

MYSTARA DECLASSIFIED ARCHIVES PRESENT

MD03 THE FELLOWSHIP OF THE
POUCH FILES

COMPILATION BY IRVING GALVEZ



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Prologue

First of all I want to thank everyone that has written something to keep alive Mystara. This is a compilation of different authors put together by me. I also add some information to complement this work. My intention is to unify different ideas. I try to put the authors of each idea. This compilation is not intended to be sell and is for free usage by people that keep playing Mystara. Dungeons and Dragons and Mystara are property of Wizards of the Coast.

Keep playing and keep making Mystara breath. Special thanks to Vaults of Pandius (<http://pandius.com/>) and to The Piazza (<http://www.thepiazza.org.uk/>)

You can find more work made by me at <http://pandius.com/igalvez.html> and The Piazza or you can contact me at irvinggalvez@gmail.com.

Fellowship of the Pouch

(From Glantri, Kingdom of Magic by Monte Cook and Bruce A. Heard)

Fellowship of the Pouch

Most of the capital's thieves, as well as those throughout Glantri, belong to the Fellowship of the Pouch. The guild even enjoys certain amount of leniency from the courts, since many members carry out less-than-legal duties for nobles. The fellowship stays on good terms with assassins of the Unseen Hand but lists among its enemies those in the Beggars' Court (which does a lot of its own thieving).

Fellowship members must pay an entrance fee of 50 gp and 3 gp in monthly dues. In return, they may operate within the fellowship's extensive territory. They also gain access to the guild's safe houses, training facilities, discounted equipment, and legal (as well as physical) protection.

Outside the capital, a branch of the fellowship exists in all of the larger Glantrian towns, each exerting semi-autonomy while paying dues to the main guild. In the past, branch attempts to become fully autonomous have led to bloody shadow wars among the thieves.

Fellowship of the Pouch,

(From The Principalities of Glantri by Bruce Heard)

Alignment: Mercantile, dissuasive

Status: Semi-legal, underground, thieves.

Entrance Fee and Dues: 50 dc/3 dc

"Most thieves belong to the Fellowship of the pouch. Members must pay their dues monthly, in exchange for the right to operate within the Fellowship's territory. Nonmembers, when found, are usually dealt with in the most brutal manner. Their activities are tolerated in Glantri because many nobles use their services."

DM Notes: This group is on good terms with the Guild of Thugs but is usually opposed to the Beggars' Court, which they feel overlaps on their territory.

The, largest single Fellowship is that of Glantri City. Other semi-autonomous groups of this nature can be found in all major towns. Most of them reluctantly pay dues to the Fellowship in the capital, although once in while one of the sub-groups will try to break free. This leads to violent tights with the central Fellowship.

The Fellowship of the Pouch, from Glantri should also be good for taking some guy out.

Sisters of the Private House,

(From The Principalities of Glantri by Bruce Heard)

Alignment: Mercantile, dissuasive

Status: Semi-legal, underground; anyone

Entrance Fee and Dues: None/2 dc

“This is a branch of the Fellowship of the pouch; its members sell their favors for the pleasure of their customers. Their rates vary widely, depending on their experience and ability and customer preference.”

DM Notes: This group’s lobbying activities has been very successful at all levels of society, including the Magistrates of the Parliament; no vote will fail against them. The members protect each other by threatening to stop their services in case of trouble. Individual members are usually protected by the Fellowship of the Pouch.

Structure

Night Master

He is the head of all the organization and pulls the strings of all Head Murk. Only the Head Murk and his Nightfall Warden know his identity. He handles the whole relationship with politics and society of Glantri.

Head Murk

The Head Murk is in front of a principality cell. He controls all the economics of this region. He prepares the mission that has to be executed and he deals with local problems. He assigns roles to all Penumbra Overseers and interacts with the authorities on behalf of members who run afoul of the law.

Penumbra Overseer

This is the leader of local cells that control villages or town members. They are directly under command of the Head Murk of his region.

Shadow Maiden

They are the leaders of the local cell of the Sisters of the Private House. They answer to the Penumbra Overseer of the zone.

Nightfall Warden

These members normally are the muscles of the guild structure. They protect the Night Master or the Head Murk, they guard the guilds, they control discipline upon the members, and they do the dirty work of the guild. Most fighter of the guild work here and some strong thieves.

Dusk Crafter

Magic-user use to identify items, remove curses or provide spell scrolls to help missions; priests (mostly Asterius) for healing and the occasional resurrection; alchemists for powders, potions, and poisons; craftsmen to make thieves' tools and other specialized (and highly illegal) equipment. They also do activities as Counterfeiting and Forging documents.

Shade Serf

These are the regular members of the guild. The ones that are sent to missions and do all work at the guild. The Assassins for times; the enforcers; traveling entertainers for cover or smuggling; and the ones that commit burglary or specialize thieves send to steal magic items, spell books, or special information. Also, use to put evidence and blame someone.

Gloom Flunky

They are the new members, they do minor jobs for the guild and must pass several missions in order to become Shade Serf. Normally they are the ones that work in certain zone acting as spies, picking pocket, and gathering information or help shade serfs as watchkeepers.

Activities

(From Den of Thieves by Wes Nicholson)

Burglary

The burglar breaks into buildings to steal items that are valuable, portable, and easily disposed of. Usually steal from shops and houses. Often the targets are in the richer quarters of town or the merchant quarters.

Counterfeiting & Forging

Counterfeiters work in any medium, but especially precious metals. They nearly always have an original article to copy.

Any counterfeiter with access to a small smelter and a supply of cheap metals can produce counterfeit medallions or official seals. The quality of the finished product depends on the raw materials and the smelter as much as on the skill of the counterfeiter.

Counterfeiters do not limit their activities to metal objects. Works of art may be copied so the original can be stolen without being missed. In one scam, the counterfeit is well enough made to fool a casual inspection-but not an expert appraisal. Once the fake is in place, a guild member offers to buy the piece.

The Forger falsify documents and signatures. Deeds, wills, charters, royal pardons, and identity papers are all candidates for the forger's talents.

Extortion

Extortion is a one-time demand for payment exchange for not carrying out a threat. This limit to a single payoff makes this crime different from blackmail or protection racketeering. The guild considers extortion highly dangerous, since the extortionist's primary protection against an active victim is to lie low or change his line of work for a while.

