

# CITY OF SOLSTICE

## HOME INVASION



ADVENTURE #1



## HOME INVASION

**Written by Charles Rice**  
**Cartography by Jan Willem v.d. Brink**  
**Art by Storn Cook**  
**Edited by Elisabeth Tasciotti**

**Playtested by Dan Decker, Chris Nicholson,  
James Nicholson, and Ruth Nicholson**



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# GENTRY WARD

CITIZENS  
WARD

FISHERS  
WARD



THE  
WALL



**HOME INVASION**

# ADVENTURE #1

## HOME INVASION

Welcome to Home Invasion, the first adventure for *City of Solstice: Evil Streets!* If you like what you see here, please check out the city sourcebook by the same name. It will give you a firm grounding on the city and how it differs from a typical fantasy city.

If you don't have the main sourcebook, here's what you need to know. The players are members of the city watch, which puts some additional expectations on them, such as capturing and interrogating suspects; bonus XP is granted for these activities. Also, the setting is very low-magic, so don't expect a plethora of magic items, even what one would expect for a low-level adventure.

**Read the Following to the Players:**

**YOU ARE NOT ADVENTURERS.**

**THEY'RE DEAD.**

Just like His Royal Majesty, Prince Roth, Earl of the City of Solstice and his wife, the Princess Sirena. Their killers were the Star Society, five rival criminal organizations who joined together as one. They are: the Church of Mother Moon, led by the Shadow Shroud, a mysterious prophetess, the Nizari, most ruthless mercenary company in the known world, the shadow archers of the Sagittarius

Sect, the mysterious Order of Antares, elven executioners of old, and the martial arts masters known as the Five Forms.

The city is now theirs in all but name. The Royal Chancellor, Lord Toren, Her Majesty's Lord Protector, is officially in charge of the city. But everyone knows he's a tired old man who looks the other way while terror rules the streets.

You patrol the streets of the Gentry Quarter, a once-prosperous neighborhood, now a ramshackle mess of tenements, crime, and homelessness. Last night a tenement housing the working poor was the site of a massacre. Was this some dark sacrifice by the Star Society, or the work of a deranged lunatic acting on deadly desires no sane man can comprehend? From your base on the Wary Cog you have been dispatched to investigate this brutal mass murder and bring the perpetrators to justice.

You are members of the Vigilant, a thoroughly corrupted effigy of a once proud guild, charged with keeping order in a chaotic city of 100,000 souls. You are not adventurers, but you have a duty.

**CONSTANT VIGILANCE**



## PROMINENT NPCs

### Ancient Sergeant Fawkes

Age 46. Very tired and worn out. Looks closer to 60 than 50. Overweight, balding, graying and the red face of someone who drinks way too much. Has led the Vigilant for 10 years since Black Night, since no one else was appointed to head the city watch. Jaded, he cares nothing for any part of his job except keeping his fellow guards alive.

### Ida Buckler

Age 22. Severe-looking woman with black hair and spectacles. Quick-witted and rail thin. She grew up in the Gentry Ward and has a keen sense of the best and worst the city can dish out, especially since Black Night.

### The Menagerie

A shadowy, amoral group of hunters based in Low Tide (Ward I, formal name The Mercari). They trap dangerous beasts from outside the city and sell them for various purposes. In this adventure, they have supplied the Golightly Gang (see below) with a Brown Bear and a Giant Lizard.

### The Golightly Gang

Named for their leader, William Golightly, this gang has been paid by Sir Aldous, who owns the Gentry Boarding House, a rundown slum. He wants all his tenants gone so he can renovate the building and sell it.

### Sir Aldous

A thoroughly corrupt noble who lives in Woodgate (Area B). Recently he has bought several terrible tenement properties in the

Gentry Ward, with the intention of emptying them out by any means necessary. He then plans to renovate the properties and sell them at a substantial profit. Only William has dealt with Sir Aldous and if the PCs kill him, they will not know Aldous was behind the whole thing.

