

SHILBY WAREHOUSE HEIST

AN ADVENTURE FOR 2ND TO 4TH LEVEL CHARACTERS



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SHILBY WAREHOUSE HEIST IS A FIFTH Edition adventure for characters of **2nd to 4th level**, optimized for **4 characters with an average party level of 3**. This adventure takes place in the dark gothic city of Blutstrom, but can be placed in any campaign that might involve a warehouse and a gang with magical connections. The Shilbys have been a staple in the city of Blutstrom for over 20 years, and during that time they have battled fiercely with Red Gossamer, their biggest rivals. Word on the street is that the Shilbys have secured some magical weapons which they'll soon be using in an all-out assault against Red Gossamer. Can the adventurers break into the Shilby warehouse under the cover of night and steal the payload? How will they deal with the unexpected gorgon that the Shilbys are keeping in the basement?

BACKGROUND

The Shilbys own and operate a number of properties and businesses in Blutstrom and have done so for many years now. Similarly, Red Gossamer, a powerful rival gang, conduct business in their own section of the city, dividing its dockside neighborhood into two fiercely defended turfs. Violent confrontation has spilled into the streets here and there, but the public body count has remained within the single digits. Now, a catastrophic confrontation looms, after word has slipped that the Shilbys, tapping into their arcane connections, have secured a pouch of elemental gems that they plan to set loose in the Red Gossamer-owned merchant district known as the Gold Row. The Shilbys are aiming for as much public destruction of property as possible so as to cripple the Red Gossamer income streams and are indifferent about collateral damage caused in the process. Such careless violence would surely result in the loss of innocent lives. Though word has spread of this dangerous payload, this information is incomplete — what people don't know is that the Shilbys have also procured and tamed a gorgon to be released into the street in conjunction with the elemental gems. Their shipping involvements have allowed them to sneak it into the city undetected, and keep it in their warehouse basement until the time is right. Whoever signs on for a supposedly simple warehouse heist will be running into much more than they bargained for.

ADVENTURE HOOKS

There are a number of reasons the characters may be interested in conducting a raid or heist of the Shilby warehouse. A few of these reasons are outlined below:

Government Contractors. The city guard has every reason to believe that the rumors are true and that the Shilbys plan to unleash the elemental gems upon the city — but they cannot

formally act without evidence. At least, not overtly. They offer the party 300 gp to raid the warehouse and recover the gems on their behalf. It cannot be known that the party acts for the city.

Rival Contacts. The Red Gossamer have caught wind of the Shilby's plans and want to work against them undetected. They offer the party 400 gp to raid the warehouse and recover the gems on their behalf, and they offer an additional 10 gp for each Shilby gang member slain. Their affiliation with the party must remain secret.

Self-starters. The party themselves have heard of the rumoured payload sitting in the Shilby warehouse. They may have overheard a hushed discussion at a local tavern or were tipped off by a street contact friendly with the party. The party may be motivated to protect the city and prevent the gems from being used, or may simply wish to take the gems for themselves for their own use or sale.

GENERAL FEATURES

The Shilby warehouse is a two-storey building of wood and stone in the dock district of Blutstrom. At night, it is protected by a handful of Shilby gang members. Unless otherwise stated, its features are described as follows:

Exterior Wall and Gate. An 8-foot-tall stone wall creates an outdoor yard on the east side of the premises, allowing for main entry through a thick iron gate near the north end of the lot. At night, this gate is locked, requiring a DC 15 Dexterity check using thieves' tools to open. A 5-foot portion of wall has AC 17 and 25 hit points. The wall can be climbed with a successful DC 12 Strength (Athletics) check.

Ceilings, Floors, and Walls. The warehouse walls and ceilings are constructed of heavy timber atop a base foundation of stone. Ceilings are 10 feet high. Walls are 1 foot thick.

Doors. Doors are made of oak, with a double layer of timber forming outer and inner boards. They have an AC of 15 and 18 hit points. Locked doors can be opened with a successful DC 14 Dexterity check using thieves' tools or a DC 18 Strength (Athletics) check.

Light. The warehouse is well-lit at night by torches mounted in sconces on the walls.

Windows. There are multiple windows on the first floor of the warehouse. They have an AC of 12 and 10 hit points. These windows cannot be opened, but, once broken, provide space for a Medium-sized creature or smaller to climb through.



