



FORGOTTEN REALMS

# ROSE KEEP

*A Red Wizard Enclave*

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**W**hen one speaks of Red Wizards, one is most likely referring to merchants who specialize in scrolls, magic items, and sometimes, illicit substances and questionable trade goods.

The average Red Wizard enclave exists as small mercantile manor or trading compound within the walls of a city large enough to support even minuscule magical trade. Customers usually interact with Red Wizards (or their agents) on the enclave's grounds. Red Wizard enclaves are in many of the major coastal cities of the Sea of Fallen Stars, as well as in the Moonsea region.

**History DC 15:** A century ago, the most powerful Red Wizards numbered among the magocratic leaders of Thay. At that time, Thay supported several embassylike trading enclaves spread across dozens of cities around the Sea of Fallen Stars. Each enclave enjoyed ambassadorial status and served as an outlying arm of Thay. A given enclave was treated as if Thayan soil, which meant that the Red Wizards within enjoyed immunity from local laws and tariffs. At the same time, enclaves sold a variety of magic (and sometimes banned) wares.

However all that changed when one devious Red Wizard rose up and seized power back in the homeland for his own necromantic ends. Red Wizards within Thay who pledged themselves to Szass Tam survived. The rest who opposed Szass Tam died, some in the initial rebellion, and others when they joined the last few rebel zulkirs to stop Szass Tam just a few years ago. Those Red Wizards who did not return to Thay to aid their newly declared sovereign were declared outcasts and were marked for death if they or their descendants ever return.

**Streetwise DC 20:** Some whisper Red Wizards yet enjoy the protection of Thay, but that assertion doesn't appear to be born out by the evidence. Thus most folks equate "Red Wizard" with magic merchants, not agents of Thay as old civil documents describe it. People sometimes refer to Red Wizards as if part of an organization, but that word implies a stronger connection between enclaves than usually exists.

That said, most enclaves enjoy a sort of loose affiliation between their scattered compounds. On occasion, one or more throw in together to charter a trade ship to move especially valuable cargo between their locations across the Sea of Fallen Stars.

## RED WIZARD ORGANIZATION

What was once a tightly controlled network of Red Wizard embassy-enclaves is now a loosely connected but ultimately independent scattering of merchant houses. They yet call themselves Red Wizards, and indeed, many of the principles in a given enclave are indeed arcanists, though not all. Each enclave answers only to itself, and it determines its own policies and procedures. Some enclaves pass controlling interest down through family bloodlines, but others are open to outsiders purchasing controlling rights in the enterprise if the price is right.

Once every two years, a Red Wizard or two from each enclave travels to meet at a convention of peers. This gathering is usually hosted by one of the larger enclaves and is kept secret from those not among the Red Wizards, not necessarily because they don't intend to do anything illicit, but because they seek a trade advantage over other local merchants.

**Headquarters:** None.

**Hierarchy:** None between enclaves; within a given enclave executive power is sometimes concentrated in one individual's hands, while at other times the policies of the enclave are shared among a small group of Red Wizards.

**Members:** The Red Wizards only rarely recruit new Red Wizards to join a particular enclave, though they do hire local labor and talent for a wide variety of services. Sometimes new members come into the fold through marriage, other times through adoption, but most often, a new Red Wizard is born, and upon reaching his or her majority, decides to stay instead of seeking fortune beyond the enclave's walls.

**Locations:** Within the lands bordering the Inner Sea, enclaves can be found in nearly every capitol city, including recently founded compounds in Airspur and Tymanother. Enclaves that once existed in smaller cities are mostly gone, though a handful still persists.

The average enclave supports hired guards and other staff, including servants, assistants, and so on, as well as the Red Wizards themselves, numbering from two to ten, depending on the enclave's size. Some Red Wizards live in the enclave, while others maintain grand homes beyond the enclave's walls.

## ROSE KEEP

The trading compound locally known as Rose Keep is one of the smaller enclaves still extant. However, despite their small size, this Red Wizard enclave keeps its hand in local politics, gossip, and trade as ably as any merchant concern or noble house in the city. Those seeking magic items locally know the Red Wizards produce quality items. Those seeking goods of a particularly outré nature also know that sometimes, Rose Keep has just the thing.