## BEFORE THE ADVENTURE

Before play begins, give the PCs some background on their surroundings, especially the Gentry Ward (their current beat) and the Wary Cog (their current base of operations). Information on these can be found in the *City of Solstice: Evil Streets* setting. If you aren't running the adventure in Solstice, use a rundown slum in a large, sprawling city for the setting. Rather than being the city guard, the characters could be visiting the town in between adventures.

## GEARING DOWN

As this is the PCs first adventure, they will need starting equipment. The City of Solstice being what it is, this equipment will be substantially worse than what they're used to, even for first level characters.

The players are assigned a suit of leather armor that does not fit well and bears the funk of dozens of sweaty guards who have worn it before them. There are also patches over cuts and arrow penetrations, and bloodstains.

Each player is supplied with a short sword and of course each bears their trusty sap, the piece of equipment no self-respecting guard would do without. The party is also supplied with 2 sets of manacles for each party



member, should they need to make an arrest.

In addition to the equipment above, there is some equipment granted to the players based on their professions, as follows:

**Assassin:** a short bow and 10 arrows. Four of these arrows are dipped in poison equal to what could be concocted by a first level Alchemist (1d6+1 additional damage if a saving throw vs. poison is failed).

**Bard:** 1 basic ale of the bard's choice, and one thirst-quenching ale.

**Cleric:** Clerics will receive a primitive Holy Symbol (of Mother Moon of course) suitable for casting 1st level magics.

**Druid:** none

**Fighter:** A suit of studded leather armor, in place of the leather the other Vigilant receive.

**Martial Artist:** A jitte in addition to a sap.

**Mystic:** 4 common ingredients. Note these are not technically supplied by the Vigilant. The Alchemist has taken the time to scrounge these components on their own time.

**Thief:** A set of lockpicks, a short bow and 10 arrows.

Emphasize to the players just how old and run down their equipment seems. For example, a Bard's ale will taste a bit off.

## CAPTURE VS. KILL

Most fantasy games revolve around killing your enemies. In *City of Solstice: Evil Streets*, the players are members of the watch. Award double XP for humanoids they capture and bring to justice. The party's superior, Ancient Sergeant Fawkes, will also award the PCs 1-10 sp per level of any humanoids brought in, a

share of the fines levied against them.

Any creature brought to 0 hp by a sap can be considered knocked unconscious. No special measures need to be taken to capture such individuals.

Any non-humanoid creatures should be killed, in the eyes of the Vigilant. Fawkes will still give the monetary award, listed above, as a bounty, for ridding the streets of vermin.

## Map Key

1. The Wary Cog: base of the Vigilant in the Gentry Ward.
2. Boarding House
3. Emerald Park
4. Arson target
5. Golightly HQ

## EVENTS

### 1. Massacre at the Gentry Boarding House

PCs arrive on the scene of a massacre. Bodies (and pieces of bodies) are everywhere. Pressers (unwilling guards who were pressed into service) can be seen throwing up, while others try to hold back a crowd of gawkers. Citizens can be heard asking after friends, asking what happened, and most of all, asking what the Vigilant are going to do about it.

### 2. Meet Sergeant Fawkes

The PCs are spotted by Ancient Sergeant Fawkes, who waves them forward. Thanks to the crowd they have trouble getting through, and Fawkes wades in with his sap, braining citizens randomly until a path opens, shouting



things like, “Make room you foul dogs!”.

“That’s more like it. Don’t be afraid to turn to the cudgel to get the good folks’ attention. Brainless bastards don’t have anything you can harm up there anyway. Listen lads and lasses, it’s ugly in there. Take a look around but don’t linger. We’re not sure if the building’s clear. I pulled back to keep these sods out.”

### 3. Searching the boarding house

As the PCs are exploring the tenement, a crash and a roar are heard from the second floor. Keep a count in your head, about 1 tick per second of real time. After counting to 10, if the characters still have not gone upstairs, tell them they hear a woman’s scream. After another 10-count, the characters hear a man pleading and then a sickening crunch sound.

