

# The Golden House

## Overview

The Golden House is one of the largest and most honored conclaves in the Roglaroon region. It is only exceeded in prestige by the Guild of Arcane Lore in City-State. It is renowned for its research into spells that affects the body. The conclave first came into prominence when it discovered the Transformation spell in its second decade of existence. The Golden House is also creates magic items of the highest quality, only a few are produced each decade.

## History

Over a century ago, the City-State was taken over by Salm-Lorin, then the current grandmaster mage of the Guild of Arcane Lore. This violated the unwritten rule of the Order of Thoth that mages shall not become rulers. But Salm-Lorin prepared his ascension well and his rivals were either killed or driven into exile. Those that fled City-State gathered in the wilderness along the eastern edge of the Cloudwall Mountains. There they established a new conclave and swore the “Golden Oath” to bring down Salm-Lorin’s tyranny. The conclave soon became known as the Golden House. Their development of the Transformation spell was a key element in allowing Lucius the Great to bring down Salm-Lorin and become the first Tharian Overlord of City-State.

Most of the mages elected to return to City-State, leaving a dozen to carry on the traditions of the Golden House. While the Guild of Arcane Lore was restored to the Order of Thoth, the other conclaves of the Roglaroon region look to the Golden House as a check on any future ambitions of the Guild of Arcane Lore.

## Societies

In addition to conclaves there are several informal societies that mages of the Order of Thoth can belong too. These societies are groups of mages that share a common interest. However the code of the order holds that the mage’s first loyalty is to his conclave. The mages and adepts of the Golden House belong to the societies below. For more details see the future Majestic Wilderlands supplement, The Lost Book of Magic.

### Brotherhood of the Beast

They study the animal kingdom and learn to adopt their shape.

### Builders of the Mystic Arts

They are interested in learning the intricacies of creating magical items and devices.

### Keepers of the Faith

God of Knowledge devotees, they spend much of their time pondering the mysteries of Thoth.

### Order of Nature’s Fury

These mages are fascinated by the interplay of the elemental magics of fire, air, water, and earth.

### Meditus Society

They work to keep the facetious conclaves together under the banner of the Order of Thoth. They also act as ambassadors to the kings and churches of the Wilderlands ensuring that the Order is left alone.

### Lords of Power

Battle mages who study magic to vanquish the Order’s enemies.

### The Hounds of Truth

Renegades and traitors fear the wrath of those who enforce the Code of Thoth.



## Mages

Currently there are 13 Thothian mages in residence; five masters, and eight adepts. The adepts in residence have chosen a life of study and service to the conclave rather than risks of adventuring. It takes an adept considerably longer to develop their skills to undergo the trials, but is less dangerous.

### The Masters



**Bowerbald**, Male, Master, Order of Nature's Fury, **Age** 49, **Apprentices** 2  
**AC** 9[10]; 7<sup>th</sup> level Mage; **HP** 23, **Atk** 1; **HTB** +4; **Dmg** 1d6+2; **Move** 120';  
**Save** 9 (+2 vs Spells),  
[100% Shield of Magic]; **ABL** Natural Philosophy +3, Herblore +3, Research +3, Thaumatology+4 ;  
**Ritual**: 500d; **Viz**: 10;  
**Scrolls**: Wall of Fire, Fireball, Lightning Bolt, Sleep, Charm Person, Invisibility  
**Potions**: Healing, Extra-Healing, Invisibility, Invulnerability  
**Items**: Charm of Ice Storm, Charm of Invisibility, +2 Staff with Wizard's Touch with 30 ft light, Wand of Magic Detection, Ring of Fire Resistance, Dagger (1d4), 175d  
**Spells**: 1<sup>st</sup>; *Magic Missile* x2, *Sleep*, *Shield*, 2<sup>nd</sup>; *Web* x2, *Invisibility*, 3<sup>rd</sup>; *Fireball*, *Lightning Bolt*, *Slow*, 4<sup>th</sup>; *Ice Storm*

A grizzled veteran of several mage hunts where he provided the Hounds of Truth, enforcers of the order, with needed firepower to bring down renegade mages. He wears a skull cap with a ruby fixed on the forehead, symbolizing his focus on the Art of the Flame. His eyes are always intently looking at everyone and everything. More than one apprentice and servant has become clumsy and unsure in his presence. He uses his Wand of Magic Detection inspect for weakness in Gledric's work on conclave's defenses. This is a source of tension between the two masters.

**Gledric**, Male, Master, Builders of the Mystic Arts, **Age** 35, **Apprentices** 2  
**AC** 8[11]; 6<sup>th</sup> level Mage; **HP** 16, **Atk** 1; **HTB** +4; **Dmg** 1d6+2; **Move** 120';  
**Save** 10 (+2 vs Spells)  
[100% Shield of Magic]; **ABL** Natural Philosophy +2, Herblore +2, Research +2, Thaumatology+3 ;  
**Ritual**: 400d; **Viz**: 5;  
**Scrolls**: Sleep, Charm Person, Hold Person, Mirror Image;  
**Potions**: Healing, Fire Resistance, Invisibility, Levitation;  
**Items**: Charm of Locate Object, +2 Staff with Wizard Touch with 30 ft light, Charm of Strength, Ring of Protection +1, Wand of Detect Magic, Dagger (1d4), 125d.  
**Spells**: 1<sup>st</sup>; *Magic Missile* x2, *Sleep*, *Protection from Evil*, 2<sup>nd</sup>; *Web* x2, 3<sup>rd</sup>; *Lightning Bolt*, *Dispel Magic*

Gledric is a tall, thin man with long hair and a large drooping mustache. He wanders the halls muttering incantations and formulas. When somebody talks to him, he acts surprised, blinks for a minute, and then will reply. He maintains the various enchantment circles, and equipment in the conclave while pursuing his own research into Forge Mana (see Book of Lost Magic). Only Bowerbald's constant double checking breaks his concentration to his annoyance.





**Numbford**, Male, Master, Masters of Time and Space, **Age** 67, **Apprentices** 2

**AC** 0[19]; 12<sup>th</sup> level Mage; **HP** 50, **Atk** 1; **HTB** +10; **Dmg** 1d6+5; **Move** 120'; **Save** 5 (+2 vs Spells), [100% Shield of Magic];

**ABL** Natural Philosophy +4, Herblore +4, Research +4, Thaumatology+6 ;

**Ritual:** 300d; Viz: 15

**Scrolls:** Charm Person, ESP, Mirror Image, Dispel Magic, Lightning Bolt, Telekinesis

**Potions:** Extra Healing x3, Invisibility, Flying, Clairvoyance

**Items:** +5 Staff (1d6) of Wizardry with Wizard's Touch, Robe of Wizardry, Bracers of Defense AC 2 [17], Ring of Protection +2, Ring of Spell Storing 1 5<sup>th</sup>, 1 3<sup>rd</sup>, 1 2<sup>nd</sup> (*Teleport, Lightning Bolt, Invisibility*), +3 Dagger(1d4) with Return to Hand and Lightning Bolt Charm, Amulet with See Invisible, Walk through Stone 20ft, Fly

**Spells:** *Charm Person, Magic Missile x2, Read Languages, Sleep*, 2<sup>nd</sup>; *ESP, Mirror Image, Wizard Lock, Detect Evil*, 3<sup>rd</sup>; *Lightning Bolt, Rope Trick, Suggestion, Dispel Magic*, 4<sup>th</sup>; *Hallucinatory Terrain, Wizard Eye, Confusion, Dimension Door*, 5<sup>th</sup> *Conjure Earth Elemental*

Master Numbford is the senior master at the Golden House having been in residence for nearly fifty years. He is also the last member of the Golden House to have been apprenticed by the original founders. He no longer cares much for politics, inside or outside of the Golden House. Instead he has turned his attention to Portal Magic, specifically looking at ways to pierce the void and connect to other worlds. He is interested in any tales of inter-world travel and more importantly, how they managed to enter or exit the Wilderlands. Year by year this research has become his all consuming interest.

He wears a fur lined Robe of Wizardry while wielding a Staff of Wizardry. He wears the traditional pointed wizard's hat despite it going out of style in the last century. Most avoid looking into his eyes. One apprentice said "*It was like looking into the wells of infinity*".