The extortionist may threaten violence if the money is not paid-or the ruin of some important occasion like a wedding or coming-of-age party.

Extortion may also be a simple matter of stopping alone merchant and demanding money in exchange for his safe return to his fellows. Since it's a one-time crime, the best time to extort money is when the victim is most vulnerable. A gem merchant who has just received a huge shipment may well pay up to one fourth of the gems' uncut value to keep them safe from fires or a hold up. He may already be paying for protection against burglary.

An innkeeper who has important guests will pay more to keep them safe than one who has common travelers in his house. The Head Murk of Penumbra Overseer collects information on as many businesses in the guild's area as he can. This information is then used to plan who will be stung, when, and for how much. The sting must be for enough to pay for all the work that has gone into the planning, but not so much the target is more likely to seek help than pay up.

Extortionists usually work in pairs. One Shade Serf makes the initial contact. The second member, the "bagman," collects the payoff at the appropriate time.

As this is the riskiest part of the job, the second member is always the Gloom Flunky. Often the only other guild member the bag man knows he is the partner. This minimize the risk of too many members been caught if something goes wrong.

Robbery

Street robbery is much like extortion, only the robber directly threaten the victim with fiscal harm unless values are turn over immediately. The crime is fairly high profile and tend to bring down the city watch.

Pickpocketing

The pickpocketing relies on stealth and cunning to remove valuables from the very person of a victim. Pickpockets favors the market place of any city or town, where the bustle of crowds make it simple to bump into a victim and lift or cut a purse without attracting undue attention.

Blackmail

The blackmailer's trade is not an honorable one, even among thieves. Of all underworld professions, only the kidnapper is more poorly regarded. This refers to the trade of blackmail for money, of course. The art of blackmail to gain favors, to set up a "fix," or to use as leverage in negotiations is more common.

For all that, blackmail for money is lucrative if done carefully. The professional blackmailer is seldom seen by the victim, working mostly through runners or carefully established safe drops, social climber. These usually have both money and embarrassing secrets. A blackmailer who learns such a secret and demands money for silence often profits.

Many blackmailers are themselves socialites who mix with local nobility and wealthy merchants at parties and the like. A careful ear on such occasions can pick up bits of gossip. Further investigation can be done in person or through spies or tipsters. Confidentiality is the rule for its blackmailers, so long as regular payments are made. The money is dropped off in a beggar's bowl, a street urchin's cap, or some other innocent place.

The blackmail taskmaster is in charge of piecing together information, assigning a contact person for each victim, and assigning the team that watches for signs of wavering. If a victim is unable to continue the payments, or is starting to panic, the payments might be reduced to something more affordable, or even suspended for a time. Corpses don't generate income. Blackmailers are most often caught when they get too greedy. They get no sympathy from the law. They often receive the vilest sentences, such as being put in the stocks for a week before being executed in the most public and gruesome manner possible. This is meant to discourage new blackmailers.

Gambling

The thieves who oversee gambling generally have a bodyguard or two not far away in case of trouble. This is one of the most profitable of guild activities, and is often split among the most ambitious bosses.

Gambling is generally viewed by lawful and good religions as wasteful and a lure to more serious straying, especially considering the type of people who frequent gambling dens. Thus, while the activity is not actually illegal, few upstanding citizens openly support or encourage it. Gambling covers almost anything that people will bet on.

Loan sharks

Loan sharks are often a semi-legitimate front for a thieves' guild. Apart from lending money to honest folk who find themselves a bit short, some loan sharks act as a fence for the other guild members.

Loansharking involves much more than simply lending money at exorbitant interest rates (often at 15% to 20% per week) to folk who can't get a loan anywhere else. Thus, they tend to be found in the poorer sections of the city.

These loans have high interest rates to cover the risk involved and it is not uncommon for strong arm tactics to be used to enforce the repayments. Continual late payments or flat refusal to pay the interest invariably results in a broken arm or leg in the first instance and a more permanent solution if things don't improve. Loan sharks are not above having a late payer killed as an incentive to other borrowers.

Making an example notwithstanding it is poor business to kill off debtor except as a last resource. Even if they can pay only a few coppers a week that is a few coppers more than a corpse will pay. A borrower who comes on hard times can always renegotiate a loan with the loan shark, even if the ultimate outcome is virtual slavery for as long as it takes to repay the debt. Some loan sharks will take an item in full or part payment of a debt as long as the item is valuable and can be sold easily.

Protection Racketeering

The concept is simple. A bunch of street toughs robs a store or two along a street. They might even rough up the owners a bit in the process. A day or more later, a second group visits every store in the area and expresses their dismay at the dreadful crimes that took place recently.

On the process they appoint that with a small fee they will watch over the merchant and make sure he is not the next victim. Most merchants know what's going on, but if the protecting money isn't too much, then it would be simple to pay up and get on with the business.

Smuggling

The smuggler supplies rare and illegal items to customers who are prepared to pay dearly for what they want. He is most often a person of the night who shuns publicity. Smugglers deal in almost any item the only limit is the smuggler's assessment of risk versus profit. If the profit is high, great risks can be justified. Many people will pay well to buy passage to a better place in order to make a new life for themselves and their families. Those who cannot move legally will often try to move illegally. While this might make a smuggler the natural ally of illegal immigrants, those with an evil bent won't overlook future blackmail potential.

Other people would pay handsomely to leave a city like those on the Ten Most Wanted list. In this case, the normal exits from the city will be watched. Searches by guard patrols may make the smuggling job very risky. Most smuggling rings have several escape routes out of the city planned. Particularly evil smugglers might take payment to help a wanted person out of town, then turn him in for the reward money. Naturally it is in the smuggler's long-term interest to keep his side of any deal. Reputation is everything to a smuggler; and the potential for future blackmail of the escapee adds incentive to the bargain.

Smuggling goods is less risky than smuggling people. It does pay less, but on the other hand, goods are easier to handle.

Fellowship of The Pouch Cells

Glantri City

Desentos Lascari (Night Master)

Desentos is a well-renowned merchant that lives in Glantri City. His business at the Merchant Quarters is one of the most successful at the city. The Magic Channel Tavern is famous for its great cuisine, it is common to see noble, high society, students of the School of Magic and other famous people having a meal or drinking here. The Magic Channel Tavern has his own dock to give privacy to its important customers.

