

O WAGON, WHERE ART THOU?



An Ore Town Adventure for Fifth
Edition Dungeons & Dragons

by Jake Hartman



Credits

Art: Dean Spencer

Cover Design: Sarah Pope

Layout and Design: Jake Hartman and Sarah Pope

Editors: Ashe Richards, Lena Letichevsky, and Sarah Pope

Play Testers: Nic Hartman (IG: bruinheart1990), Claire Hartman, and Dusty Bryan

Maps: Jake Hartman using *Dungeondraft* and *Campaign Cartographer*



<https://www.fadedquillgaming.com>

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Jake Hartman and published under the Community Content Agreement for Dungeon Masters Guild.

Introduction

In this adventure, the characters are hired to recover the stolen goods of local merchant Gaskin Utgar. Included are opportunities for fighting, stealth, scouting a location, planning an infiltration, and if everything goes well, the recovery of stolen merchandise.

Gaskin Utgar and Darin Goldbow, leaders of the two largest merchant organizations in Ore Town, are waging a silent war against each other. Months of petty thefts and skirmishes between the merchant's employees, have been causing minor disruptions and inconvenience for the involved organizations. Darin has recently escalated the conflict by hijacking a full shipment of goods from Gaskin. The characters are hired by Gaskin to recover his goods.

This adventure is part of the Ore Town collection. It is not required to have played any other Ore Town escapades but having done so will provide familiarity with the story and location! *O Wagon, Where Art Thou?* is designed for a party of four level 3 characters but as the DM you can adjust the encounters as needed. This title uses the fifth edition Dungeons & Dragons ruleset and monsters.

Background

Gaskin Utgar and Darin Goldbow are determined to make their individual merchant organizations the largest and most powerful in Ore Town. This has led to intense competition between the two merchants and their companies. Several months ago, Gaskin's daughter, Kletra, was kidnapped. Rumor has it that Darin was the culprit, and he was using her as leverage to get Gaskin to leave Ore Town. The attempt failed, and with help, Gaskin was able to recover his daughter. Since

that incident, Gaskin and Darin have been chipping away at each other's business in hopes of driving the other out of Ore Town. They have kept the conflict discreet to avoid drawing the attention of the town council and guard.

Since the discovery of the great silver vein and increased revenue, the town council has taken a keen interest in the efficiency of all businesses that generate taxable income. They act quickly to resolve issues that impact productivity and use any means they deem necessary. Therefore, Gaskin and Darin have been extremely careful about how they wage their private war. All physical altercations are done in such a way as to appear as simple tavern brawls, and any theft or property damage, although meant to cause inconvenience, is never significant enough to involve the guard.

The conflict recently escalated when Darin stole a wagon full of products from Gaskin. He did this hoping it would cause Gaskin to retaliate in a violent and public manner. Instead, Gaskin has remained calm publicly and is looking to hire someone to recover his wagon for him.

The characters' goals of this adventure are to recover Gaskin's stolen goods, cause Darin some grief, and do it all without drawing too much attention.

Overview

Chapter 1 – Job Seekers. The party arrives at Gaskin's warehouse just as a group of robed figures attack. The characters will need to defend themselves and the warehouse.

Chapter 2 – Planning! The characters meet with someone who can provide them with information about Darin's warehouse. This is

the starting point for the characters to create a plan. They can scout the location and area to gather information to develop a strategy.

Chapter 3 – Location Info. This section provides specific information about Darin's warehouse and surrounding area. This is the location reference you, as the DM, will use as the characters create and execute their plan.

Chapter 4 – Infiltration! The characters will put their plan into action!

Chapter 5 – Recovery! The characters have gotten to the goods, now what?

Adventure Hooks

Here are some potential story hooks:

- If you and the players have already played *Merchant Beware*, the characters will receive a letter from Gaskin requesting they meet him at his warehouse. He wants to discuss another business opportunity with them.
- The characters were escorts for a recently arrived merchant caravan to Ore Town. The caravan master suggests they go to Gaskin's warehouse to see about additional work.
- The characters are relaxing in a tavern when they overhear that escort and guard work is available at Gaskin's warehouse.

Feel free to adapt these or use your own!

NPCs of Note

These are NPCs the characters will interact with as part of the game.

Gaskin Utgar – Merchant of Ore Town
(Goblin, Male, CG)

Appearance. Gaskin is 4'5". He has coal-black hair that's slightly visible under his black top hat. His brown eyes are constantly darting around, gathering information about his surroundings. Gaskin is well-groomed and wears some of the finest clothing available in Ore Town. He is barefoot.

Personality. Gaskin has worked hard to be a successful businessman and understands that others may be surprised by the fact that he is a goblin. He has focused on developing characteristics and mannerisms he believes make him look civilized and like someone of standing. Gaskin speaks clearly and enunciates every word. It is very important to him that his appearance matches the level of success he believes he has achieved. This means Gaskin is always well-groomed and dressed in high-quality clothing. If anyone acknowledges these things or compliments him on his professionalism, he immediately considers them as someone with taste who knows class when they see it. When Gaskin gets angry, he reverts to speaking in goblin and sometimes becomes violent and breaks things.

Ideals. Gaskin believes in the power of wealth.

Bonds. Gaskin will do anything to protect his business.

Flaws. Gaskin tends to forget those around him when focused on his business.

Glipkip – Gaskin's assistant
(Goblin, Male, CG)

Appearance. Glipkip is 4'. He has stringy, greasy black hair plastered against his scalp. He has small, beady, yellow eyes. Glipkip wears simple linen pants and a thick cloth tunic. He is always barefoot.

Personality. Gliptip is an integral part of Gaskin's organization. He can convince others to do things for him. Gliptip portrays himself as a simple assistant to the public, but he is intelligent and has been studying Gaskin for quite some time to learn what he can. He is friendly to those he trusts and civil to those he has just met. Gliptip has not developed the mannerisms that Gaskin has and still acts very much like a goblin.