**History DC 20:** Rose Keep was one of the last enclaves Thay officially sanctioned prior to Szass Tam's necromantic coup. Left to its own devices even before the compound had fully gained the trust of the local governing bodies, the enclave nearly failed. This near failure teetered even closer to realization when two of the four Red Wizards staffing the compound left to pursue their own interests, or in the case of the cruel-hearted Levant, returned to Thay to pledge himself to Szass Tam's service.

The remaining Red Wizard was Dhenna Shavres, who was left not only with the Enclave to manage, but also a newborn daughter named Tharna (possibly of Levant's get). Despite her trials, Dhenna kept Rose Keep a going concern even without the advantages of ambassadorial status, save for an interregnum immediately after the Spellplague.

Dhenna Shavres finally passed away thirty years ago, leaving the enclave in Tharna's capable hands. Tharna spent a little more than two decades as the solitary Red Wizard of Rose Keep. She was known

both for her canny grasp of magic and coin. About five years ago she sought out partners, apparently because of her own advancing age and a desire to see Rose Keep persist if she passed away.

Tharna Shavres finally accepted buy-in offers from two others: a human male named Vanargen the Astronomer, and a dwarf male called Dorim Cragwatcher.

**History DC 25:** Tharna had a son named Kalarel, but he has not been seen in the compound for decades. Apparently Tharna and Kalarel had a nasty falling-out over a cursed magic item—a sort of portal mouth. Tharna wanted it destroyed, but Kalarel wanted it for himself. He said it provided him with unique insights on the true nature of death. Tharna finally expelled Kalarel to an unknown fate. Unknown to most, Tharna chose a new heir, a girl living in the city, who upon reaching her majority in another 5 years, will succeed Tharna in the governance of Rose Keep. Tharna has kept the identity of her heir a close-guarded secret.

**Streetwise DC 15:** The canny Tharna Shavres still holds a majority share over Rose Keep, and she remains a sharp negotiator even well into her ninth decade. Dorim and Vanargen support and advise Tharna, keeping a careful eye out for new business possibilities.

### LOCATION OF ROSE KEEP

Rose Keep could be located in any number of cities, towns, or perhaps even large villages. Its size and self-contained nature don't rely too heavily on external services for it to function. If you are running a Forgotten Realms campaign, Rose Keep is presumably located in any of the cities with ports along the Sea of Fallen Stars. For purposes of official game and novel continuity, Rose Keep is sited in the city of Veltalar in Aglarond.

**Streetwise DC 20:** Vanargen is a cipher; not even his fellow Red Wizards know which way he'll jump next. Dorim seems good-humored, but stories circulate that the dwarf conceals a murderous rage beneath his jovial façade. Dorim has the most dealings beyond the compound and is sometimes gone for weeks at a time arranging deals.

## ADVENTURE IN ROSE KEEP

Adventurers might enter Rose Keep for a variety of reasons.

### HOOK: REGULAR BUSINESS

Player characters who wish to deal in magic items or other particularly rare items easily discover Rose Keep. It's rare in most places to find a shop or a bazaar that routinely sells anything but the lowest-level available magic items. While Rose Keep does the majority of its business in such low-level palliatives, it also has a limited capacity to deliver higher-level items to rich collectors and the odd adventuring company. The courtyard gates are thrown open five out of every tenday, and a tent is raised in the courtyard for those with everyday needs for level 1 to 3 items. For higher-level items and other goods, an appointment must be made with one of the Red Wizards (the courtyard tent bazaar is staffed by employees; see area 1 of the keyed map). The person the PCs end up making a deal with is frequently the luck of the draw. You can use your own discretion to determine if an item a PC wishes to buy can be found at Rose Keep; for items PCs wish to sell, you can decide whether you think the Red Wizards are at all interested in it.

### HOOK: IRREGULAR BUSINESS

The player characters are approached by one Fasaria Laytharan, a noble whose family sits on the governing council of the city (the Grand Council, if Rose Keep is located in New Sarshel). Fasaria indicates she wishes to employ the adventuring party as spies. She believes

the Red Wizards of the enclave are in cahoots with local thieves, and she thinks they are acting as a fence by reselling their ill-gotten gains as if it were merchandise purchased from other enclaves along the Sea of Fallen Stars.