**Swarton**, Male, Master, Meditus Society, **Age 52, Apprentices 1**  
**AC** 5[14]; 9<sup>th</sup> level Mage; **HP** 25, **Atk** 1; **HTB** +6; **Dmg** 1d6+3; **Move** 120';  
**Save** 7 (+2 vs Spells), [100% Shield of Magic];  
**ABL** Natural Philosophy +3, Herblore +3, Research +3, Thaumatology+5 ;  
**Ritual:** 500d; Viz: 10  
**Scrolls:** Charm Person, ESP, Invisibility, Lightning Bolt, Dimension Door, Teleport  
**Potions:** Healing x2, Extra-Healing x2, Fire Resistance, Invisibility  
**Items:** +3 Staff (1d6) with Wizard's Touch with Teleport Charm, +2 Dagger (1d4) with Return to Hand, +2 Ring of Protection Ring of Spell Storing 3<sup>rd</sup> x 1, 1<sup>st</sup> x 2 (*Lightning Bolt, Magic Missile* x2), Medallion of ESP 30ft, Cloak of Protection +1, 250d.  
**Spells:** *Charm Person, Sleep, Magic Missile* x2, 2<sup>nd</sup>; *Web, Mirror Image, Phantasmal Force*, 3<sup>rd</sup>; *Lightning Bolt, Fireball, Fly*, 4<sup>th</sup>; *Ice Storm, Confusion*, 5<sup>th</sup>; *Teleport*

The Meditus Society has had a long time presence in the Golden House due to its central role in uniting the conclaves of the Roglaroon, by bringing down the Guild of Arcane Lore under the Tyrant Salm-Lorin. Swarton is the resident Meditus master having been in the position for nearly 15 years. He and Parnswarn the Red, current Guildmaster of the Guild of Arcane Lore, are well known rivals. Swarton keeps the other Roglaroon conclaves updated on Parnswarn's plots. He takes his duties as a Meditus seriously, often leaving the conclave to adjudicate various disputes. Unfortunately this means his apprentices wind up having a lot of unsupervised time. He wears a well made set of travelling robes with an ornate skull cap with symbols of the Meditus Society embossed on the brim.

**Witely**, Female, GrandMaster, Lords of Power, **Age 67, Apprentices 1**  
**AC** -1[20]; 11<sup>th</sup> level Mage; **HP** 38, **Atk** 1; **HTB** +3; **Dmg** 1d6+3; **Move** 120'; **Save** 6 (+2 vs Spells), [100% Shield of Magic]; **ABL** Natural Philosophy +4, Herblore +4, Research +4, Thaumatology+6  
**Ritual:** 500d; Viz: 20  
**Scrolls:** Fireball, Polymorph Self, Wall of Fire, Dimension Door, Ice Storm, Invisible Stalker  
**Potions:** Invisibility, Extra-Healing x3, Flying, Gaseous Form  
**Items:** +3 Staff (1d6+3) of Power with Light 30 ft and Wizard's Touch, Wand of Fireballs (10 charges), Wand of Enemy Detection, Ring of Protection +2; Bracers of Defense AC 2[17], Ring of Spell Storing 3 x 1<sup>st</sup>, 1x 2<sup>nd</sup>, 2 x 3<sup>rd</sup> (*Sleep, Charm Person, Shield, Invisibility, Fireball, Lightning Bolt*)  
**Spells:** 1<sup>st</sup>; *Magic Missile* x2, *Sleep, Shield*, 2<sup>nd</sup>; *ESP, Web* x2, *Phantasmal Force*, 3<sup>rd</sup>; *Lightning Bolt* x2, *Hold Person, Suggestion*, 4<sup>th</sup>; *Confusion, Dimension Door, Ice Storm*, 5<sup>th</sup>; *Wall of Iron, Teleport, Conjure Fire Elemental*



Witely is the Grandmaster of the Golden House, while Swarton is busy chasing Parnswarn plots, she works to make sure that the conclaves of the Roglaroon have the training and resources to resist the Guild of Arcane Lore if needed. She is a master of the Lords of Power, a society of mages dedicated to the expansion and preservation of the Order of Thoth at all costs. She leads her fellow society members and apprentices in daily sessions of training with battle magic. She is not very tall, but her demeanor and attitude marks her as a leader and not one to trifle with. For one so dedicated to the arts of battle magic, she leads her fellow mages with a light touch. She tolerates their individual idiosyncrasies, but convinces them through slow persuasion and the occasional tongue lashing to do what is needed for the good of the conclave.

## The Adepts

**Angelanca**, Female, Adept, Meditus Society,  
**Age** 33, **Apprentices** 1  
**AC** 9[10]; 3<sup>rd</sup> level Mage; **HP** 9, **Atk** 1; **HTB** +0;  
**Dmg** 1d6+1; **Move** 120';  
**Save** 13 (+2 vs Spells); [60% Shield of Magic];  
**ABL** Natural Philosophy +1, Herblore +1,  
 Research +1, Thaumatalogy+2 ;  
**Ritual:** 100d; Viz: 3  
**Scrolls:** Sleep, Read Languages  
**Potions:** Healingx2, Clairaudience, Clairvoyance  
**Items:** +1 Staff with Wizard's Touch  
 and 30ft Light, 175d, dagger (1d4)  
**Spells:** 1<sup>st</sup>, *Read Languages*, *Charm Person*,  
 2<sup>nd</sup> *Invisibility*

Angelanca was Swarton's apprentice and elected to stay at the Golden House after becoming an adept. Since Knifeada focused on her research, she does her work and hopes to gain Swarton's favor. Unfortunately she makes more mistakes and has only earned Swarton's disapproval.

**Dwarlard**, Male, Adept, Lords of Power,  
**Age** 44, **Apprentices** 2  
**AC** 6[13]; 4<sup>th</sup> level Mage; **HP** 13, **Atk** 1; **HTB** +2;  
**Dmg** 1d6+1; **Move** 120';  
**Save** 12 (+2 vs Spells), [80% Shield of Magic];  
**ABL** Natural Philosophy +2, Herblore +2,  
 Research +2, Thaumatalogy+2  
**Ritual:** 200d; Viz: 6  
**Scrolls:** Invisibility, Sleep, Charm Person, Shield  
**Potions:** Healing x3, Invisibility, Ethereality  
**Items:** +1 Staff with Wizard's Touch, Light 30 ft,  
 Charm of Mirror Image, Charm of ESP, Wand of  
 Magic Missiles, 2 charges, 200d, Dagger (1d4)  
**Spells** 1<sup>st</sup>; *Shield*, *Magic Missile* x3,  
 2<sup>nd</sup>; *Invisibility*, *Web*

Dwarlard is another one of Witely's apprentices and is nearly ready to take his trials. He is disinterested in adventuring and more fascinated with the teaching of magic. Several of the adepts and senior apprentices have gotten their initial training under Dwarlard's tutelage. He is quite popular with everyone in residence at the conclave and is considered the most approachable of all the mages by the servants.

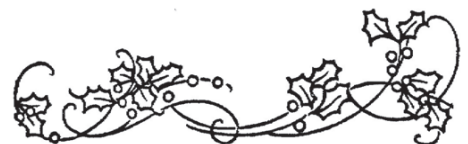


**Fondvette**, Female, Adept, Lords of Power,  
**Age** 34, **Apprentices** 0  
**AC** 9[10]; 3<sup>rd</sup> level Mage; **HP** 14, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120';  
**Save** 13 (+2 vs Spells), [60% Shield of Magic];  
**ABL** Natural Philosophy +1, Herblore +1,  
 Research +1, Thaumatalogy+2 ;  
**Ritual:** 250d; Viz: 4  
**Scrolls:** Sleep, Shield  
**Potions:** Healing x3, Fire Resistance, Invisibility  
**Items:** Sleep Charm, Detect Magic Charm,  
 Protection from Evil Charm, 75d, dagger (1d4)  
**Spells:** 1<sup>st</sup>; *Magic Missile* x2, 2<sup>nd</sup>; *Web*

Fondvette apprenticed here with her identical twin sister Lovealie. She has a fiery temper and Witely often has to send her out to the woods to cool off. She is devoted to her sister, who is the only one other than Witely that can calm her down. Witely has placed her in charge of discipline among the apprentices hoping the experience will help her mature. So far the apprentices have learned to stay clear of her temper.