Ideals. Gliptip wants to be a powerful merchant like Gaskin. If he can't do that, he wants to make himself indispensable to Gaskin.

Bonds. Gliptip does what is necessary to advance his standing with Gaskin.

Flaws. Gliptip is not brave.

Jasper – Gaskin's contact

(Human, Male, LN)

Appearance. Jasper is a tall, skinny human. He has brown hair pulled back into a ponytail. He appears scruffy due to a lack of shaving. Dark circles around his brown eyes indicate he has had little sleep.

Personality. Jasper is nervous and exhausted. He talks quickly and seems to want to be somewhere else.

Ideals. Jasper wants to earn money to live comfortably.

Bonds. Jasper was born and raised in Ore Town; he is a 3rd generation wagon driver.

Flaws. Jasper gambles far too much.

Turlak – Head of Darin's guards

(Hobgoblin, Male, LE)

Appearance. Turlak is a large hobgoblin, with deep-red skin and golden eyes. His long black hair is pulled back into a single braid. He has a scar that crosses his left eye. He wears a

large black robe with the hood drawn back. A simple cord acts as a belt. He carries an elaborately carved staff with silver caps on both ends.

Turlak is a **Hobgoblin Devastator** and will use that stat block in combat.

Personality. Turlak is only concerned with his job which is protecting the warehouse. He does not speak to anyone who works for him other than to give them orders.

Ideals. Turlak's job is what is most important to him.

Bonds. Turlak's only bond is that he wishes to move up in Darin's organization. His goal is to become head of Darin's security.

Flaws. Turlak does not trust anyone and is arrogant.

Notes for the DM

Ore Town is not a place that is concerned about species, religion, or any kind of beliefs. The only interest is in what you can contribute to the current expansion. This mentality has allowed a wide variety of species to coexist in the town. Generally, the inhabitants focus on their jobs and potentially making it rich, so the diverse population hasn't been an issue. Problems that do occur are promptly managed by the town guard and council to prevent any impact on production and revenue generation.

It is common to see humans, hobgoblins, goblins, gnomes, dwarves, kobolds, and in some cases orcs, walking around Ore Town.

Playing the Adventure

Combat is not meant to be the only option in this adventure. The encounters can be combat heavy or not depending on what the characters plan, what choices they make, or how the dice roll. Ideally, with strong planning and persuasion, the characters can recover the stolen goods with little combat if that is what they want. That being said, if your players want their characters to fight, plenty of opportunities exists!

Creature stat blocks are included in the section where the creature is encountered.

A creature's name in **bold** indicates their corresponding stat block. Stat blocks are found at the end of each section containing the creature encounter.

All "guards" that are referred to in the adventure will use the **thug** stat block unless stated otherwise.

Treasure is provided but feel free to change.

The text in these boxes can be read aloud to your players. You can adjust or use your own wording as you see fit.

Text in these boxes is meant as notes to the DM.

Two maps are included in this adventure:

Darin's Warehouse

Ore Town



Chapter 1 - Job Seekers

The adventure begins with the characters approaching Gaskin's warehouse. Dark clouds loom overhead, and the characters can smell the approaching rain as the humidity rises.

The scent of rain becomes stronger as menacing dark clouds sweep across the sky. Claps of thunder can be heard in the distance. Before you stands a sizable two-story wooden warehouse. A 10' wall protects the property. The only visible access is through a large gate that is under the watchful eyes of two guards. The wall only allows the second floor to be seen from the street, and four windows are visible from where you are standing. Crusted with dust and dirt, the windows do not provide a clear view into the warehouse, but faint light from either candles or lanterns can be seen inside.

Gaskin's Warehouse Entrance

Gaskin's warehouse is a long two-story building surrounded by a yard. A 10' tall wall encompasses the compound with a large double gate that allows access. Two guards are posted at the gate with four guards walking the perimeter wall on the inside.

As the characters approach the gate, a female guard intercepts them and asks what their business is. If the characters say that they are looking for employment, she asks what type of work they are looking for and where they heard that it was being offered.

Once the players explain why they are at the warehouse, the guard tells the nearest warehouse worker to let Glipkip know that some potential hires are here to be interviewed. The gate is opened, and the guard motions for the characters to follow her.

Warehouse Yard

Workers move about the yard loading and unloading wagons. The warehouse doors are open, allowing various sized crates and barrels to be moved in and out. Lightning flashes and the cold drizzle that has just started causes everyone to work a bit faster.

As the characters move toward the gate, six darkly clothed figures rush from across the street and attack. The remaining guard yells a warning and moves to shut the gate but only succeeds in closing it about a quarter of the way before the attackers arrive.

The robed figures focus their attacks on the party. The guards will see the attackers engage the characters and will concentrate on safeguarding the area by getting the workers into the warehouse and securing those doors.

The attackers are not expecting experienced adventurers. They will fight until three of them have been downed. As soon as the third one falls, the remaining attackers will flee.

If the characters pursue, the remaining attackers will split off separately and disappear into Ore Town, evading the party. If the party subdues any of the attackers, they will not know anything other than they were hired to assault the warehouse. They never met anyone face to face and received their payment through a courier.

The attackers were hired by Darin to wreak havoc at Gaskin's warehouse. The timing of the attack with the arrival of the characters is coincidental.

Once the fighting is over, and the gates are secure, the female guard will check with the characters to see if they need medical assistance. This assistance is limited to basic bandages. She will then continue to escort the characters to Glipkip. The other guards are

gathering any remaining bodies and bringing them within the wall to load them into a wagon. The warehouse doors are reopened, and workers are cautiously exiting and beginning to work again.

Creatures. The attacking party consists of 2 human **thugs** and 4 **goblins**.

Thugs

Medium humanoid, human, lawful evil

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8+10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses Passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 5 (1d6+2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100'/400', one target. Hit: 5 (1d10) piercing damage.

Goblin

Small humanoid, goblinoid, lawful evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60', passive perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 5 (1d6+2) piercing damage

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80'/320', one target. Hit: 5 (1d6+2) piercing damage.