1. LOADING HATCH

A 10-foot-by-10-foot wooden hatch is reinforced with iron banding and a heavy padlock along the north wall of the warehouse. An empty wagon rests beside it. To the west is the main warehouse entrance — a set of large double doors. To the east is the iron gate that opens into its exterior yard.

Encounter: Shilby Guard. A Shilby gang member (a **scout**) keeps watch of the hatch and the north side of the warehouse. If he has not been alerted, he sits on the edge of the wagon carriage and idly polishes a dagger, occasionally scanning his surroundings.

Loading Hatch. The hatch is fitted with a heavy padlock, requiring a DC 15 Dexterity check using thieves' tools, a DC 20 Athletics check, or the key found in the staff area (area 6) to open. The Shilbys use this hatch during work hours to load shipments into the basement for storage. A ladder descends from the hatch to the basement (area 8), 8 feet below.

2. EXTERIOR YARD

The gate to the exterior yard is kept locked at night. Inside, crates, barrels, wooden pallets, and a covered wagon are pushed up against the stone walls. In the southwest corner of the yard, a wooden staircase rises to a second story doorway above. Stone steps descend to the south towards a loading winch.

Encounter: Shilby Guard. A Shilby gang member (a **scout**) keeps watch of the yard. If he has not been alerted, he sits on top of the railing of the staircase and intermittently smokes a pipe while scanning his surroundings.

The crates, barrels, and wagon kept in this yard are stored for future use and are empty.

3. LOADING WINCH

A two-story-tall wooden loading winch rests in the middle of this exterior yard, its loading arm pointed to the south. Crates and wooden pallets are pushed up against the walls.

An open second story balcony in the west wall leads to a wooden loft above. A row of bollards to the south leave the yard accessible to foot traffic to the street beyond.

Encounter: Shilby Guard. A Shilby gang member (a **scout**) keeps watch of the loading winch and the south street adjacent to the warehouse. He leans against the south wall just to the west of the bollards, scanning the area.

A character can scale the wall of the warehouse and climb into the second story balcony with a successful DC 13 Strength (Athletics) check. The loading winch is intuitive and does not require a skill check to operate, though the noise it creates in operation is loud enough to alert any guards within a 60-foot radius.

