

Mansion Raid

A LEVEL 3 DUNGEON BY BOLTORIAN

The characters are sent to a local aristocrat's mansion to retrieve his armor collection. A local merchant NPC gives the characters a quest to steal the armor. He knows a buyer who will pay top coin for it and offers the PC's 500 GP each to take the job. He gives them a bag of holding if they don't already have one. For this mission, assume the bag of holding can hold all of the armor they are sent to collect.

Before beginning decide where the 10 suits of armor are in the mansion and mark them on the map. Select from the 1x1 squares in rooms 4, 6, 10, 12 and 13 or pick your own.

1. Street: Windows facing the street can easily be broken, chimneys into the fireplaces in rooms 3 and 4 can be used as points of entry. The front doors are also capable of being picked with thieves tools and a successful DC 15 skill check.

2. Entry Way: Between the dual stairs stand two statues of winged beasts that are actually **Gargoyle's**. They awaken if a player gets within 10 feet and fails a stealth check vs passive perception.

3. Library: This multi-story library has stacks of books from floor to ceiling a 15x15 foot opening in the floor above reveals the upper floor is also full of bookshelves. A writing desk sits in the SE corner.

4. Display Room: Display cases stand in the four corners of the room. A fine rug lies in the middle of the room. The display cases contain small figurines made from precious metals and gems. They are locked and can be picked using thieves tools and a successful DC 20 skill check. The glass tops can be broken with a successful DC 10 Strength (Athletics) check. Two suits of **Animated Armor** stand before the southern windows. **Treasure:** Each display case contains 50gp worth of figurines.

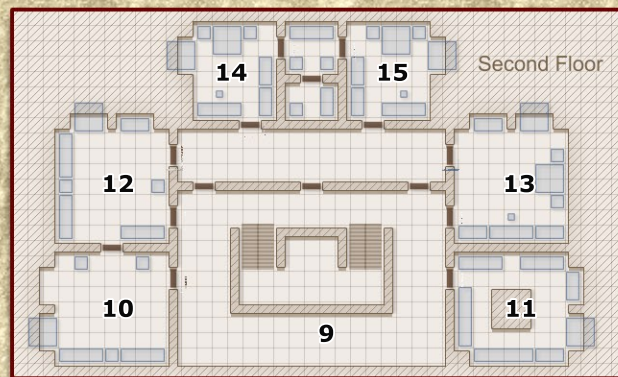
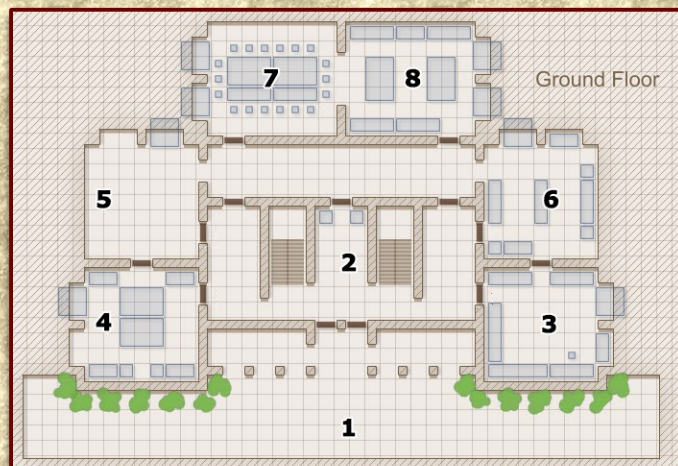
5. Ballroom: The chandeliers are draped with cloth and the room is dark. This room seems to be deserted unless the master of the house is throwing a ball.

6. Drawing Room: This room is adorned with well stuffed furniture designed for very comfortable seating. Up to three suits of armor are in this room, up to two of them are **Animated Armor**.

7. Dining Room: A massive oak dining table surrounded by chairs sits in this room with dual fire places. An open walkway leads to the kitchen.

8. Kitchen: A well appointed kitchen with preparation areas, cooking stoves, and the like. There are two **Thugs** eating a snack, one of whom has a leashed **Tiger**. It requires one action to release the tiger.

9. Upper Landing and balcony: A **Knight** comes out of room 13 as the players make their way upstairs. If the players have made substantial noise, he is heading for the stairs to confront them. If the players have been silent, he is heading towards room 11 to do some light reading in the upper library



10. Upper Display Room: Up to three suits of armor are in this room, up to two of them are **Animated Armor**
Treasure: There are two long display cases, DC 10 Strength (Athletics) check to break, in front of the southern windows. Each display case contains 1d8 gemstones worth 50gp each and 1d4 assorted miniature figurines crafted from precious metals worth 250gp each.

11. Upper Library: This room is empty but for the floor to ceiling bookshelves. Unless the Knight moved from room 13 into this room without being alerted to the players presence.

12. Lounge: This room contains a liquor cabinet with glasses, 1d8 bottles of hard liquor and up to two suits of armor. A **Rug of Smothering** and a **Thug** are in this room.

13. Master Bedroom: A large bed, writing desk, wardrobe and dresser are in this room. Next to the bed are two **Animated Armor**.

14 and 15 Guest bedrooms with connected wash-room: These rooms contain no enemies or interesting items unless you want them to. Suggestions include; more thugs or other enemies, intelligence you want the players to gather from the last person to stay as a guest, an item someone left behind that they wish recovered, etc. The possibilities are endless and allow you to plug this set piece into any existing campaign.



These boxes indicate a fireplace with external brick masonry