**Gluthart**, Male, Adept, Keepers of the Faith,  
**Age** 23, **Apprentices** 0  
**AC** 9[10]; 2<sup>nd</sup> level Mage; **HP** 5, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120';  
**Save** 14 (+2 vs Spells), [40% Shield of Magic];  
**ABL** Natural Philosophy +1, Herblore +1,  
 Research +1, Thaumatalogy+1 ;  
**Ritual:** 0d; Viz: 5;  
**Scrolls:** Charm Person, Sleep;  
**Potions:** Healing x2, Fire Resistance,  
**Items:** Staff +1 with Wizard Touch  
 with Light 30 ft. Dagger (1d4), Dart x5 (1d3), 50d.  
**Spells:** 1<sup>st</sup>; *Charm Person*, *Magic Missile*

Gluthart arrived here two years ago from the Guild of Arcane Lore, to study under Master Eckart, a practitioner of the mysteries of Thoth. Unfortunately, Master Eckart died of natural death shortly afterwards. Gluthart has been trying to help organize his dead master's papers, but is struggling as he tries to make sense of Eckart's writings. He is ready for adventure and will leave the first chance he gets.

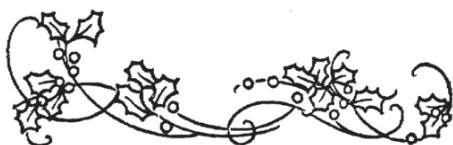


**Knifeada**, Female, Adept, Meditus Society,  
**Age** 41, **Apprentices** 1  
**AC** 7[12]; 4<sup>th</sup> level Mage; **HP** 17, **Atk** 1; **HTB** +2;  
**Dmg** 1d6+2; **Move** 120';  
**Save** 12 (+2 vs Spells), [80% Shield of Magic];  
**ABL** Natural Philosophy +2, Herblore +2,  
 Research +2, Thaumatology+2 ;  
**Ritual:** 200d; Viz: 6  
**Scrolls:** Read Languagesx2, Sleep, Detect Evil  
**Potions:** Invisibility, Healingx2, Gaseous Form  
**Items:** +1 Staff with Wizard's Touch with 30ft  
 light, Charm of Clairvoyance, Charm of  
 Clairaudience, Charm of Web, 150d, Dagger (1d4),  
 6 Darts (1d3)  
**Spells:** 1<sup>st</sup>; *Magic Missile* x2, *Protection from Evil*,  
 2<sup>nd</sup>; *ESP*, *Web*

Knifeada came to the Golden House to work with Swarton after been trained at the Cisora conclave near Modron. The first few years she was consumed by working as a Meditus and neglected her studies. After her near death experience in the Majestic Mountains and meeting Vainvid she spent more time researching the arts. She feels that within a few months she will be ready to undertake the trial. That is, if her feelings for Vainvid doesn't distract her.

**Lovealie**, Female, Adept, Lords of Power,  
**Age** 34, **Apprentices** 1  
**AC** 8[11]; 3<sup>rd</sup> level Mage; **HP** 9, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120';  
**Save** 13 (+2 vs Spells), [60% Shield of Magic];  
**ABL** Natural Philosophy +1, Herblore +1,  
 Research +1, Thaumatology+2 ;  
**Ritual:** 125d; Viz: 3;  
**Scrolls:** Sleep, Magic Missile  
**Potions:** Healing x2, Flying  
**Items:** Dagger (1d4) with Return to Hand, 30 ft  
 Light, and Wizard's Touch, 175d  
**Spells:** 1<sup>st</sup>; *Charm Person*, *Shield*, 2<sup>nd</sup>; *Invisibility*

Lovealie apprenticed here with her identical twin sister Fondvette. Both elected to stay in residence instead of adventuring. Lovealie has proven an excellent student and shows signs of being an inspired leader. Witely is grooming Lovealie as her successor. This would send her to another conclave in the Roglaroon area or even Tula for further training. Witely knows this would be difficult for the sisters since they are inseparable.



**Vainvid**, Male, Adept, Brotherhood of the Beast,  
**Age** 35, **Apprentices** 0  
**AC** 8[11]; 3<sup>rd</sup> lvl Mage; **HP** 12, **Atk** 1; **HTB** +1;  
**Dmg** 1d6+1; **Move** 120';  
**Save** 13 (+2 vs Spells) [60% Shield of Magic];  
**ABL** Natural Philosophy +1, Herblore +1,  
 Research +1, Thaumatology+1 ;  
**Ritual:** 100d; Viz: 2;  
**Scrolls:** Sleep, Shield;  
**Potions:** Animal Control x2, Healing;  
**Items:** +1 staff with 30 ft light and wizard's touch,  
 100d, dagger (1d4)  
**Spells:** 1<sup>st</sup>; *Sleep*, *Magic Missile*, 2<sup>nd</sup>; *Web*

Vainvid originally apprenticed at the Conclave of Bhalar, on the Tharian Coast. He quickly left after becoming an adept exploring around the Majestic Mountains and researching the local wildlife. Five years ago, he rescued Knifeada and her party when they were pinned in a dead end valley by a group of marauding orcs. She invited him to come to the Golden House and he leapt at the change to explore a new wilderness. Since his arrival the two have remained close. Vainvid is a man of a few words and his large physique is often intimidating to the apprentices.

**Witerine**, Female, Adept, Order of Nature's Fury,  
**Age** 32, **Apprentices** 1  
**AC** 7[12]; 4<sup>th</sup> level Mage; **HP** 11, **Atk** 1; **HTB** +2;  
**Dmg** 1d6+1; **Move** 120';  
**Save** 12 (+2 vs Spells), [80% Shield of Magic];  
**ABL** Natural Philosophy +2, Herblore +2,  
 Research +2, Thaumatology+2 ;  
**Ritual:** 200d; Viz: 6  
**Scrolls:** Pyrotechnics, Detect Magic, Sleep,  
 Charm Person  
**Potions:** Fire Resistance x2, Healing x2  
**Items:** +1 Staff with Wizard's Touch and 30ft  
 Light, Charm of Invisibility, Darts x12 (1d3), 150d  
**Spells:** 1<sup>st</sup>; *Sleep*, *Charm Person*, *Magic Missile*,  
 2<sup>nd</sup>; *Web*, *ESP*

Apprenticed and taught here by Master Bowerbald, Witerine elected to remain to study under him. They are both engaged in researching several hot springs that are natural sources of viz in the upper slopes of the Cloudwall Mountains.





## Apprentices

When in residence at the conclave, the adepts are placed in charge of the younger apprentices. As the apprentices become more skilled the conclave's masters start to take over their training. In addition to their studies, the apprentices are responsible for the conclave's upkeep under the Steward's direction.

**Alwold, Age 25, Male,**  
Apprentice of Bowerbald, Order of Nature's Fury  
**AC** 9[10]; 1<sup>st</sup> level Mage; **HP** 4, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 15 (+2 vs Spells);  
**ABL** Natural Philosophy +1, Herblore +1, Research +1, Thaumatology+1  
**Items:** Staff (1d6), Darts x12 (1d3), 60d  
**Spells:** 1<sup>st</sup> *Magic Missile*

Alwold is Bowerbald's right hand when the master embarks on a wizard hunt. Bowerbald is recommending further training for Alwold as a Hound of Truth.

**Arbela, Age 27, Female,**  
Apprentice of Swarton, Meditus Society  
**AC** 9[10]; 1<sup>st</sup> level Mage; **HP** 4, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120';  
**Save** 15 (+2 vs spells) [20% Shield of Magic];  
**ABL** Natural Philosophy +1, Herblore +1, Research +1, Thaumatology+1;  
**Items:** Dagger (1d4), Darts x3 (1d3), 320d.  
**Spells:** 1<sup>st</sup> *Charm Person*,

Like most with a talent for magic, Arbela leapt at the opportunity to become an apprentice. However, Arbela's long service with Swarton has left her jaded and disillusioned. Five years ago she began researching darker magics using her travels with Swarton as a cover to gather materials. The discovery of a black tome in Swarton's private sanctum was a boon and last year she attempted to summon a demon. The attempt failed and consumed a lot of expensive components. Since then she has been amassing funds and plans to head out to Viridistan to seek a Viridian to study under. Ingwald, who helped gather the original set of components, plans to join her on the journey.

