



a Dozen Wanted CRIMINALS

BY PHILIP REED

In every fantasy city and town, there are those who would break the law in order to improve their own lives. Criminals are found in every corner of every game world, and it is not uncommon for those criminals to be known . . . and wanted.

A Dozen Wanted Criminals is a systemless resource for gamemasters of fantasy roleplaying games. The twelve characters presented within these pages are provided without game mechanics or statistics of any sort; each one is ready for the GM to stat out and drop into a campaign where the criminals may be current allies of the party, former companions who have gone bad, sellers of illegal goods, sources of information, or any number of other roles the GM needs to fill in the campaign.

*“Sir, like all honest men
you will be pleased to
know that Roger Simeon the
black magician was hanged
this dawn, just as the sun
came up.”*

*– Robert E. Howard,
“The Right Hand of Doom”*

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anatomy of a CRIMINAL

1. A title, to help set the mood.
2. An opening block of text that gives you a broad overview of the criminal as well as the situation. Some of these may be read to the players, though you may wish to adapt the language to suit your personal style and tastes.
3. Information on the crime/criminal, especially the necessary loose backstory that the GM will need to expand the character into a rumor (to be used as atmosphere) or into an encounter or possible side quest. At times, there may be more than one possible "truth" that can be used when bringing the criminal into the campaign.
4. Each encounter includes a single illustration to help set the mood.

1 VALINDRA SYLMAR

Elven "enchantress" Valindra Sylmar is wanted for infiltrating and abusing the local guild of wizards. Using a magic wand, a variety of potions, and her quick hands, the woman tricked the guild into believing she was a wizard. They were quite, quite angry when they realized they had allowed a trickster into their guild tower.

This charlatan spent weeks inside the guild of wizards, collecting information and stealing whatever small trinkets, scrolls, potions, and books that she could place her hands on without arousing the suspicions of those living and working inside the guild tower.

It was an accidental event that led to Sylmar's reveal and her forced flight from the guild. When first admitted to the tower, Sylmar had identified Rasmorn Grenza, the long dead gnome illusionist, as her mentor and master. The ruse was working perfectly . . . until one of Grenza's true apprentices arrived and quickly saw through Sylmar's lies. Once she knew that her secret was going to be undone, the woman fled with what loot she could.

A Reward For Her Capture

The guild of wizards, using their connections with the authorities, had the woman's name spread throughout the lands with a 250 gold price attached to it. Once she was gone, and the wizards started talking about the incident, they soon realized just how many minor magic items vanished during her stay and (rightfully) assumed that she stole them.

There is no misunderstanding or confusion here. Sylar is a thief and a liar, and she is very likely trying to sell the stolen goods right now at some nearby town or to strangers that she may meet on the road.



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USING THE CRIMINALS

As with other entries in the **A Dozen . . .** series of PDFs, the pages that follow are perfect for those gamemasters who wish to take an idea and run with it. Each of the criminals offers up more than just another NPC to introduce to the campaign, with possible encounters and subplots hiding on each page.

Expanding beyond the possible stories offered with each of these criminals is easy for the GM who wishes to build a catalog of in-game NPCs to bring back in later sessions. Any one of these characters (save for Bloodsaw; you'll see) may be useful a second and third time if you simply re-introduce them to the party at a later date. After all, a campaign's true depth comes into focus as the world is constructed around adventures and the players start to see threads connecting different events.

When selecting a criminal to toss into your next game session, you may wish to adapt the non-player character's appearance to resemble that of one of the PC adventurers. Mistaken identity is a cheap trick, sure, but it's worth using at least once to force the party to deal with either clearing the name of a friend or helping the authorities to track down the real criminal to save their own skin.

At times, some of the criminals that follow present more than one possible storyline that you can follow. Where that happens, the unused option can be repurposed later by creating a name and description of a new criminal or, if you wish, using a previous NPC that the player characters have met and tack on the previously unused incident. Waste nothing, my friend!

GLASAL VOZAN

Wanted for murder. The people of Athstones will pay 100 gold to whomsoever delivers the villain Glasal Vozan to the city alive. If dead, the criminal's body will be accepted and inspected and, if it is truly he, the people shall pay 50 gold for his corpse.

