

LEGACY ITEM: The Cup Of Dewarr

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This is one of eight Legacy Items included in *Assassin's Amulet* which we are re-presenting here in a format optimized for use in play. There is no additional information included (other than this introduction); but the content is organized differently.

These supplements are organized into five parts. The first is this introduction. The second contains page(s) with the name, description, and an image of the item, as the typical PC would perceive it. The third part consists of a series of tables describing the Legacy Powers, with any appropriate notes – the first describes only the First Inheritance, the second describes both First and Second Inheritances, and so on. The fourth contains the history of the item, which is something a Player may discover – eventually. It also contains the pronunciation guide. The final part contains

the GM-only information that completes the Description of the Legacy Item.

Page Numberings have been manipulated throughout. This is not just one game supplement – it is nine. Each of the pages in section three has the SAME page number, so the player never needs to know that the Legacy Item contains a further power to be unlocked, or how long it will be until it happens. The GM simply hands the newly-printed page containing the additional Legacy Power to the player as a replacement for the one he already has. The remaining page numbers within the supplement are also tailored accordingly.

We have also included a page for additional notes, with NO page number showing. This can be printed as many times as necessary. Just print as many copies of the page as you need to contain the additional info for the player. Enjoy....

The Cup of Dewarr



The cup has a height of about eight inches, a flared base approximately three inches in

diameter and four inches in length. The base of fine gold strands, individually shaped and melted slightly to weld them together in a pattern, suggests a fine lace over a pewter base. Cast gold leaves are attached here and there, and round-cut and polished gemstones are set in a manner suggestive of fruit on a vine. The bowl of the cup is slightly fluted and about 2 inches in diameter. Gold inlayed over the finest cut crystal and a layer of black ceramic inlays depict sheaves of barley beneath an oak tree, stars, grapes on the vine, and other symbols of prosperity. Where the base has a spiral pattern of gems at intervals all over it, the cup has a single ring of polished round-cut gems halfway up, located just above the point where the hand would reach when the cup is held in hand.

A close examination reveal a layer of lightly frosted glass within the crystal, etched to bear the words to a common prayer for blessings and good fortune and the favor of the gods.

Inheritance	Base Ranking	Modified Ranking	Description
First	2	1	+8 Cha for interactions with the most socially-inappropriate person of the opposite gender, -4 Cha for dealing with that person's relatives, +2 Cha for interactions with anyone else.
Total: 1			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	2	1	+8 Cha for interactions with the most socially-inappropriate person of the opposite gender, -4 Cha for dealing with that person's relatives, +2 Cha for interactions with anyone else.
Second	4	3	Kiss has the effect of Elixir of Love affecting both wielder and kiss recipient; free Perform skill (4 ranks) for love poetry or love songs
Total: 4			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	2	1	+8 Cha for interactions with the most socially-inappropriate person of the opposite gender, -4 Cha for dealing with that person's relatives, +2 Cha for interactions with anyone else.
Second	4	3	Kiss has the effect of Elixir of Love affecting both wielder and kiss recipient; free Perform skill (4 ranks) for love poetry or love songs
Third	3	1	+4 Cha, Cursed with bad luck in domestic relations and romance
Total: 5			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	2	1	+8 Cha for interactions with the most socially-inappropriate person of the opposite gender, -4 Cha for dealing with that person's relatives, +2 Cha for interactions with anyone else.
Second	4	3	Kiss has the effect of Elixir of Love affecting both wielder and kiss recipient; free Perform skill (4 ranks) for love poetry or love songs
Third	3	1	+4 Cha, Cursed with bad luck in domestic relations and romance
Fourth	3	2	+4 Persuasion*
Total: 7			