In truth Fasaria has no such belief—she secretly wants to send the PCs into Rose Enclave to, at minimum, disrupt the business operations of Rose Keep, or better yet, eliminate one more of the Red Wizards; adventurers are wont to swing swords first and ask questions afterward, in Fasaria's experience. House Laytharan secretly backs a black market slave ring, and according to her contacts, the Red Wizard named Dorim Cragwatcher has been making inquiries into the business. She'd rather avoid the competition without making it appear as if she has anything to do with the matter, and even if it does come to everyone's attention that she sent the PCs into Rose Keep, well, she did so only because she thought the enclave concealed a fence.

### HOOK: THE IMPLEMENTS OF DULAPHRAS

From time to time, every dealer in magic items gains possession of a cursed ring or mask only an undead wearer could love. This can occur accidentally, such as when a buyer fails to fully identify all the item's properties. It can also be a purposeful decision, depending on the dealer. Rose Keep is no different. It turns out that several items purchased by Kalarel, Tharna's missing son, were just these sorts of items. Fearing the bad publicity Rose Keep could garner if others learned that the enclave dealt with cursed magic, Tharna had the items relegated to permanent storage in the cellars beneath Rose Keep, along with other questionable materials and "goods."

However, two items in particular now stored under Rose Keep were the cherished possessions of a supposedly long-dead cambion named Dulaphras. These items include the *ring of fury* and the *belt of fiends*. And now, Dulaphras wants them back. The

cambion has assembled a force of devils and waits only for the dark of the moon to launch an attack to retrieve its implements.

Tharna has learned of Dulaphras's planned attack, and she attempts to hire the PCs to defend her compound against the devil's attack on the dark of the moon. Unfortunately for Tharna, Dorim is secretly in league with Dulaphras, while Vanargen could throw in with either Tharna or Dorim, depending on how well or poorly the PCs appear to be defending Rose Keep from the incursion.

## RED WIZARDS OF ROSE KEEP

The following NPCs can be encountered in or have ties to Rose Keep.

### THARNA SHAVRES, RED WIZARD

*This elderly woman is gaunt with age, but her white hair remains full and is pulled back into a long braid. She is adorned with a variety of charms and amulets, wields an impressive staff, and wears a complex layering of red cloaks that appear to move and swirl of their own accord.*

**Personality Traits:** Tharna is dry and to the point, but she is cruel only to fools and those who've proven themselves to be her enemy. She enjoys her daily glass of wine with her evening meal and asks visitors if they've "sampled any interesting vintages of late." Tharna looks for wines both for her own cellar, as well as for sale abroad.

**Motivation:** Tharna wants what is best for the enclave; she sees it as her only true legacy in the world.

**Information:** Tharna, having run a trade compound in the city for over thirty years, knows much on many topics. She might relate the following bits to interested, diplomatic PCs, if circumstances are appropriate.

**History of the Keep:** Tharna knows the general information described earlier in the article in all the History and Streetwise entries for Rose Keep in particular and Red Wizards in general.

**Dorim Cragwatcher:** The mistress of the enclave has begun to doubt her decision to allow Dorim to buy his way into a limited partnership in the trade enclave. Tharna suspects Dorim might be pursuing activities that could endanger the enclave, but so far she doesn't have any evidence to back up her suspicions. If she did have such evidence, she would act.

**Vanargen:** This wizard is a cipher. A brilliant merchant, but odd. Tharna and Vanargen rarely talk, but Tharna believes Vanargen would never do anything against the interest of the enclave.

**Thieves' Fence:** Tharna finds the possibility that her enclave is somehow being used to resell stolen goods (see the Irregular Business hook) ludicrous, unless the PCs mention the possibility that Dorim might somehow be involved, in which case she considers the possibility.

**Implements of Dulaphras:** If PCs know of these cursed items and urge Tharna to destroy them, she resists, indicating that each item contains the spirit of a devil that would be released back into the world to do evil. She has yet to tell Dorim or Vanargen of the



implements, which she has secreted away in the altar in room 25.

**Special:** Tharna controls a shield guardian (level 14 soldier; *Monster Manual* page 149), a gift given to her by her deceased mother. The guardian is never far from Tharna, and it is an effective bodyguard. The amulet to control the guardian is keyed to Tharna and doesn't work in another creature's hands.