It has been ten days since the warrior Glasal Vozan fled the city of Athstones and twelve days since he murdered the gentle lady Sien Groothalle. There is no doubt that Vozan was the woman's killer; several witnesses saw the ruffian stab the woman through the heart when the two were arguing in The Rusted Hook, a small tavern in the city's dock district.

Glasal Vozan is a skilled mercenary, a veteran of many campaigns of war as well as experienced as a dungeoneer. The man is known to travel lightly, though never without his armor, his shield, and his sword. Before the incident, many would have proclaimed Vozan's innocence in a matter as wicked as murder, but the number of witnesses to Groothalle's death erases any support that the man may have once enjoyed.

Vozan the Murderer

Under this scenario, Vozan killed the woman, yes, though his reasons are shrouded in secrecy. If tracked down and cornered, the killer tells the PCs that he was only putting an end to the woman's misery. She was, Vozan says, under an unbreakable spell and no longer herself. The mercenary names a wizard – Tivius Khaghis – as the real villain of this event. Khaghis, according to Vozan, had killed Groothalle several days earlier and it was only a necromantic puppet that he killed, and not the woman. If pressed, Vozan tells the PCs that the only proof he can offer to support his tale is to lead the party to Khaghis' lair where he tells them they will find other necromantic clones.

Vozan the Betrayed

It is possible that Vozan was not the killer and was simply framed for the woman's death. Enemies of the mercenary worked to stage the event at The Rusted Hook. One of them, using magic, took Vozan's form and then killed a random patron of the tavern in sight of enough witnesses that Vozan was sure to be identified and be declared the killer. At the time of the attack, the mercenary was in another part of town recovering from illness.



CASS SAMUZ THE AGILE

She grew up on the streets and alleys of the city, becoming a pickpocket at ten and then captured – and punished! – by the thieves' guild at eleven for daring to operate in the city unsanctioned. In the twelve years since then, Samuz has become a skilled thief specializing in burglary. She is now wanted by the city watch after being identified by a fellow thief last week.

Her lifetime of crime, living in the shadows of the city, has been brought into the light of day thanks to a rival's efforts against her. Kalman Wolfsinger and Samuz were partners on several burglary assignments in the past, working together to steal from homes and businesses that the guild identified as worthy targets.

Wolfsinger turned against Samuz after a recent failed burglary when the pair tripped an unexpected trap and Wolfsinger was maimed. The man lost his left hand in the attempted burglary and blames Samuz for the loss (even if it wasn't she who was tasked with disarming traps that evening).

Wolfsinger gave the watch her name and told them that she is responsible for many of the burglary troubles that have been reported over the last year. The man gave the guards specific info on some of the crimes – which wasn't difficult, since he was there – and explained that he gained the knowledge after Samuz drank too much one night and started bragging about her skills as a thief.

Samuz went to the guild for help and to have Wolfsinger removed from the guild, but she was too late. Wolfsinger had been there before her, and his gift of deceit served him well as he convinced the guild that Samuz was misreporting what was stolen; the guild does not like for its members to fail to pay the proper percentage of their earnings as membership dues.

Samuz might have a common friend with one of the PCs, or maybe even history with a PC rogue, and she is desperate and needs assistance. She is hiding in the cellar of one of the many shops in the city, and she needs help from the party. She says that she has coin to pay them and all that she wishes is for Wolfsinger to pay for his betrayal. She knows that she must move on, but not until Wolfsinger is handled.

Will the party help her, or will they hand her over to the guard for a reward of a few hundred gold?



emalynn irontrapper

The warrioress Emalynn, daughter of Hugo Irontrapper, is wanted for theft. When her father died, he left most of his belongings to Emalynn's brother, Dexharn Irontrapper, and the woman decided that her father's magic armor was meant for her and not for her brother. He has offered a reward for the return of the magic armor.

Dexharn Irontrapper is willing to pay anyone 1,000 gold for the return of the stolen armor; he cares not whether the armor is returned empty or with his sister's corpse inside. The two never were close.