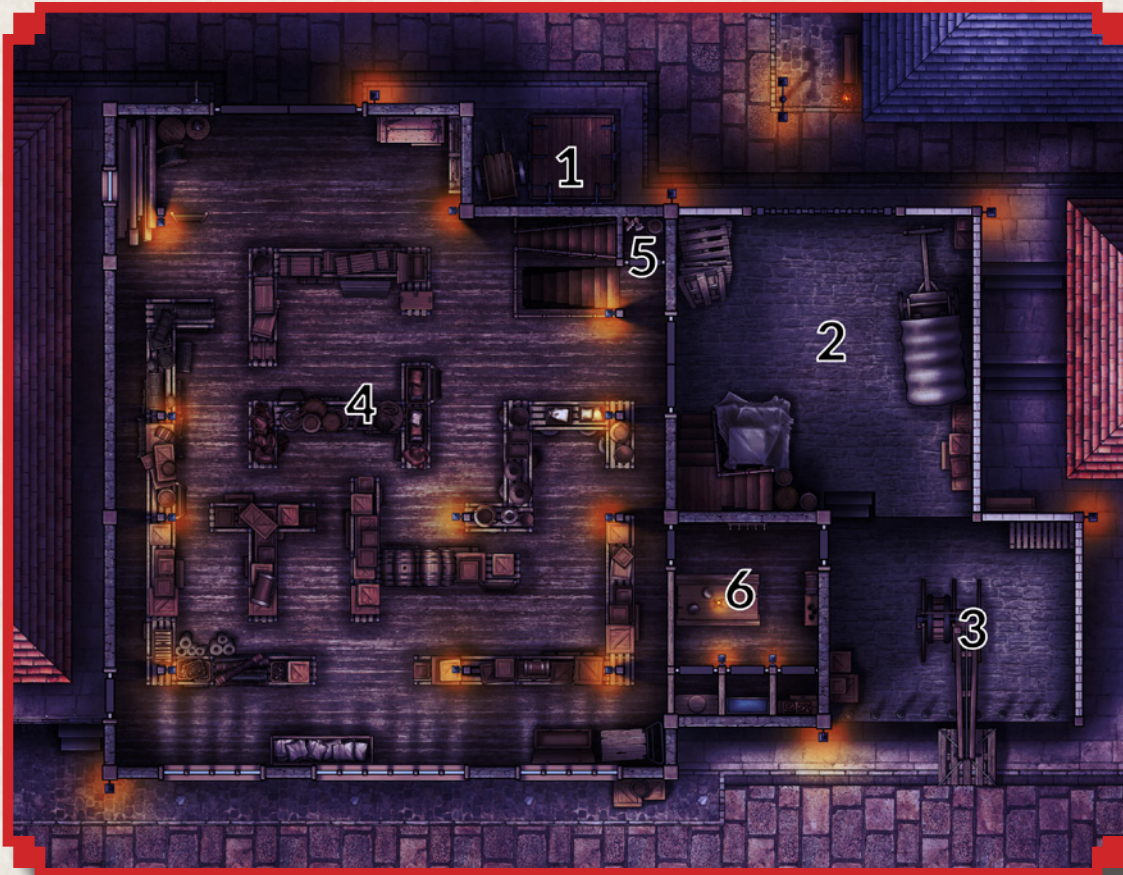
4. MAIN STORAGE

Assuming the alarm has not been raised, characters in this room can hear the sounds of a harmonica being played behind a door in the east wall. This expansive storage room is filled with crates, barrels, and pallet racks arranged in loosely organized rows that block clear sightlines. Tools hang on pegboards in the walls and spare lumber, dollies, and empty sacks are piled in the corners of the room. A ladder in the northeast corner of the room and a wooden staircase to the west ascend to an open loft above. A second set of stairs descends downwards. Multiple doors exit to the north, west, and east.

Encounter: Shilby Thug. A Shilby **thug** is behind a pallet rack in the south end of this room managing inventory during his night shift, slowly moving from crate to crate and counting its contents.

Warehouse Contents. All of the crates and barrels in this room are filled with trade goods such as lumber, spices, metals, and other raw materials — the kinds of goods that only have significant value in larger quantities. Though the adventurers may wish to raid this room for whatever they can sell, covertly transporting numerous crates may prove to be difficult and time-consuming.

MAIN LEVEL



LOFT



BASEMENT



5. CLEANING CLOSET

Inside this small closet are brooms, mops, and empty buckets. Two dusty coats hang on a rack on the wall.

Treasure: Gemstone. Inside the interior jacket pocket of one of the coats is a 50 gp carnelian gemstone that was forgotten about months ago.

6. STAFF ROOM

If the alarm has not been raised, characters can hear a harmonica being played beyond the door to this room. Inside, a wooden table flanked by two benches is pushed up against the west wall, across from a beer keg mounted on a narrow shelf at the east wall. Three doors exit to the south.

Encounter: Shilby Thug. A Shilby **thug** sits at the table and plays a harmonica. If the alarm has not been raised, he looks up at the characters in confusion as they enter, as he does not immediately register them as intruders. If he is outnumbered and reduced to half his hit points or fewer, he begs for his life.

Treasure: Hatch Key. Hanging on a ring in the wall is an iron key. The key opens the exterior hatch (area 1) leading to the basement (area 8).

7. LOFT STORAGE

A loft and catwalk are fitted with a 3-foot-high wooden railing above the first story of the warehouse. At the south end is a small table, two chairs, and a loading winch. Adjacent to the winch is an expanded storage area where more crates, barrels, and empty pallets are stored. An empty dolly is pushed up against the south wall. To the north, the catwalk extends towards the door of an office.

Encounter: Ruk and his Handler. If the alarm has not been raised, Ruk the **manticore** slumbers in the southern portion of this catwalk and is watched over by his handler, Derrick, (a **thug**) who busies himself playing solitaire with a deck of cards. Derrick and Ruk are supposed to actively guard the warehouse at night, but often shirk their duties. Ruk follows Derrick's orders in combat, but attempts to break through a window and flee if reduced to 20 hit points or fewer.

8. FOREMAN'S OFFICE

The door to this room is locked. Inside, a wooden table reinforced with iron banding is surrounded by four chairs. Beyond, a desk littered with stationery and two wooden shelving units fill the east end of the room. A corkboard on the south wall is covered in notes and documents.