Desentos is a very charming person, he has a great sense of humor and he is the kind of guy that in middle a many people shine. He has gained many powerful friends (some noble) and it's common to see him at the best social events at Glantri City. He lives in one of the smallest, but still valuable, mansions at the Nobel's Quarter. He doesn't have any family but he constantly has many affairs with beautiful women.

People that know him can't really explain if he is a fighter or magic user. He is known for handling the sword very good but also by doing some magic. He has been victorious in several duels and has built some of his reputation with them.

What few people know is his dark side. Behind that charming person admired by people, there is a cruel leader that manage with an iron fist the Fellowship of the Pouch. Known as the Night Master by only a small circle of people he decides all moves of his guild at Glantri and even far. Thou the Head Murks and some of his Nightfall Warden know his identity, he usually addresses to other members with a mask on his face. He knows with whom to talk when there are problems and has contacts in the high society.

Night Master is a neutral evil thief level 27 with age of 43. He is 6'3" tall and weight 165 lbs. His stats are str 13, int 16, wis 9, dex 18, con 13 and cha 13. His armor class is -7 and he has 70 hit points. He is a grand master in sword (he uses 2 swords at combat) but also has a magic scroll book of spells, where he can put up to 200 magic user spell scrolls for his use. He wears a chainmail armor +3, a cloak protection +2, a ring protection +4 and a ring of invisibility.

Ianatan McTuirc

With the Night Master dealing with the politics and the relations of the guild, Ianatan was named Head Murk of Glantri City. Ianatan has been side to side with Desentos since the beginning. He has passed every process needed to be at this position besides proving his loyalty and true friendship to Doscentos. Ianatan runs all local activities and maintains order at the Fellowship Head Quarters.

He has always been a rude and cruel person. He was always good at threatening, intimidating, kidnapping, hitting and collecting debts from people. The typical person sends to do the job. As Head Murk he disciplines members that don't want to do what the guild needs.

Ianatan is a 59 years old, he has grey hair and beard. He has armor class 2 and 56 hit points. He is an 18 level thief stats str 16, int 11, wis 9, dex 16, con 16 and cha 12. He wears a leather armor +4 and his predilect weapon are the daggers (master) he has two magical daggers +3.

Madam Fiorenza Dimore Shadow Maiden of Glantri City

Fiorenza is a beautiful 40 years old woman that is in charge of Hostelry of the Unicorn. She controls all the women that work here. She is the secret lover of Doscentos and blindly loves him. She is loyal and has worked with him for 6 years. She has the perfect touch to send the correct lady to a customer. While in the Hostelry she controls gambling tables and she is always open to hear rumors and gather information. He has white skin, blue eyes, and red hair. She is 5'4" tall and weight 120 lbs.

She is also an 8 level thief with AC 4 and 30 hit points. She wears a leather armor +1 and is expert in the short bow. Her stats are str 9, int 13, wis 10, dex 16, con 13 and cha 15.

Tomma Voicu

At a young age, those around him, whether family or friends, realized that his intellect was more than mere precociousness. As Tomma sense of curiosity became dangerous, he was pushed into studying magic in the hopes that he would find infinite puzzles to solve. But his family was poor and he just started as an apprentice of an old magic user and learned the little knowledge he could teach.

When his old teacher died he just started making trick at streets to gain money. The Fellowship of the Pouch saw potential and invite him to the guild. The Night Master sponsor his entrance and scholarship to the Great School of Magic. Now he is paying back as an infiltrated member of the People's Spell-caster Company.

He is very arrogant, likes to humiliate and thinks he is better than many other people. This constantly brings him problems with other persons and other members of the Fellowship.

He is a young magic user, age 27, that always tries to dress in finest clothes. He is level 12 with stats str 9, int 16, wis 13, dex 13, con 10 and cha 11. He has AC 5 (cloak protection +3 and ring protection +1) and 28 hit points.

Sam Vandewalle "The Wall"

He is a very muscle and strong human that always makes company to Desentos Lascari. He acts as a bodyguard for the merchant and as Nightfall Warden to the Night Master. Sam lost his tongue this because some beggars attack him when he accuses them of having robbed a woman when he was 9 years old. He couldn't forget that action because he was constantly bullied by people after that. The Beggar's Court tried to recruit him, but he recognizes that members of the beggar were the ones that cut his tongue.

After passing half of his adolescent watching people laugh at him he started to make exercise and build muscles. He learned that if people feared him they leave him alone and if not he makes them pay. A mystic teacher saw in him potential but his weakness was his anger. He taught him anyway until he saw that Sam couldn't change and that he was way too much aggressive. Sam duel and kill his teacher to become 10 level mystic.

One day at the Merchant Quarters Sam fought 4 thieves of the fellowship and Desentos saw him. So he decided to invite him to the Fellowship and he became his main Nightfall Warden. Sam is 46 years old and a 16 level mystic. He has armor class is -6 and has 73 hit points. His stats are str 13, int 13, wis 13, con 16, dex 16 and cha 7.

Luigi Zispaghi "Belcanto"

(TS, Sr 14, Wi 8, Dx 13, Co 10, Ch 17, AL Chaotic the Singing Gondolier) (From The Principalities of Glantri by Bruce Heard)

Luigi works as a full-time gondolier in Glantri City; and is part of Fellowship of the Pouch. He is famous for his love songs while, he pushes his gondola. The People's Spell Casters Company pays him to abduct various people when needed (especially Inspectors of the Utterance). A knob located at the rear of his gondola releases a sleeping gas in the cabin and-locks the door and the windows.

Mukti

Member of the Fellowship of the Pouch and Friend of Luigi
(From Untitled Nobles of Glantri)

Mukti is a man of huge stature with dark yellowish skin and handlebar mustachios. He asked us to investigate one of the Wizard Princes tower vaults for contraband. Which was really a basic B&E job for the Fellowship.

Max

A good friend of Luigi
(From Untitled Nobles of Glantri)

A large guy with a pointed hat. Possibly a member of the Fellowship of the Pouch. He seek out his dead apprentice (Escabar) who was last seen in the Crypt of the Kahns.

Principality of Aalban

Head Murk Waldemar von Höss

Growing up in the Leenz backstreets, he was forced to choose between surviving as a predator or suffering as prey. He affiliated with the Fellowship of the Pouch, carrying out illicit missions to further their interests and sabotage the Beggar's Court several times. The previous Head Murk was the mentor who taught him everything worth knowing about thief's life. After gaining reputation with many satisfactory missions was selected as a leader in Aalban.

