

Rosegate House

Ground Floor



1 square = 5 feet

Nobles' Quarter



Second Floor

ROSEGATE HOUSE

Rosegate House is a hundred-year-old structure of stone and mortar in the Nobles' Quarter, situated in a neighborhood of similar homes. Large and lavish by the standards of anyone short of a noble, it has six large bedchambers, servants' quarters, a large dining room, and a massive great room.

Campaign Use: Rosegate House is the perfect abode for medium- or high-level characters. They can purchase the house and the land it is on for approximately 100,000 gp, or it might be granted to them as a reward for a job well done by a noble, the Commissar, or even the Holy Emperor.



Rosegate House lies on the quiet corner of Toolosh and Blazon Streets in the Nobles' Quarter.

THE YARD

The yard around Rosegate House is, not surprisingly, sprinkled with rose bushes, as well as a well-kept lawn and some small trees.

THE GROUND FLOOR

The ground floor of Rosegate House is perfect for entertaining many guests, holding important meetings, or simply relaxing between adventures. See the map on the reverse.

Foyer: The grand entrance into Rosegate House is impressive, with an intricate mosaic in tile on the floor depicting rose vines entwined around a stylized rearing dragon.

Great Room: The great room is large enough to hold a party for dozens of people as well an evening of quiet relaxation for the owners of the house. It has many chairs, divans, small end tables, a gaming table, and even a harpsichord. There are also cabinets for storing games, musical instruments, and other pastimes. A large fireplace with an impressive mantel dominates the western wall. It's just waiting for the owners to hang an impressive trophy, sword, or coat of arms above it.

Dining Room: The banquet hall is dominated by a huge wooden table of exquisite craftsmanship, large enough to seat fourteen people for a meal or a meeting.

Kitchen: This well-appointed kitchen has running water, a large food preparation area, and a fireplace oven as well as a coal stove.

Pantry: The larder is large enough to store a great deal of food for the entire household, as well as herbs and similar goods.

Workroom: The workroom is where the servants perform the necessary tasks of the day, such as mending, repairs, laundry, etc. The owners of the house might use it to perform various craftwork, such as alchemy, magic item creation, fletching, and so forth.

Servants' Quarters: This simple room can accommodate two or three servants—more, if the employer is willing to crowd them a bit.

SECOND STORY

Two stairways lead up to the second story of Rosegate House. The main staircase is in the great room, while the “back” stairs (actually closer to the front of the house) are next to the servants' quarters. See the map on the reverse.

A wide hall runs down the center of the second floor, broad enough to serve as a gallery or similar trophy room if desired.

Bedrooms: Each bedroom door is locked (Open Lock, DC 25) and has its own individual key. Every bedroom has a large bed, although there is actually room for two beds, if desired. Other furnishings include a large wardrobe, a wooden chest (Open Lock, DC 22), a small table, a writing desk, two padded chairs, a bathtub, a folding wooden screen, a brass rack for towels, and some shelves built onto the walls for books or bric-a-brac.

All the windows open and come equipped with a sturdy latch (Open Lock, DC 22, to open from the outside).

Each bedroom has its own small coal brazier to help keep the room warm.

Storage: This small storeroom has a lock on the door (Open Lock, DC 25).

Privy: Rather large by privy standards, these facilities are as nice as they get in Ptolus—which is to say, not very nice.