Treasure. Each downed attacker will have 5d6 cp.

Front Office

The guard escorts the characters to a side door that says "Office" and knocks three times before opening it. Once the door is open, she motions for the characters to enter. The office is a small room with a wooden desk and chair lit by a lantern. Two tables, covered in various documents, line the walls. There is another door that leads to the interior of the warehouse.

Sitting behind the desk is a small goblin with yellow eyes and greasy black hair. He is wearing simple clothing, a brown shirt, black pants, and is barefoot. He looks at the characters and nods. If the characters have encountered Gliptip before, he greets them with a friendly smile.

"Dis is very good timing! Many thanks for handling that surprise. Is very clear what your skills are and as luck would have it, I may have the job for ya.", the goblin sits up straight behind the desk and speaks slowly and deliberately, "I, Gliptip, have been authorized by Gaskin Utgar, owner of this enterprise, to hire a proven party...", Gliptip looks down at a parchment on his desk and quickly looks back up, "...to recover a wagon full of merchandise that has recently been stolen. The goods and the wagon are believed to be located in the warehouse under the Goldbow name at the Ore Town mine site. You will be paid to recover these assets and return them here." He smiles proudly and looks at each of you, "If ya have questions, ask."

Gliptip will answer any questions the players have to the best of his ability. Here is what Gliptip knows:

- It is believed that the wagon has been stolen by a competitor, Darin Goldbow.
- The driver and two of the three escorts have not been found.
- One escort was recently spotted in town and followed back to Darin's warehouse and has not been seen since.
- The wagon contained a 3' silver statue of an elven warrior, 2 chests of various spices, and a pallet of finished stone.
- Darin's warehouse is a 45-minute ride northwest of Ore Town and is located on the southwest outskirts of the mine area.
- He believes the recent attack was instigated by Darin.
- Darin is working to cause Gaskin as much trouble as possible because he is a jealous competitor.

The driver and escorts were threatened and told to leave Ore Town when the wagon was hijacked. All left but one who was observed entering Darin's warehouse. He thought he could earn some coin by blackmailing Darin; he was never seen again. The others felt staying in Ore Town was not worth the risk as they had no family or any other connections, so they left. If they are reported missing, the guard will not investigate as people decide to just leave Ore Town regularly.

Glipkip offers the characters 75 gp each upon delivery of the recovered items to this warehouse. The characters can choose to negotiate the reward. On a successful DC 20 Persuasion (CHA) check Glipkip increases the payment to 100 gp. If the check fails, Glipkip states that 75 gp is all that has been authorized for this job.



Once payment has been agreed upon, another goblin enters the office from the warehouse. He is dressed in a white linen shirt, purple velvet vest, and black pants. He wears a tall black top hat with a gold velvet band on his head. He is barefoot. Glipkip stands up quickly from behind the desk and gives the goblin a bow. The goblin nods at Glipkip and looks at the characters. If the characters have encountered Gaskin before, he greets them and welcomes them back.

"I see that Glipkip has completed negotiations. With that being resolved, I, Gaskin Utgar, would request that if you can't recover all of the stolen goods, please at least return with the silver statue and the chest with the copper bands. These two items are the priority." He sighs, "I have a contact within Darin's organization that may be of use here. He owes me a debt, and I am about to collect. I will send a message to him to meet you in the Golden Pick tavern tomorrow evening. He is one of Darin's drivers, who runs wagons to and from that warehouse to Ore Town so he can provide you information about the warehouse. When you get to the tavern, ask the barkeep to meet with Jasper." Gaskin smiles, "While I believe Jasper will prove useful, I would also suggest that you scout the area yourselves to confirm what you have been told and to make your own assessments on how to get in. I would also request that this be handled as quietly as possible. Granted, any minor damage you can cause to the warehouse would not be frowned upon but try not to take any lives or burn the place down. Death and destruction have a way of drawing attention. Of course, sometimes these things can't be avoided, just take a care if they must happen."

At this point, a male human enters the office and whispers into Gaskin's ear. Gaskin thanks the characters and excuses himself. If the characters attempt to ask Gaskin any questions, he will refer them to Glipkip.

Glipkip thanks the characters for their time and defense of the warehouse and provides each player with 3 gp. He says that he must return to work and insists the characters stay at the Oak and Raven Inn. This way he can get in touch with the players much easier if needed.

Chapter 2 - Planning!

This chapter provides the characters with opportunities for gathering useful information that can help in developing their plan to recover the goods.

The Oak and Raven Inn

The Oak and Raven Inn the players with a temporary base of operations.

As you enter the Oak and Raven Inn, you are immediately enveloped by the scent of fresh bread and a delicious stew. The inn is brightly lit by several bronze lanterns mounted on the walls. The soft melodies of a gently plucked lute mingle with the murmur of patron's conversations. The source of the music is a young, fair-haired man, sitting on a stool to the right of the door, his hands dancing across the strings of his instrument. An elderly man with thinning white hair and an eyepatch stands behind a large bar that dominates the room. He looks at you all and greets you with a smile and a wave, "Welcome to the Oak and Raven! We've got a couple of empty tables, so pick one and someone will be with ya soon!"

The inn is owned by Lester Bellows, a short, elderly, human with white thinning hair. His single visible eye is blue while the other one is hidden beneath a black eyepatch. Lester wears a white apron and greets all new arrivals with a friendly smile. There are two females, human and dwarven, who serve the dining area. They both are profoundly serious and are focused on doing their jobs. The kitchen is run by Lester's wife, Silvia. She is a plump, elderly, human with black hair tied up into a bun. She always has a few choice words for Lester but says them with a smile and a twinkle in her green eyes. It's the mouthwatering aroma of her freshly baked bread and stew that fill the brightly lit inn.

The inn is a small two-story building with the first floor as the kitchen, bar, and eating area and rooms on the second floor. All the rooms are the same and contain a single bed, a small night table with a candle, a locked chest, a washbasin, and a small table and chair. A window lets the daylight in unless shuttered by the occupant. The key to each room is also the key that locks and unlocks the chest in that particular room.