When the players climb the stairs, read the following: “You see a monstrous, furry creature scratching at a locked door in the narrow, dimly-lit hallway. When it sees you it turns and barrels toward you with surprising speed!”

**Encounter: Brown Bear** MV 120 ft.; AC: 7; HD 3+3; HP 18 (currently 12); THACO 16; AT 3; Dm 1d3/1d3/1d6; SA Hug 2d4; XP 111

#### 3a. Survivors

There are two families (2 men, 2 women, and 5 children) still alive on the second floor in locked rooms when the characters hear the first crash. Award the players 200 XP if they save them all. If any were rescued, award the PCs 100 XP. If no innocents survive, the PCs receive nothing.

**Bonus XP:** 200 XP (save all survivors); 100 XP (save any survivors)

### 4. Talking to Fawkes

After dealing with the murderous creature, Fawkes has someone he wants the players to question.

He tells them, “This is the work of the Menagerie.”

Below are some answers to typical questions the PCs might have. Use the Q&A below, along with the information provided in the *City of Solstice: Evil Streets* sourcebook, to answer them.

**Q: “What’s the Menagerie?”**

A: “The Menagerie is a goddamn cock-fighting ring. Only in this case, the cocks in question might be a cockatrice, not a chicken. They capture dangerous beasts from the wilderness, the more exotic the better, and have them fight so these poor sods can gamble away what little money they have.”

**Q: “Where is the Menagerie?”**

A: “They move around, so there’s less chance of some ambitious, enterprising Vigilants- like you kids- finding and rousting them. Course it just so happens they pay old, tired, fat Vigilants- like me- to route patrols away from them. But my agreement with them is null and void the second one of their disgusting things gets loose and harms a citizen. They’re in Emerald Park. Just make sure you watch your backs.”

**Q: “Where and what is Emerald Park?”**

A: “Back when this pit was the jewel of the city’s nouveau riche, Emerald Park was the most expensive jewel of all. Now it’s a slum. Ramshackle, improvised homes erected by the homeless.”



**Q: “Why don’t you come with us?”**

A: “Hah! 100 pounds ago maybe! Besides, someone needs to run the scene here.”

Before they leave, Fawkes has one final order for the Vigilant, “Make sure you come home alive. If you need to let some of these idiot citizens die to do it, that’s a price I’m willing to pay. Barring that, find these cock-fighting bastards and arrest them. Any... things they have can be put down.”

## 5. Ambush at Emerald Park

As the PCs enter the park, read the following:

“This place stinks. All around you lingers the smell of molding wood, rotting food, and unwashed humanity. Tents and ramshackle wood huts are everywhere and the green grass that once gave the park its name is now nothing but mud. Suddenly, you come across a group of rough men, all carrying knives, they’ve surrounded a thin, black-haired woman.

Their leader, bearing a nasty serrated blade covered in a green viscous draft, addresses her, ‘Man paid us good money to waylay any nosey upright citizens who came sniffing around. You fit that bill.’”

The ruffians are concentrating on the woman, so PCs who move quickly and quietly have a better than normal chance for surprise (1-3 on 1d6).

If any of the ruffians survive and the PCs question them, they’ll reveal they were paid by a member of the Golightly Gang to waylay

anyone who came to investigate. If none survive, allow the PCs to get the following information from a denizen of the park instead (but do not award any bonus XP).

There were men in the park last night conducting animal fights. Specifically they had a pack of dogs fight a giant lizard. The body of the giant lizard is testament that they were telling the truth.

If the PCs ask after the dogs, their captives will (somewhat sheepishly) tell them that, unlike giant lizard, dogs are “good eating”.

The woman’s name is Ida Buckler and she is one of the foremost Muckrakers in the city. During the day she can be found in the Earl’s License a market in “the Crush” keeping her ears open for tips on the latest news in the city.

If the PCs treat her kindly after rescuing her, she’ll become a reliable contact, viewing them as a force for good in the city.

**Encounter: Ruffians (one per PC)** MV 120 ft.; AC: 10; HD 1d6; HP 3; THACO 20; AT 1; Dm 1d4 (Dagger); SA N/A; XP 10 ea.