**Athelby, Age 21, Female,**  
Apprentice of Bowerbald, Order of Nature's Fury  
**AC** 9[10]; 0 level Human; **HP** 5, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 17;  
**Items:** Staff (1d6), 10d

Athelby is a competent student, but has no love of wizard hunts. This is a source of tension between her and Master Bowerbald. She spent considerable time studying the Eagle Arts of Air and has considered transferring to the Guild of Arcane Lore in City-State.

**Bedly, Age 23, Male,**  
Apprentice of Gledric, Order of Nature's Fury  
**AC** 9[10]; 0 level Human; **HP** 2, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120'; **Save** 17;  
**Items:** Dagger (1d4), 30d

Bedly is Gledric's first apprentice and devoted to his master. He helps Gledric organize his research and takes care of any logistics. He recognizes that Gledric is a poor teacher and often goes to the other adepts and masters for help in his own research. This keeps him quite busy and he is often too tired to keep track of the antics of Ingwald.

**Cynenar, Age 15, Female,**  
Apprentice of Gledric, Builders of the Mystic Arts  
**AC** 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120'; **Save** 17;  
**Items:** Dagger (1d4), 15d

Cynenar arrived at the conclave two years ago and has been struggling due to Master Gledric's poor teaching skills and Ingwald's bullying.

**Cerwald, Age 29, Male,**  
Apprentice of Numbford,  
Masters of Time and Space  
**AC** 8[11]; 1<sup>st</sup> level Mage; **HP** 3, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 15 (+2 vs Spells);  
**ABL** Natural Philosophy +1, Herblore +1, Research +1, Thaumatology+1;  
**Items:** Staff (1d6), Dagger (1d4), 100d  
**Spells:** 1<sup>st</sup> *Sleep*

For several years now, Cerwald has managed Numbford's affairs. Making sure supplies are in stock, and everything is properly prepared. He views Numbford like a father and views himself as his heir.

**Darsa, Age 20, Female,**  
Apprentice of Numbford,  
Masters of Time and Space  
**AC** 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 17;  
**Items:** Staff (1d6), 10d

Darsa is devoted to Master Numbford. She works hard at all the jobs Numbford and Cerwald assign her. Her growing skill and dedication has not gone unnoticed by both.

**Farsa, Age 14, Female,**  
Apprentice of Knifeada, Meditus Society  
**AC** 9[10]; 0 level Human; **HP** 2, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120'; **Save** 17;  
**Items:** Dagger (1d4), 10d

A newcomer to the conclave, Farsa, is scrambling to learn the basics of magic under Knifeada's tutelage. Despite the workload she enjoys the work and travel. She is the most enthusiastic of the apprentices.

**Friyth, Age 14, Female,**  
Apprentice of Lovealie, Lords of Power  
**AC** 9[10]; 0 level Human; **HP** 4, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 17;  
**Items:** Staff (1d6), Darts x3 (1d3)

Friyth was unsure about apprenticing as a Thothian Mage. But thanks to Lovealie's tutelage, has come to enjoy the work and study involved with magic.

**Gefar, Age 18, Male,**  
Apprentice of Angelanca, Meditus Society  
**AC** 9[10]; 0 level Human; **HP** 1, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120'; **Save** 17;  
**Items:** Dagger (1d4), 25d

Gefar can't believe the incompetence displayed by his teacher, Angelanca. He displays nothing but contempt behind her back. He is hoping to pass his senior apprentice tests so he can study under Swarton.

**Ingwald, Age 16, Male,**  
Apprentice of Gledric, Builders of the Mystic Arts  
**AC** 9[10]; 0 level Human; **HP** 4, **Atk** 1; **HTB** +0;  
**Dmg** 1d4; **Move** 120'; **Save** 17;  
**Items:** Dagger (1d4), 15d

Ingwald is growing into a huge man and has a bully's temperament to match. He lords over the other apprentices and takes advantage of Master Gledric's lack of attention. He and Arbela are often co-conspirators in various plots although he is not aware of her dabbling in demon summoning.

**Raedric, Age 18, Male,**  
Apprentice of Dwarlard, Lords of Power  
**AC** 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 17;  
**Items:** Staff (1d6), Darts x3 (1d3)

Raedric is the 5<sup>th</sup> son of the Duke of Sykmet. Growing up he was lazy and disinterested in everything except for the pursuit of pleasure. Magic was the only thing he had talent for so his father gave generously to the Golden House to take him in. Dwarlard considers him his greatest challenge so far and has largely succeeded in motivating the young man to keep at his studies. Raedric grudgingly has come to accept this although he continues to be reprimanded for the parties he throws in the forest.

**Ricula, Age 19, Female,**  
Apprentice of Dwarlard, Lords of Power  
**AC** 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 17;  
**Items:** Staff (1d6), Dagger (1d4), Darts x6 (1d3)

Ricula has been Dwarlard's apprentice for several years. The desire to excel in her master's eyes has kept her from joining many of Arbela's and Ingwald's schemes.

**Swaefred, Age 23, Male,**  
Apprentice of Witely, Lords of Power  
**AC** 9[10]; 0 level Human; **HP** 4, **Atk** 1; **HTB** +0;  
**Dmg** 1d6; **Move** 120'; **Save** 17;  
**Items:** Staff (1d6), Dagger (1d4), Darts x9 (1d3)

Swaefred functions as Witely's clerk in the administration of the Golden House. His obvious talent and interest has led Witely to make plans to place him in one of the local noble courts when Swaefred passes his adept trials. Unbeknownst to Witely, Swaefred has been secretly supplying Raedric with provisions for his parties with the provision that Raedric takes the blame for everything.





## Conclave Staff

**Bebba, Housekeeper, Age 54; AC 9[10]; 5<sup>th</sup> level Craftsman; HP 3; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Housekeeping): +6, Items: Broom (Club, 1d3), 23d**

Bebba's husband, Norhelm, died three years ago, leaving her alone for the first time in thirty years. The arrival of Raedwald, an outsider, didn't help her mood and she views him as an usurper of her husband's place. Initially she conspired with Ecgric to get Raedwald fired and have Ecgric become steward. Raedwald's friendliness to the other staff members and good leadership frustrated her plan. It didn't help that she was caught in several lies by the Masters of the Conclave. Out of respect for Norhelm, the mages let Bebba stay on with the condition that they hear no more complaints about Raedwald. Bebba is known for her sharp tongue, being a devoted follower of Mitra and always complaining about how she just needs a good night sleep.

**Ecgric, Servant, Age 48; AC 9[10]; 7<sup>th</sup> level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Steward): +8, Items: Dagger (1d4), 33d.**

Ecgric had long believed that when the old steward, Norhelm, died that he would be the next steward of the Golden House. He was shocked and dismayed three years ago when Grandmaster Witely brought in an outsider, Raedwald. He and Bebba plotted to have Raedwald removed, but the new steward's rapport with the other servants and the exposing of Bebba's lies put an end to that. As the senior servant he continues to perform to the best of his ability despite his unhappiness. Ecgric is thinking of leaving the Golden House and settling down in Kensla with Hilde (Kensla, #39). He is noted for his fastidious manner always washing everything. He doesn't like to be touched and will politely excuse himself at the first opportunity in order to clean himself.

**Edgist, Cook, Age 63; AC 9[10]; 10<sup>th</sup> level Craftsman; HP 5; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Cooking): +11, Items: Cleaver (1d4), 66d.**

Edgist has ruled the kitchens for as long as any of the mages can remember. An imposing, tremendously overweight man, not even Grandmaster Witely argues with him while next to the oven. The only person in the conclave that matches him is Jenecne, his junior cook. Their loud arguments reverberate through the halls to the entertainment of the apprentices. Despite his

reputation as terror of the kitchens he is actually quite forgiving of mistakes and will help the person to do the job right. A fact only known to a few senior mages is that Edgist is Master Numbford's younger brother. Fridyth, one of the maids, is his wife.