He presents an image to the world that can't be tarnished. When someone questions your motives, criticizes his actions or insults his honor or pride, he questions his loyalty or counts him among his enemies until he makes amends.

When he makes mistakes feel little if any regret, and deny the event mostly so others won't judge him. Few if any know of his part in the conflict, he threatens him to kill him so he keeps the mouth shut.

Waldemar is 39 years old, stand 5' 8" tall and weigh 195 lbs. He is a level 10 thief with an armor class of 3 (leather armor +2) and 32 hit points.

Principality of Belcadiz

Head Murk Rigoberto de Villagran (Elf)

He is the only non-thief leader of the Fellowship. He was invited to the guild more for his relations than for his abilities. He started as a Penumbra Overseer but he was always distracted and with his mind in another place. The only reason he obtains leadership is that he is a lover of Dona Carmina de Belcadiz and always gather information from first hand. Dona Carmina also gets favors for Dona Carmelia of the Fellowship, usually making trouble to the Clan of Erewan.

He treasures the friends, associates, and lovers, he has earned throughout the years, and when someone breaks his trust or betrays him in some way, he becomes utterly unhinged. Some of the Fellowship members look at him as a soft hand and ignore him at times.

He is a handsome elf 132 years old, stand 5' 9" tall and weigh 127 lbs. He is 9 level with stats str 16, int 14, wis,9, con 10, dex 13 con 12 and cha 11. He has armor class -3 (chain armor +2, shield +2 and ring protection +2) and 32 hit points. He is expert in rapier and longbow.

Principality of Bergdhoven

Head Murk Naud van Veerenjans

He was born at Altendorf to the middle-class merchant family. He grew up in Altendorf, and his father was associated with the Merchants' Consortium. Since young, he liked to take things that were not his and if I could sell them, it was better. Soon he began to steal from his father too until he surprised him. Such was his disappointment for the father who took him out of the house.

At the street, he continues stealing things from other until he got bigger problems. Naud killed a merchant when he was caught stealing and it was easier than he expected. Afterward, the Fellowship of the Pouch started paying him to kill for them, and he made a lucrative career of assassination. He was the one that was sent to solve problems or to eliminate problems.

From then on his career within the guild grew like foam. He deliberately ruined the reputation of the Head Murk, until he was named the head of Berghoven territory.

He's 46 years old, stand 5' 6" tall and weigh 140 lbs. He is a 13 level thief with armor class 4 and 44 hit points.

Principality of Black Hill

Head Murk Amelrik Daelman

Son of two peasants in his childhood he grew up working the land around Volnay. He heated his boss because he always thought he deserved more. So he started to infiltrate to his boss house to steal valuable items. At 13 years old he argues with his boss and threaten him with a dagger but was beat up.

He decides to work on his own and gather the money he deserved. But he was too ambitious that money was never enough. After passing 3 years at a prison he meets some members of the Fellowship that teach him to become a thief. After release from prison, he was invited to the Fellowship. Since he became a member he was very ambitious and started to make relations at Volnay.

When he was 36 years old he became Penumbra Overseer of Volnay. But that wasn't enough, he worked hard each day and made his guild cell an example for Back Hill. His cell attracted more new thieves from the region. At 49 finally, he was named Head Murk but still, he wanted more. He was very confident he was going to become the next Night Master. Desentos Lascari took that place, Amelrik felt that he had been stolen and he promised that he would do everything possible to take back what was of him. Although in front of the Night Master he shows himself very cooperative inside his blood boils of anger. He has infiltrated some of his members in order to detect weaknesses and take advantage of them to obtain the maximum power of the guild.

He is 57 years old, stand 5' 9" tall and weigh 140 lbs. He is a 21 level thief with stats str 10, int 14 wis 11, dex 17, con 13 and cha 15. He has armor class 1 (Leather armor +3 and cloak protection +1) and has 59 hit points.

Principality of Boldavia

Head Murk Slavomir Wolinsk

When he was young he used to be a street actor. He was good disguising and acting. His boss teach him how to be an actor and pickpockets. He gains fame as for his acting and the Fellowship saw potential in him. He became a member at 17 years old and continue acting and picking pockets. At the guild, he was taught how to use his skills to benefit the guild.

One night he was invited to Igorov to act in a party. He was the jewel of the night. But inside Igorov the Fellowship instructed him to obtain an item. He was caught by Prince Morphail Gorevitch-Woszlan, and was killed by him, turning Slavomir in a vampire. With his master Morphail. using him as a puppet, Slavomir kills the Head Murk of Boldavia and that way he obtains his position. Now he controls Boldavia but under orders of Morphail. Somehow Doscentos now is suspicious about him and has sent someone to investigate.

Slavomir appears like a white pale man in his mid-40's. He is 6' 2" tall and weighs 145 lbs. He is a vampire thief with stats str 10, int 14, wis 10, dex 18, con 13, and cha 14. He is level 14 with armor class 2 and 41 hit points.

Principality of Caurenze

Head Murk Aristo Colli

Aristo was born at Lizzieni. Son of a rich tavern owner (Buona Fortuna Tavern) and from many years Head Murk Valerio Colli. Aristo learned everything from his father, the merchant, and the thief life. After his father dies he just continue to rule the guild.

Aristo is the typical person that delegates everything to people. He is very lazy and takes credit for all the satisfactory missions that others members do. His only concern is that nobody will tread his position and what he will eat later.

He is 39 years old and is a 9 level thief. His height is 5' 10" and weighs 210 lbs. His stats are str 13, int 10, wis 9, dex 16, con 16 and cha 12.

Nora Tijlen

From The Death of Lamberto Fulvina - Episode III by Giampaolo Agosta and Giovanni Porpora

A Caurenzan rogue and con artist. She is a member of the Fellowship of the Pouch in Verazzano. Her most valued asset seems to be her skill in disguising herself as a seductive Ethengarian prostitute.

Principality of Erewan

Actually, there is no Head Murk at Erewan. Night Master has to designate the next one but he's having conflicts doing it because Rigoberto de Villagran have been causing problems there and now they don't see with good eyes the Fellowship.