**Encounter: Ruffian Leader** MV 120 ft.; AC: 8 (Leather Armor); HD 1d6; HP 6; THACO 20; AT 1; Dm 1d4+2 (Serrated Dagger); SA Poison (Save or 1d6+1 poison damage on first attack); XP 50

**Treasure:** Serrated Dagger (1d4+2 damage); Note: the leader’s Leather Armor is not able to be resold, he’s been sleeping in it for weeks; 10 sp each (their pay to ambush the party).



**Bonus XP:** 100 XP (one or more ruffians arrested and interrogated); 100 XP (rescue Ida Buckler)

**6. Battle of Gallivant Stretch** (scruffy men release a Giant Lizard on the party to slow them down)

When the PCs turn down Gallivant Stretch, read the following:

*“As you turn down the extremely crowded street you see a filthy wagon pulled by a mule. Two extremely scruffy men are attempting to get the beast to move but it stubbornly refuses.*

*One of them notices you. ‘I got something for these watchers! Say hello Gertie!’*

*And as he opens the gate you see the largest lizard of your life barreling toward you!”*

#### **6a. Widespread Panic**

Remember that the street was crowded in the above description? Well that’s the first thing the characters will have to contend with. When the crowd sees the giant lizard they *freak out* and begin running in every direction that’s away from that thing. Many of them are running right at the players.

Have every character make a saving throw vs. Petrification. Those who succeed are jostled about and lose their action. Those who fail are knocked down and suffer 1d4 points of damage. They *then* must use their entire next round to get to their feet.

If they come up with some creative plan that diverts the crowd, such that the majority

of the party doesn’t need to save, award 100 bonus XP.

#### **7b. Pest Control**

Having avoided being trampled by the mob, the characters now have to contend with the ruffians’ “friend”, a giant lizard.

**Encounter: Giant Lizard** MV 150 ft.; AC: 5; HD 3+1; HP 15; THACO 16; AT 1; Dm 1d8+1; SA double damage on natural 20; XP 180

#### **8. Capture and Question**

The players will have to chase down the ruffians and apprehend them. The following methods can be used to resolve this encounter:

*Run them down:* This will require four successful Dexterity vs. Dexterity checks. Each win by the character brings them 30 ft. closer. When the range is 0 they can tackle the ruffian and drag them down with a successful attack roll, or attack with a melee weapon.

*Shoot them down:* Characters with bows can begin loosing arrows at the backs of the ruffians. On a natural 1, the character hits a bystander. Given the average citizen has 2 hit points, there’s a good chance this will be life-threatening.

*Talk them down:* If a character yells to the ruffians that it’s hopeless, or calls on their fellow citizens to assist them, make a Charisma check. If this succeeds either the ruffian stops on their own, or members of the crowd drag them down.

*Magic them down:* A Sleep spell works wonders to make short work of this encounter, as does a Command spell.



**Encounter: Ruffians (2)** MV 120 ft.; AC: 10; HD 1d6; HP 3; THACO 20; AT 1; Dm 1d4 (Dagger); SA N/A; XP 10 ea.

## 9. Climbing the Ladder

If the characters captured the ruffians in Encounter #8, they can question them and take the next step towards eliminating the Golightly Gang.

**Q: “Who are you guys?”**

A: “The Golightly Gang. We’re new but one day we’re going to run this city!”

**Q: “Who?!?”**

A: “The Golightly Gang! Our leader is William Golightly. We’re going to be big!”

**Q: “Why the heck did you do all this?”**

A: “Money. Someone hired us to clear that tenement out. We have no idea who. Only the boss talked to them.”

**Q: “Where can we find this William Golightly?”**

A: “In the Gentry Ward, he owns an old rundown stable.”

Award the PCs a bonus of 10 gp from Sergeant Fawkes. He tells them to, “Go get dinner and then get drunk.” In reality he neither knows nor cares what they do with the money. In the morning, he assembles a group of men, mostly Pressers, along with the PCs his “best guards” to assault the Golightly HQ.

