour. Felipe will say that most of his business is conducted here and that he often leaves the outdoor fireplace burning on cold evenings. It is done in an effort to attract the town watch to spend more time in the vicinity of his home. If the PC asks about the dumbwaiter, Felipe will say that he uses it as a secure method to transport coins from his Work Den (Area 14) on the second floor, but is unwilling to open it during the party.

2. Meeting Room 1

Felipe will only identify the meeting rooms in passing, not actually opening them for the tour.

These small meeting rooms are rented out for private negotiations between parties. They are locked for the duration of the reunion.

3. Meeting Room 2

See the description for Area 2.

4. Main Hallway & Alley Entrance

While passing through this hallway, Felipe will tell the PC that the only doors to be concerned with are the one in the south wall, the open one in the north wall leading to the second floor, and the one near the end of the hallway (Area 9). That is the pottery closet, where the PC may relieve himself during the course of the evening.

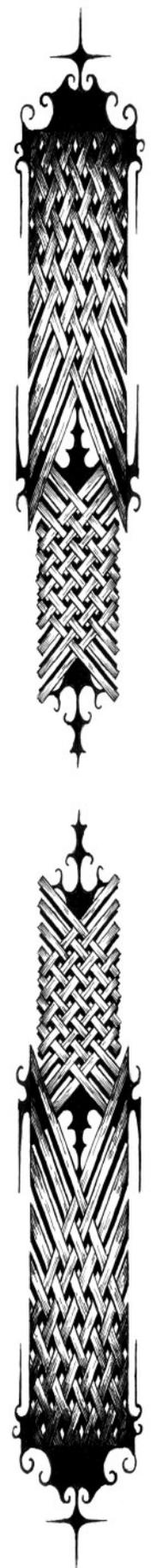
Two wall sconces holding torches adorn this 20' long hallway. Four evenly spaced doors line the north wall, the third door standing open. Another door half way down the hallway is placed in the south wall. The hallway ends in a brass bound door.

The two wall sconces hold candles that are lit 24 hours a day. During the day, Felipe's family uses the door at the rear of this hall primarily for the loading and unloading of food stuffs and sewage urns. The doors leading to rooms 6 and 8 are each locked by (DC 18) locks.

5. Felipe's Office

Felipe will introduce this room as his private office. It is here that he entertains customers of nobility and rank. He tells the PC that this room also serves as a family gathering place in the evenings and that the men will be gathering here later to talk business after dinner. After a brief look around the room, Felipe will usher the PC back out into the hallway and on to Area 8.

This 20 foot by 15 foot room's walls are crowded with drawings of large jewels and ornate jewelry. A brown leather couch and lounge is arranged against the eastern wall. A rug cut of the whitest fur lies upon a polished hardwood floor. Over a fireplace rests a mantelpiece overcrowded with gemstones. A large bookshelf against the south wall holds a number of books. An elegant teakwood desk crowds the southwest section of the room. The four windows are both shuttered and opaque, making viewing impossible. This room also bears intricately engraved wards upon the walls.





The walls are crowded with drawings and paintings of famous jewels and jewelry. The furniture is made of the softest brown leather. The rug is a cut of Yeti fur (worth 300 gp to the right buyer) and the mantelpiece is crowded with elaborate forgeries of real gems (15 gp worth in all). A successful Forgery skill check (DC 30) will reveal them as fakes. If real, they would be worth thousands of gold.

The bookshelf against the south wall holds many texts covering subjects ranging from Gem Polishing Techniques to The History of the Bottomless Mine (500 gp worth).

The desk contains three locked drawers (DC 15) containing sales receipts, inventory lists, bills, forms, and books on city regulations. The four windows are shuttered, making it impossible to see either in or out. This room also bears lesser wards (cast by an 8th level mage) of protection versus scrying.

6. File Closet

This closet is locked by a DC 15 lock. It contains only files, none of which are of interest to the PC.

7. Supply Closet

This closet is locked by a DC 12 lock. Normally Aurilla does not lock this closet, but she has gotten into the practice of doing so this week so it will be inaccessible to guests during the party.

It contains various office supplies. On a lower shelf behind a stack of parchment lies a well crafted club.

8. Hallway

Here Felipe will point out the designs painted on the walls and ceiling of the staircase. Aurilla painted them herself and proudly announces it after Felipe brings them up. Felipe mentions that the door across from the staircase leads to the coat closet. The PC should feel free to drop off their coat if he or she is wearing one. (Area 10).