Principality of Klantrye

Head Murk Rut McBheatha

Rut is the only woman that has been named Head Murk in the guild. She is very clever and one of the finest strategic specialist of Glanti. Starting working at Glantri City she was always known for studying and planning the correct way to do a mission. She gains fame because she was successful in more than the 90% of her missions.

When Head Murk of Klantrye was murdered Dosentos knew who to put there. He named Rut Head murk. Honored by that Rut swore loyalty to the Night Master and has made Klantrye one of the most successful and money collector of the cells.

She is 5'6" foot tall and weighs 120 lbs. She is distinguished by her scar in the face that makes her always use a hooded cloak. She is level 10 thief with stats str 10, int 16, wis 13, cons 9, dex 18 and cha 14.

Principality of Krondahar

Head Murk Dayir Usun

Dayir has been controlling the Fellowship at Krondahar for 40 years. Consider one of the pillars of the organization, most members of the Fellowship respect him because of his history at the guild. No one has train more thief than him. It can be said that his method of training is the more standard one employed at the Fellowship.

To become Penumbra Overseer at a village or town the applicant must go to train with Dayir and pass the challenges to acquiring the position.

He is 68 years old and is level 15 thief. He has tattoos all over his body and is bold.

Principaute de la Nouvelle Averoine

Head Murk Henri Lafèche

Son of a Sister of the Private House member he was always surrounded by women. His mother was a thief and taught him the profession. She recommends him at the Fellowship and was quickly recruited.

He was much disciplined and helped a lot the members at Les Hiboux. He escalates the ranks of the guild and was named Penumbra Overseer at Les Hiboux. There he gains fame hiring only woman members, usually if they were beautiful. He always thought women were more intelligent than men and had that seductive plus that could make the difference on a mission.

Playing this strategy he was named Head Murk and has been doing the same all over Nouvelle Averoine. More than the 60% of the members in this zone are women.

Henri loves women and knows how to reach them and many of the members have been his lovers. He is 5'8" tall and weighs 135 lbs. He is a thief level 14 and is 36 years old.

Oxhill

Leena Tijlen

Author: Giovanni Porpora

Mistress of Baron Pieter Vandelaar of Oxhill

Mother and Nursemaid of Pieter-Eeuwke Vandelaar

Member of the Fellowship of the Pouch

"I arranged for what you ordered, mijnlord. Shall I retire myself, now?"

Appearance

Leena is very small for the human standard being only 5' tall, and she looks 10 years younger than she actually is. Her eyes are brown, her hair reddish, while her skin is light copper. Her ears are very small and she has a little snub nose.

When in Oxhill Tower she usually wears long elegant dresses and she keeps her hair gathered under a mobcap. Lord Pieter Vandelaar has all her traditional Flaemish dresses custom-made for her by a famous and expensive Bergdhovese tailor in Kopstar, Vanserie Krjilens (M4, CN). As head of Lord Pieter's secret service, she is known as "The Eyes Without A Face" and appears as a mujina with eyes only. Her voice is altered so that it cannot be determined if "The Eyes Without A Face" is a man or a woman. When on a secret mission, she wears what is more appropriate to the situation and varies her appearance depending on her needs.

Personality & Quirks

Leena Tijlen is a pragmatic and cold calculating woman, having lost her brashness long ago. Having lived a hard youth, she has learned to accept what life gives her without pondering too much about it. She rarely smiles and she rarely speaks and is very good at hiding her feelings. When in Oxhill, she perfectly plays the loyal servant of the Baron, appearing reserved and obedient. Towards her charge, Pieter-Eeuwke she is always kind, and she is more talkative than usual. As "The Eyes Without A Face" she is very hard with her subordinates, showing no mercy for the fools or the incapable, but rewarding those loyal and successful on their missions.

Background

Born in AC 950 in Cajoli, a village near the Viscounty of Verazzano, Leena was the daughter of a Flaemish caravan guard and a Caurenzan member of the Fellowship of the Pouch, the local Thieves Guild. She lost her father very young and followed her mother in her career in the guild. At the age of 13, her mother died, said to be connected to the mysterious death of Signor Lamberto Fulvina, Viscount of Verazzano, but no one ever found any evidence about this. Despite this, Leena blamed the Fulvins for her mother's death and decided to take her revenge.

Leena entered into the service of the new Viscount, Signor Vittorio Fulvina, as a spy. After a period of apprenticeship, she undertook some missions traveling the Principalities in disguise. Always successful, she quickly became one of Signor Fulvina's more valiant and trusted spies. In AC 970, during a mission to Kopstar, she met Pieter Vandehaar (that time, not yet the Baron of Oxhill), and fell in love with him. In a few months' time, Leena anticipated her return to Verazzano and decided it was time for her revenge. From Verazzano, Leena stole many important treasures (including the medallion of metamorphosis) and incriminating documents from the Fulvins then fled to Kopstar.

However, Leena fell ill and could not make the journey. She sought refuge in the Caurenzan town of Oreggiano, in a brothel run by one of her mother's friends from the Sisters of the Private Houses. There, Leena discovered she was pregnant. She stayed there until she had given birth to a son she named Eeuwke, a Flaemish name for her child's most probable father. Meanwhile, the Fulvins were searching for her high and low, but could not find her. By the time, the Fulvins were able to trace Leena (through mundane methods), she had long fled Oreggiano with her child. In AC 974, Leena presented herself to Pieter Vandehaar in Oxhill Tower. Using all her charms and emotional manipulation, Leena begged Pieter to take care of their child. Much to her surprise, Pieter not only declared his love to her (although he was already married to Rhonda Vandeker), but he promised to recognize the child as his own—after some arrangements were to be made. Pieter hid mother and child in Oxhill Tower, where they were seen by no one but him. In a few months time, Leena was summoned. The child, now named Pieter-Eeuwke, was declared the son of Pieter Vandehaar and his recently deceased wife, Rhonda Vandeker, who was said to have died giving birth to the boy. Leena was also presented as the boy's wet-nurse, who should never ever leave the boy's side. Leena understood the arrangements and was very pleased.

A few years later, when Pieter-Eeuwke entered the Great School of Magic (at a prodigious age of 3, according to the public account!), Leena began working with Pieter as a spy. She developed an efficient network of agents for Pieter but personally undertook delicate and dangerous missions on occasion. Her services were essential to Pieter in establishing the Barony of Oxhill. In recent years, Baron Pieter had assigned her to gather information about Klantyre and the Followers of the Claymore, whose actions may prove useful in undermining Lord Pieter's rival, Prince Harald Haaskinz of Sablestone, and whose cooperation may be needed in earning Baron Pieter a larger dominion.

