

# The Grafton Hughes Residence



Grafton Hughes is just a low-level bank clerk, assistant to a banker here in the city. But he has dreams of being more, so much more. He is working with a group who plans to take over the city, and has squirreled away a significant fund for himself, and a fortune for those he is working with.

Herein you will find his home, his motivations, who lives at his home, and some information about confronting him at work.

This encounter area was cut from one of our production modules because we opted for a different story flow, but if you need a corrupt person in the heart of a city, you are welcome to use this encounter as-needed, for free.

***Note that this is an encounter area with some story, not a complete adventure. It has been concept reviewed, but not through editing, and any images included are unassigned images we had on hand from module development projects.***

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## Grafton Hughes

Grafton Hughes works just two blocks from his home, and walks to work each morning. He does not make use of guards on his walk, because he is just a banker's assistant. He believes his chance to break out and become something is through working for the underground. Since he believes the city is being mis-managed, he views his work with them as serving the greater order by serving those hoping to supplant the current administration. At home, he, his wife Solenetta, and their children Bernin (9) and Pelliana (6) live in their house, along with two servants and a slave.

Since he works for a bank, there are city guards, mercenaries, and even wizards protecting his place of employment. This would be an unwise choice for a party to confront Hughes, and the GM should make this clear by listing City Guards on the streets, mercenaries at the building door, and if they go inside, mercenaries all about. Should a party insist on attacking him at work, there will be four **Veterans** there in round one, and two more will arrive in round three, two more in round five. After six rounds, a troop of fifteen Veteran City Guard will arrive. A **Mage** will arrive in round ten, and not hold back in spellcasting. This is the banking district, no one tolerates attacks on bankers or robbery.

Confronting Grafton in his home will cause different problems. He is a Lawful Neutral **Commoner**, and while his house is in a patrolled area, the guard is unlikely to respond quickly. Even if they do, they will be regular Guards, not Veterans used in the banking district. His entire involvement in the

underground is toward bettering his family, and the house shows it. He lives in a smaller home, but everything in it is high quality and some of it quite rare. His **Commoner** wife, children, and servants will be witness to an attack on him here though, and a party will be confronted with the conundrum that survivors will tell the guard and describe them. If the party talks to him convincingly, he will voluntarily agree to stop helping the corrupt part of the government, and if the party accepts, he will (without telling them) go to the authorities and report all of them in an attempt to cover for his involvement. If the party strong-arms him, he will reluctantly agree to stop helping, but if there is no other activity to suppress the

### COMMONER

*Medium human, any*

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

#### ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

### VETERAN

*Medium humanoid (any race), any alignment*

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 14 (+2) | 10 (+0) | 11 (+0) | 10 (+0) |

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

#### ACTIONS

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

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underground, the local assassins' guild will be hired to kill him as soon as he tells the underground that he will no longer handle their finances. If anything connects his change of heart to the party, the assassins will come after them also.

From the outside, this house is nice, but the smallest in the neighborhood. The outside is relatively plain, but not lacking all decoration.

*Integration* - If playing *AT-3, The Free City of Raiderspoint*, this is the northwest building in Area #51. Any assassins sent after the party will be members of The Loggers.

## 1. Entryway and Sitting Room

The silk carpet from a far-off desert kingdom that sits just inside the door of this 50x50 room is worth a fortune by itself. Looking around the room, you realize that everything in the room is just as valuable. A sofa covered with blue-dyed leather sits in front of a white marble fireplace, shelves on either side of the fireplace hold examples of expensive porcelain figurines. Brass sconces hold lit torches on the east and west walls, and iron-bound doors open out of the center of the west wall and on the east wall in the northeast corner.

The rug is worth 300 gold pieces and the porcelain figurines are worth a total of 500, if they can be safely transported (dropping them together into a backpack or sack will bang them together and ruin them).

## 2. Children's Bedroom

There are two neatly-made beds and two tidy dressers in this room. An unlit fireplace is laid with a fire. A realistic-looking doll sits on the pillow of the nearest bed, and a teddy bear on the far bed.

There is a magic mouth on the bear and the doll both, set to be triggered if the person sleeping with it is attacked or screams. It shouts "The children are in danger!" Very loudly for the entire 10 minutes allowed.

Unless a party member enjoys stealing dolls from children, there is nothing of interest here. At night, the children will be asleep in the beds, the fire banked instead of unlit.

## 3. Master Bedroom

A finely crafted walnut bed sits in the southeast corner of this room, a dresser in the northeast. A chair rests in the southwest corner. A fireplace on the west wall has a fire built but unlit in it. Everything in this room is finely crafted, and gives off the appearance of wealth.

## MAGE (BANKERS' GUILD)

*Medium humanoid (any race), any lawful*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2,300 XP)

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): **fire bolt, light, mage hand, prestidigitation**

1st level (4): **detect magic, mage armor, magic missile, shield**

2nd level (3): **misty step, suggestion**

3rd level (3): **counterspell, fireball, fly**

4th level (3): **greater invisibility, ice storm**

5th level (1): **cone of cold**

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.*

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If it is night-time, Grafton and Solenetta will be asleep in the bed, and the fire will be banked instead of built and unlit. There is a silver brush, comb, and mirror set on the dresser worth 25 gold pieces, and the bedspread is finely made in a far-off desert kingdom, worth 70 gold by itself. Hidden under the middle drawer of the dresser is a *Hat of Disguise*.

### 4. Privy

There is a fireplace, a privy, and an empty bathtub in this room. A small stack of towels lies next to the tub.

There is nothing here of value.