A woven welcome mat greets you just beyond the door. Candlelight shines upon beautiful tapestries hanging on the walls of this hallway. This short hallway ends with a simple door to the right and a staircase ascending to the floor above to the left. Looking up the stairs, the walls and ceiling are painted a sky blue color with fluffy clouds.

9. Pottery Closet

Only sewage urns and a few buckets of fresh water await the PC here. There is nothing else of interest in this room.

10. Coat Closet

The closet contains a variety of coats owned by Felipe's guests.

11. Upstairs Hallway

Felipe will point out his sons bedrooms (areas 13 and 15) and his work den (area 14), but does not show those rooms to the PC. Next, he leads the PC on to area 12.

The stairway from the ground level opens up onto a hallway that stretches the length of the 2nd floor. This hallway is covered with woven cotton rugs. Small framed portraits of different family members and three brass sconces clog the walls. There are four doors present, three in the north wall and one in the south wall. On the western end the hallway opens into two rooms.

This hallway serves as the main thoroughfare for the family areas. The cotton woven rugs are well worn from foot traffic (5 sp) and the sconces are clogged with old wax, but not overflowing. The cotton rugs throughout the second floor will give the PC a +2 bonus to Move Silent skill checks, should the PC need to use that skill.

12. Master Bedroom

Felipe lets the PC look around the master bedroom for a few moments examining the fine furniture and Aurillas butterfly collection.

This large bedroom is 15' x 20' with another door in the north wall. All the furniture is seemingly new. The vanity against the south wall is beautifully engraved and has a gleaming mirror. Two dressers sit against the west wall, just south of a ornately designed fireplace. A night stand next to a large feather bed is riddled with balls of yarn, knitting needles, and a half-knitted sweater. Sparsely placed about the room are framed pressed butterflies. A small thick rug rests in front of a cedar chest at the foot of the bed. Windows are in both the Southern wall and the Eastern wall.

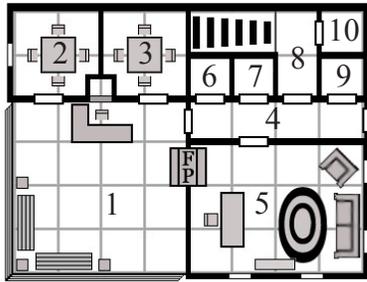
This is the master bedroom where Felipe sleeps along with his wife Aurilla. All the furniture was recently purchased after an unexpected number of contracts turned out to be more profitable than expected.

The vanity against the south wall is beautifully engraved and has an ornate crystal mirror as its centerpiece. (500 gp value) The vanity has a hidden jewelry drawer (Search DC 13) with a keyhole as part of the engraved design. The drawer's lock is a fairly good one (DC 22 to pick). The inside of the drawer is lined with velvet and contains a dazzling

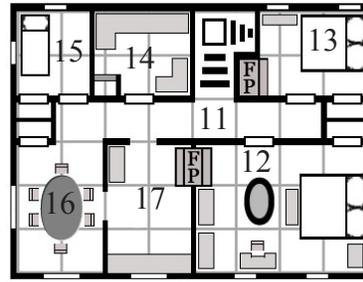
Moneylender's Shop & Residence

Key:
 1 square = 5 feet

	Window		Stairs
	Door		Fireplace



1st Floor



2nd Floor

array of jewelry worth a total of approximately 1400 gp. The dressers against the west wall contain clothes. The cedar chest is not locked and holds only winter blankets. The closet in the north wall contains various cold weather cloaks, bad weather garments, and supplies for Aurilla's creations. The night stand is riddled with balls of yarn, knitting needles, and Aurilla's latest knitting project. Underneath the bed sits a large wooden club that Felipe wields to scare off any danger (and to bolster his courage).

13. Menaka's Bedroom

This bedroom previously belonged to Menaka. He is currently sharing it with his younger brother Kinndon, due to the sudden arrival of Daniella.

14. Felipe's Work Den

This room has a DC 22 lock on the door and is usually locked, even when Felipe is inside working.

This 12' x 10' room has large cabinets arrayed against the north wall, a small desk in the southeast corner, and a dumbwaiter in the southwest corner. A small pile of parchments is stacked on the desk next to some writing instruments. An office chair is pushed up to the desk and a footstool is pushed underneath. An ornate brass lantern hangs from a chain in the center of the room. The sections of wall that aren't covered by cabinets are bare.