- The Oak and Raven Inn is 12 sp per person, per day. Two meals, breakfast and dinner, and one night's lodging are included in the cost. One drink is also included with each provided meal.
- Additional Ale is 4 cp per mug and wine is 2 sp per pitcher.
- An additional meal is 3 sp.

The characters can attempt to negotiate the price, and on a successful DC 18 Persuasion (CHA) check, Lester drops it to 8 sp per night. A failed check leaves the cost at 12 sp per day. If the characters really engage with Lester to negotiate, he appreciates their effort, and they can roll with advantage. Lester enjoys a good haggle!

Lester will chat with the characters if they choose to interact with him as he makes his way among the tables, checking on his customers. He is friendly and willing to share what he knows if asked. Here are things that Lester knows and, in some cases, knows nothing about:

- Glipkip helped Lester establish the inn, so he considers Glipkip a friend and helps him out when he can.
- Lester knows that the competition between Gaskin and Darin has grown drastically over the last couple of months.

- Lester knows that Ore Town is in a state of growth right now and there are issues with that growth – the guard is spread thin, some cultures clash, but the council and guard do everything they can to resolve problems as quickly as possible.
- Lester knows that Gaskin and Darin are the currently the most powerful merchants in Ore Town.
- Lester does not know anything about Jasper.
- Lester does not know anything about any specific activities taking place between Gaskin and Darin.

During the evenings, the Oak and Raven has live music provided by various bards traveling through the area. The bard currently working at the Oak and Raven is a human named Will. He is a short blonde man with green eyes. His specialty is song and storytelling and the lute.

If the players engage Will in any discussion, they can learn the following:

- The rumors of the wealth in the Ore Town mine have spread far and wide.
- Ore Town is a genuinely exciting place with all the different species living in one place.
- Ore Town is a hot spot for all bards as there is a constant demand for entertainment.
- The Oak and Raven is a favorite spot because it has a constant flow of patrons who tip well (*wink* *wink*) with none of the risk found in the rougher taverns and camps.

Golden Pick Tavern

The Golden Pick Tavern is dimly lit and reeks of spilled beer and sweaty bodies. Yelling, laughter, and the sound of constant chatter greet the characters as they enter the busy tavern. A large circular bar dominates the center of the single room tavern, providing easy access to anyone who requires a drink. Smaller tables are placed in the area surrounding the bar with private booths lining the walls of the tavern. Four barmaids work their way through the room, removing empty flagons and glasses as well as taking orders from the rowdy crowd. There are dwarves, goblins, gnomes, and humans among other species in the tavern. Most patrons are just drinking while others are taking part in various games of chance and in some cases strength. You see games of cards and dice and a couple of lively groups arm wrestling.

The characters can check around to see if they can join any of the games. You can simply roll dice such as a d100 to determine if they win or not. Any gambling process is up to you to decide on resolution and pot size.

This dimly lit tavern reeks of spilled ale and body odor. The sound of laughter, yelling, and talking is pervasive. A large bar sits in the center of the room with an almost equally corpulent man behind it. He is bald, with a gray handlebar mustache, and his apron is stretched to the point of almost snapping. The perimeter of the room is lined with private booths - each with its own candle or lantern. A cloud of hazy smoke from the cheap candles at various tables stings your eyes. Haggard-looking bar staff make their way among the tables, some laughing loudly about an overheard comment while others yell at raucous customers.

The barkeep is not talkative at all but will take their order if they want drinks or the characters can ask the bar staff. This tavern only offers the basics.

- Ale (mug) is 4 cp each.
- Common wine (pitcher) is 2 sp.
- Loaf of bread is 2 cp.
- Large hunk of cheese is 1 sp.
- Large chunk of meat is 3 sp.



When the players ask about Jasper, he grunts and motions behind him to the left, to a booth back in the corner.

Jasper is sitting hunched over a tankard of ale in a darkened booth. He jumps when the characters approach. His brown hair is pulled back into a ratty ponytail. He is scruffy looking, and his clothing is rumpled and dirty. His brown eyes have dark circles from lack of sleep. Jasper is extremely nervous and is constantly looking about, jumping slightly now and then.

He will answer any questions the characters have within the limits of his knowledge but only after the characters introduce themselves.

This is meant to be a social encounter, but as the DM feel free to provide Jasper's knowledge in any way you feel is necessary to convey the information the characters and players need to progress. Ideally, the characters must interact with Jasper to get the information by asking questions. Jasper should be played as someone who is extremely nervous and is being forced to do something. The only reason he is doing it is that, as of now, he has a greater fear of his debt to Gaskin. He will tell the characters everything they want as long as he is asked.

This is what Jasper shares freely:

- He owes money to Gaskin and this meeting resolves that debt.
- He is ready to get rid of the debt because it puts him at risk as a wagon driver for Darin.
- He is a regular wagon driver for Darin on the permanent payroll, and if any of Darin's people find out about this meeting bad things could happen to him.
- Darin's organization views Gaskin's as a threat that needs to be removed.
- There has been an increase in the number of guards used when escorting wagons loaded with goods.
- He knows the warehouse in question is always looking for laborers and recently has needed someone to help in the office.
- There is a tarp-covered wagon in the back-left hand corner of the warehouse, and it is very odd that a wagon would be hidden like that.
- All wagons that enter or leave the warehouse are checked thoroughly.