The Irontrapper family is known throughout the city; Hugo Irontrapper was captain of a mercenary company for many years and, when he retired from the life of adventure and war, opened a cheese shop in the city where he spent his days talking with guests, sharing tales of his days as a warrior, and trying to convince his children that life as a soldier and mercenary was not for either of them.

Irontrapper always secretly hated his son – Hugo could tell when the boy was young that Dexharn was a cruel, manipulative soul – so he left the magic armor to his son in hopes that his daughter would accept her role as the new owner of the cheese shop. The girl, not yet twenty winters old, is stubborn, though, and would prefer a life of sleepless nights and grueling marches into battle than one she has called “dull” and “for those who are not strong enough to survive.”

Hugo thought he was protecting his daughter by giving the armor to his son. The man was wrong.



If they locate and confront her, Emalynn demands that the PCs leave her be or she will have their heads. Though inexperienced in war, the woman spent years studying and asking her father again and again for pointers and lessons so that she could learn to use a sword.

What makes all of this even worse is that Dexharn, the son, doesn't want to be an adventurer. He only wants the armor so that he can sell it and open his own business in the city. Dexharn is jealous that his father left the cheese shop to his sister; the son wanted to continue running the shop after their father died. Can the PCs piece together the details and arrange things so each sibling gets what they most want?

SOLANA CARFIRNAX

The elven mage, Solana Carfirnax, is on the run after killing two men on the city streets. Witnesses to the event are divided – some say that it was self-defense, others say that it was murder – and the authorities are pushing the murder story. After all, if Carfirnax is not guilty, then why did she run?

"It was on Merchants' Way and I seen it with me eyes just as clear as I see you," the woman tells you around a mouthful of bread. She gnaws and gnaws at the hard, stale bread as if she doesn't even notice the poor quality of the food. "I know them others say it were defense, but I spotted that evil gleam in her eyes as she attacked and I swear to you that the woman is as evil as a demon. She wanted blood and lots of it."

A reward of 100 gold catches the eye of most adventurers, so it is no surprise that you and your companions have spent the day going from tavern to inn, asking around and seeking information on Carfirnax's whereabouts. Gold is gold, and a reward of this size is one worth putting some time into checking out.

If the party spreads around a few coppers and asks those who claim to have been there for info on what happened, the answers are split 50/50 between self-defense and murder.

Carfirnax the Killer

The woman killed those two men, yes, though not as a random act of violence. They had tricked her the day before, selling her documents that turned out to be fake. When she spotted the two on the street and demanded her money back, the men drew swords which led Carfirnax to cast missile spells that slaughtered both men. She had intended only to drop them to their knees and was surprised at how easily the two fell.

The woman is hiding in the home of a friend and is looking for help in clearing her name. Perhaps one of the people the PCs question realizes that these are good, honorable adventurers who will see that justice is done and the elven mage's name cleared?

Carfirnax the Innocent

She was defending herself from a ruthless attack by two thieves who decided to try their hand at a little daylight assault. Some of those who saw the attack and claim that she was the aggressor are friends of the dead; they are too afraid to confront her directly, but they're not above exacting revenge by getting the town watch to do their dirty work.

• If the PCs find the woman, will they believe her when she tells of the attack . . . or will they choose to believe the reward?



ELRAN SARFIEL

A known counterfeiter, the bard Elran Sarfiel is currently worth 250 gold to any who can capture him and deliver him to the city magistrate's office. Word is, Sarfiel is quick with his sword and, despite spending most of his time working with ink and parchment, not to be underestimated. He's fast, smart, and dangerous.

For years, Elran Sarfiel was content traveling from city to village to town to city, performing music and partaking in what adventures that he could (so as to gather more inspiration for his music and poems). The man worked with many adventuring groups, but never found a perfect company that fit his needs. After no more than one or two weeks with a group, he would set off on a new direction in search of fresh adventure. Little did anyone know that, all that time, Sarfiel was improving his skills as a cheat and a counterfeiter.

After six years of adventuring, Sarfiel mastered his secretive craft and made a permanent home for himself in the city where he could operate as a counterfeiter. He made his true services known to very few, using middlemen and go-betweens to sell his skills to those who needed forged documents. Bank notes. Identity papers. Wills. Treasure maps. Sarfiel crafted them all, making fakes for those who had the money to afford his work.

