

ROBBING WALDGRAVES

THEODORE WALDGRAVE is a burglar and an art thief, 5th level, who pretends to be a small time trader. His townhouse makes an interesting target for burglary, a Guild reprisal or other adventure hook.

Other people associated with the house include **BEATRICE WALDGRAVE**, the doll-sewing depressed wife; **JASPER WALDGRAVE**, the deceased son; and **NELLY GIMBLE**, the visiting maid and cook. Beatrice is almost always in the house, or in the garden.

The house itself is in a gentle part of town. All windows on the ground floor are barred, and the outside doors are locked.

THE LIVING DOLLS: These alchemical homunculi are Theodore's trade secret. He constructs them from Beatrice's dolls using ancient formulae. They are mute, have average intelligence, don't require rest and are masters at avoiding detection. Theodore uses them to burgle rich mansions and to protect his house.

HD 1d4, Armour as chain (quick and small as well as sturdy), ATT 1, DMG 1 or Weapon, Speed half as fast as an unencumbered man.

If the house is entered, the dolls will merely observe and follow in secret if necessary. If intruders steal anything, 2d4 dolls will follow them when they leave and will try to kill them at opportune time and make it look like an accident. If the secret basement is breached however, they will openly attack at the stairs and the office, shooting from arrow slits, pouring hot oil and caltrops on the stairs, etc. If intruders still manage to escape, the dolls will follow as before.

There are currently 30 dolls in total. If Theodore is not at home, he'll have 4-8 with him.

SPECIAL BUILT-IN DOLL FEATURES:

- 1 Lockpicks.
- 2 Spring-loaded darts, 4, 1d2 dmg + poison.
- 3 Hidden knife, 1d4 dmg
- 4 Sleeping or poison gas.
- 5 Climbing spikes and rope.
- 6 Secret pocket.

POISONS:

- 1 2d6 dmg.
- 2 Sleep for 2d4 Hours.
- 3 Paralyze for 2d4 Turns.
- 4 Hallucinogenic, *Confusion* for 1d6 rounds.

Ground Floor

- 1 FOYER:** A large painting of Mr and Mrs Waldgrave and their infant son Jasper. Smaller paintings of various sorts, total value of 1d6*10sp. Two hidden trapdoors in ceiling.
- 2 DINING HALL:** Silverware and fine drinkware worth 1d6*100sp. Dolls, 10 normal, 4 alive.
- 3 KITCHEN:** Table, oven, cookware, pantry.
- 4 LIBRARY:** Comfy chairs, paintings, common books, African souvenirs; masks, blowguns, hunting trophies 1d4*100sp for collectors. Dolls on shelves, 9 normal, 6 alive.
- 5 STORAGE:** Extra furniture. Peephole allows to see into the office and can also be used to fire hand crossbow bolts. Peephole can be closed and locked from the office.
- 6 OFFICE & HIDDEN STAIRWAY:** Desk, a hand crossbow with bolts and two bottles of poison in the topmost drawer. Secret compartment with needle trap contains records on stolen art sales and of a large order of bulk silver Theodore placed some time back. (About 10.000sp worth.) Bookshelf with common books on finance and trade, dolls, 7 normal, 7 alive. A chest of drawers has a locked and trapped drawer on top. An unsuccessful attempt to pick the lock will cause an arm to snap at the character's hand and tattoo the word "THIEF" permanently on it. There's 500sp inside.

The secret door in the bookshelf opens into a 5' closet with a black leather armor, a bag of thieves tools, 1d6 vials of poison, short sword, hand crossbow and rope in it. Any search of the closet will reveal a keyhole on the right hand wall of the closet. The keyhole is a trap: any attempt to pick or otherwise open it will instead drop a iron portcullis blocking the way back to the office. All the other closet walls are also reinforced with iron bars.

When a hidden button in the bookshelf is pushed, if the secret closet portcullis is down, the floor in the closet will open and drop anyone inside down a chute to the oubliette in the basement (#15), 2D6 falling damage, then the trapdoor will close and the portcullis rises and resets. The secret door in the closet can be opened by pushing, but only when the bookshelf door is closed. Only one of them can be open at any given time. The door at the bottom of the stairs is locked.

2nd Floor

- 7 LANDING:** Paintings worth 1d6*100sp in total.
- 8 GUESTROOMS:** Currently used for storage.
- 9 STORAGE:** Shelves of linen, pillows. 3 light crossbows and bolts hidden under the fabrics. Trapdoor on the floor can be used to shoot at intruders in the foyer.
- 10 SEWING ROOM:** Worktable, piles of unfinished dolls (normal), rolls of cloth, sewing equipment. Beatrice spends most of her time here.
- 11 MASTER BEDROOM:** A loose floorboard hides a bag with a change of clothes, 100sp in coin, 400sp assortment of gems, forged travel papers.
- 12 JASPER'S BEDROOM:** A cot, a chest of drawers, a rocking horse, toys, all covered with sheets and dust.

Untouched since Jasper's death.

- 13 SECRET CORRIDOR:** A 10' ladder, a trapdoor that can be used to escape to the back door.

Underground

- 14 CELLAR:** Winerack, bins, barrels. A 20' ladder.
- 15 TORTURE CHAMBER & ARMORY:** A torture rack, assortment of short swords, knives hand crossbows and other ranged weapons, suits of leather armor. 20' deep oubliette with a stone lid. Arrow slits to the hidden stairway. A cauldron of hot oil can be poured into the stairwell through the slits, if needed. 6 living dolls.
- 16 LABORATORY:** Messy workbenches, shelves. Eldritch books on homunculi and dark rites, 500sp, alchemical equipment, 500sp. Glass jars with preserved autopsied living dolls, showing crude organs, spines, bones. A rocking horse. All doors from this room are locked.

Under a loose flagstone is a chest. The chest can be safely removed by twisting it clockwise before lifting, otherwise lifting it will trigger hidden bear trap jaws that cause 1d8 dmg and trap the lifter's hands. An open doors roll is needed to force the jaws open, but each failed roll will result in 1d4 extra damage. The chest contains 2000sp worth of jewellery and 1000sp in gold.

- 17 JASPER'S ROOM:** After Jasper's death, Theodore managed to bring him back as a living doll made out of silver. Jasper's body is made of silver and worth 10.000sp. He's abnormally strong, has the mind of a 4 year old and is prone to violent tantrums. He listens to Theodore though. AC as plate + shield. HD: 4, ATT: 1, DMG 1d6 fists. Roll initial reaction as normal, after that his behavior depends on his treatment. 6 normal dolls, 4 alive.

- 18 VAULT:** Valuable paintings, statues, all stolen. A professional art dealer could pay up to 1d6*1000sp for the lot, but would also recognise the pieces as stolen. A common fence could buy them for 1d6*100sp. 3 living dolls hiding. A lever on the wall next to the tunnel door will collapse this and the far end of the tunnel 3d6 dmg, save for half, if under the collapse. The door to the tunnel is locked, barred and trapped: Scything blade, 1d8 damage when door opened, save to avoid.

- 19 SMUGGLING TUNNEL:** A mile long tunnel dug into dirt, support beams every 10'. Search reveals that some supports are rigged to collapse. Tunnel leads to nearby river bank through a concealed reinforced door. The door is locked with a two keyhole lock, one of which will unlock the door and the other will collapse this end of the tunnel, 3d6 dmg save for half, if under the collapse.