The following list consists of specific details that Jasper knows about Darin's warehouse

located at the mine. The characters will need to ask questions about the warehouse because he will not simply provide all the information upfront. Here are the details:

- There is a sign over the gate that reads “Goldbow Mercantile”.
- The warehouse is surrounded by a 10’ tall wooden wall which is wide enough to allow a guard to patrol along the top.
- There are two main access points to the warehouse – the large main gate in the front and a standard-sized gate at the back for employee access.
- There are no workers at night unless there is a nighttime delivery.
- There are currently no scheduled nighttime deliveries.
- There is one main entrance to the warehouse building consisting of two wooden sliding doors. The entrance is large enough to allow wagons access into the warehouse.
- At the front of the warehouse, to the far left of the main entrance, a set of stairs leads to a door that opens directly into the offices on the second floor.
- There are always two guards at the main gate.
- There is always one guard at the employee entrance gate.
- There are always at least two guards posted inside the warehouse.
- There is always at least one guard posted at the top of each of the four sections of the wall.
- Two guards do a walk-through of the full yard at the bottom of every hour.

- He doesn’t know how many total guards are at the warehouse.
- The guard is led by a large hobgoblin named Turlak who is always at the warehouse.
- The warehouse is managed by a human named Andrew Thoms who has been there longer than Jasper (1+ years).
- Andrew has a small home in Ore Town, located in the residential area on Horseshoe Lane.

Ore Town

Ore Town is a community currently in the throes of change. It started as a basic mining settlement where all the buildings were made of wood, harvested from the edges of the nearby forest. The roads were dirt wagon tracks with various-sized footpaths leading off from them. When the massive silver vein was discovered and “The Boom” started, there was a rapid influx of individuals looking to make their fortunes.

This swift population growth has led to drastic improvements in Ore Town’s appearance. Wooden buildings, the standard structure in Ore Town, are now being expanded or torn down and replaced with stone. The old dirt roads are being paved with gravel, and some of the footpaths expanded into small roads as new buildings start to appear. With Ore Town’s population growth and diverse species taking up residence, the types of buildings vary greatly. Warehouses have been built, various neighborhoods have been established, and overall, everyone tends to get along.

If your players choose to explore Ore Town, these are key locations that can be used.



Market Square

The Market Square is probably the busiest area of Ore Town. The Golden Pick Tavern sits on the perimeter.

The square itself is a constant flurry of activity. It remains active around the clock to provide supplies and services to the residents of Ore Town who work numerous shifts throughout the day. The square is filled with brightly colored tents and owners hawking their wares. Bodies constantly collide as inhabitants try to make their way through the crowded market. The air is saturated with the scents of various spices, cooked meats and vegetables, and body odor.

The Market Square vendors provide anything that can be found in the Players Handbook in the Equipment chapter. The only exception is magical items, which can't be purchased or sold in the Market Square. The perimeter of the square is filled with buildings housing the permanent vendors of Ore Town. They include the following:

The Golden Pick Tavern. This establishment is described above.

Goldbow Mercantile. This shop is one of the storefronts on the square that was successfully updated to a stone structure. The "Goldbow Mercantile" sign hangs from a wrought iron rod extending out from the

stone wall over the door. The store contains a large selection of merchandise sold by Darin Goldbow and resembles a general goods store – it sells clothing (common and fine), non-martial weapons, tools, and trade goods (costs can be found in the Equipment section of the Player's Handbook).

It is managed by a brown-haired, blue-eyed male human named Oscar. Oscar is friendly and helpful to anyone who enters the shop. He is assisted by a bald male half-orc named Huron. Huron is largely for security and spends his time by the door. He does not speak but will grunt if someone attempts to talk to him.

Delectable Delites. This shop has a wooden storefront. The sign is a roughly painted piece of wood leaning against the door frame leading inside. Delectable Delites is owned and run by a male goblin named Garve. The food here varies from standard goblin fare to Garve's interpretation of human cuisine. The darkly lit shop has almost overwhelming odors – a cacophony of smells that are simply not pleasant to humans, elves, and dwarves. It is a popular place for goblins and other similar species. Garve is a flamboyant character while his assistant and brother, Narve, is quiet and sullen. Both goblins have brown hair and yellow eyes. They only wear pants and their chef's aprons. This is a risky place for humans, elves, and dwarves to eat simply because of Garve's interpretation of what he thinks non-goblinoids find delicious.

Tak Armaments. A metal sign hangs over the wooden door of this shop. It has a wooden front with glass windows, allowing passersby to see the goods being sold inside. This shop is the only place in Ore Town where martial weapons and armor can be

purchased. The smell of weapon oil and metal is strong as one enters the establishment.

It is run by a hobgoblin named Tak. Tak was one of the first of his species to arrive in Ore Town. His black hair and orange skin make him stand out. He hikes up all his prices by 20% (use costs in the equipment section of the Player's Handbook for the base price) with specific intent. Obviously, if someone will pay it, he is fine with that, but what he is looking for is someone who wants to haggle. Tak doesn't haggle with words though, he wants to use physical challenges. His favorite methods are:

- Beat him in an arm-wrestling match, best two out of three, to get base cost. Use contested STR checks; Tak has an 18 strength for this contest.
- Who can lift the most? At the back of the store, Tak has three crates of various sizes (small, medium, large). The players must start with the small crate and work their way to the largest. Tak will not allow them to pick just one crate to lift; the crates must be lifted in succession. Based on what the character can lift, the price of the item will be adjusted:

Crate 1 – Successful DC 18 STR check and Tak will reduce the price to the base price.

Crate 2 – Successful DC 20 STR check and Tak will take 10% off the base price.

Crate 3 – Successful DC 25 STR check and Tak will take 25% off the base price.

These are not cumulative, so if the character lifts all three crates, they only get a total of 25% off the base price.

Gaskin's Goods. This store is currently going through a renovation. The back of the store is being expanded, and various woodworkers are currently working on extending walls and

the floors. Fortunately, they're leaving the existing back wall there as they work, so the sounds of construction are slightly muffled. There are piles of stone outside the front of the store that indicate that the storefront will soon be updated.

This large clean shop is managed by a human female named Gladys. She has short black hair with blue eyes. The shop sells clothing (common and fine), non-martial weapons, tools, and trade goods (costs can be found in the Equipment section of the Player's Handbook). Gladys is very polite and efficient. She bustles around the shop constantly straightening things, organizing the shelves, and adding new stock. Gladys is assisted by a young goblin named Ketzek. Ketzek is short even for a goblin. He is bald with yellow eyes. He proudly wears a burlap sack with a rope tied as a belt. He is proud because it was the first thing he bought with his "salary" earned working at the shop.