## 10. The Next Rung (PCs assault Golightly HQ)

Sgt. Fawkes and his Pressers assemble with the PCs outside the rundown barn owned by the Golightly Gang. Fawkes drives the captured wagon in, with the PCs in the back, ready to spring out. This fight will either be quick (especially if a PC bard has Sleep at their

disposal) or a nasty affair, thanks to William Golightly, a skill fighter armed with an illegal longsword. He also has half a dozen men at his disposal.

After the battle, Fawkes and the Pressers take any captured Golightly’s into custody and police the bodies. Fawkes will take 15 of the gold as a share for him and the Pressers. In return though he gives the PCs something of much greater potential value in return. He will give them the longsword and tell them the location of Queasy Quentin, a fence who operates out of the Red Market in The Crush.

Longswords are illegal, so unless a PC took a weapon they thought they wouldn’t see, it’s unlikely they have a proficiency devoted to this weapon. Allow the PCs to keep the weapon if they wish, asking them how they’re hiding it, and point out to them concealing it while carrying it through the city could be tricky.

The choice is theirs, just try to let them know it’s not one without consequence. Rebelling against unjust laws is one of the points of the game, so don’t be *too* punishing if the players keep the weapon for a rainy day.

**Encounter: Ruffians (6)** MV 120 ft.; AC: 10; HD 1d6; HP 3; THACO 20; AT 1; Dm 1d4 (Dagger); SA N/A; XP 10 ea.

**Encounter: William Golightly** MV 120 ft.; AC: 4 (Studded Leather/Shield + 16 Dex); HD 2d10+4; HP 19; THACO 18; AT 3/2; Dm 1d8+2 (Longsword+Weapon Specialization); SA High Dex; High Con; Weapon Specialization; XP 119

**Treasure:** 40 gp (Golightly’s pay from Sir Aldous)



### 10a. Queasy Quentin

The PCs will have little trouble following Fawkes' directions to meet Queasy Quentin in the Red Market. The market gets its name from the propensity for deals in the area to go bad and end with blood soaking the river clay that forms the floor of the market.

Quentin was a thief in his younger days but quickly found actually doing the jobs unsuitable. He was so nervous he was constantly throwing up during jobs, which makes stealth rather difficult. However, he had contacts with the Nightowls and a sweet new nickname, so he set himself up as a fence in the Red Market, helping his companions buy and sell their merchandise more efficiently.

Quentin will actually give the PCs 15 gp for the Longsword, as such items are in demand these days. Quentin will then offer the PCs an extra 5 gp to deliver the sword to the Inn of the Ale and Folktale. He tells them to ask for Mason Sharpe and to give him the package no questions asked.

### 10b. The Inn of the Ale and Folktale

If there's one word to describe this nondescript inn it's warm. Not brightly lit, with a warm fire and some lanterns and a bard always on duty to provide music, "the Tale", as the locals call it, is always available for drinks, food, parties and nondescript meetings.

The proprietor, Mason Sharp, will give the PCs a wink and take them into a quiet, private, meeting room away from the regulars around the bar.

He introduces them to Ida Buckler, who tends bar for him in the evenings. Also present are his other employees: Bard Bailey, who provides entertainment, and Hurly Burly Bain, his Half-Orc bouncer. All of these can be valuable people to know if the PCs treat them well. Ida will only help those she feels are on the side of freeing the city from oppression. Bailey and Bain, however, are for hire, at the rate of 10 gp per day, 20 if they get the impression the PCs are about to do something unusually dangerous.

If the PCs treat Bailey and/or Bain well, protecting them if things go bad in combat, giving them a share of any loot they find, they could become full-fledged henchmen for the party. Hurley Burley especially, as he finds the life of a bouncer extremely boring.

### 11. In the Still of the Night

Fawkes has a plan for getting information out of Golightly and he'd rather his new, eager, and (potentially) honest Vigilant not be there for it. Fawkes believes that Golightly will not reveal information under direct questioning, even under torture. But he is the *Ancient Sergeant* and so he has his ways.