Web of Intrigue

Leena is completely loyal to Pieter and agrees with him on everything. Pieter's feelings towards her are what a normal person should define as love—although love is such a strong word for the Baron. He knows Leena is very efficient in organizing his network, therefore they only discuss the overall goals then Pieter lets her stage the details on how specifically achieve them. Leena's vast knowledge of the Glantrian underground is also essential in the plots of the Baron of Oxhill. Leena managed to collect information about Trillo d'Ascoti, the Mayor of Estin, who plays a vital role in the politics of the area of Blackhill, where Lord Pieter planned to have his own principality. Leena blackmails Trillo in order to gain some political leverage in the region.

Pieter-Eeuwke is Leena's most prized treasure, and despite the fact he knows himself to be Rhonda Vandeeker's child, he loves her as she was her real mother. To Leena nothing is worth more than this. She tries to help Pieter-Eeuwke on the rare occasions they talk and sadly agrees with Pieter's projects for their son.

Statistics & Skills

Statistics: 17th-level thief; Str 7, Dex 15, Int 16, Wis 14, Con 6, Cha 14; AL C (D&D), NE (AD&D).
Languages: Flaemish, Thyatian (Glantrian and Caurenzan dialects), Elvish (Belcadiz dialect), Kaelic.
Skills: disguise, etiquette, forgery, geography (Glantrian), heraldry, knowledge (Glantrian underground society), leadership, local history (Glantri, Sablestone zone).

Weapon Proficiencies: dagger, light crossbow, cudgel.

Thief Skills: CW 85%; DN 50%; FRT 85%; HS 95%; MS 90%; OL 80%; PP 95%; RL 80%; backstab x5.

Leena Tijlen has a ring of spell storing, given to her by Pieter-Eeuwke. It is made from silver and obsidian engraved with the dedication: "From Pieter-Eeuwke to Leena. Thanks." The ring usually has haste, teleport, and passwall stored, but Leena can go to Pieter-Eeuwke any time to have new spells stored in them.

Leena also has in her possession the Medallion of Metamorphosis, a unique magical treasure which she stole of the Fulvinas when she was working for them.

"Cold as ice... loyal as a familiar... efficient as a magical construct... Have you ever thought she might have been something better than a mere wet nurse, Baron Vandehaar?"

(Wilhelmine Vlaardoen, showing Pieter Vandehaar that few things slip by the Princess of the Flaems)

Rymskigrad

Zilio Greco (T10, NE), Penumbra Overseer of the Fellowship of the Pouch in Rymskigrad
By Andrew Theisen

International Cell

Darokin – Corunglain

Lady Tegan

(From The Giant's Puzzle Box by Jesper Andersen)

Lady Tegan is a beautiful, elegant Glantrian woman in her late 20ies. Many suspect her of being a spellcaster and somehow tied to the nobility of that country. She was one of the bidders at the auction of the Giant's Puzzle Box but did not win the auction. This greatly upset her employer, the cruel Prince Innocenti di Malapietra of Caurenze in Glantri.

Lady Tegan has been working for Prince Innocenti for a few years now as the curator of his personal collection of art and magical items. In that role, she has traveled the Known World collecting many fantastic items for the prince's collection.

For a while, Lady Tegan was also Prince Innocenti's secret lover - that is how she earned his trust, to begin with. What the prince did not know, is that all along Lady Tegan was actually working for someone else - the Fellowship of the Pouch.

Five years ago, Prince Innocenti double-crossed the Fellowship of the Pouch, when they were getting him the spellbook of a rival mage. Upon delivery, the unfortunate thieves were arrested and torn to pieces by horrible monsters in the arena, and the Fellowship was cheated of its payment. Since that day, the Fellowship has plotted its revenge on Prince Innocenti.

Lady Tegan's mission was twofold: 1) To get as many inside details on the security of the Prince's castle and the whereabouts of his treasures and 2) To gain his confidence and one day be entrusted with a substantial sum of money with which to purchase art for the Prince - and then vanish with it (of course giving the Fellowship its share).

DM notes:

After the death of the middleman (see the Giant's Puzzle Box), Lady Tegan has also disappeared from Darokin City and she has not shown up in Caurenze. Perhaps she finally had enough of her dangerous double-cross - or perhaps Prince Innocenti finally wised up and "took care of her"...

She is Penumbra Overseer at Corunglain.

Allies

Asterius Clerics

(From Asterius by Kit Navarro)

The worship of the Immortal Asterius, Patron of Travel and Trade, is widespread throughout the Known World, as the clerics of Asterius are probably just as active in the Principalities of Glantri as elsewhere in the world. This is because the well-traveled, silver-tongued clerics of Asterius are very diplomatic and considerate of local laws and traditions. In Glantri, the Asterians know not to flaunt their religion or clericism, and they do not organize officially and proselytize publicly. Of course, Asterius is also the Patron of Thieves and Money, and his clerics are well versed in discretion and suavity, and not about a bit of deception or bribery to get around.

Almost all clerics of Asterius come to Glantri by way of the Republic of Darokin, where they are discreetly supported by the Church of Darokin and the Darokinian Diplomatic Corps. Within the Principalities, they work as travelers, tourists, merchants, diplomats, and of course, thieves, spies, and smugglers. Their network in Glantri is extensive and they often deal with the Merchant's Consortium and the Ambassadors and Ministers Solidarity. Their underground contacts also include the Fellowship of the Pouch, the local Glantrian thieves' guild.

Ohr'r

(From The Orcs Of Thar by Bruce Heard)

Chief of Bugburbia: BU16, St 18, In 12, Wi 10, Dx II, C017, Ch I5, ALC; Ursus Bipedis Bugburbianis.
Faith: Bartziluth.

Ohr'r has been an exemplar of the typical humanoid way of being a chief. This bugbear has lived a life of head-bashing and combat frenzy that few other humanoid heroes can rival. While still a whelp, Ohr'r started his career by clobbering the other clan's hogs in a fit of anger. When the chieftain came to complain, little Ohr'r ran by and gave the whiner a good whack on the toes with his killer baby rattle.