Ore Town Cemetery

Cemetery is a loose term when describing the place where citizens of Ore Town bury their dead. It's a grass scrubbed area where bodies are buried or burned. Most graves are unmarked, and those that are use roughly cut wooden boards to indicate the burial plot. There are some stone headstones, but those were placed by the wealthier families in Ore Town. These nicer burial sites are in the northern section of the graveyard. The graveyard itself is open to the land around it with no fence or barrier surrounding it.

A little shack is situated at one end where the caretaker, Ollie, lives. Ollie is a large male human in his late 30's. He has black hair and green eyes. Ollie likes to keep to himself and will not interact much with anyone other than determining where a burial spot needs to be and when it needs to be ready.

Chapter 3 - Location Info

This chapter provides detailed information on Darin's warehouse and surrounding area.

Outside Darin's Warehouse

The warehouse is a 45-minute horse ride northwest of Ore Town and is located on the southwest outskirts of the mine area. There are several other warehouses in the vicinity, but Darin's has a "Goldbow Mercantile" sign above the main gate. Across the road from the warehouse is a hill covered in brush and small trees, providing an ideal vantage point to observe the location.

If the characters watch the warehouse during daytime, they notice the following immediately:

- The warehouse is surrounded by a 10' tall wooden wall.
- There is a main gate with two guards – the gate is closed.
- Some guards can be seen patrolling the top of the wall during the day.
- No guards are located outside of the walls.
- The warehouse itself is a two-story building with no windows.
- There is a single large entrance into the warehouse – it consists of two wooden sliding doors that are currently open.
- There is a staircase on the left front of the warehouse that leads to a closed door on the second floor.

If the characters watch the warehouse longer than an hour, they observe the following:

- Every hour a group consisting of two guards will walk the yard surrounding the warehouse.

- The yard is full of activity – wagons being loaded and unloaded while workers move crates and sacks in and out of the warehouse.
- There is a stable in the yard where the characters see two horses.

Characters can attempt to sneak in closer to investigate the wall. On a successful DC 15 Sneak (DEX) check they will be able to determine the following:

- The wooden wall is smooth but has slight horizontal gaps every 4' that could allow a dexterous person to climb the wall.
- There is a single regular-sized gate in the back with one guard – the gate is closed.
- The lock on the gate is only accessible from inside the warehouse yard.
- Through one of the gaps on the western wall, a glimpse of what looks like a covered manhole can be seen.

A failed sneak check will lead to one of the guards on the wall noticing the characters and yelling at them to leave. If the characters do not leave, the guards will begin shooting at them with crossbows.

If the characters choose to fight back, the guard will yell that the warehouse is under attack. At this point more guards will begin to arrive to confront the character or characters who approached the warehouse. If this turns into a combat encounter, follow the process for the Wave Table in Chapter 4 under the "Non-Stealth Infiltration" section.

If the characters scout the area during the night, they will see the same things visible at daytime with the following changes:

- There are no warehouse workers.

- The main entrance into the warehouse is closed.
- Any wagons in the yard have are parked against the warehouse building.
- Light can be seen from within the warehouse through the cracks surrounding the main warehouse door.

Inside Darin's Warehouse

Here is information that characters can learn if they gain access to the inside of Darin's warehouse. This information corresponds with the included map of Darin's Warehouse.

First Floor

This is an open space with rows of various sized crates, sacks, barrels, and slabs of stone. Wooden stairs lead to the second floor. Key info for the characters to discover:

- There is a covered wagon in the back left-hand corner of the warehouse.
- The warehouse floor is highly active during the day.
- At night, the warehouse is empty except for the two warehouse guards patrolling every hour.
- The main doors are locked at night.
- Barrels and crates are stacked in rows throughout the first floor allowing easier access for the workers and providing the characters potential nooks and crannies to hide in or use for cover.

Key info for the DM:

- Only the inside guards, one gate guard, Turlak, and Andrew have keys to the warehouse.
- On a successful DC 15 Dexterity check using thieves' tools, the doors can be unlocked. These locks can be broken with a successful DC 20 Strength check.

The products stored in the warehouse are dried goods, ore (iron, copper, etc.) from the mine, tools, and cloth. The first floor does not contain anything of true value to the characters other than the stolen wagon.

The rows of crates, barrels, and sacks are objects that can enhance combat if needed. They can provide cover and environmental obstacles to be used by you and the characters. The crates and barrels provide half cover (+2 AC bonus). The sacks provide no cover.

Second Floor

The second floor of the warehouse contains three offices, a filing room, and a secure room. Part of the second floor opens to the first floor with wooden railings around the open area. The ceiling has a winch and pulley system over the open space for lifting heavy items onto the second floor.

1 – Large Office

This office belongs to Andrew. The door is locked when Andrew is not onsite, and he is the only person with the key. On a successful DC 15 Dexterity check with thieves' tools, the lock can be picked. On a DC 20 Strength check, the door can be broken.

Three bookshelves line the walls. A large brown rug covers the floor in front of a quality wooden desk. Two wooden chairs face the desk while a padded leather chair sits behind it. The desk has some paperwork and writing utensils on it. If the characters check the paperwork, they will find various documents relating to the payroll, manifests, and shipping schedules. Gaskin will pay 25 gp for the shipping schedules.

The characters will also notice some documents have a wax stamp on them. The brass stamp and a pot of wax are in the locked desk drawer. This drawer can be successfully opened on a DC 10 Dexterity

check with thieves' tools or forced open on a DC 10 Strength check.

2 – Office 2

This office belongs to the head of the guard, Turlak the hobgoblin. It is sparse, containing only a simple desk, chair, and a locked wooden chest. The desk is clean with only an inkpot and quill on it. If the characters check the drawers, they will find a brass stamp and wax. Turlak lives at the warehouse and never appears to leave. He always keeps the door to his office locked unless he is in it. On a successful DC 15 Dexterity check with thieves' tools, the lock can be picked. On a DC 20 Strength check, the door can be broken.