This office has locks on the cabinets (DC 35) and the dumbwaiter (DC 15). The large locked wall cabinets fill most of the room and contain 50,000 gp worth of various coins from over 20 different realms.

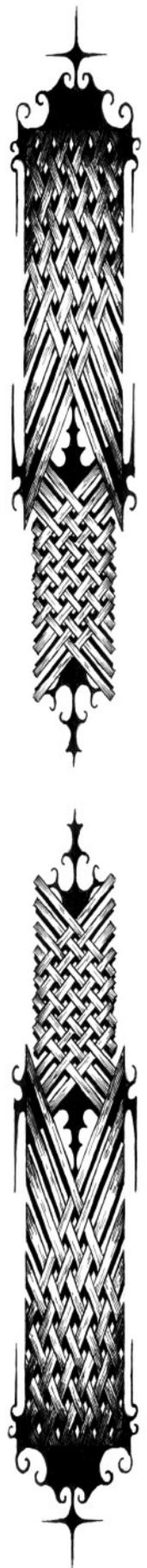
The desk contains three drawers. Inside the top two drawers are common writing items. The lowest drawer is locked (DC 20) and contains a small chest.

The chest is also locked (DC 25) and trapped with a poisoned needle. It contains Felipe's hobby collection of semiprecious remnants of eras long gone. Each item is wrapped in a small felt cloth. The Periapt of Famidon is also here unless Felipe has already retrieved it. (See **The Periapt** event). The eight other items (jewelry, coins of ancient empires, 2 small scrolls written in an ancient language, and the book mentioning Famidon) are worth a few hundred gold if a collector can be found.

Needle Trap: CR 2; Poison; Initial Damage 1d3; Secondary Damage 1d6; Initial Damage is taken whether or not the a Fortitude save is successful. A second Fortitude save is required after 1 minute if the first save failed. If both Fortitude saves fail, Secondary damage is taken. A successful Reflex save avoids all effects (DC 18); Search (DC 20); Disable Device (DC 15).

15. Kinndon's Bedroom

This room is currently in use by Daniella, though many of the accoutrements inside it are the property of Kinndon.





16. Dining Room

Felipe briefly shows the PC the Dining Room, specifically pointing out the view from each of the unshuttered windows.

This 10' x 15' room contains a large heavy teakwood table with 6 chairs. Tapestries with scenes of picturesque landscapes cover the walls. A painting of an older gentleman hangs on the south wall to the west of a large window. Another large window on the west wall looks down upon the street. An opening in the east wall leads to another room. A display closet sits in the northwest corner of the room.

The table and chairs are worn but finely crafted. The tapestries (worth 10 gp each) were purchased from the Alnabis Monastery and hold scenes of the lands surrounding it. The painting is of Felipe's deceased father-in-law who was a prominent merchant in Dinnibis. The lower section of the display closet contains shelves of cleaning supplies, candles, a candelabra, and linen for the household. The upper section contains eating utensils, plates, and other common dining supplies. An opening in the east wall leads to area 17.

17. Kitchen

The last stop on Felipe's tour is the kitchen. He has little to say about the contents, though, and quickly leads the PC back to the Balcony (area 1).

This kitchen has shelves, counters, and a combination fireplace/grill. Foodstuffs, pots, pans, glassware, dishes, and utensils line the shelves. A wide window overlooks the street to the south. Under the window sits a table running the entire length of the wall. Openings in both the north and west walls lead out of this room.

This is a typical kitchen containing all forms of cutlery and common cooking utensils.

Brief Schedule of Events

This section contains a quick run-down on the happenings for the evening. Each entry contains a time, the section name associated with that time, and a short synopsis of what will occur in that section.

Noon: (*Guest Arrivals & PC Arrival*) The guests begin arriving and are entertained on the balcony. As they show up, Aurilla greets everyone while Felipe gives house tours to those interested. Menaka and Kinndon make sure that the refreshments are in continual supply.

4PM: (*The Last Arrival & Entertainment*) The last of the guests arrive. The entertainers, which have been present for half an hour, finish their preparations. After a brief word with Felipe, the entertainment begins.

5PM: (*Knife Throwing Demonstration*) Menaka demonstrates his remarkable skill at throwing knives for his relatives. Uncle Kardon takes his leave for the evening.

5:55PM: (*The Periapt*) Felipe retrieves the periapt from his work den (area 14) on the way to the dining area. Upon entering the dining room he places it around Aurilla's neck. He then tells its history.