Sarfiel was living a good life, spending one day a week performing at one of the local taverns and the rest of his time living his real life as a counterfeiter. He was gathering wealth quickly – much of it in gems and art objects that were small and easily portable – and had plans to purchase a country estate when his hidden business was suddenly revealed by a disgruntled partner.

Vulluin Triso, an elven thief who had shared information and leads with Sarfiel for years, was caught stealing from a local merchant and promised the magistrate valuable secrets in exchange for a reduced sentence.

Triso immediately spilled, sharing dirt on many rogues operating in the city and giving the town watch the names of several men and women who were soon arrested.

Sarfiel, fortunately, pays some in the city government for inside knowledge and he was warned of the betrayal early enough that he managed to escape before the guards broke down his door and started trashing his home in search of the promised counterfeiter.

Sarfiel is now in hiding in the sewers, moving from safe house to safe house and trying to evade capture. How long he can remain free is a bet few will take these days.

It is possible that one of the PCs, especially if they have contacts in the local thieves' guild, learns of Sarfiel's latest hiding place . . . but do they help the man to escape or turn him over for the reward?



LOVRA HONORGLow

The huntress Lovra Honorglow is wanted for poaching on the restricted, private lands of at least a dozen nobles who live near the city. The woman disregarded warning after warning and hunted without permission, and now the watch have announced a 50 gold reward for her capture.

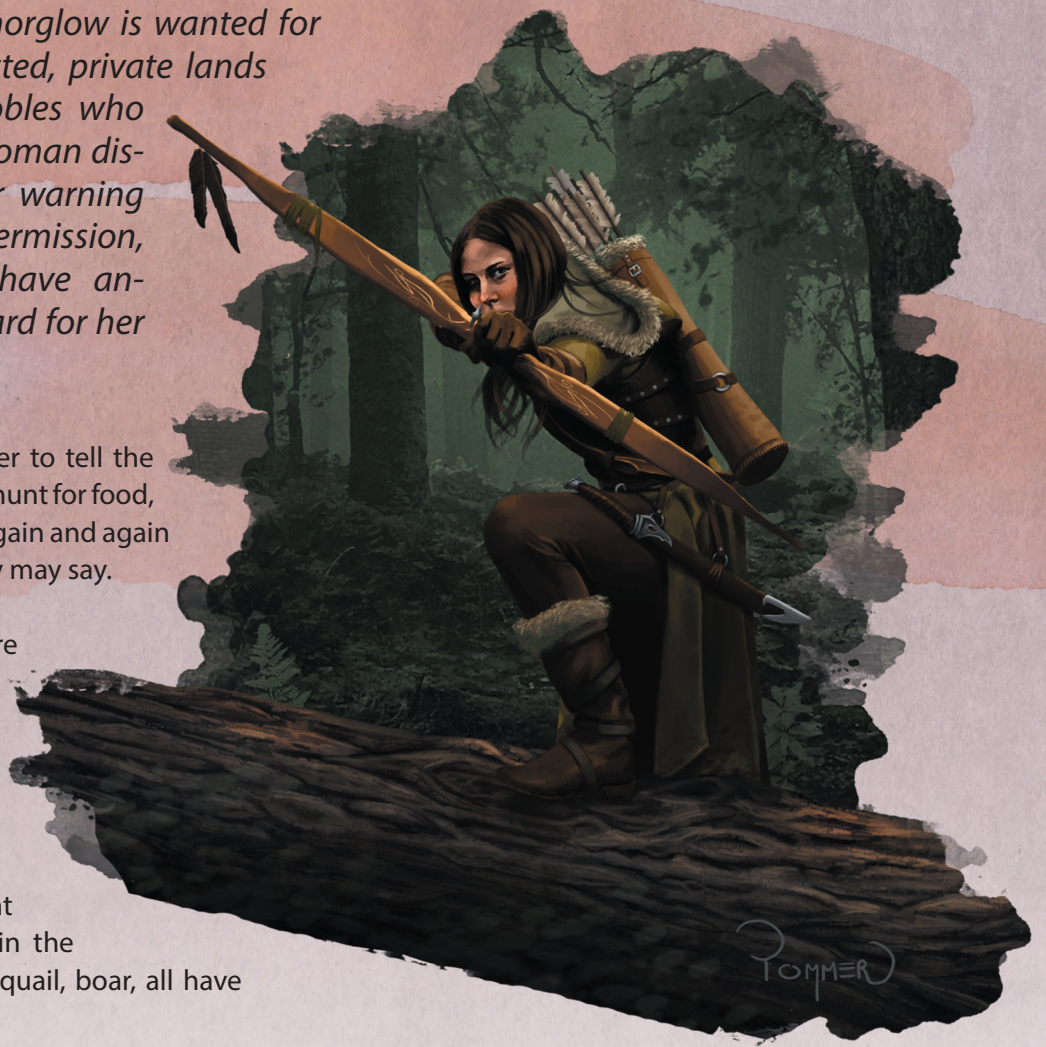
Only the wealthiest have the power to tell the people where they can and cannot hunt for food, and Lovra Honorglow has proven again and again that she cares not what the wealthy may say.