Treasure. The lock on this chest can be picked on a successful DC 20 Dexterity check with thieves' tools. Turlak also has a key that will open these chests. The chest contains a Potion of Healing, a small bag of gems (50 gp), a Level 2 spell scroll, and a Level 3 spell scroll. Any damage caused to the chest will trigger a spell that burns all contents; anyone within 5' will take 1d4 fire damage on a failed dexterity save. A successful DC 15 Dexterity check allows the character to dodge out of the way and avoid any damage. A check for traps will not find anything but detect magic will indicate evocation magic.

The stamps in the offices make any written document official for the workers or guards at the warehouse. If the players think about it, they can forge an authorization to transport the wagon. This will be an immediate pass for any of the warehouse guards. The gate guards are kept aware of all expected transports, so they will need to be persuaded. The document will allow the characters to roll with advantage on the persuasion check. If Turlak's seal is used and shown to Turlak, he will know the document is forged and will immediately yell for guards, starting combat.

3 – Office 3

This office is unoccupied and is currently being used for storage for various types of furniture such as empty desks, stacked chairs, and an empty bookshelf. This door is not locked.

4 – Filing Room

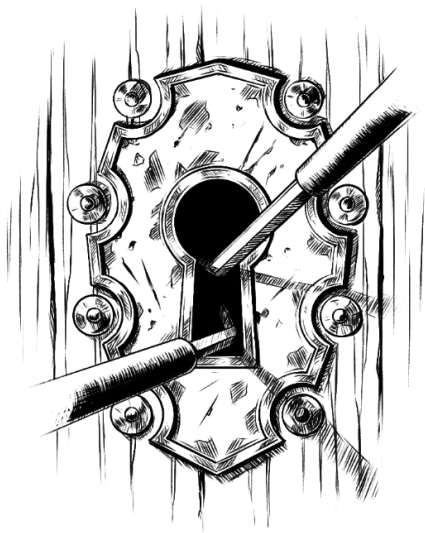
This room is lined with 6' tall shelves filled with paperwork, scrolls, and ledgers. Wooden crates containing archived paperwork are stacked on top of the shelves. A small desk and wooden chair are situated against the wall. If a character is hired on as the office assistant based on the information provided by Jasper, this will be their desk.

The door to this room is locked except when a file clerk is working. If this is one of the characters, they will have a key. On a successful DC 15 Dexterity check with thieves' tools, the lock can be picked. On a DC 20 Strength check, the door can be broken. There is nothing of value in this room as documents are not relevant to anyone other than Darin's organization.

5 – Secure Room

This room's only entry is a locked iron banded door. Only Andrew and Turlak have access to this room. It is where any valuable product is stored while in the warehouse. On a successful DC 20 Dexterity check with thieves' tools, the lock can be picked. On a DC 25 Strength check, the door can be broken.

Shelves line the walls of this room. There are also eight chests stored here. Four of the chests are locked while the remaining four are empty.



Treasure. There are four locked chests. Each lock can successfully be picked on a DC 20 Dexterity with thieves' tools. On a successful DC 25 Strength check, the locks can be destroyed. Two chests contain a bag of 124 gp, while the other two contain 50 gp worth of gems each. One chest will also contain a silver sword +1 to ATT.

The shelves contain an assortment of various scrolls and books. On a successful DC 15 Investigation (INT) check three books valued at 25 gp each can be found. These books are historical works.

6 – Open Area

This area contains two cots for off-shift guards. It opens to the lower level so the guards can readily be alerted if needed.

7 – Break Area

This area contains a table and chairs for employees to sit at when on break or lunch.

Mine Waste Pit

This large, open pit is the main depository of all waste from the buildings that surround the mine (not including Ore Town). It is located west of the mine and is visible from where the warehouses are located. The odor emanating from the circular pit is unpleasant, so no one

ever stays in the area long. The hole is about 30' deep and 20' wide, and the waste inside is about 8' deep. There are 3 tunnel openings, 6' in diameter, on different sides of the pit where waste flows from. Each tunnel is located 8' below the pit's rim. Only one tunnel appears to go in the direction of Darin's warehouse.

Characters must make a DC 17 Constitution check if they enter the pit. On a failure they become nauseated and vomit and will have the poisoned condition for 10 minutes. A success means they are unaffected by the stench.

The Mine Waste Pit can be used in either the full assault or stealth approaches discussed in Chapter 4.

Main Tunnel

This tunnel is 6' in diameter and runs for 150' in the direction of the Goldbow warehouse. As the characters make their way down the main tunnel, they will see six tunnel openings, three on either side, with a set of letters carved into the stone above indicating what warehouse they connect to. The first five tunnels are labeled "CG", "KN", "BT", "DM", and "WT" or however you want to label them. The sixth tunnel has "GM" carved above it. This is the tunnel that leads to Darin's warehouse - Goldbow Mercantile. Using and exiting any of the other tunnels could lead to potential encounters of your own design.

The tunnel labeled "GM" is 75' long and leads to the manhole located in the warehouse yard. Several smaller tunnels branch off in the last 10' of this tunnel but are not passable due to their size. The manhole is located at the end of the tunnel.

There is a large crack in the side 45' into the "GM" tunnel where four **giant rats** have a nest. A single giant rat will be visible as the

characters make their way down the tunnel. The rats will attack the characters as they pass because they are defending the nest. The rats can be distracted with food as an alternative to combat. If the characters distract the **giant rats**, they can move further up the tunnel towards the manhole without a fight.

When the characters get to the manhole, it will be locked with a large iron padlock. Using thieves' tools with a successful DC 15 Dexterity will open the lock. The lock can also be physically broken on a successful DC 20 Strength check.

Creatures. These 4 giant rats will have a nest just inside the large crack.