### 5. Kitchen

Two large fireplaces fill the center of the south wall of this room. Cabinets sit in both northern corners, and a table fills the southeast corner. Under the table is a half-orc man wearing off-white clothing.

The half-orc is Derkenelk, the family cook. He is a slave, and sleeps under the table. The family treats him well, he eats with them and is never chained, so he has stayed. If the party raids the building and kills Grafton, Derkenelk will insist on going with them – he was treated well here, but if the master is dead the family has no income, and sooner or later he will be sold. Knowing most slaves suffer far more than he has, he will take freedom. If the party provides for him, he will equip and leave the city, headed toward Ensington (south), caring for the oppressed or unfortunate as he can. He is not terribly loyal to the Hughes adults, but the children have been beyond kind to him. He will defend them with his life, he is bent, not broken. He fights as a **Commoner**.

There is nothing of value here, unless the party has a cook. A cook can find an array of expensive spices worth a total of 25 gold pieces.

*Substitution – The Village of Ensington (AT-1) is south of the city this encounter is set in. Substitute any destination in any direction, as Derkenelk “Derk” doesn’t play a further role here – but he might spread tales of the heroes that rescued him from slavery. Or tales of the villains that murdered his master.*

*Whichever suits your campaign.*

### 6. Dining Hall

In a house decorated to show off wealth, this room is where the real wealth dwells. A table made of the wood only found far to the southeast on the other side of a vast desert sits in the room, a sideboard of the same wood displays a gilt candelabra and stacks of fine porcelain dishes. Paintings on the wall appear realistic, and even the torch sconce is made of brass.

The gilt candelabra is the only readily portable item in the room, worth 75 gold pieces in any decent sized city.

### 7. Grafton’s Office

A finely crafted desk is covered with neatly stacked papers and an inkwell in this room. A massive bookshelf covers the east wall, and a smaller one sits on the south wall in the southwest corner. The shelves are covered with books that vary in age and composition, from old scrolls to leather bound books.

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The books and scrolls are all about accounting, accounting tricks, and currency exchange. There is a secret compartment in the desk – DC 15 Wisdom (Perception) check to discover. The compartment is protected by a poison needle trap – DC 15 Dexterity check to disable, doing 10 (3d6) points of damage or half if a DC 11 saving throw is made. The compartment holds the accounts for the underground. One set of accounts in Grafton’s name, another set in the name of a woman named Illustria Salmonicus. Between the two sets of accounts, the underground has tens of thousands of gold pieces stashed in just about every one of the city’s dozen banks, and some that is sent to a nearby kingdom for deposit in the Royal Bank. Most of the entries are thinly encoded (“harvested” is used for “assassinated”, etc.)

## 8. Butler’s Room

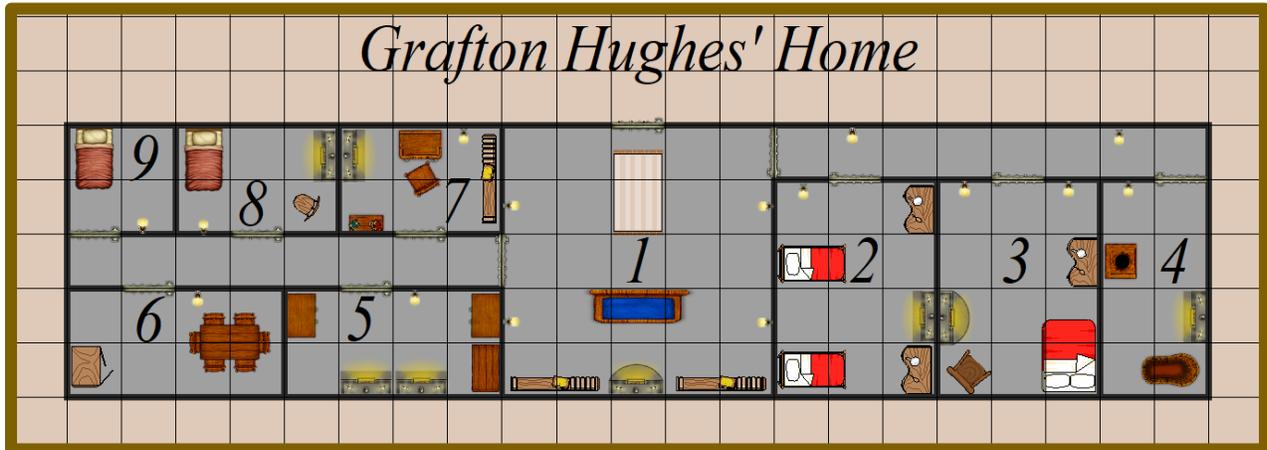
For all the wealth on display in this home, this room just appears normal. Regular bedding sits on an unfinished oak frame, a matching chair sits in the southeast corner, and a rough fireplace sits on the east wall.

This is the room of the house butler, who manages the household and acts as Grafton’s manservant. There is nothing of value here. He is a **Commoner**, and will not fight. If fighting occurs in the house, he will seek employment elsewhere the next day.

## 9. Maid’s Room

This room holds a bed with a worn silk comforter on it. A half-height chest is slid under the bed.

This is the room of the household maid Pella, who is also serves as nursemaid and Solenetta’s lady in waiting. She is awed by the wealth that the family has, and loves the children. For the children’s sake, she will run through a fight to protect them – but as a **Commoner**, the only protection she can offer is her body. She will put the children behind her, then close her eyes and hope she does not get cut down.



Map of the home of Grafton Hughes. One square is five feet, north is “up” – toward the top of the page.

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