**Eudemia, Maid, Age 70; AC 9[10]; 7<sup>th</sup> level Craftsman; HP 1; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Housekeeping): +8, Items: Broom (1d3), 13d.**

Eudemia is the oldest servant at the Golden House. She was here even before the arrival of Master Numbford as an apprentice. Eudemia is full of stories about the original masters of the Golden House and the years since. She loves nothing better to sit down with a cup of hot tea and spend the afternoon telling stories. She dislikes Arbela and her clique of friends, always saying nothing good will come out of that bunch. She also has an excellent singing voice and will often sing while the mages eat dinner.

**Fridyth, Maid, Age 57; AC 9[10]; 7<sup>th</sup> level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d3; MV 120'; Save 17; ABL Profession(Housekeeping): +8, Items: Broom (1d3), 13d.**

Fridyth is the Senior Maid and has worked at the Golden House since her mid 20s. She married Edgist 31 years ago. Fridyth has always been a bit neurotic. She tells stories of her youth, but her listeners find them unusual, even unsettling. Also unsettling is how she sweats profusely anytime she is in an extended conversation.

**Harwald, Servant, Age 23; AC 9[10]; 3<sup>rd</sup> level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Steward): +4, Items: Dagger (1d4), 16d.**

Harwald is Bebba's youngest son and has elected to stay with the conclave as member of the staff. Since the failure of his mother's plans with Ecgric, she has been grooming him to become the next steward. Harwald is nowhere near as competent as his father. It doesn't help that he bursts into giggles at random moments while daydreaming. His mother's haranguing has led him to drinking. In addition, he has become part of Arbela's clique of friends and steals food and supplies for them to use.

**Hanric, Smith, Age 42; AC 9[10]; 6<sup>th</sup> level Craftsman; HP 5; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Blacksmith): +7, Items: Hammer (1d4), 53d.**

Hanric is the conclave's smith, not only keeping various items in repair, but also forging specialized lab equipment for the mages' research. He is married to Hildyth, a maid, and the pair are known for their enthusiastic nights, the sounds of which can be heard throughout the inner courtyard. He is an incessant flirt with the ladies. He is faithful to Hildyth and will back off if things get too serious. He bears a magically constructed left hand. He lost his hand in an accident a decade ago. Because of this he is extremely loyal to the conclave.

**Hildyth, Maid, Age 38; AC 9[10]; 5<sup>th</sup> level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Housekeeping): +6, Items: Broom (1d3), 23d.**

Hildyth has been a maid at the conclave for the past decade. She arrived shortly after Hanric lost his hand and was assigned to be his nurse. The pair fell in love and married. She is known for her no-nonsense demeanor except with Hanric. Every time the two get together she giggles and laughs. She has a habit of giving everybody nicknames much to people's annoyance.

**Jenecne, Cook, Age 58; AC 9[10]; 6<sup>th</sup> level Craftsman; HP 3; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Cooking): +7, Items: Rolling Pin (1d3), 20d.**

Jenecne is the junior cook and helps Edgist with the cooking. They engage in frequent arguments. She came to the conclave twenty five years ago after Master Numbford liberated her from the slave pits within a Temple of Hamakhis, a death god, in Sarnia (far to the south of the Golden House). Originally quiet and unassuming, she grew to love the Golden House as her home. After some time she began to assert her personality and the battles with Edgist began. Jenecne has large collection of spices and herbs. She is constantly after the mages that travel to bring back new varieties to stock her cupboard. They readily agree to escape her unbelievably bad breath.

**Leon, Ostler, Age 28; AC 9[10]; 2<sup>nd</sup> level Craftsman; HP 4; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Horses): +3, Items: Whip (1d3), 44d.**

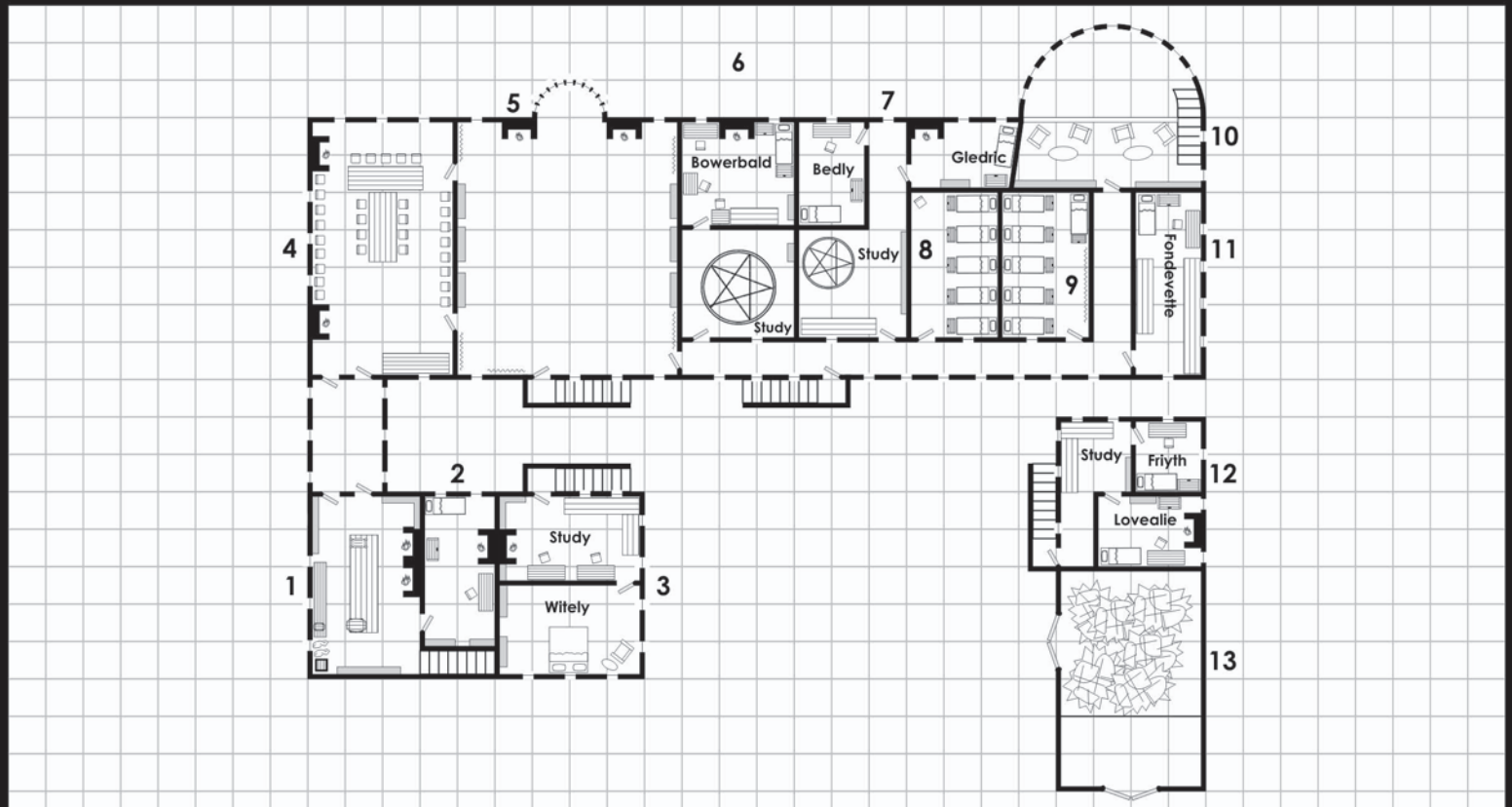
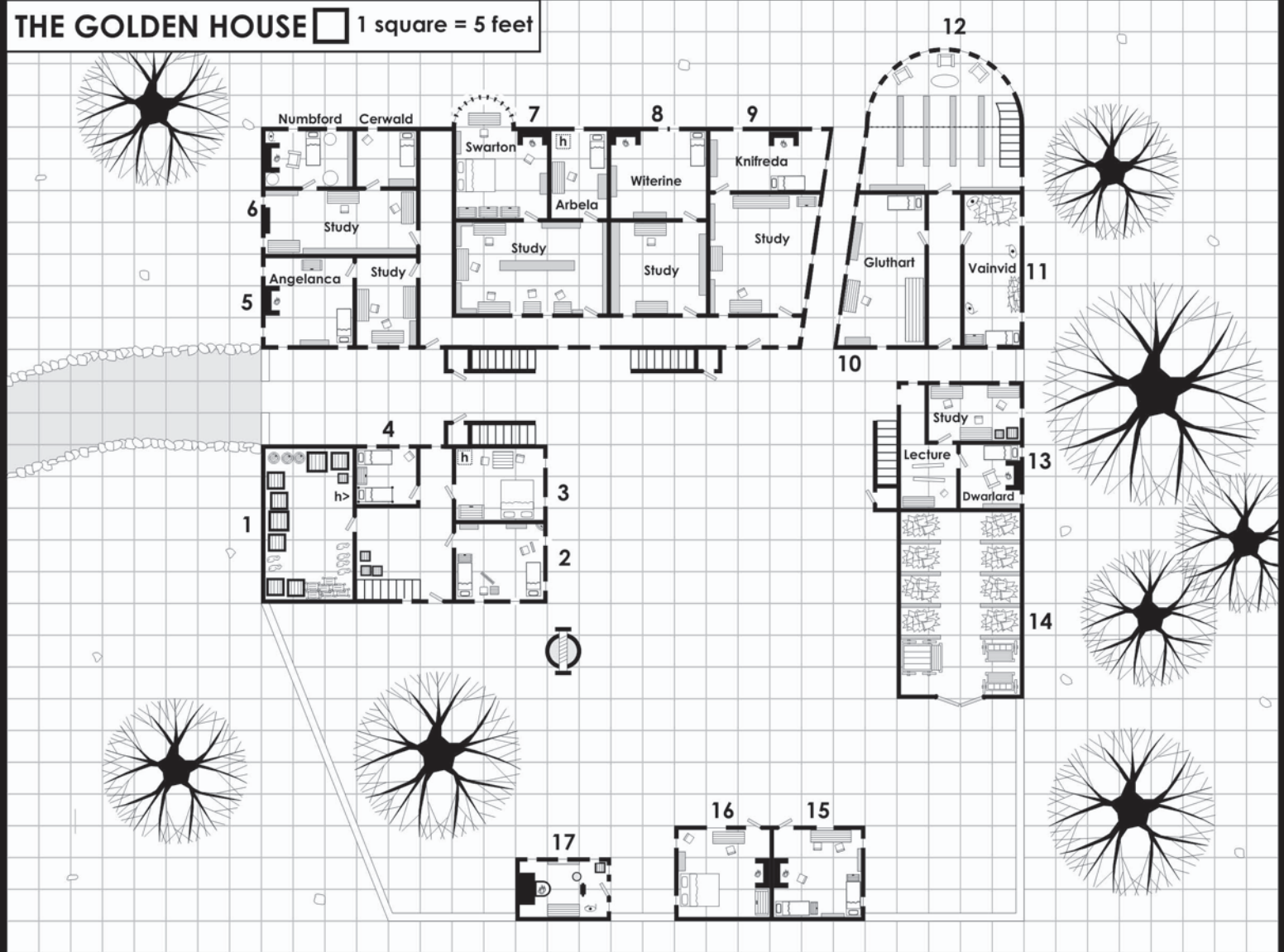
Leon is the new servant, hired by Raedwald a year ago. Raedwald is questioning the wisdom of his decision as Leon's personality is abrasive. However, the horses are well cared for and he is always prompt with getting the horses ready. He aids Raedric with setting up the apprentice's woodland parties. A couple of months ago, while he was returning from one of the parties, he saw Arbela walking away from the conclave with a book satchel and several ritual implements. He has not mentioned this to the masters.