Tharna Shavres, NPC Wizard		Level 9 Artillery
Medium natural humanoid, human		XP 400
Initiative +4	Senses Perception +11	
HP 72; Bloodied 36		
AC 21; Fortitude 18, Reflex 22, Will 23		
Speed 6		
⚔ Quarterstaff (standard; at-will) ♦ Necrotic, Weapon		
+14 vs. AC; 1d8 damage.		
☞ Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +14 vs. Reflex; 4d4 + 4 force damage.		
☞ Lightning Bolt (standard; recharge ☞ ☞) ♦ Lightning		
Ranged 10; +12 vs. Reflex; 2d6 + 4 lightning, and two creatures within 10 squares of the target are attacked as well; on a hit, the secondary targets take 1d6 + 6 lightning damage.		
☞ Lightning Serpent (standard; daily) ♦ Lightning, Poison		
Ranged 10; +16 vs. Reflex; 2d12 + 4 lightning damage, and target takes ongoing 5 poison damage and is slowed (save ends both). Miss: Half damage, target slowed (save ends), and no ongoing damage.		
Dimension Door (move, daily) ♦ Teleportation		
Tharna; teleports 10 squares.		
Alignment Unaligned		Languages Common, Draconic
Skills Arcana +13, Insight +11		
Str 10 (+4)	Dex 11 (+4)	Wis 14 (+6)
Con 12 (+5)	Int 19 (+8)	Cha 16 (+7)
Equipment staff of storms +2, spellbook		

## DORIM CRAGWATCHER, RED WIZARD

*This regal-looking dwarf wears a grand robe of scarlet under a striking blue cloak. His beard is clasped in arcane strictures, and a great winged bat perches on his shoulder as if a pet bird of prey.*

**Personality Traits:** Dorim appears jovial and fond of boisterous talk and easy praise. He calls even those he doesn't know well, "my friend," and tries to put at ease anyone he deals with even for a few moments. However, if anyone attempts an Insight check and beats Dorim's opposed Bluff check, they feel certain Dorim merely plays a grand façade, possibly to facilitate business.

### Dorim Cragwatcher, NPC Wizard Level 7 Artillery

Medium natural humanoid, dwarf		XP 300
Initiative +3	Senses Perception +4; low-light vision	
HP 62; Bloodied 31		
AC 16; Fortitude 19, Reflex 20, Will 21		
Speed 5		
⚔ Bat Bite (standard; at-will) ♦ Poison		
+12 vs. AC; 1d8 + 4 poison damage.		
☞ Fire Shroud (standard; recharge ☞ ☞) ♦ Fire		
Close burst 3; +12 vs. Reflex; 1d8 + 3 fire damage, and ongoing 5 fire damage (save ends).		
☞ Sleep (standard; daily) ♦ Sleep		
Area burst 2 within 20 squares; +12 vs. Will; the target is slowed (save ends). First Failed Saving Throw: The target becomes unconscious (save ends).		
False Life (minor; when bloodied; daily)		
Conferred by amulet of false life; Dorim gains 14 temporary hit points.		
Disguise Self (minor; daily) ♦ Illusion		
Personal; Dorim takes on the appearance of another humanoid creature of the same size previously seen; the illusion lasts for 1 hour. Anyone attempting to see through the disguise makes a DC 28 Insight check to succeed.		
Alignment Evil		Languages Common, Abyssal
Skills Arcana + 14, Bluff + 13		
Str 11 (+3)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 16 (+6)	Cha 14 (+5)
Equipment amulet of false life +2, spellbook		

**Motivation:** Dorim wants to accumulate as much power and wealth for himself as possible, and eventually, he wants to succeed Tharna, possibly sooner than might naturally occur.

**Information:** Dorim is juggling several side-projects, few of them legal, and none of which he is willing to discuss. He divulges a little on the following topics.

**Tharna Shavres:** Dorim indicates his respect for Tharna, while at the same time jokingly reflecting her advancing age might be making her less able to lead the enclave to the profits it deserves. He jokes along these lines as long as PCs go along, but backtracks if they try to pin him down to a clear-cut statement regarding Tharna's competency.

