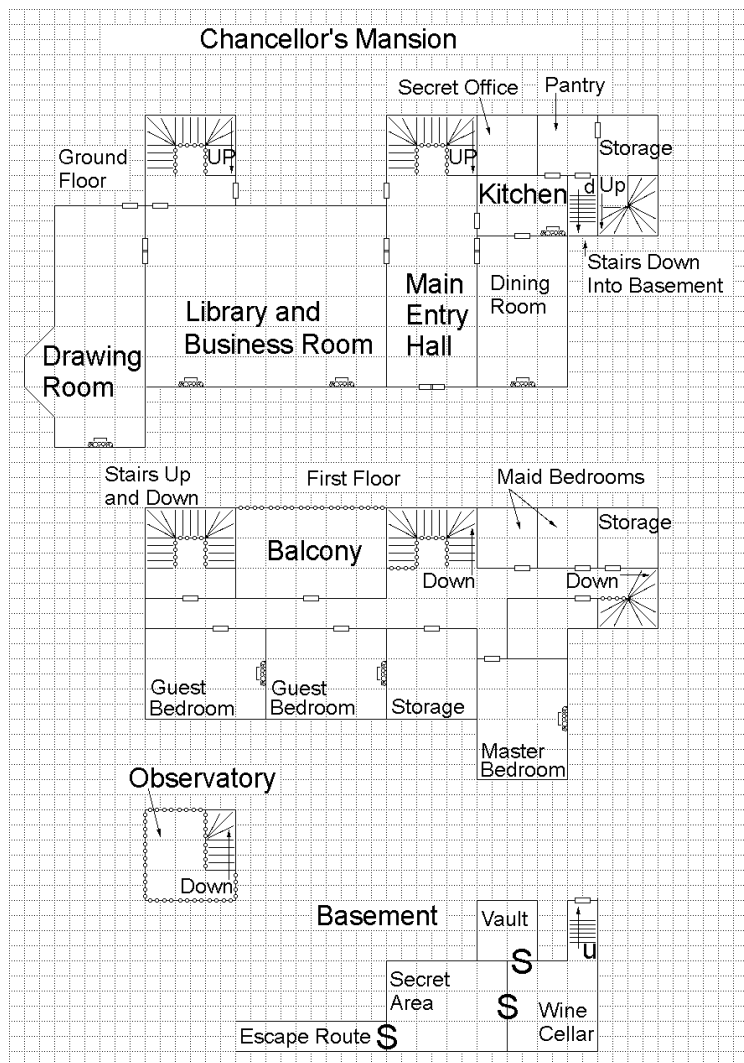


Chancellor's Mansion, in the Town of Sandpoint



Chancellor

Lucas Urban is the town's Chancellor. He is very conscious of his heritage and is proud to be from the family he is from. His father is a Baron and Advisor to Queen Aquilina. It is for this reason that Lucas was given his current post at Sandpoint and a full 10 years to make something of the town. Lucas has accumulated a lot of wealth in his current position (but then pretty much anyone could have) but is very poor when it comes to planning out a military strategy. It is for this reason that he has a mansion and not a castle. It is for this reason that the town walls are made of wood and not Thick, High and Strong Stone. Lucas has not built a castle because he has not come to realize what it will take for the Queen to give him permanent title to this land. He has always felt this is a temporary post and treats it as such. He has not realized that he is missing a golden opportunity to pick up a huge chunk of land in the name of Queen Aquilina.

As things progress, the defensive shortcomings of Sandpoint will become obvious. But for now, the town has never suffered a direct attack and the militia is all that is needed for what has been seen in the area. Very few are aware of the armies that lie dormant past the Marksman Pass.

Lucas did manage to hire a very competent band of mercenaries to protect his interests in the town. He has even become good friends with the mercenary leader, Rhys Tsigane. Rhys was hired when the wall was finished and the Mansion half done. He has tried to tell Lucas that this is still wilderness and that a castle is needed, but Lucas will not listen. This represents the one situation where Lucas has totally failed. He Poo Poo's Rhys's concerns and feels the area is basically conquered.

Lucas Urban

Alignment: Neutral Good
 Nature: Fair and Meticulous
 Honesty: 7
 Materialism: 8

His father's name is **Jarvis Urban**. His mother's name is **Grace Urban**.