6PM: (*Dinner*) A fabulous dinner of roast mutton and many side dishes is served.

6:45PM: (*A Thief Among Us*) The guards rush in and secure the Hurnst household. The lieutenant in charge directs all the family members into the dining area where the drama unfolds.

7:15PM: (*The Last Dance*) Redella performs her last dance of the evening. The entertainers then pack up and leave.

7:30PM: (*Household Gatherings*) The men move into Felipe's den while the women go upstairs to the dining room.

8PM: (*An Evening's Farewell*) Felipe directs everyone to the balcony for a final gathering and farewells until the morning.

Detailed Party Events

Each event is detailed out in the next few pages. The GM should reference the character and area descriptions as appropriate.

Guest Arrivals

At noon the guests start arriving at the balcony. This section is based on the PC promptly arriving at noon, just prior to the guests listed in the table below. If he or she should arrive later, modify the descriptions of events accordingly. As soon as the PC arrives, the player should be read both the descriptions for the outside of the building and the balcony. If the PC is late and there are earlier arrivals, they should be added to the description.

At noon the guests slowly start to stream in:

Time	Guest
Noon	Feleena and Talees arrive. (Separately)
12:30	Danard and Sylia arrive.
1:00	Karen, Savlin, Mezzlin & Bostlin arrive.
1:30	Uncle Kardon arrives.
2:00	Bill, Marla and Faagen arrive.
2:30	Baffly and Capuun arrive. (Separately)
3:00	Zaccaria and Ashlin arrive. (Separately)
3:30	Capuun arrives, just after the hired minstrels.
4:00	Lavern & Gavin arrive, followed by Mort.

PC Arrival

Read the following when the PC nears Felipe's residence for the first time.

Felipe's residence is a medium sized two story, white-washed building stretching 30 feet by 40 feet on the busy corner of Kingsreach and Devine. It has a large uniquely designed balcony just two steps off of ground level. Many small windows are visible on the second floor and five on the first. Three solid looking doors provide entrance from an unusual first floor balcony.

The PC will be met by Felipe and Aurilla on the balcony. Menaka is also present and Kinndon is keeping the trays of food full, so he is in and out of the area.

As the PC approaches the balcony area, give this description:

This large balcony is open to both streets and appears to be designed to give Felipe's customers an easily accessible area in which to quickly exchange monetary funds. Upon the walls of the balcony interior are two vividly painted frescoes, one of a still life, the other dealing with nature. Two hardwood benches sit parallel to freshly painted tables. There is a work counter against the north wall which brims with pastries, snacks, and other tasty edibles. Against the east wall is built a fireplace for warmth on cold, gloomy days. Behind the counter upon the wall are the small doors of a dumbwaiter. Two closed, well-built doors are to the north and an open door leads east into the building.

Describe both Felipe and Aurilla, then give the following greeting:

Hello kindred. I am Felipe and this is my wife Aurilla. Welcome to our meager home. We hope your journey was a pleasant one.

Since we have never been introduced to many of those that we invited, please excuse us for asking, but which of our kin are you?

Felipe pauses while Menaka appears at his elbow ready to write the guest's name in a ledger. Once the initial introduction (and awkwardness) is out of the way, Aurilla will give the PC a crushing hug. If the PC shows up after other guests have arrived, Felipe will introduce everyone. Next, he and Aurilla take the PC on a short tour of the house. The tour consists of a brief viewing of areas 4, 5, 8, 11, 12, 16 and 17, in that order. The GM should refer to the descriptions of those areas to narrate the tour, noting the items pointed out by Felipe and Aurilla.

After the tour is complete the PC should be allowed to interact with the other guests on the balcony.





The Last Arrival

Feleena (wife to Mort) arrived without her husband several hours ago. Mort is only now arriving because he has been exploring the city, though he spent most of his time at the farmers market talking to other farmers.

The last arrival is an elderly man leaning on a cane. Danard Hurnst lets out with a shout “Look, it is Mort. Mort is finally here! Feleena said you would be here you old buzzard, but I didn’t think anything would pull you away from your fields.”

As you watch, Mort grins and tries to move up onto the family filled balcony. In almost slow motion you see his cane slip between the steps of the balcony and wedge there. As Mort tries to steady himself by grabbing a nearby table, his cane snaps cleanly in half. Overbalanced, he comes down on a large water bowl sitting on one of the refreshment tables.