**Dorim Cragwatcher:** If asked about himself, Dorim explains how lucky he is to have gained such a position of responsibility and respect. He does not divulge any personal history.

**Vanargen:** Dorim shrugs off Vanargen's importance, but he indicates the mage "might have his uses." In truth, if Dorim ever makes a play for control of the enclave, he is confident he can persuade the disaffected warlock to follow his lead.

**Thieves' Fence:** Dorim laughs long and hard at the possibility that the enclave might be working with local thieves. Still, he doesn't allow PCs into the cellars, for fear they might find evidence of his nascent slaving.

**Implements of Dulaphras:** Dorim doesn't know anything about the possibility that these are held in the cellar, and he is interested to learn anything the PCs wish to tell him regarding it.

## VANARGEN THE ASTRONOMER, RED WIZARD

This gaunt-looking human male wears a red leather great-coat without sleeves. The man's arms are tattooed with stars and strange constellations.

**Personality Traits:** This Red Wizard (whose magic comes by way of a star pact instead of through study) likes to stare into the far distance for minutes at a time, apparently unaware of his surroundings, even during the middle of a conversation. He appears easily distracted, and every so often for no apparent reason mutters, "By Caiphon's mad dreams, I am so close to understanding it all . . ."

**Motivation:** Mainly, Vanargen wants to go about his business with as little effort as possible so that, once he has dispensed with his merchant duties by day, he can retire to his observatory on the top of the main tower at night and gaze at his beloved stars. Thus, he is likely to do whatever is expedient in a given situation, not what is moral. That said, Vanargen is susceptible to persuasion, at least in the short term.

**Information:** It's hard to coax much real information out of Vanargen. He answers questions with "Hmmm. . . ." Then he lapses into a staring contest with the ceiling. He does have a few things to say in response to the following topics.

*Tharna Shavres:* "I think she's got several years of life in her. The old gal is plucky."

*Astronomer?* "The stars are wondrous. I've learned much in their study. Some of them even talk to me."

*Dorim:* "The dwarf is a sly one. But he does get things done."

Vanargen, NPC Warlock		Level 8 Skirmisher
Medium natural humanoid, human		XP 350
Initiative +7	Senses Perception +5	
HP 87; Bloodied 43		
AC 21; Fortitude 19, Reflex 20, Will 21		
Speed 6		
☞ Eldritch Blast (standard; at-will)		
+11 vs. AC; 1d10 + 4 damage.		
⬇ Rending Fear of Khirad (standard; daily) ⬆ Charm, Fear		
+13 vs. Will; automatically hits a helpless target; target with a shared language answers one question to the best of its knowledge. Each round, Vanargen can ask one new question, up to 5 questions.		
☞ Warlock's Curse (minor; at-will)		
Ranged sight, nearest enemy; the target is cursed. A cursed target takes 1d6 extra damage anytime Vanargen deals damage with a power.		
☞ Far Realm Phantasm (standard; recharge ☞ ☞) ⬆ Fear, Psychic		
Ranged 10; +11 vs. Will; 1d6 + 4 psychic damage, and the target loses its standard action on its next turn and takes a -2 penalty to Will defense (save ends).		
☞ Fury of Gibbeth (standard; daily) ⬆ Fear, Force		
Ranged 10; +11 vs. Reflex; 3d10 + 3 force damage, and the target is knocked prone.		
Alignment Unaligned		Languages Deep Speech, Common
Skills Arcana +12, History +12		
Str 10 (+4)	Dex 12 (+5)	Wis 12 (+5)
Con 15 (+6)	Int 16 (+7)	Cha 18 (+8)
Equipment rod of dark reward +2		

## FEATURES OF ROSE KEEP

The trade compound consists of a walled enclave holding a courtyard, a two-story reinforced building with an attached three-story tower, and an underground cellar accessible only by magic (or a determined burrowing effort).

The top of the tower has traditional battlements, but it holds an observatory of sorts.

## WALLS

The scuffed red outer walls are made of 3-foot-thick mortared stone (DC 25 climb; spikes at the top of the wall make a moderately hard climb far more difficult). Inner walls are 1-foot-thick mortared stone.