Lucas employs a tax collector named Lynch Mcreece. Lynch is paid well to do the job he does and does it well. Any business that makes money pays its share in taxes (a set amount based on how well the business seems to be doing). In addition, caravans and traders that make use of the town's market pay a set rate (i.e., a licensing fee of 25 talons per pack animal) each time they use it. Those who adventure can be expected to cough up 20% of the take when they come and spend a lot of time in town. Lynch is very good at his job and will never be more than 10% off any derived figure that he comes to.

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General Information

Lucas hires two maids in the mansion. The one maid helps out with the cleaning and cooks for Lucas. Both maids like Lucas and feel he is fair in his dealings with them. Both are local women that needed the money. Their names are:

Duana Meinrad

Duana is the younger of the two maids. She is 17 years old and a good worker.

Robyn Blasé

Robyn is 23 years old is a fairly pretty. She is also able to cook very well.

Lucas pays one of the soldiers to supply them with meat. Local men are paid to provide firewood. Each room with a fireplace has a stack cut up and ready for use. A large woodpile can be found at the back of the mansion.

Balcony

This rather large area gives a great view of pretty much nothing. It is perfect for any sun worshippers that might be in the group.

Dining Room

Any regular meals are eaten in this area. A large dinner table dominates the room's centre. The table could easily accommodate 50 guests although it is seldom that more than 3 or 4 are found here.

Drawing Room

This large room has a huge window down by the southern end of the west wall. Along the east wall hang imported pictures showing the chancellor's mother and father. A picture of Queen Aquilina hangs over the fireplace.

The area has several plush couches. In addition to sitting chairs there are small serving tables and footstools by each chair and by the end of each couch.

Escape Route

This escape route leads to outside the wall. It is a passage about a hundred feet long whose exit is covered over by wooden planks, which are covered by dirt and leaves. The planks are now old enough to be quite weak. Since Lucas never really thinks about the Escape Route anymore, it is unlikely they will be replaced anytime soon.

Guest Bedroom

The Mansion has Two Guest Bedrooms. Both have very comfortable four-poster beds complete with

canopy. Each room has a full-length mirror, vanity, dressers and closets to hang cloths. The doors have locks on them (but are never locked) and dead bolts that may be used by those inside the room.

Kitchen

All meals are prepared in this well stocked kitchen.

Library and Business Room

This great room holds a fairly large library in shelves that reach from floor to ceiling on its North and South walls. This is a level four library. All the books are behind glass doors. A huge table dominates the room's centre. Off near the eastern side of the room, are chairs and smaller table area. The same can be found near the western edge of the room. Each of these areas are large enough to accommodate a meeting of about 8 or 9 people.

There are two full sets of plate armour set up on dummies within the room. These sets of armour are located in the SW and SE corners of the room. In addition there are about a half dozen weapons mounted on the East and West walls of the room (three behind each meeting area). The armour is very functional and could fit anyone from size .9 to 1.1. There is two of each of the following weapons, Long Swords, Short Sword, Halberds, Short Spears. You find the long swords in the scabbards in the sets of armour that are on display within the room.

The group can only get access to the library if they do something for Lucas or if their reputation in the area is high enough (a pure judgement call on that one). Lucas does not use the books in his library. Although they are for show, they could be used to research magic items, if the group can gain access to them.

Any meetings Lucas has with anyone will take place in this room. If you are considered a friend, then you will see the dining area as well as the Drawing Room.

Main Entry Hall

This huge hallway has a stairway to the second floor as well as entrances to the dining room and Library. Every five feet along the East and West walls there is a statue of a man or woman. The men are dressed in military garb while the women wear long flowing robes. As you look down the length of the entry hall, you will see pairs of crossed long swords mounted on the wall. Above each set of swords is a large triangular shield. In total there are 20 sets of swords and shields.

Master Bedroom

This room has a giant four-poster bed against the West Wall. There is a closet near the NW corner of the room and two large dressers. The Chancellor has a full range of cloths that he hangs on the pegs or keeps within the dressers or the closet. At the foot of the bed there is a large foot chest. Although filled with cloths and keepsakes, there is a false bottom to the chest. Within a secret compartment, the Chancellor keeps a ceremonial sword used for parade. It is seldom seen in Sandpoint but when it is brought out, those who do see it tend to remember it. The sword's base value is 400 talons.