After some aggressive questioning, including a mild beating of Golightly to make a good show of it, Fawkes will switch tacks and agree to take a bribe, in return for letting the gangleader "escape" in the morning.

### 12. Trailing Golightly

Fawkes will wait until the PCs arrive and then leave the gate open, allowing Golightly to make good his escape. He'll provide them with



a covered wagon, pulled by an old nag this time to give them a little extra speed and have the PCs follow Golightly.

Fawkes wants them to find where Golightly runs to and then report back. He wants to make sure he's not getting wrapped up in anything too dangerous before he proceeds. Yes, he wants to enforce the law, but he wants to keep his people alive even more. And just because of the kind of guy he is, Fawkes will split the bribe he received from Golightly, giving the PCs 25 gp.

### **12a. The Right Honorable Slumlord**

Golightly leads the PCs halfway around the city before finally arriving at his true destination. He doesn't give the nondescript wagon they're driving a second look, convinced that the guard will try to follow him on foot. Unless the PCs go out of their way to do something stupid, allow them to follow the gang leader without incident.

Eventually Golightly arrives at a very respectable mansion in Woodgate, belonging to Sir Aldous. He is let in through the servant's entrance. At this point the PCs have a choice- Sgt. Fawkes asked them to report back when Golightly reached his destination and he has. How they do that is up to them.

One option is to hire a local boy to deliver the message. Point out to the players that their characters see several boys playing stick ball on a nearby side street. Assuming the PCs give the boy a tip, he will deliver the message quickly, taking 1-2 hours round trip. If the PCs bully the boy or give him a pittance, he still delivers the

message but in 2-5 hours.

Fawkes will thank the PCs for their efforts and then ask them to watch the manor until midnight, when he sends a group of guardsmen to relieve them. If the PCs ask (and *only* if they ask) for an appraisal of their relief, tell them the following, based on the highest Wisdom in the party. Parties receive the information listed and all information below it. So parties with a 16 Wisdom or higher in the group will receive all three pieces of information.

**Wisdom 16+:** These Pressers will be asleep half an hour after the PCs leave.

**Wisdom 13-15:** These guards are not the most alert folks. In fact, they have the look of Pressers who worked a day job all day and are only here because they've been forced into service.

**Wisdom 12 or less:** These seem like honest men, unlikely to take a bribe. However, they're a touch tired.

### **13. Mission Interrupted (Optional)**

In this encounter, Golightly and some ruffians set out for a new target, another home in the Gentry Ward. Since they've lost both their beasts in previous encounters, they've decided to use a more traditional and direct method: arson.

The PCs can interrupt this encounter, or avoid it entirely. If they stay and watch Golightly with the Pressers, they will see him and a half dozen men leave Sir Aldous' manor, carrying large iron cans. If the characters attack, skip to the encounter details listed in #14 below, but keep in mind Aldous' men will



be less organized, not expecting a fight at this time.

Also remember to factor in the large amount of oil at the thugs' disposal. They will certainly try to use it as a weapon against the PCs, but clever characters could turn it against them. And of course there's a very good chance a major fire will still start, only in this case it could be Sir Aldous' manor, not a tenement building, that's on fire.

Alternately, the PCs might choose to follow Golightly and interrupt him in the act. In which case, they will still have to contend with Golightly, his ruffians and the oil (and a potential fire) but there's no chance Aldous' other henchman will get involved in the fight.

If the PCs left the Pressers to watch Aldous' estate, they fall asleep in the night and Golightly will be able to leave undetected. The first the PCs will learn of this is when they are roused in the middle of the night to fight the fire the thugs have set.

*Using the oil as a weapon:* The oil Golightly and his men are using is essentially Greek fire but in large quantities. Greek fire is not only very flammable but also sticks to its target like an early form of napalm.

Using the oil as a weapon requires two steps: getting the oil on a target and then igniting it. Make an attack roll to successfully douse the target with oil. If the attack roll is exactly what was needed to hit, the target is splashed rather than doused.