* Use +4 Diplomacy for Pathfinder Roleplaying Game

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	2	1	+8 Cha for interactions with the most socially-inappropriate person of the opposite gender, -4 Cha for dealing with that person's relatives, +2 Cha for interactions with anyone else.
Second	4	3	Kiss has the effect of Elixir of Love affecting both wielder and kiss recipient; free Perform skill (4 ranks) for love poetry or love songs
Third	3	1	+4 Cha, Cursed with bad luck in domestic relations and romance
Fourth	3	2	+4 Persuasion*
Fifth	3	2	Charm Person 3/day
Total: 9			

* Use +4 Diplomacy for Pathfinder Roleplaying Game

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	2	1	+8 Cha for interactions with the most socially-inappropriate person of the opposite gender, -4 Cha for dealing with that person's relatives, +2 Cha for interactions with anyone else.
Second	4	3	Kiss has the effect of Elixir of Love affecting both wielder and kiss recipient; free Perform skill (4 ranks) for love poetry or love songs
Third	3	1	+4 Cha, Cursed with bad luck in domestic relations and romance
Fourth	3	2	+4 Persuasion*
Fifth	3	2	Charm Person 3/day
Sixth	3	2	Hypnotism 3/day
Total: 11			

* Use +4 Diplomacy for Pathfinder Roleplaying Game

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	2	1	+8 Cha for interactions with the most socially-inappropriate person of the opposite gender, -4 Cha for dealing with that person's relatives, +2 Cha for interactions with anyone else.
Second	4	3	Kiss has the effect of Elixir of Love affecting both wielder and kiss recipient; free Perform skill (4 ranks) for love poetry or love songs
Third	3	1	+4 Cha, Cursed with bad luck in domestic relations and romance
Fourth	3	2	+4 Persuasion*
Fifth	3	2	Charm Person 3/day
Sixth	3	2	Hypnotism 3/day
Seventh	4	3	Enthrall 1/day
Total: 14			

* Use +4 Diplomacy for Pathfinder Roleplaying Game

Notes:

Origins & History:

There have been so many instances of star-crossed love through history that the tale has become almost mythological. Numerous bards and poets have claimed the theme as their own, and in these skeptical times, none remember the tale of Dewarr and Pythas, whose tragic romance provided the foundations for the numerous myths and legends.

The young Dewarr Estonier was betrothed to Shurast Limanquist to end a history of feud between the neighboring baronies at the order of the Prince of Harustes, who tired of the bloodshed and perpetual social disruption. This was a match made for political reasons, and one in which none of the parties willingly accepted their role. Nevertheless, a great feast was ordered to celebrate the reconciliation.

Attending this feast were many friends and distant relatives of both families, including the youthful Pythas Lanquise, still mourning the failure of the daughter of Princess Guerre, younger sister to the Prince, to return his affections. At the feast, Pythas met Dewarr for the first time, and the pair was hopelessly smitten with each other.

Even though Shurast was an unwilling fiancé, he was nevertheless an honorable man who had given his word to marry Dewarr. He took offence, therefore, at the obvious chemistry between the young couple and persuaded the Prince to order Pythas into exile. Before his exile could begin, Pythas scaled the walls of the Estonier estate and snuck his way to Dewarr's bedchamber, where the two swore eternal love to each other. Pythas then crept out of the city and began his exile.

Baron Estonier was not blind to Dewarr's continued affections for the exiled Pythas,

and was concerned the young man might be equally foolish. The Prince had warned that the head of whichever household broke the peace accords would be hanged and the estates confiscated; the danger was too great to take any chances. He commissioned the assassination of Pythas so it would appear to be an unfortunate accident and then waited anxiously. At last, word came the contract had been completed, and the Baron broke the news as gently as he could to his daughter, carefully omitting any reference to his own involvement, and watched the life drain from her eyes.

The young are resilient, and after two weeks of abject mourning, Dewarr began to recover by degrees. While still listless and despondent, the color returned to her cheeks and she was soon back to something approximating her old self. What Baron Estonier did not know was, through personal friends, Dewarr had received a letter from Pythas revealing the assassins had bungled, striking down one of Pythas' cousins, and worse still, been unprofessional enough to discuss the contract and its commissioning amongst themselves where he was able to overhear it. Dewarr knew her father had commissioned the murder of the love of her life, but she had already been hostile toward him because of the forced marriage, so she had been able to conceal her knowledge.