## DOORS

The outer doors are made of iron-reinforced oak. They are unlocked and opened by turning a winch mechanism in the courtyard (DC 22 Strength check to break). The enclave's smaller interior doors are made of strong wood with iron hinges and fittings (DC 16 Strength check to break). Some might be locked as noted under a particular room description.

## ENTERING ROSE KEEP

The main gates are open five out of ten days during daylight hours, at which time anyone is free to walk into the courtyard (area 1) and interact with the NPCs present there.

Gaining entry at other times requires either an appointment or a DC 14 Stealth check to sneak in without alerting the hired sentries that keep watch on the courtyard at all hours (an eladrin captain and several human guards). If the PCs attempt to sneak in but are discovered, it takes only about 1d4 rounds for all the NPCs within the above-ground sections of the compound to respond to aid the embattled guards and captain.

## 1. COURTYARD

When Rose Enclave is open for business, the courtyard is crowded:

*A large red tent squats in the center of the courtyard. Its drawn flaps reveal a large wooden table on which glass vials, scroll cases, and other oddments are gathered. A woman in a red caftan minds the table. Outside the tent, several human guards and their eladrin captain watch the proceedings.*

A self-styled “mage apprentice” named Zabithia minds the tent bazaar (human mage level 4 artillery; *Monster Manual* page 163). Zabithia is motivated to serve the Red Wizards who hired her because she hopes that, in addition to her generous pay, they will continue to school her in the arcane arts.

The eladrin fey knight Cryannar (level 7 soldier leader; *Monster Manual* page 102) walks the courtyard on an irregular schedule. Cryannar owes Tharna a great debt about which he does not speak, but which has so far assured his loyalty. Cryannar commands a bevy of ten human guards (level 3 soldier; *Monster Manual* page 162), only five of which are on guard at any one time. The remainder of the human guards is usually in the small barracks in room 6. If Cryannar or one of the guards cries an alarm, all the guards and the Red Wizards on the premises respond, as does Tharna’s shield guardian (level 14 soldier; *Monster Manual* page 149).

## 2. STABLES

The wizards don’t keep mounts, but shipments from the port sometimes arrive by horse-drawn cart. The beasts of burden are stabled here and are looked after by Mershin the stable boy, who loves horses more than magic.

## 3. GENERAL STORAGE

This glorified shed is secured by a locked iron-shod door (DC 20 Thievery check to unlock, DC 23 Strength check to break). This space is used to store

the courtyard tent when not in use, as well as extra water, hard tack, grain, unmixed mortar for repairs, and other maintenance oddments. On odd days when the enclave is not open for business, 1d4+1 hired workers under the command of female dwarf crew boss named Bartha (who keeps the key to this chamber) are on site to do structural and grounds upkeep.

## BUYING AND SELLING MAGIC

Magic items of level 1-3 are routinely sold in the courtyard bazaar of Rose Keep, though only a few level 1 items are on display (vials, rods, wands, and ritual scrolls) whose total value doesn’t exceed 2,000 gp. However, those interested in finding a particular item of up to level 9 have only to name it, and within the day, the item is procured.

If PCs wish to buy or sell a higher-level item, or some other rare good they believe the Red Wizards can supply, they can request a meeting with a Red Wizard, and they can expect an appointment to be granted within 1d4 days, or sooner for particularly diplomatic PCs. Buying and selling higher-level magic items requires transactions between other Red Wizard enclaves, so getting a particular item can take up to 1d10 + 10 days.

## 4. WELL HOUSE

This roughly mortared structure is obviously older than the walls and keep. Worn steps lead down to an oak door, behind which is a damp chamber that holds a basin of deep, clear water. This is the enclave’s water supply.

## 5. ENTRY HALL

The doors to the entry hall are strong wood with iron hinges and fittings (DC 16 Strength check to break),

and it is locked at night and when the enclave is not open for business (DC 23 Thievery check to unlock).

The chamber is high, and in fact the central portion of the ceiling rises up into the second story of the tower (room 17).

Besides being the only obvious entry to the keep, this chamber is where one or more of the three principle Red Wizards receives visitors and holds conferences. Visitors who meet with Vanargen sometimes discover the wizard can’t be bothered to come down to the ground floor, but he instead calls down his conversation from the balcony of room 17 above.