**Raedwald, Steward, Age 34; AC 9[10]; 5<sup>th</sup> level Craftsman; HP 4; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Steward): +6, Items: Dagger (1d4), 143d.**

Raedwald arrived here three years ago when the old steward died (Norhelm). As Raedwald is an outsider there was a lot of tension between him and the staff, particularly Bebbra, the housekeeper (Norhelm's husband), and Ecgric the senior servant. Slowly he has won over the other staff with his willingness to work alongside them and his habit of praising good work. Although if crossed he is known for his temper and makes sure that the offender is stuck with the worst jobs for the week. He likes to chant nonsense rhymes while working, something that annoys Bebbra to no end. Raedwald is slightly paranoid about people stealing his considerable savings so keeps it hidden (see #1).



THE GOLDEN HOUSE 1 square = 5 feet





## **The Golden House**

### **First Floor**

#### **1) Cellar**

Provisions and dry goods are stored here along with salted pork and beef hanging from hooks. In total, there is 1,500 days of provisions, enough to feed everyone at the Golden House for a month (47 people). Bowerbald and Knifeada worked together to create a permanent enchantment to keep the room cold. Raedwald the Steward keeps his valuables hidden behind a loose stone (-5 [-25%] to perception) in the wall next to where the meat hangs. Inside is a folded piece of leather tied with twine. In it are 4 red garnets (75d ea) and 450d.

#### **2) Servant Quarters**

These are the quarters of Eudemia and Jenecne. There are two beds set on opposite sides of the rooms. On Eudemia's side is a large comfortable chair with a small table next to do it with a spindle and spools of thread. There is also a loom on her side of the room. Her clothes and two finished bolts of cloth worth 100d each (20 lbs each) are inside a large chest at the foot of the bed.

On Jenecne side, there is a wooden frame and a tray of colored tiles underneath. In the frame is the beginning of a mosaic which appears to be portrait of Master Numbford. In the corner there is a small shrine setup to the god Hamakhis in his aspect as Judge of the Dead. The statuette is silver plated and worth 25d.

#### **3) Servant Quarters**

These are the quarters of Edgist and his wife Fridyth. There is a double bed, a table, two chairs and chest full of clothes and personal mementos. Underneath a flagstone is their savings of 150d.

#### **4) Servant Quarters**

Living here are Bebba, her son Harwald, and Bebba's youngest daughter, Begyth (age 14). Begyth can play the lute and accompanies Eudemia singing. In a hidden compartment carved into the bedpost are the family's savings of two rose quartz (20d), five assorted garnets (25d), and 125d in silver pennies.

#### **5) Angelanca's Study**

This is the bedroom and study of Angelanca, one of the resident mages. In her lab there are over 150d worth of components and 3 viz. One desk is filled with Gefar's work, her apprentice. Another desk is filled with Angelanca's day to day work. A third is dedicated to her research on a spell she is calling Recall Chest. She hopes that once completed it will allow the caster to call the chest to him regardless of where it is located.

There is a secret compartment underneath her bed that opens to a low crawlspace. There she keeps a chest containing her spellbooks, 680d, 11 gold crowns (320d ea.) and any of her magic items she not currently using.

#### **6) Master Numbford's Residence**

Master Numbford has one of the larger apartments in the Golden House. The main room is his bedroom, filled with various knickknacks from his travels. One wall is a bookshelf from floor to ceiling. The books will give a +5 bonus to any research involving magic or natural philosophy. The entire collection is worth 100 gold crowns (32,000d) to a noble or rich merchant. The valuable knickknacks are worth 10 crowns (3,200d) and weigh 100 pounds. Scattered throughout the room are 35 viz in the form of various objects.

The smaller room is Cerwald's quarters, he moved out of the apprentices' barracks several years ago. Concealed behind a dresser is 130d, 3 viz, plus his spellbook.

The outer room is Numbford's main study. There are several scrolls and potions (listed below) in cabinets and shelves. One small cabinet of drawers holds 100 viz in various forms as well as 10,000d worth of ritual components. On Numbford's desk there are six treatises on magic. Each would take a week of study. Using the Majestic Wilderlands supplement, complementation would allow the mage to gain double XP for training (or half the time required). In other editions these books would halve the time needed to train for a newly acquired level.