In addition to the chest, the chancellor keeps a second small chest and weapon case beneath his bed. The chest is locked with a basic poison needle trap. The lock is good enough to have a +5 modifier on it. Inside, the chest's bottom is filled with coin (2700 talons worth) and a pouch of gems (Base Value is 4500 Talons). In the weapon case is a replica of the Sword found in the Large Chests Secret compartment. Only a character with the Evaluate Goods or Gold / Gem Smith life skill will know that this sword is very cheaply made and not worth a lot (Base Value = 40 Talons).

Observatory

This area is open to the sky and holds a small telescope in the SW corner. Lucas spends a lot of his evenings here; make notes of what he sees through his telescope. He keeps his notes and observations in the Secret Office area. His notes represent a lot of raw data on the stars and their movement but not much else. He has not done any interpretation of the data at all.

Pantry

They use this area to store material that is required by the kitchen.

Secret Area

Lucas had this area built as a place to hold secret meetings. He has never had occasion to use it. The table and chairs that are found here slowly collect dust and dry rot.

Secret Office

You get into this area by using a secret door found beneath the main stairway (west side of the room). Even though Lucas is careful when he comes here both maids know of the room. Neither is really positive on how to open the secret door, they just know it is there.

Within the room there is a large desk, several tables and a half dozen chairs. The table and desks has a lot of writing material on it, papers, vials of ink and quills.

The Chancellor keeps tracks of things here. Beside himself, the only other person who knows how to get into the room is his tax collector, Lynch. The tables are filled with the Chancellors attempt to keep a set of books. On the whole it is very successful.

In addition to the books kept on the money Lucas makes, he has a set full of astronomical data. These books represent raw data on the movement of the stars. Lucas has no interpretation on the data yet, he just goes through phases where he is very bored and will spend a few weeks in the observatory recording what he sees.

If a group finds this room they will discover several things. First, the Chancellor does not take in a lot of cash. Much of the "money" he collects takes the form of furs and raw materials. These he sends down and sells in Alard. It would appear that most of the wealth he has accumulated is kept within Alard although the group will not be able to find out just who is keeping it for him. The product that the Chancellor takes in is kept in a warehouse he has within the town (the only warehouse in the town actually). Once enough has accumulated Lynch (the tax collector) will arrange for it to be transported down to Alard. He pays a regular merchant to do this for him.

Storage Areas

Besides the pantry, there are three main storage areas in the house.

The storage area off the pantry gives access to the upper floor. This back stairwell is used by the staff and has never seen the Chancellors feet.

The NE storage area found on the second floor holds cleaning supplies for the upstairs rooms. The second storage area on that floor holds linen for the rooms.

Vault

This is Lucas's real wealth within Sandpoint. The secret door into this area is well hidden and carries a +12 modifier. Once inside the group will find several small chests. In the chests are coins in the value of 45,000 talons and loot with a base value of 23,000 talons. This actually represents a small portion of the Chancellors overall wealth. Another portion of it resides in the town of Alard (to the east).

Wine Cellar

The wine cellar has an impressive array of wine. The wine that Lucas enjoys is the one real luxury he

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allows himself while here. Once every few months a caravan will come into town with a fresh supply of wine. There is easily several hundred bottles of wine in this room.

Adventure Hooks

Steal the Chancellors Sword. The group would hear about the Chancellors sword one night while talking to the locals. They would be told of a weapon covered with gems. They would have to send someone over the wall that could pick locks and move with a reasonable amount of stealth. Not a job for rank armatures since they would have to figure out the sword beneath the bed is a fake and where the real one is located. Add to this that a character would only ever want to pawn the sword in town if he had the Fence Life skill. This also leads to the potential that the "thief" would find the Chancellors treasury...

As a variation on this, the group is called in and interrogated by the sheriff. Seems like someone stole the chancellor's sword and the Sheriff is now after the culprit. In actual fact, the imitation sword was stolen, but this has made the Chancellor very nervous about the real one. The Chancellor has asked the Sheriff to find the culprits before they discover that they stole the wrong sword. The group is suspect since they are new to and unknown in Sandpoint. Clearing themselves of the crime means hunting down the person or persons who did steal the sword.