With a loud *Whoosh*, the bowl springs off the table and tumbles end over end through the air. As the bowl passes overhead it unloads its contents, splashing most of the attendees. The bowl then finally falls to the floor with a large clatter that startles Lavern’s pet shock lizard.

The surprised Lennix immediately reacts by unleashing a string of shocks at the nearest water soaked family members.

If Lennix fires off a bolt at a wet target, he receives a +1 to hit. After a few rounds, Lavern brings him under control and apologizes profusely to anyone injured by her pet.

If anyone is knocked unconscious by the shocks, remember that only subdual damage is dealt (which heals at the rate of one HP per hour per character level). If this does occur, Lavern will watch over the injured person until they regain consciousness.

Lennix, Runt Shocker Lizard (1): CR 1; Tiny Magical Beast; HD 1d10+1; hp 9; Init +2; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 17 (+2 size, +2 Dex, +3 natural); Bite +3 melee (1d3); SA Stunning shock (1d8); SQ Electricity Sense, electricity immunity; AL N; SV For +3, Ref +5, Will +1; Str 8, Dex 15, Con 11, Int 5, Wis 12, Cha 6; Climb +11, Hide +11, Jump +3, Listen +4, Spot +4; Alertness.

Special Attack: Stunning Shock: Once per round, Lennix can emit an electrical shock to one target within 5 feet. It deals 1d8 electrical damage. (Reflex save against DC 12 for half damage)

Entertainment

As the guests recover from Uncle Mort’s arrival, Felipe has a brief talk with Sevlín, the minstrel. Soon after, Sevlín picks up his mandolin and begins to play a calm, soothing melody. A hush falls over the family members as his brilliant fingerwork delights the crowd. He then adds his voice and several family members mouth the words of a well known ballad. A few moments after the song is ended a chorus of clapping and approval falls upon the bard.

Sevlín goes on to play many ballads, each one familiar to at least a few family members. One tune Sevlín plays hits very close to the PC’s current situation. With a wink and a smile he asks “Is everyone here really who they claim to be?” The song describes a ball taking place at the home of the mayor with a disguised rogue among the well-to-do guests, plotting to rob the mayor’s home. Though the rogue in the story gets the items he was after, he is caught by his own lies. It ends with the capture of the scoundrel, to the cheers of Felipe’s family.

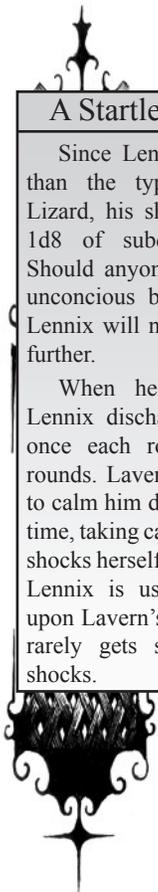
Knife Throwing Demonstration

After an hour of song and dance Felipe stands up holding his hands aloft. He urges everyone to remain quiet for a moment. When the murmurs in the crowd settle, he motions for his son Menaka to stand.

Looking the crowd over, he says “Menaka, I’ve heard of late that you have gained some reknown among the city folk here. Would you please be so polite as to demonstrate your prowess for us?” With that, he pulls aside a small drape covering a large dartboard hanging from the mantelpiece.

Felipe has borrowed a dartboard from a nearby tavern for this demonstration. For added motivation, he has pinned five small bits of leather to the board in different places. He explains to everyone that if Menaka can hit each piece once then the bullseye, he will receive a reward of ten silvers. Pulling ten throwing knives out of a small bag, he offers them to Menaka.

The DC is 16 to hit each piece of leather. The bullseye is DC 20. Since Menaka has +6 in Target Throwing, he aims carefully (taking 10), thus automatically hitting each of the pieces of leather. His final 5 throws can be concentrated on the bullseye. Anyone who does not have the Target Throwing skill can apply their ranged combat skill to hit the target. In this case, they suffer a -6 penalty to hit such a small target, even at this relatively short range.



A Startled Lennix

Since Lennix is smaller than the typical Shocker Lizard, his shocks only do 1d8 of subdual damage. Should anyone be knocked unconscious by the shocks, Lennix will not target them further.

When he is suprised, Lennix discharges a shock once each round for 1d4 rounds. Lavern tries her best to calm him down the entire time, taking care to avoid the shocks herself. Even though Lennix is usually perched upon Lavern’s shoulder, she rarely gets struck by his shocks.