The room's most unusual feature is a door-sized portal surrounded by a strange black stone. If entered, the person would emerge on a small island in the Trident Gulf near Viridistan. If the portal is used on the island it does not lead back to Numbford's study. Where it goes is up to the referee.

#### **The Contents of Numbford's Cabinets and Shelves**

**Scrolls:** *Read Magic, Read Languages x2, Sleep x2, Detect Magic, Detect Evil, Detect Invisible, Create Object, Web, Wizard Lock, Clairvoyance, Clairaudience, Dispel Magic, Water Breathing, Limited Teleport, Dimension Door, Wizard Eye, Polymorph Other, Icestorm, Massmorph, Contact Other Plane, Extension II, Teleport, Monster Summoning*

**Potions:** Healing x20, Extra Healing x2, Invisibility x4, Flying x3, Treasure Finding, Fire Resistance x5, Giant Strength

### 7) Residence of Master Swarton

The Masters of the Golden House assigned the largest apartment to Swarton to help him with his duties of the Meditus Society. It consists of three rooms, an outer study, a small bedroom, and a larger bedroom/study with a bay window.

The small bedroom is used by Arbela, Swarton's apprentice. It contains a bed, an armoire full of clothes, and a small desk with her spellbook on it. In the desk's drawer 2 viz can be found. Hidden behind a flagstone next to a window is her cache of 320d which she's planning to use to leave the conclave and head to Viridistan. Along with the coins there are several loose pages of parchment with her notes on demon summoning and black magic.

The larger bedroom has a canopied bed, several chests, armoire, and dresser. In the bay window is Swarton's desk. On it are several draft letters, and correspondence from other conclaves of the Order of Thoth. The general focus is to keep the power of the Guild of Arcane Lore of City-State in check. Most of the letters are reports or queries about the actions of individual mages from the Guild. Swarton's desk contains 30 viz, 1,000d in ritual components, his main spellbook, Scroll of Remove Curse and another Scroll of Contact Other Plane. In a hidden compartment, in one of the armoires, is a half dozen rare books including one that Swarton thinks is a book on demonology from Viridistan. While the cover is the original, Arbela has placed a codex on the proper fertilization of cropland in place of the original. Excluding the missing book, the collection is worth nearly 10 gold crowns (3,200d) in the hands of the right collector. Half of the books are considered forbidden works. The exact contents should be tailored to the referee's setting.

The outer rooms have several desks, benches, and shelves. About half of it is taken up with lab equipment along with scrolls and tomes for spell research. The other half is storage shelves and scribing desks to handle Swarton's considerable correspondence. Among the lab equipment 60 viz can be found, 2,500d in ritual components, along with assorted scrolls and potions listed below. Arbela has a lab bench, along with Knifeada, and Angelanca. The two apprentices, Farsa, and Gefar have desks and are often found making copies of Swarton's correspondence.

### **The contents of Swarton's lab.**

**Scrolls:** *Read languages, Read Magic, Sleep, Wizard Lock, Web, Clairaudience, Clairvoyance*

**Potions:** Healing x8, Clairaudience x2, Clairvoyance x2, Ethereality

### 8) Witerine's Residence

A two room apartment, it has an inner bedroom and an outer study. The bedroom is spartanly furnished. Two large armoires filled with Witerine's climbing and wilderness gear that she uses while exploring the Cloudwalls take up most of the space. The study is filled with lab equipment to research the magical properties of various minerals and liquids she has brought back from her excursions. One wall is filled with a display case where various colorful minerals and crystals are organized and cataloged. Scattered across the benches are 300d in ritual components and 6 viz.

### 9) Knifreda's Residence

This is another two room apartment also having an inner bedroom and outer study. The inner bedroom has the look of two people occupying it as Vainvid, Knifeada's lover, sleeps here more often than his own apartment. A strong animal smell permeates the room. The outer study is sparsely equipped compared to other mages of Knifreda's experience. What is there looks new, and has a disorganized look. Scattered across the benches are 300d in ritual components and 6 viz. One wall is dominated by a bookshelf full of parchment, blank tomes, quills, inks, and other scribe supplies used by Knifreda in her work for Swarton.

### 10) Residence of Gluthart

This one room apartment has a bed, an armoire, dresser, study desk, and a lab bench. Nearly every available surface is piled with scrolls, and codices; the collected library of Master Eckart, Guthart's mentor. The papers are worth +5 to any research on the religion of Thoth. One corner of the room is made into a shrine to the Sage God, Thoth.

### 11) Vainvid's Residence

This one room apartment has a bed and a chest crammed in one corner. The furniture are lost amid the clutter of mounted animals, totem fetishes, and lab equipment. A strong animal smell suffuses the room. In various carefully labeled flasks and pottery jars are 600d worth of ritual components and 20 viz.



## 12) Lower Floor Library

This is the lower floor of the conclave's library. The shelves contain the classic reference works along with a diverse selection of material on the history of the Roglaroon area and City-State, +5 to any attempt at researching those topics. The library contains all the commonly available spells from first to fourth level for mages to scribe into their spellbooks. It also has material on the following spells:

**Fifth Level:** *Coldkill, Conjunction of Fire Elementals, Conjunction of Air Elementals, Conjunction of Water Elementals, Conjunction of Earth Elementals, Enchant Wands, Telekinesis, Teleport, Wall of Iron, Wall of Stone.*

**Sixth Level:** *Create Teleport Circle, Enchant Item, Disenchant Item, Legend Lord, Invisible Stalker, Repulsion, Stone to Flesh*

**Seventh Level:** *Phase Door, Mass Invisibility, Extension III*

**Eighth Level:** *Permanency, Power Word Blind, Symbol*

**Ninth Level:** *Maze, Gate, Meteor Storm, Power Word Kill, Prismatic Sphere, Time Stop*

**Rob Note:** It is unusual for a conclave of the Golden House's size to have so many high level spells.

## 13) Dwarlard's Residence

This apartment consists of three small rooms; a small bedroom with a fireplace, a larger study, and a small antechamber. The bedroom has basic furnishings including a bed and a chest. One luxury that Dwarlard allows himself is a comfortable stuffed chair by the fireplace, next to a small bookshelf filled with his research and favorite books. The study is filled with lab equipment, and desks for Dwarlard and his two apprentices Rricula and Swaefred. Much of Dwarlard's research is about finding simpler ways of casting spells. The antechamber is furnished as a small lecture room with benches, a lectern, and a bench used for demonstrations.

## 14) Stables

In the front area of the stables is a wagon on the left hand side and a pair of two wheeled carts along with their harness gear. There are three riding horses and four cart horses stabled.

**Riding Horses [3]:** AC 7[12]; HD 2; HP 10 Atk 1; HTB: +2; Dmg 1d2 (bite); Move 180'; Save 16; Harvest: Hide (10d)

**Cart Horses [5]:** AC 7[12]; HD 2; HP 8 Atk 1; HTB: +2; Dmg 1d2 (bite); Move 120'; Save 16; Harvest: Hide (10d)

## 15) Residence of Leon the Ostler and Ecgric

This is a one room stone cottage with a table, chairs, two beds, two chests, armoire, and a fireplace. The cottage is messy with clothes and unwashed dishes lying around. Hidden in a satchel, tied underneath one of the beds, is Leon's savings of 220d and two gems, a red garnet worth 30d and a rose quartz worth 15d.

Hidden underneath Ecgric's bed, in a leather satchel, is a valuable copy of the Baralac Cycle, a series of legends surrounding one of the Dragon Kings of Caelam (an old name for City-State). It is worth 50d. One of the apprentices, Raedric is helping him learn to read it. It is a family heirloom passed down from his father.

## 16) Hanric's Residence (Smith)

This is a one room stone cottage similar to the ostler's cottage next door. It contains a double bed, a table, chairs, an armoire, and a fireplace with cooking implements. Before leaving for her day's duties, Hildyth will hang a pot of stew or a warming tray with meat pies for Hanric to eat for his lunch.