As a youngster, he became the leader of an infamous youth gang that caused so many depredations in the camp that the party was ordered out into Glantrian territory. After badly messing up a small border village there, the youngsters were eventually captured and taken to Glantri.

A few of them managed to escape to safety after causing their barge to overturn in a city canal. Some found refuge in the city catacombs, but Ohr'r managed to join the local Thieves' Guild as a door guard and bashing specialist until he ran into a certain Prince Jaggar, a powerful wizard.

After causing substantial damage to the prince's mansion and highly paid guard, Ohr'r eventually fell into Jaggar's hands. Furious, the wizard took the time to pay a personal visit to Bugburbia and blasted the camp. After cornering the chief, Jaggar simply asked, "I presume this young hairy thing belongs to you? You won't mind if I return it, will you?" On these words, Jaggar turned the dear thing loose on the chief and teleported home.

Ohr'r, who had been copiously charmed earlier, and loaded with magical effects — compliments of the wizard-prince — went berserk and chewed up the chief. Not much was left of the late chief and his bodyguard. As far as the rest of camp, none of the surviving bugbears were brave enough to get into trouble with the young terror. Since then, they have always feared his magical powers (none of which lasted more than a day, in fact). New Chief Ohr'r lived happily ever after and had many more heads to bash.

Chief Ohr'r is a brute. In his mind, clobbering (and being clobbered) is just a fun game definitely worth its load of lumps. Anything smaller than him, and wimpy-looking is simply not worth the trouble. Ohr'r talks only to something big and suspected of providing a good fight. It is only after many good lumps on the head that Ohr'r will talk business. Other than this fact, and his taste for human bones, Ohr'r is not a bad puppy. He can be a reasonable chief and handle serious problems, like hammering the head of a dragon rash enough to barge into the tribal cavern.

He is almost 8' tall, with black fur and a red snout. His hair, under the chin and on his back, is braided and knotted with little bones. He wears baggy chain mail around his waist, held by a thick leather belt. The armor is less used for protection than for covering his hairless rear end — cruel token of Jaggar's talent with fire spells...

Ohr'r always rides to combat on Smag-gugah, the inseparable companion and only object of the bugbear's tenderness and affection. Smag-gugah is a giant skunk (AC9 Creature Catalogue, page 20) Ohr'r found when it was a baby. Considering the bugbear's smell, Smag-gugah thought he was its mother. Since then, Smag-gugah has always followed the bugbear everywhere.

General Skills: Brawling (St), Knowledge of Glantri City (In), Find 'liaps (Dir), Giant Skunk Riding (Dx). Endurance (Co). Fighting Frenzy (Co). Languages: Bugburbian, Tharian, Glantrian.

Ohr'r still have direct relations with the fellowship of the Pouch and do some work for them at Bugburdia.

Enemies

People's Spell-caster Company

(From the Principalities of Glantri by Bruce Heard)

Alignment: Mercantile, Belligerent

Status: Illegal; unlicensed magic-users

Entrance Fee and Dues: 50 dc/ 12 dc

"Many magic-user from foreign lands or those who have had their licenses withheld join this secret sect. They offer magical services at lower prices than licensed spell-casters. Members buy information on the activities of Inspectors of the Utterance and will not hesitate to attack our men: some even practice extortion rackets in their city district. Leaks are suspected among corrupt Magistrates at the Parliament, which helps these brigands escape the law. "

DM Notes: Stealing spell-books and scrolls is another of their specialties, which has made them enemies of the Fellowship of the Pouch. They are especially active in Glantri City, near the School of Magic.

Beggars' Court

(From the Principalities of Glantri by Bruce Heard)

Alignment: Mercantile. Belligerent

Status: illegal' beggars only

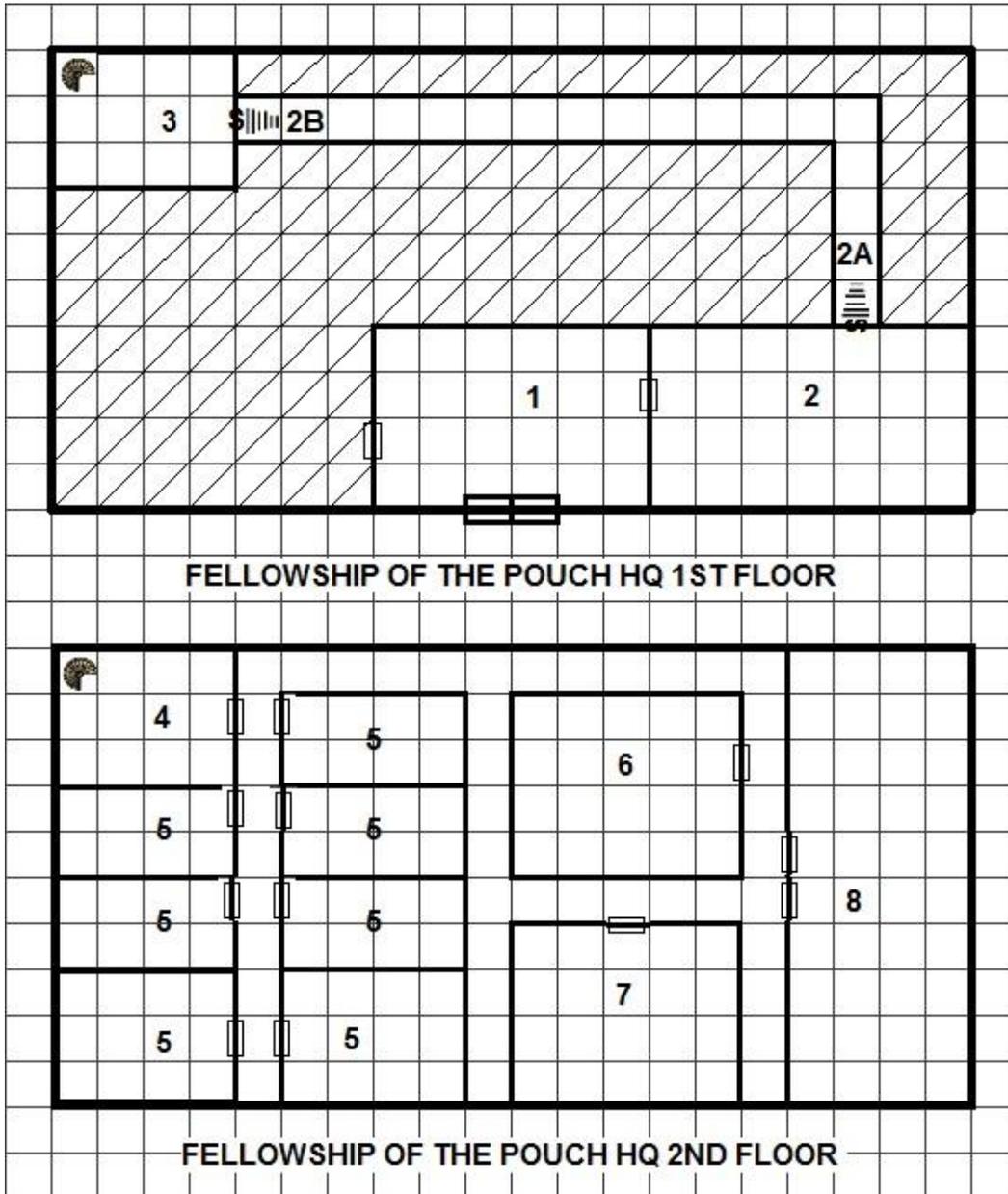
Entrance Fee and Dues: An affliction/1 dc