Unless Menaka manages to fail to hit the Bullseye in those five attempts, he collects his reward. After a hearty round of applause, Felipe makes the same offer to everyone at the party. Many of the guests give it a try but fail miserably. If the PC decides to accept the offer, Felipe motions for him/her to take the knives from where the last guest threw them.

Shortly after the last guest tries their luck at the knives, Uncle Kardon says his farewells. He then goes upstairs. Mezzlin is later heard to say that soon after she had spotted a large white owl flying away toward the Southwest.

The Periapt

Uncle Kardon's leaving inspires the guests to tell tall tales of his accomplishments and abilities. When Bostlin hears each tale he then barrages the teller with a multitude of questions and statements. As Bostlin's annoying voice becomes too much to stand, Felipe announces that dinner has been set.

The family members are all motioned to the upstairs dining room (area 16) while Felipe goes to the work room (area 14) to retrieve the Periapt.

Dinner

Upon entering the dining room, you find the adults seating themselves at a large table. A candle lit chandelier hangs directly over the table held aloft by a rope tied off on the west wall. Large open windows on both the south and west walls give a nice view of the street below. On the table sits vast amounts of foodstuffs to include: beef, turkey, lamb, green beans, peas, sweet potatoes, sweet rolls, pies, cakes, and many others.

Through the open walkway to the kitchen, a small table can be seen where the younger attendees are seated.

When all are seated, Felipe produces a beautiful necklace from his pocket. Walking behind his wife Aurilla, he deftly attaches it around her neck and says "It will only add to your beauty." Aurilla lets out a loud gasp and states that it is the most elegant necklace she has ever seen.

As the family stares at the sparkling beauty of the gift, Felipe talks of its history. "This grand necklace is the The Periapt of Famidon. It was worn by the famous druid Sir Famidon and is said to withhold mysterious magics. Over the years, no evil wizard has been able to pry a secret from it. Fortunately, they did not see it for the beauty that it represents. I was able to pick it up from a passing merchant for a mere pennance of its true worth."

Felipe allows Aurilla to wear the periapt for the rest of the evening. He is nervous about having it out at first and his eyes keep wandering back to where it encircles his wife's neck. Soon after the rogue is revealed in the **A Thief Among Us** event, Felipe becomes relaxed in regards to the Periapt, realizing that the thief won't be stealing his prized jewel. If nothing has happened to the Periapt by the time Felipe and Aurilla retire for the evening, she wears it to bed.

Once Felipe has told the story of the Periapt and allowed everyone to view the beautiful item, he recites a prayer and everyone begins eating dinner.

A Thief Among Us

Everyone is well into dinner when there is a loud knocking on the door downstairs. Felipe quietly dispatches Kinndon to investigate. Moments later Kinndon reappears leading five members of the city watch.

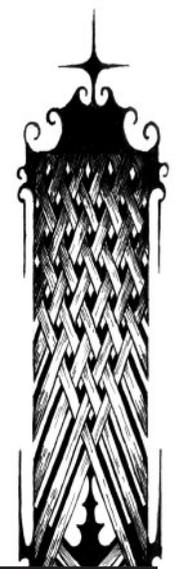
Felipe quickly stands up and demands to know the meaning of this intrusion. A young looking officer steps forward and commands that all the family members be moved into the dining room. Felipe turns a fine shade of red as the men round up his family members and usher them into the large room. The quiet gathering breaks out into a raucous series of questions and statements.

The officer in charge pulls out his sword and takes a couple whistling strokes at the air in front of him. This quiets everyone down quickly and gives the soldier undivided attention.

In a commanding voice, the officer says, "All are not what it seems. There is a thief among us. One of you is not who he claims to be." At this point the other family members begin looking around the room. Eyes seem to linger on you longer than the rest.

The officer speaks up again, "You have made a serious miscalculation that has lead us here. We have information that will enable us to know which of you is the thief, but I am willing to offer you a deal. If you step forward now and give up without a fight, I shall ensure that the court will look kinder upon you."

With that, he start to slowly scan the room, waiting...



Periapt of Famidon

The periapt is an amulet consisting primarily of a large sea green tourmaline set in an intricately engraved gold base with a matching chain. (For an image of it, see the cover of *Thievery 101: The Periapt of Famidon*.)

It has changed hands many times in the past decade with each new owner (except Felipe) working feverishly to discover its powers. Each attempt has ended in failure and it ultimately was sold off to someone uninterested in its magical properties.