## 17) Smithy

This stone building is set in the far corner of the conclave. Alongside and around the building are tools and pieces of gear in various states of repair. In addition to the usual forge, tools, and anvil, there is a bench with a small anvil where Hanric does fine work for creating various pieces of lab equipment the mages need. Hidden in a hollow beneath the anvil is Hanric's considerable savings consisting of 3 gold crowns (960d), and 525d. The value of the forge is considerable, worth about 2 gold crowns (640d) and weighs 1,000 pounds. The finework tools and anvil are also valuable and worth another two gold crowns (640d) and weighs 200 pounds.





## Second Floor

### 1) Kitchen

There are two large fireplaces used for the cooking of the conclave's meals. The larger one is used for roasting meats and cooking the main stew, while the smaller one has an oven used for baking. Surrounding the main table are cabinets filled with pots, pans, dishes, mugs, and cutlery. Edgist and Jenecne are the first to rise so that the other servants can be fed before the mage's breakfast needs to be served. The total value of all the kitchenware is 3 gold crowns (960d) and weighs 500 pounds.

### 2) Quarters of Raedwald (Steward)

This one room apartment has a bed with a goose down mattress and quilts, one of the perks of being the steward of the conclave. It also has two armoires, a chest, chairs, and a desk. Scattered on the desk is the correspondence and ledgers dealing with the day to day administration of the manor. Careful examination will reveal the tangle of investments and holdings that provides the conclave's main source of income. The details are left to the referee, however with these papers the right person could take advantage of the wealth owned by the conclave. In a locked chest on the table is the day fund with 500d. There is a magical trap set on the lock that will cause a magic mouth to start screaming "Thief! Thief!"

### 3) Master Witely's Quarters

This two room apartment consists of an inner bedroom and an outer study. Master Witely's bedroom is luxuriously appointed with a plush carpet, a canopied bed, a pair of armoires, and a stuffed chair with a small table that has books piled on it. At the bottom of one of the armoires is a locked (-5/-25% to pick) chest with 15 gold crowns (4,800d), 2,000d of coins, 2,000d of ritual components, 50 viz, and the following items.

**Scrolls:** *Magic Missile x2, Suggestion, Dispel Magic, Cloudkill, Legend Lore*

**Potions:** Dragon Control

In the outer study there is a fireplace, lab benches, desks for Witely and her apprentice, Swaefred. Lining the walls are cupboards and cabinets with the following carefully arranged and indexed. There are 5,500d of ritual components, 100 viz and the following items.

**Scrolls:** *Sleep, Shield, Charm Person, Protection from Evil, Darkness 15' Radius, Detect Invisibility, ESP, Invisibility x2, Mirror Image, Darkvision, Haste, Protection from Normal Missiles, Wall of Stone, Extension II, Telekinesis*

**Potions:** Invisibility, Healing x10, Clairaudience, Clairvoyance, Fire Resistance, Flying

Currently, Witely's research is focused on how to craft magic items in preparation to learning sixth level spells.

### 4) Meeting Hall

This room is dominated by a two large tables used for meetings of the conclave and serving dinner. They are arranged in a tee with the masters seated at the top table and adepts seating along either side of the bottom table. In the far end are over a dozen chairs where the apprentices can sit and silently watch the gatherings. The room is designed to be cleared and partitions installed to conduct the trials of adepts who wish to become masters when they reach 5<sup>th</sup> level. When not used for meetings or trials, a third table is brought in where apprentices are allowed to eat their meals. Two fireplaces keep the place warm during the winter and act as a flame source for the trials.

### 5) Great Hall

This magnificently appointed hall is used for parties, and receiving visitors. The walls are crowded with trophies of various magical and mundane beasts the mages have encountered as well as glass cases containing mementoes of past exploits. The centerpiece of the hall is a large bay window decorated with stained glass pictures. Making the window even more unusual is that the pictures have been enchanted to slightly move. The centerpiece picture shows the downfall of the Tyrant Salm-Lorin as he fell from the highest tower of City-State.

### 6) Master Bowerbald's Residence

This two room apartment consists of an inner bedroom and an outer study. The bedroom has been converted into a combination study/bedroom. Shoved in one corner is a bed and two locked chests (-5/-25% to pick). Both chests have been enchanted with magic mouths to scream "thief" if tampered with. In the first chest is a Brazier of Summoning Elementals, 500d in ritual components, and 20 viz. In the second chest is pile of clothes neatly folded. There is also a small lab bench and a cabinet in the room. In the cabinet and on the bench there are 750d in ritual components, 10 viz, and the following items can be found.

**Scrolls:** *Dispel Magic, Strength, Sleep*

**Potions:** Healing, Extra-Healing, Flying

The rest of the room has desks for Bowerbald and his two apprentices, Athelby and Alwold. On Bowerbald's desk are various letters and other correspondence, some of which have details on who the Hounds of Truth are hunting. The referee can use these for interesting adventure hooks.

The outer study is dominated by a large oval enchanter's circle and has one cabinet where 250d in ritual components and 5 viz can be found. Master Bowerbald uses the circle to practice and teach battle magic. The room is otherwise bare of any furnishing or decorations.

### **7) Master Gledric's Residence**

This apartment has three rooms, two bedrooms, and an outer study. Gledric's bedroom has a fireplace, bed, armoire, and a chest. It is disorganized with clothes and parchments scattered everywhere. Despite the mess Gledric knows exactly where everything is. The only thing of value in this room is a sack with 350d in coins under a pile of unwashed clothes. Across the hall is Bedlay's room, Gledric's first apprentice. He keeps the room immaculate. In the room are a chest of clothes, a bed, a chair and a desk. On the desk is not only Bedly's research, but much of Gledric's correspondence and to-do lists that Beldy has been using to keep Gledric's day organized. The outer study is dedicated as a lab with an enchanter's circle dominating the center of the room. Gledric put a lot of effort creating the circle and it has paid off. It takes 10% less time to enchant items using his circle. Along the walls are benches with various items in the process of being enchanted and pieces of lab equipment. Scattered around the benches are 600d in ritual components, 20 viz, a Scroll of Protection from Evil 10' radius, and a Potion of Healing.

### **8) Male Apprentices' Barracks**

In this room there are several cots. A locked chest is at the foot of each one. This is the room where the male apprentices sleep. This includes; Inwald, Alwold, Gefar, Raedric, and Seafred. A search of all chests will yield a total of 124d in coins, 13d in ritual components, and 2 viz.

### **9) Female Apprentices' Barracks**

In this room several cots are found with locked chests at the foot of each cot. This is where the female apprentices sleep. This includes Cynenar, Athelby, Farsa, Darsa, Friyth, and Rricula. A search of all chests will yield a total of 109d in coins, 8d in ritual components, and 6 viz.

### **10) Upper Library**

The upper library has few shelves and several comfortable chairs. It is well lit and often used by the residents for reading. The bookshelves here contain mostly sagas, legends, ballads, poetry, and other light reading. There are two rare books on the shelves, the Cycle of Caelam the Dragonrider that is worth 100d and an illuminated copy of the Lament of the Exiles worth 1 gold crown (320d). The rest of the books are worth 2 gold crowns (640d) and weigh 300 lbs.

### **11) Residence of Fondenvette**

This single room apartment has a bed, a chest and a desk, along with benches full of lab equipment. It is setup to research invisibility. There are several areas where invisible objects are easily knocked over. Two sealed jars contain 2 viz each.

### **12) Lovealie's Residence**

This apartment has three rooms, two bedrooms and a small anteroom that doubles as a lab. Lovialie's bedroom has a fireplace, a bed, an armoire, a desk with chair, and a chest. In a desk drawer is a small satchel with 50d. On top of the desk are several letters with offers to Lovealie to study at various conclaves including the Grand Conclave in Tula, the Wizard's City. The other bedroom is occupied by Friyth, Lovialie's apprentice. It also has a bed, chest, and desk with chair. The anteroom is setup with benches and lab equipment. Found in various jars and vials are 125d in ritual components and 3 viz.

### **13) Hayloft**

The upper part of the stable is used to store hay and other supplies. In addition to the hay, there are over 1,000d worth of non-food supplies (tools, ropes, and other misc equipment) stored here weighing 500 lbs.