"The beggars of Glantri City are often the victims of someone's odious magic or are the losers of a duel. As a result, the poor wretches bear curses, deformities and diseases that prevent them from living a normal life. Rejected by most of the population, they have sought refuge at the Beggars' Court, a rundown area of Glantri City, in the west district."

DM Notes: To enter the Court, one must bear an obvious and repulsive deformity. The court's goal is to protect and avenge its victims, in exchange for the membership fee and absolute loyalty to the King of Beggars, Lord Ratibus (see "Marauders, Mages and Masters" for details).

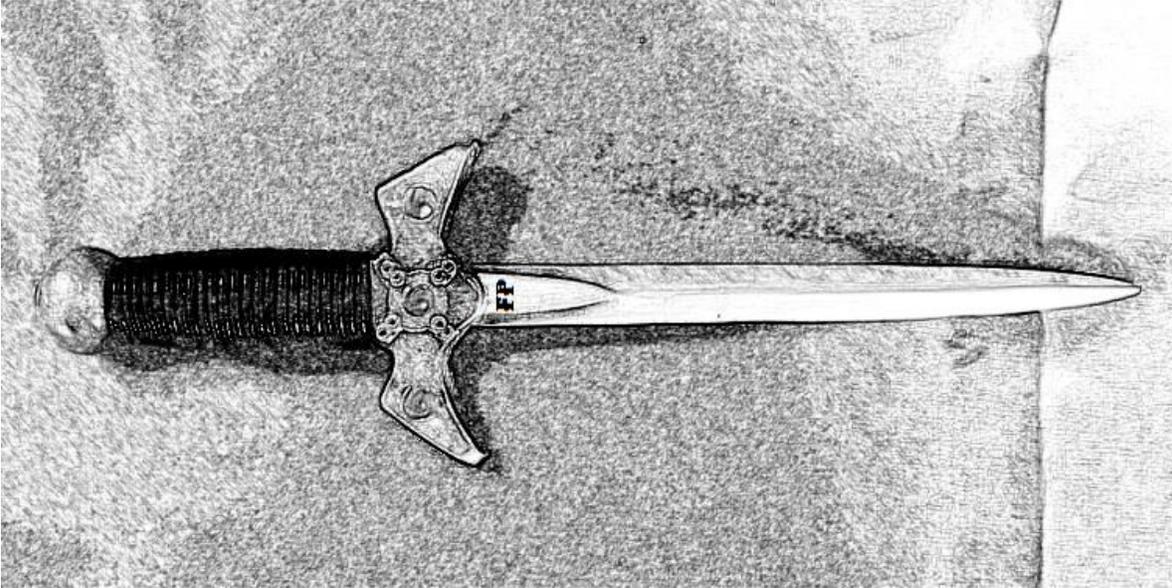
Appendix A The Head Quarters.

In the north part of the West Side, there is an old construction that used to be a mansion many years ago. This mansion was abandoned because it started to sink and flood. As time passes the basement was under water and half of the first-floor collapse. When the Fellowship was created they pay a magic user to create a secret underwater tunnel to connect the reminding first floor to the stairways that went to the upper floors. That magic user died after finishing his work.



1. Main Entrance. When you enter this room you will see what it seems to be a poor family that went to live to an abandon and old place. This room is a living room and kitchen together. The family members are Fellowship of the Pouch members that act as if they were a family. They guard the entrance.
2. This room is what it seems to be the bedroom where the family sleep. Normally there are from 4 to 6 "family members". One or two normally walk outside the main doors. 2A and 2B are secret doors that go to an underground tunnel. Beside this room, all first floor is collapsed and the basement is under water.
3. This room has the stairways to the second floor. This room usually is guarded by 4 members of the Fellowship.
4. Entrance to the second floor. All windows at this floor are block with thick wood so that any light can't go out.
5. This are bedroom for any member that might need a nap.
6. Armory and guard's room. Here are store weapons and armor and there are some beds for the guards to sleep.
7. This room is a storage. Here many of the valuable objects are store, spell books, magic items, artifacts and valuable documents are store and its interior is protected by magic. There are also 6 gargoyles protecting this room.
8. This is the Great Hall. Only the Night Master and the Head Murks can enter this room. Here is where the important meetings are done. This room is very luxurious and has paintings of the past Night Masters. It also has in exhibitions the most valuable objects the guild has. This hall also is magically guarded and only the one's whit the Moon Daggers can enter this place without harm.

Appendix B The Moon Daggers.



The moon daggers are given to each Head Murk of the Fellowship of the Poach. They are used to identify them among the guilds thru Glantri. Also, they are used to enter the Great Hall at the Head Quarters at Glantri City and without the dagger, they can't talk to the Night Master nor his voice can be heard at the Great Hall.

This daggers are magical silver daggers +2 with rubies and has an invisibility spell that can be cast once a day. Missing the dagger could mean they lose the Head Murk status. So they have to find it or pay 100000 Ducats so the Night Master can give a new one.

The Night Master also has one but it is a poisonous silver dagger +4 with diamonds and the invisibility spell.