

Gothic Mansion by Tom Cartos

Background

For many years this house was the private abode of Emmanuel Elazar, until a group of adventurers discovered his secret and cleansed his evil from the building. The group were gifted the house as thanks by the mayor, and they spent some time and no small amount of money rebuilding and re-decorating it, but were shortly called away on some other grand world saving mission and have not returned since.

The house is well kept by the staff they left behind, but there is little for them to do on a day-to-day basis, so the house is mostly left empty. Seeing an opportunity, a group of bandits broke into the property and are claiming squatters rights. The mayor doesn't want to bother the adventurers who own the house, and even if he did he has no way to contact them. Instead he is looking for a new group to help deal with the issue, without doing any undue damage to the building.

Grid Information

GRID SIZE – 22x17 (300DPI)

VTT SIZE – 3080x2380 (140DPI)

RECOMMENDED PRINT SIZE – A2/ANSI C

Design Notes

Gothic Mansion – Ground Floor

- **01 – Entrance Hall**
- **02 – Bathroom**
- **03 – Closet**
- **04 – Dining Room**
- **05 – Kitchen**
- **06 – Pantry**
- **07 – Conservatory**
- **08 – Studio**
- **09 – Gallery**
- **10 – Drawing Room**
- **11 – Deck**

Gothic Mansion – Upper Floor

- **12 – Landing**
- **13 – Balcony**
- **14 – Bedroom**
- **15 – Bathroom**

- **16 – Play Room**
- **17 – Library**
- **18 - Study**