Once a target is doused with oil, a second attack with a torch is needed to set the oil aflame. Fortunately (for Golightly and his men anyway), they already have torches lit to make their way to the target.

Golightly will handle the oil while four of his ruffians attack with torches. The remaining two ruffians hold additional oil cans, which they will hand to Golightly as needed. Golightly has three total cans of oil and he can attack with each twice. If a target has oil on them but has not been ignited, the ruffians will always attack that target. Otherwise they just attack with torches which inflict 1d4+1 damage.

If a target has been doused with oil, a successful torch attack instead inflicts 2-12 points of damage. If a target was splashed with oil, the target takes 1-6 points of damage. Targets who are doused (not splashed) take additional damage on subsequent rounds. Roll 1d4 and subtract it from the initial damage. The target then takes that much damage.

A target that does nothing but try and extinguish the blaze (dropping and rolling on the ground, for example) rolls 1d8 instead. Additional party members can assist a target on fire, reducing fire damage by another 1d4 per round they spend assisting the target. Only when the fire damage is reduced to 0 is the fire extinguished.

*Spreading the Fire:* As you can imagine, with cans of oil and lit torches, things might get out of hand. If someone with a can of oil is taken down, and someone with a torch also goes down, there will soon be a nice fire



burning on the ground. PCs will need to make a Petrification save every round to avoid 1d2 incidental fire damage from this. But there is also a chance for a nearby building to catch fire.

Roll 3d6, and use this as the percentage chance each round that a structure catches fire. Characters who attempt to extinguish the fire on the ground can reduce its strength by 1d4 per round.

**Encounter: Ruffians (6)** MV 120 ft.; AC: 10; HD 1d6; HP 3; THACO 20; AT 1; Dm 1d4 (Dagger); SA N/A; XP 10 ea.

**Encounter: William Golightly** MV 120 ft.; AC: 4 (Studded Leather/Shield + 16 Dex); HD 2d10+4; HP 19; THACO 18; AT 3/2; Dm 1d8+2 (Longsword+Weapon Specialization); SA High Dex; High Con; Weapon Specialization; Oil; XP 169

**Treasure:** 60 gp (Golightly's pay from Sir Aldous for the arson)

**Encounter: Sir Aldous' personal Bard** MV 120 ft.; AC: 7 (Studded Leather); HD 2d6+2; HP 9; THACO 20; AT 1; Dm 1d6 (Shortsword); SA Bardsong; XP 51

If there is no bard in the party, this bard will throw sleep in the first round with his Bardsong ability. If there is a bard in the party, he will play a Countersong to prevent enemy bards from using their abilities.

### 13a. Fighting Fire

If Golightly and his men are interrupted in the act of setting the fire, resolve the encounter as above. If they were allowed to escape and douse the building before setting the blaze, then the PCs will arrive to find the

building fully involved and have a major fire to put out.

The fire's initial strength is 50 points. Every round a PC does nothing but fight the fire, they can reduce its strength by 1d6 + 1 per character fighting the fire.

*Fire Spread:* There is a chance equal to the fire's strength (so 50% on round 1) of a nearby building catching fire with a strength of 2d6. So the PCs might soon have numerous fires to deal with.

*Recruiting help:* Every round make a Charisma check for PCs attempting to call for aid. If the check is failed, 1-3 citizens arrive to help fight the fire. If the check is successful this number is 1-6.

If a character in the party has a 15 Charisma or higher, they can direct the efforts of the party and their fellow citizens much more effectively. Increase the amount they can reduce the fire by 1d6 + 2 + 1 per character fighting the fire.

## 14. The Raid

After everything the party has learned, especially if Golightly manages to burn down the tenement in the Gentry Ward, Fawkes authorizes the PCs to arrest Aldous. If his bard and Golightly are still alive, Aldous will fight. Otherwise, he surrenders peacefully.

If the PCs take Aldous alive, they will receive 500 bonus XP and a 50 gp bounty. If the arson happens, increase the award to 100 gp.

# HOME INVASION



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