As further insult to those who are trying to have her captured and imprisoned, Honorglow has escalated her hunting trips, going out daily and leaving her kills for the poorest people of the city to enjoy. Each day over the last week, two or three different homes have opened their doors in the morning to find fresh meat. Deer, quail, boar, all have been found and consumed.

After a few more days, the watch increase the reward to 100 gold and issue a proclamation that any caught aiding the criminal will be jailed for a day or more; the exact time will be decided by the jailor on duty.

The PCs see more and more wanted posters as the days, and the weeks, pass without Honorglow being captured by the authorities. As the GM, you should feel free to keep raising the reward every week of campaign time that passes, keeping Honorglow in the background across as many game sessions as you wish to extend this storyline.

When you're ready to bring Lovra Honorglow into the spotlight, there are a few possible ways to involve the player characters in the action. Choose the one that best suits the needs of your campaign.



- The PCs are approached by the town watch who are in need of experienced adventurers who will chase and either kill or capture the criminal. The watch offers the group four or five times the currently posted public reward.
- A friend of one of the adventurers asks for help in smuggling someone out of the city. The heat has become too much and the danger too great, so Honorglow is seeking assistance in escaping the city and moving to somewhere else in the land.
- Late one night at their favorite tavern, the city watch are heard on the street yelling as they chase some unknown fool. Soon, Honorglow enters the common room in search of her friend, the tavern's owner. Will the group help the woman?

KRIKOFF BLOODSAW

Wanted for theft, murder, blackmail, and insulting a nobleman's hat, Krikoff Bloodsaw has not been seen for seven weeks and the buzz surrounding the reward for his capture – 100 gold – is slowly dying off around the city. Bloodsaw has known accomplices at the Scaled Gauntlet, a tavern of questionable cleanliness, and some continue to watch the establishment to see if he attempts to make contact with his friends.

The authorities may be searching for Bloodsaw for a very, very long time because he died six days ago while hiding in one of the Scaled Gauntlet's concealed chambers. The tavern has four hidden rooms, all of them on the building's second floor, and Bloodsaw choked to death while eating dinner in one of the hidden rooms.

His friend who made arrangements for him to hide in the tavern, Henning Malog, found the body within hours of the death and dumped it in the river late one night. Bloodsaw is very much gone from this world and unlikely to return. Now, Malog is working at a plan to profit from Bloodsaw's death; he only needs to find a willing partner to help him fool the city long enough to collect the reward money.

If the adventurers have ties to the city's underworld, they catch wind of someone looking to buy the corpse of a male human, twenty to thirty winters of age, and willing to pay 20 gold for the body. Condition is not important, so long as the corpse is recognizably that of a human male.

Depending on the PCs' feelings regarding death and murder, they may either elect to try and earn an easy 20 gold or they may choose to notify the authorities of this odd notice.

Selling a Corpse

If they choose to provide Malog with a corpse, the PCs may gain a reputation as graverobbers. This could be problematic in the future if others point the guards at the group the next time a body goes missing.

Reporting the Grisly Request

If they take action to notify the authorities of Malog's notice, the PCs must be careful not to be caught. If the local thieves and other criminals find out that the adventurers worked with the town guards, it may be difficult for them to get information or assistance from the underworld in the future.