## 6. BARRACKS

Five off-duty human guards (level 3 soldier; *Monster Manual* page 162) under Cryannar’s command rest here between shifts in comfortable if sparse cots.

## 7. SERVANTS QUARTERS

A general staff of five servants keep their quarters here, all of whom answer to Head Housekeeper Janson Pleth, a tiefling whose greatest fear is to see a soiled linen or an unwashed platter in the kitchen.

## 8. MINOR HALL

Sometimes the Red Wizards and guests take their meals in this nicely appointed chamber, which is cool in the summer and warmed by a large fireplace in the winter. The fireplace chimney is large, but stopped at regular intervals by iron grating mortared into the chimney’s structure.

## 9. KITCHEN

Meals for all staff are daily prepared here, which keeps two of the five servants of room 7 busy all day.

## 10. PANTRY

This well-stocked pantry has enough staples to keep the inhabitants and staff of Rose Keep in comfortable meals for at least a month, and three times that if forced to stretch it.

### 11. CLOSET

Cleaning supplies predominant in this chamber. Janson Pleth has a small chair and tablet here that he uses to plan each day's maintenance activities.

### 12. DAY ROOM

A few comfortable chairs complete this simple area.

### 13. VANARGEN'S QUARTERS

Star charts plaster this room's walls. Vanargen is rarely found here—he's more often on top of the tower in his observatory. A secret trapdoor in the ceiling of Vanargen's room (DC 23 Perception check to find) opens onto the roof of the two-story structure attached to the tower. If one were to move up to the roof in this fashion and walk straight south to the side of the tower, one might find (DC 20 Perception check) the cunningly recessed rungs of a ladder that leads up to the top of the tower and into the observatory.

#### OBSERVATORY

The observatory atop the main tower is accessible by a ladder down the tower's side and from thence to a secret trapdoor to Vanargen's Quarters (room 13). The equipment here is made up of a rusted arrangement of metal spars that hold a variety of chipped and frosted glass lenses. The lenses can be arranged in various fashions to garner strange visual effects, none of which appear particularly enlightening to anyone by Vanargen, who waxes eloquent about how his "star observing device" has allowed him to see more constellations than anyone had ever suspected existed.

### 14. DORIM CRAGWATCHER'S QUARTERS

A plethora of parchment and writing instruments messily litter the stout desk crammed into this chamber. Dorim is constantly scheming, though most of his schemes are those that are arguably legitimate and appear at least in the short term to be in the interest of the enclave. Thus Tharna tries her best to ignore him.

A search through the morass (DC 25 Perception) brings to light a parchment on which Dorim has apparently lost a loose sheet from his journal that reads, "merchandise must be either sold or dispatched before the 13th of the month lest T. visit the cellar and find them. Maybe can convince V. to support me if I find him a novel star chart? Looking forward to when I can run this place without T.'s interference."

### 15. LIBRARY AND LABORATORY

A great variety of tomes relating to magical theory and practice are assembled in this chamber, as well as at least three ritual scrolls of *enchant item*. A few tables and cabinets are given over to common ritual components (2,000 gp value) and raw residuum (23,000 gp value). Nonmagic rods, wands, bracers, and other objects are stored in great chests.

Anyone attempting an Arcana check in this chamber who is willing to spend 5 minutes perusing the stacks gains a +2 bonus to the check.

It's not unusual to find Tharna here referring to a tome or working with an item.

A lightly inscribed magic circle decorates the floor here (DC 15 Perception to notice). A successful DC 20 Arcana check reveals that the circle provides instantaneous transport to a nearby location (another DC 20 Arcana check to activate); the circle connects to the underground cellars, specifically to area 18.

### 16. THARNA'S QUARTERS

This frugal chamber houses a comfortable bed, a bureau filled with rich garments, and memorabilia left to Tharna by her mother.

### 17. TOWER STOREY TWO

This area could be used by defending wizards or guards to hurl down spells or more mundane missiles on invaders, if it comes to it.

### 18. CELLAR ENTRANCE

A magic circle scribed on the floor in this wide niche allows two-way transport between the subterranean cellars and room 15 of Rose Keep above. A pass-phrase should be called out by arrivals to avoid reprisal (see rooms 20–23).