Foreman's Desk. The foreman's desk is filled with personal notes and warehouse documentation outlining the activities of the Shilby gang, including blackmail plots, contraband shipments, delivery schedules, and inventory counts. A character who spends a few minutes investigating the documents can also learn the following information:

- The "payload" of *elemental gems* is in the basement's hidden storage area; staff have been instructed not to touch "the pouch with the red stitching".
- A gorgon waits in the basement to be let loose in the streets. Only a gang member named Franz is allowed to go down to feed it.
- The Shilby gang plans to use the gorgon and the elemental gems in tandem to create ultimate chaos and destruction.

9. GENERAL STORAGE

Crates, boxes, and barrels fill the middle of this room and are pushed up against the walls. A ladder in the north wall rises towards a hatch in the ceiling. To the south, a vaulted archway leads to a secondary storage room beyond. A canvas sack, soaked through with moisture, hangs from the ceiling from a rope. The room stinks with the smell of fish and feces. Amidst the containers is a large bull-like creature; its hide covered in interlocking metal plates. It raises its head and exhales aggressively.

Encounter: The Gorgon. The **gorgon** waits patiently in the basement at the direction of Franz, its handler. Franz is one of the only people who is meant to interact with the creature; it quickly grows angry at the sight of others and fiercely defends its surroundings. Unless it is calmed with a successful DC 22 Wisdom (Animal Handling) check within one round of noticing the characters, it attacks ruthlessly and fights until it is destroyed.

Everything stored in this section of the basement is similar in nature to the goods stored upstairs. The fishy smell comes from the sack hanging from the ceiling, which is filled with dead fish that Franz feeds to the gorgon twice daily.

10. ARMS STORAGE

The walls of this L-shaped room are lined with wooden shelves at waist-height. Atop the shelves are pieces of armor, weaponry, and small strongboxes. Near the east end of the room, a pile of crates and barrels is covered by a large net.

The crates, barrels, and strongboxes in this room hold various types of ammunition. The other armor and weaponry is in good condition, but otherwise of little value.

Secret Door. Behind a shelf in the east end of the room is a secret door, requiring a DC 13 Wisdom (Perception) check to notice. Characters who learned of the hidden storage area in the basement from the foreman's office have advantage on this check.

II. GENERAL CONTRABAND

Small crates are stacked atop each other against the north wall of this chamber. Atop one of the crates is a leather pouch with red stitching.

Treasure: Elemental Gems and Contraband. The pouch with the red stitching contains four *red corundum elemental gems*. The other crates contain various types of contraband, including forging stationery, prohibited narcotic substances, and smuggled goods such as spices and rare fabrics from across the sea.

12. SPECIALTY ARMS

A shelf on the east wall holds various pieces of armor and weaponry. The room is otherwise empty.

Treasure: Weaponry. The Shilby gang keeps specialty arms here, either for their own purposes or for eventual sale. Though some of these items are relatively mundane, such as crossbows, the following items of value can be found in this room:

- 3 silver swords each worth 125 gp
- A silver battle axe worth 150 gp
- 30 silver-tipped arrows worth a cumulative 100 gp
- A set of *adamantine armor*



13. CELL

The walls and floor of this small cell are bare.

Secret Door. There is a well-concealed secret door in the south wall of this room, requiring a DC 15 Wisdom (Perception) check to notice. The door leads to a connecting sewer tunnel (area 14).

14. SEWER TUNNEL

A winding tunnel carved into the surrounding stone extends into darkness.

The tunnel, if followed, bends and winds slightly for a quarter-mile before connecting to the city sewers via a secret door.

AFTERMATH

If the characters retrieved the *elemental gems* and dealt with the gorgon, the threat against the city is thwarted. If the characters snuck past the gorgon or otherwise left it with the Shilbys, the gang continues with their plan without the *elemental gems* and eventually lets the gorgon loose in the streets after 2d4 days. If the characters managed to successfully pacify or otherwise remove the gorgon from the warehouse without killing it, they will likely need to soon release it into the wild or meet with someone capable of controlling it. If they don't, the gorgon does not remain docile for long and will begin to rampage after only a few hours, attempting to destroy everything in its path as it flees for freedom. If the characters find proof of the Shilby plot or other general lawbreaking in the foreman's office and turn that information over to the authorities, the authorities use the information to make a number of arrests over the next 1d4 days, sending the rest of the gang into temporary hiding.

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