The reason each attempt has ended in failure is because all those seeking the power of the amulet were wizards searching with arcane methods.

The Periapt is only usable by a Ranger or a Druid. The wearer must hold an arm aloft and utter the name **Sharcrius**. A large hawk made from shadow will then form upon the wearer's arm. The hawk forms a link with the wearer like that of a familiar and may be summoned into being any combination of eight hours per week.



The officer is Lieutenant Jorgensen and he was recently promoted to his current position. As a result, he tends to act before thinking things through clearly. Minutes ago, a messenger arrived from the town where the Aquella family resides. They recently noticed the missing signet ring and invitation that DeAnna stole several days ago. With a bit of thought, Penny Aquella determined that someone may be attending Felipe's gathering in their stead. Intent on foiling the plans of the rogue who victimized her, she paid a messenger to ride as fast as possible to Kingsreach to get a message to the town guard. The message didn't contain specifics as to who the rogue may be disguised as, but it did include the Aquella family name. Instead of taking Felipe aside, explaining the situation to him and asking him to point out the members claiming to be of the Aquella family, he hastily chose to allow the rogue to give himself (or herself) up.

If the PC should come forward, the guards will place him in manacles and lead him away to the town jail.

If the PC was discovered while conversing with DeAnna Frostfoot earlier, she will wait a few moments to see if the PC will give himself up. If not, she will point at the PC and say "I think it's him". The GM should have the NPCs react accordingly depending upon the PCs reaction.

If DeAnna doesn't think the PC is a rogue and the PC doesn't come forward within a minute or two, DeAnna will make a break for it. In that case, read the following description of the actions DeAnna takes.

Daniella suddenly picks a bottle of brandy up from the table as she stands and says "I know who it is that you seek."

She then shatters the bottle, splattering brandy across the tabletop.

Felipe's family members quickly back away from the table and from Daniella, unsure of what will happen next. The guards start crossing the room in an effort to apprehend her.

Daniella quickly unties the rope securing the chandelier in place. The chandelier comes crashing down upon the table. Flames shoot up as candles fall from the chandelier onto the brandy covered tabletop.

The soldiers, still trying to reach Daniella, are pushed back by the sudden rush of family members moving away from the flames.

Daniella loops the end of the rope around one hand, then throws herself through the open west window. The rope pulls taut, causing the chandelier to hurl upwards, smashing into the ceiling. A moment later, the released rope whips back through the window allowing the chandelier to crash onto the table top for a second time.

When the guards (or the PC) look out the west window, they will see Daniella running out of site. Felipe, assisted by Menaka and Kinndon, quickly puts the fire out. The guards take a quick leave and depart after the escaped criminal.

If the PC is not arrested, Felipe will quickly set about quieting everyone down and seeing to their needs. He doesn't want to see a bad end to this joyous occasion. When everyone is in a more somber mood, he will ask them to please join him downstairs on the balcony for a final visit with the entertainers.

The Last Dance

As Mort stumbles into his seat, the musician Sevlin lights a group of long-wicked candles. The candles are of varying heights and arranged in a double row. They seem to sparkle and spit as they burn.

Sevlin settles down on a bench, then picks up his mandolin and begins to strum a quick series of notes.

As the music leaps into life, the beautiful dark-haired dancer bursts into the midst of the candle flames. Her light skins seems immune to the fiery heat of the candles as she weaves among them.

The dance continues for some fifteen minutes, ending with a round of applause started by Felipe himself.

This is a good opportunity for Bostlin to sneak away from the party. If he does so, his absence will be noted immediately after the dance is complete.

As the dance is minutes from completion, Kinndon and Menaka slip away from the action to hurriedly set out the desserts in Area 5 and Area 16 (The dessert items were stored covered in Area 17).

Household Gathering

After the final dance is completed, Felipe invites all the men to come into his Office (Area 5) to talk about worldly matters.

Entering Felipe's office, you find yourself surrounded with some of the finest furnishings you have seen. The walls are crowded with drawings of jewels and jewelry. A brown leather couch and lounge are arranged against the eastern wall. The mantelpiece over the fireplace holds what appears to be a king's ransom of gemstones set up as if for display. All four walls have intricately engraved symbols near their respective centers. Atop an elegant teakwood desk sits tray after tray of bite sized dessert items. Along the southern wall a bookshelf brims with volumes of ancient texts. A rug cut of the whitest fur lies upon the polished hardwood floor.