ROMILDA, SPELLMISTRESS

Romilda, elven sorceress, is wanted by the city watch for her role in a recent grave robbery in which it is claimed that the woman practiced necromancy. Guardsmen stumbled across the robbery late at night, and the criminals escaped . . . but not before one of the guardsmen recognized the sorceress.

When Romilda and the three hired goons fled the scene of the crime, the woman was certain that they had escaped without anything to fear. The next day, she learned how wrong she was when one of the goon's returned to her room with a parchment featuring a crude drawing of her and the promise of gold for her capture.

The goon attempted to blackmail the sorceress and regretted his action for only a moment before she killed him. She knew she had to move, but to where?

Romilda, the Guest in the Next Room

When staying at one of the city's many inns, the party finds that the occupant in the room next to theirs is not one to come out into the open. Meals and supplies are delivered to the closed room, and they may hear mystic chanting late into the night. If they investigate, they find that Romilda is working on a summoning ritual; she hopes to bring a small army of the undead to the inn and will try to flee in the chaos. If the party doesn't discover her soon enough, they may have the unfortunate adventure of fighting undead beasts in what should have been a quiet inn.

Romilda in Hiding

Perhaps the sorceress reaches out to the underworld for assistance, seeking someone she can hire to smuggle her out of the city. The party, in tune with those who offer unusual jobs, are approached by a go-between who promises them 100 gold if they'll transport someone out of the city to a nearby town. Do they recognize the sorceress and, if they do, do they change their plans and try to turn the woman in?

Romilda's Revenge

The woman is caught and hung until dead . . . but she had prepared for this and once dead, her body reanimates and the undead sorceress attacks those nearby. If the PCs just so happen to be in the city center near the gallows, they get wrapped up in the undead assault.



JEX MASTOHOS

Those who know the mage are surprised when they learn that there is a price on his head. "He was always so quiet," they respond when asked what they know of the man. His friends and acquaintances in the city know not where he is if asked. "He was always in books," they say if asked how he spent his days before being a wanted man.

Jex Mastohos is wanted for theft. Specifically, theft of three spellbooks that were in the home of one of his long-time friends. Keryth Gilven, an elven wizard who has known Mastohos for two decades, had given his friend access to the books so that he could study them. Gilven was shocked when he went to retrieve the books from Mastohos' home and found the books – and the mage – gone! He was at first worried, but when days passed without a sign, Gilven came to the conclusion that he had been robbed and notified the authorities. A large part of the 1,000 gold reward for the capture of Mastohos comes directly from Gilven's riches.

If the adventurers investigate the missing mage's home, there's a strong chance that they soon recognize signs of a struggle in Mastohos' study. Furniture and books knocked around, several items broken, and other clues

soon tell the group that the mage was definitely engaged with something. A successful search check soon finds the mage's journal, where they learn that Mastohos was doing a lot more than researching spells.

Jex Mastohos was looking for access to the demiplane of Blades, an alternate realm where everything – including those who live there – are made of sharpened metal. In the mage's notes, they find reference to a magical sword – Spellsharp – that reportedly could be used by any wizard to amplify the destructive power of their spellcasting.

Mastohos didn't steal the spellbooks. He managed to open a portal to Blades and was soon captured by those from that other realm. When snatching the mage, they also got their hands on the spellbooks.

A talented PC who makes a successful Knowledge Arcana check while reading the mage's many notes discovers a way to open the portal. Will the adventurers set off to this unknown, strange demiplane and will they find the mage as well as the missing books?

If they can rescue Mastohos and clear his name, Gilven apologizes to his friend and pays the PCs twice the listed reward for the return of the mage. If they also have the spellbooks, he pays even more.



BREERBAN WILDMAUL

A giant of a man, Brerban Wildmaul was captured and sentenced to death after he murdered four men in a tavern brawl. Wildmaul was in the city dungeon for less than a day before his friends – including one of the guardsmen! – tricked the guards into allowing the man to leave freely. There is a 500 gold reward for his capture and 50 gold for anyone caught who is proven to have aided in Wildmaul's escape.