Pythas argued, and Dewarr agreed, this heinous and callous act of betrayal cancelled any fidelity she owed to her father or the marriage he had arranged for her. Pythas promised to come for her, but was uncertain how long it would take to reach the Estonier manor house since he had to take care to remain anonymous and unrecognized. She had to do whatever she could to delay the nuptials until he reached her side; then the two would elope.

Dewarr conceived a desperate plan. Under the pretext of seeking spiritual advice for the impending nuptials, she visited a learned apothecary while ostensibly visiting a temple. There she commissioned a potion that would enable her to feign death for 48 hours – sufficient time to be laid to rest in the family vaults, from which her sister Satrine would release her. She could then go into hiding until Pythas arrived to take her away from her intolerable family. She would wait until an hour before the ceremony; to everyone else, it would look as though she had committed suicide rather than being forced into a loveless marriage.

Alas, Satrine was her father's daughter, and found the notion of being related, however distantly, to the Limanquist family intolerable. If Dewarr's plan succeeded, Satrine knew she would have to take her sister's place, something she found repugnant. So, she contrived, by the forging of a letter from Sharust Limanquist, to make the deadly potion appear to be a wedding gift from the groom, while removing Dewarr's false suicide note. Instead of an apparent suicide, it now appeared as if Sharust had murdered his presumptive bride to escape the marriage.

Satine's plan succeeded, however the Estonier family interpreted this as a breach of the peace between the two families and sent word to the Prince while launching an immediate siege against their neighbors.

As it happened, Pythas reached the region while the assault was underway. Satrine, had told no one that Dewarr's death was not genuine, and made no attempt to free her from her crypt. Pythas' friend, who had carried his letter to Dewarr, broke the news of her death to the distraught young man.

Pythas could not accept the news and insisted upon seeing Dewarr's body for

himself. With the majority of the Estonier guards and soldiers engaged in the siege against the Limanquist estate, he was able to creep onto the estate and force open the crypt, where he beheld the body of his beloved lying in state. Overwhelmed by grief, and unwilling to live on without her, Pythas drew his sword and ran himself through.

Such was the scene when Dewarr awoke just a few minutes later. Certain that Pythas had been discovered by her family coming to rescue her, she took up Pythas' belt dagger and slit her own wrists. The next morning, the tragic scene was revealed, and the Estonier estate plunged into mourning anew.

A full investigation by the crown ensued, with assistance from the temples. Satrine's role quickly came to light when the shade of Dewarr was interrogated, and the judgment was that the Estoniers had broken the accord through the actions of a rogue member of the family. She was beheaded and the precarious peace restored. Shamed by the events, both sides avoided the subject thereafter, but the events were too dramatic and lurid to be suppressed, and entered into the folklore of first the Kingdom of Harustes, and then spread throughout the known world and even beyond. Bereft of heirs, the Estonier estate returned to the crown with the passing of the Baron, who did not long survive the tragic events.

In time, the Barony was granted to another family as reward for services to the crown, and prospered. To celebrate, the new owners commissioned the creation of a set of jeweled cups imbued with the power to Bless those who drank from them. Of the eight-piece set, six were perfect, but the seventh and eighth were somehow marred. This was not surprising as the enchantment of items, even by the temples, always carries a risk of failure. The seventh did not survive the

enchantment, but the eighth was outwardly perfect, and so was set aside in storage for use as a spare when celebrating with guests.

And so, the eighth cup vanished into the mists of time....