It is here that the men smoke and speak of things they normally wouldn't in front of the women. (Business, regional trade, and general family matters.) The PC may use this as an opportunity to get away, unnoticed.

On the same note, Aurilla invites all the women up to the Dining Room (Area 16).

The first thing to catch your eye as you return to the Dining room is the beautifully decorated dessert items that now sit upon the teakwood table. The other female guests are already partaking of the devilish delicacies.

An Evening's Farewell

Should the PC have strayed from the farewell, it will be noted by Aurilla and Menaka will be sent to investigate. If any foul play is suspected, the city guards will be sent for.

As the sun slowly falls below the horizon, the family members gather on the balcony for an evening's farewell. Felipe, Aurilla, Menaka, & Kinndon offer the guests small travel baskets packed with foodstuffs as they depart. Many of the members will be leaving in the morning, but a few will stay on a couple days before leaving with caravans. Felipe invites all who can make it to come back for breakfast in the morning.

Contingencies & Conclusions

This section is to cover some of the problems that may occur during the party.

When the PC first arrives at Felipe's, the Hurst family will be openly loving, but a bit anxious. Unless the PC makes some obvious mistakes, they will eventually (during the course of the party) warm up and become trusting. Should the PC perform some unusual actions (Examples: going to the pottery room for half an hour, or getting caught trying to enter one of the upstairs rooms alone) before dinner is served, Felipe and Aurilla will take it upon themselves to keep a close eye on him/her. Should the PC do something that blatantly abuses their hospitality, Felipe will take the offending PC aside and ask that he/she please leave. If the PC shows any sign of violence, he/she will be asked to leave right away and the city watch will be notified. Any attack on family members whatsoever will result in the able men at the party trying to subdue the PC. The watch will be notified shortly after and will take possession of the PC should he/she be captured. Otherwise the PC will be sought by the city watch, perhaps resulting in a few wanted posters being posted around the city.

The periapt will remain in Felipe's work den until he retrieves it right before dinner. If it is stolen before Felipe can retrieve it, Felipe will immediately

yell for the city watch when he discovers it missing. Should the PC use the distraction with the guards during dinner, Daniella will be blamed for the loss and none of the reunion attendees will be searched. (This assumes that the PC's attempt at stealing the item is successful.) If the PC attempts to purloin the periapt from Aurilla anytime after the dinner interruption, there is a 5% chance per turn that someone will note its absence. Again, Felipe will call for the city watch and everyone will be asked to stay where they are until the authorities arrive.

If the loss of the periapt is discovered during the party, Felipe will be devastated. He will continue to host the party, but will be very untrusting of everyone and will speak in a very brusque manner. In addition, he will be in a hurry to get the party over with and will question the actions of everyone, complaining bitterly about anything he does not like.

If the PC turned themselves in during the **A Thief Among Us** encounter, he will be tried for attempted robbery. The fact that he came along quietly should weigh on the decision, but justice should prevail in the usual manner for the setting.

The loss of the Periapt causes Felipe to immediately re-think his security measures. Contact will be made with the finest lock makers in the region to ensure that his remaining items are safely stowed away from greedy hands. Felipe will put feelers out to some of his less-than-reputable contacts to see if the rogue responsible and the whereabouts of the Periapt are known.

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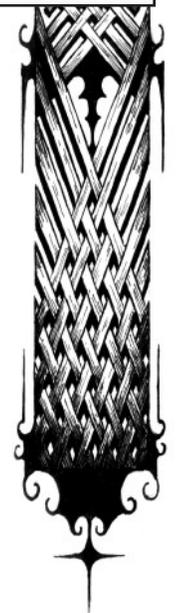
The City Watch

Once called for, the city watch will block off the building and nearby routes out of the city. Guards will search everyone wishing passage in a most thorough manner for the rest of the day.

Railroad Warning

Even though the plot outlined in this adventure sounds humorous and fun, be sure your player wants to attempt a theft of this type before running them through this supplement. Some players would much rather steal the Periapt with more conventional Roguish skills than to use the bluffing and quick witted methods required here.

If your player would rather break in under the cover of darkness, please purchase *The Periapt of Famidon*. It contains detailed information about every room in the house, the dumbwaiter, the attic, and several underground rooms. Also included are details of an intricate plot line involving another local entity murdering members of the Watchers.



Appendix Z

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