A member of Red Axe, an infamous mercenary company known for signing on with only the most evil of patrons, Brerban Wildmaul stands over six feet in height and is as hardened a warrior as they come.

At one of the city's many taverns a few days ago, four men made the mistake of stating a little too loudly that they could not believe a local nobleman would hire a criminal outfit like the Red Axe. The men thought that the company was gone, most of them having ridden out the previous day, so you can imagine their surprise when Wildmaul stood and started screaming at them... as he drew his sword.

The men were slaughtered, though they tried to defend themselves against the attack. They were no match for Wildmaul's ferocity and skill; the four were dead within moments of Wildmaul pulling his weapon.

It was only bad luck that Wildmaul acted without noticing the seven watchmen at a different table, and he was soon knocked down and imprisoned in the city dungeon.

Guards at the dungeon were tricked – some say by one of their own – and they allowed the murderer to go free. Wildmaul is now hiding in the city, looking to take his revenge on the magistrate who sentenced him to death.

To get even more out of this criminal, please see the next page and Lar Proudbleeder. You may wish to use these two together.



LAR PROUDBLEEDER

Once a member of the city watch, guardsman Lar Proudbleeder is now wanted for questioning about the escape of Brerban Wildmaul. At first, the captain of the watch only wanted to determine what Proudbleeder might know, but when the man failed to report to duty the next day the suspicion grew beyond a simple desire for information.

When Brerban Wildmaul was tossed into the city dungeon, agents of Red Axe turned to one of their former members for assistance in freeing the murderer. Lar Proudbleeder, a town guardsman for the last six years, was once a soldier in the employ of the Red Axe and, as they say, no veteran of the company is ever truly out of their service.

Proudbleeder was promised that he would be protected should his supervisor learn that it is he who tricked the others into releasing Wildmaul, but that turned out to be a lie. Wildmaul is valuable to the Red Axe – his skill and courage have served the mercs well – but Lar Proudbleeder is simply a tool to be discarded now that he has served his purpose.

Proudbleeder went to those agents who contacted him just as soon as he was summoned for questioning, and the agents threw him out and threatened him with death if he approached them again. *“If you speak word of us at all, fool, we’ll do worse than kill you.”* The guard found himself alone and in a very, very dangerous place.

Lar Proudbleeder is without options at this point. Hiding in the refuse piles behind the city arena where warriors fight for the enjoyment of others, Proudbleeder knows that he cannot hide here for long – already, he has heard that a bounty has been placed on his head – so he hopes to sign with a traveling group of gladiators who go from city to city to entertain others.

The PCs may become aware of both Proudbleeder and Wildmaul when visiting the city, learning that both men are wanted by the watch and each is worth enough gold to make it worth spending a little time investigating.



Before he leaves the city, Proudbleeder hopes to find and kill one of the agents who ruined his life. The man is too smart to go up against Wildmaul, but he does have a few friends still in the watch who tell him his name will be cleared if he can bring the murderer in to hang.

Proudbleeder may seek out adventurers to help him, promising them the entire reward for Wildmaul plus information on the merc company agents if they'll protect him until he can clear his name.

VALINDRA SYLMAR

Elven “enchantress” Valindra Sylmar is wanted for infiltrating and abusing the local guild of wizards. Using a magic wand, a variety of potions, and her quick hands, the woman tricked the guild into believing she was a wizard. They were quite, quite angry when they realized they had allowed a trickster into their guild tower.

This charlatan spent weeks inside the guild of wizards, collecting information and stealing whatever small trinkets, scrolls, potions, and books she could place her hands on without arousing the suspicions of those living and working inside the guild tower.

It was an accidental event that led to Sylmar’s reveal and her forced flight from the guild. When first admitted to the tower, Sylmar had identified Rasmorn Grenza, the long dead gnome illusionist, as her mentor and master. The ruse was working perfectly . . . until one of Grenza’s true apprentices arrived and quickly saw through Sylmar’s lies. Once she knew that her secret was going to be undone, the woman fled with what loot she could.

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There is no misunderstanding or confusion here. Sylar is a thief and a liar, and she is very likely trying to sell the stolen goods right now at some nearby town or to strangers that she may meet on the road.