Pronunciation guide

Dewarr: Deh-wah

Estonier: Es-tone-ee-er

Pythas: Pie-thas

Lanquisse: Lan-kwiss

Shurast: Shoo-rasst

Limanquist: Limm-ank-wist

Harustes: Hah-rust-ez

Guerre: Gweh-rr

Satrine: Sah-treen

GM Information Section

In play

Shortly after coming into possession of the cup, a character will begin catching the eye of members of the opposite gender, the more socially or politically inappropriate, the more attractive they will find the bearer. This effect exists for about 24 hours after drinking from the cup. At the same time, those who might have otherwise been neutral or even allied to the wielder will begin to find fault in the presentation and manners of the bearer and the inappropriateness of the developing match between wielder and the inappropriate pairing. A full-blown romance between the two should then develop over time. Should they part, letters and gifts may be exchanged, at great expense if necessary, and the possessor will make all necessary preparations in advance for the sending and receiving of these.

If either party is married, this will only have the effect of making the romantic affiliation an illicit affair with diminishing regard to keeping it a secret. The subject may be of any age at which marriage is socially acceptable; if a father can marry his daughter at 13, 15, or whatever, then that is the minimum age of the subject. If the possessor is not of appropriate age for a romantic affiliation, then the cup has no effect on him or her.

As the romantic entanglement progresses, the two will become star-crossed lovers, with every type of barrier the GM can think of getting in their way. For each such barrier, there will be at least one enemy aroused who will do everything in their power to drive the two apart (even to the point of criminal actions, lies and deceit) and one ally will be recruited who will facilitate temporary and brief encounters in spite of the difficulties.

Someone who serves as an ally at one point for one specific difficulty may become an enemy later with regard to a different difficulty, and vice-versa. The character's romantic life will become a soap opera.

The GM should discuss the situation privately with each player other than the owner of the wielding character to solicit their participation, as either allies or opposition. To encourage this, the GM should rate the difficulty of each challenge in the ongoing romance as though it were a combat challenge and award xp to the participants accordingly.

When the final Inheritance looms, the GM should begin steering the romantic affiliation to a tragic climax of some sort or another. This does not have to involve the deaths of both participants (though it may do so, and the player of the wielder should be prepared for that possibility by the GM), but it must spell the end of the romance one way or another.

If the wielder survives, a suitable period of mourning will ensue, and then the process will begin all over again.

Suggested Unlocking Challenges

Low level:

- Social interaction with a politically or socially inappropriate member of the opposite gender
- Offend the family of a politically or socially inappropriate member of the opposite gender who is attracted to the possessor
- Compose and publicly perform an artistic work lauding the virtues of a politically or socially inappropriate member of the opposite gender who is attracted to the possessor

Mid level:

- Offer a romantic gift worth at least 500gp to a politically or socially inappropriate member of the opposite gender who is attracted to the possessor, or make a public show of affection towards a politically or socially inappropriate member of the opposite gender who is attracted to the possessor
- Fight a duel over a politically or socially inappropriate member of the opposite gender who is attracted to the possessor
- Betray a friendship or alliance important to the character to continue a romance with a politically or socially inappropriate member of the opposite gender who is attracted to the possessor

High level:

- Accept a major personal inconvenience resulting from a romance with a politically or socially inappropriate member of the opposite gender who is attracted to the possessor

- Make and implement plans to consummate a romantic liaison with a politically or socially inappropriate member of the opposite gender who is attracted to the possessor despite any and all opposition or consequences
- Make and implement plans to elope with a romantic liaison with a politically or socially inappropriate member of the opposite gender who is attracted to the possessor despite any and all opposition or consequences

Designer's notes: The Cup of Dewarr

While this is a minor example of a Legacy Item, it is one that can have a profound effect on a campaign and any character that happens to come into possession of the item. The GM should take careful account of this and ensure the player is comfortable with the direction this will take his character in, and the player has the skill to play a star-crossed romance.

And yes, those who are well-schooled may recognize the tale of Dewarr & Pythas to bear a remarkable similarity to that of Romeo & Juliet...

The following page can be printed to provide additional notes to a player who has come into possession of the Cup Of Dewarr. The font used for body text in the other pages of notes is **Book Antiqua, 11 pt**, which should be available on any Windows system.

Notes (cont):

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