A DC 25 Arcana check reveals that this magic circle has an alternate exit point—in addition to the exit in room 15, it also has the capacity to teleport those who step on it and trigger it (DC 20 Arcana check) to an empty warehouse on the docks that Dorim owns. This is how Dorim moves questionable merchandise in and out of Rose Enclave.



## 19. CELLARS

This hidden space beneath the enclave was excavated by magic back when Thay first founded the compound. Meant to be a potential staging ground for Thayan interests, this wide space was to have been stocked with an arcane arsenal of golemwork soldiers and spell-enhanced creatures loyal to Thay. Those plans failed to find fruition, yet dangerous creatures remain in the cellar, and now serve to guard it against intrusion (see rooms 20–23).

When particularly valuable magic items (a subjective valuation made by Tharna on items whose level exceeds 9) pass through the enclave, she likes to store them in room 25, the so-called “Temple.”

## 20–23. GUARDIAN NICHES

These niches each contain a creature keyed to defend the cellars. When intruders appear on the magic circle in 18 and fail to call out the pass phrase (“mesmeric hold, blast of cold, let me grow old”) within 1 round of appearing, the portcullis bars on areas 20–23 go up, and the guardian creatures ensconced within emerge to defend the cellars.

**20:** 1 venom eye basilisk (level 10 artillery; *Monster Manual* page 26).

**21:** 1 mezzodemon (level 11 soldier; *Monster Manual* page 58)

**22:** 1 gibbering moulder (level 10 controller; *Monster Manual* page 126)

**23:** 1 skeletal tomb guardian (level 10 brute; *Monster Manual* page 235)

## 24. FREQUENTLY EMPTY

This rusted iron door is usually unlocked and empty. However, it sometimes holds questionable merchandise placed by Dorim under Tharna’s nose. Depending on the scenario, this chamber could hold slaves in shackles, banned drugs, or demoncraft relics. Dorim knows Tharna visits the cellars only once a month on the 13th, so he clears out the chamber and tries to remove any telltales of usage, though anyone who spends any time in the chamber who succeeds at a DC 15 Perception check can see that the lack of dust, scuffmarks, and other clues appropriate to the scenario show that this chamber was only recently emptied.

## 25. THE TEMPLE

This temple was never hallowed, though when Tharna’s son resided here, he conducted a few preliminary services to different demon lords before Tharna ousted him.

The altar contains a secret compartment (DC 25 Perception to find, DC 25 Thievery to unlock) that contains two nasty items, once the cherished possessions of a supposedly long-dead cambion named Dulaphras. These are the *ring of fury* and the *belt of fiends*. Tharna keeps them here, safe against use and discovery, and thinks that no one else knows of their presence.



## Belt of Fiends

**Level 15**

*This belt fills you with hellborn power and protects you from a devil’s attacks.*

**Item Slot:** Waist      25,000 gp

**Property:** Gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

**Power (Daily):** Immediate Interrupt. You can use this power when you are hit by an attack. Gain a +3 power bonus to defense against that attack; you can decide to use the power after the DM tells you the attack die total.

If the attacker is a devil, then it also takes 20 radiant damage.

**Special:** If worn with the *ring of fury*, you gain a +2 item bonus to Diplomacy, Insight, Bluff, and Religion checks when dealing with devils.

## Ring of Fury

**Level 14**

*This ring gleams with hate.*

**Item Slot:** Ring 21,000 gp

**Property:** Gain a +2 item bonus to Intimidate checks.

**Power (Daily):** Free Action. When you are first bloodied, make two basic attacks.

**Special:** If worn with the *belt of fiends*, you gain a +2 item bonus to Diplomacy, Insight, Bluff, and Religion checks when dealing with devils. ☹

### About the Author

Bruce Cordell is a D&D designer, but during his twelve years in the game industry, he has dabbled in miniatures, board games, collectible card games, d20 games, and more. Bruce has over a sixty listed credits to his name, including the *Expanded Psionics Handbook*, *Libris Mortis*, and *Expedition to Castle Ravenloft*. His body of work also includes three published FORGOTTEN REALMS® novels (*Lady of Poison*, *Darkvision*, and *Stardeep*), with more on the way.