Giant Rat

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60', passive perception 10

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage

Treasure. If the rats are killed or distracted, the characters can search the nest, they will find trash and 10 cp.

Mine and Surrounding Area

The mine entrance is a large 20' by 10' cave opening that leads to several tunnels within. Assorted temporary buildings are set-up in the area surrounding the mine. These buildings range from barracks for miners to warehouses built to store stone and ore until it can be shipped to Ore Town or other destinations. There are also multiple tents belonging to individuals who are hoping to establish their own mines in the vicinity. Food tents provide basic meals to anyone for a charge. Drinking is not allowed around the mine. This area is active day and night since the mine runs all hours.

This area provides no access to any warehouses.



Chapter 4 - Infiltration!

This chapter provides details on potential scenarios the characters can follow to recover the stolen goods. These are not the definitive options (as we all know players never go by the script!) but are meant to provide you with information that can help you accommodate whatever plan the characters create. To simplify and keep consistency across these scenarios, any combat that takes place inside the warehouse will lead to the wave combat process as described in the Non-Stealth Infiltration section below.

Non-Stealth Infiltration

This method is a completely combat-based scenario. The characters do what they need to gain access to the warehouse regardless of alerting the guards.

The number of guards at the warehouse is not unlimited, so if the characters can survive long enough, they can get to a point where they can recover the stolen goods.

The combat in this scenario will take place in five waves, consisting of a total of 11 guards and Turlak. The waves represent guards yelling for backup and the approach of additional guards from various locations in the warehouse to provide support. The number of guards will incrementally grow during the first 3 waves, but the last two waves will decrease in number. This indicates the dwindling number of reinforcements coming from further locations. If the

characters survive the combat, they have two hours before reinforcements arrive. This reflects the amount of time workers take in returning to Ore Town to report what is happening and for additional guards to arrive. The characters will need to recover the stolen goods and leave the warehouse before the two-hour window is over, or they will face overwhelming odds and not be able to recover the stolen items.

Details about the waves are provided in the Wave Table below.

The last wave is Turlak, the head of the guard, who is a **Hobgoblin Devastator**. If the encounter with Turlak takes place in the warehouse, he will avoid casting spells that could damage any goods, such as fireball, acid splash, etc. If the encounter happens in the yard or if one of the characters has already done something to damage goods, Turlak will use any available spells.

Turlak is an NPC you can use at any point you feel he might be encountered in the warehouse, based on what your players' characters are doing. The only set encounters for Turlak are the wave table or the Escape Chapter. Feel free to use him when it fits the story you and your players are creating. Note that if Turlak is killed at any point, he will not be available to use in the wave table or any other encounters. If you start a combat with Turlak on his own, he will yell for backup which will follow the first four waves of the wave table. Wave One will arrive at the first turn of combat with Turlak.

Wave	Creatures	Arrival of Additional Guards	# of Guards in Combat
1	2 guards	Turn 1	2
2	3 guards	Turn after 1 st guard is downed	4
3	4 guards	Turn after 3 rd guard is downed	6
4	2 guards	Turn after 7 th guard is downed	4
5	1 Hobgoblin Devastator	Turn after 9 th guard is downed	3

Wave Table

The characters can flee at any point during the combat. Guards will not pursue outside of the warehouse wall. If the characters do flee, the next wave appears as they run. This represents the players running into the incoming support. For example, if the characters flee on Wave Three, they will encounter Wave Four the following turn.

Creatures. The guards use the **thug** stat block. The guards will fight to the death or until they are disabled.

Thug

Medium humanoid, any non-good alignment

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 +10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses Passive perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5', one creature. *Hit:* 5 (1d6 +2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Turlak, Hobgoblin Devastator

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (Studded Leather)

Hit Points 35 (7d8 +14)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5

Senses Darkvision 60', Passive perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army of Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells:

Cantrips (at will): acid splash, fire bolt, ray of frost, shocking grasp

1st level (4 slots): fog cloud, magic missile, thunderwave

2nd level (3 slots): gust of wind, Melf's acid arrow, scorching ray

3rd level (3 slots): fireball, flay, lightning bolt

4th level (1 slot): ice storm

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. *Hit:* 45 (1d6 +1) bludgeoning damage, or 5 (1d8 +1) bludgeoning damage if used with two hands.

Treasure. The thugs will have 5d6 cp per defeated guard. The Devastator will have 4d6 sp and 3d6 gp. Turlak's quarterstaff is of high quality. The ends are covered in silver (silvered weapon), and it has exquisite scrollwork along its length. The staff can be sold for 2 gp.

Stealth Infiltration

This strategy will require the characters to use covert methods to gain access to the compound and is optimal if it takes place at night. This section provides information that can be used if the characters choose this approach.

The warehouse details in the Location chapter should be referenced at this point to determine what checks will need to be rolled when attempting to gain access to various parts of the warehouse.

Every time the characters break a door or its lock, you roll a 1d100 and compare the results to the Alert Table.

# of broken locks or doors	1d100 roll needed to continue unnoticed
1	<20 a patrol is alerted
2	<40 a patrol is alerted
3	<60 a patrol is alerted
4	<80 a patrol is alerted
5 or more	A patrol is alerted

Alert Table

If the roll is less than the number listed in the second column, the characters alert the two guards on patrol. If the roll is greater than the number, no guards are alerted. The more times a lock or door is broken, the characters increase their chances of being discovered. An alerted patrol will approach and investigate the area the characters are in.

The characters can attempt to hide from the guards, sneak away, or engage. Rolling successfully on a contested Stealth (DEX) roll against each patrol guard's Investigation (INT) roll allows the characters to hide if a hiding place is available or sneak away if the characters' movement is enough to get them out of the guards' visibility. The characters that fail the roll will be engaged by the patrol.

If the patrol is alerted due to a broken door but all characters succeed on their stealth check, the guards will discover the damage and yell a warning about intruders. All guards will then be on alert and will forcefully engage any characters they see transitioning, to a non-stealth infiltration using the Wave Table for combat.

During the day, the warehouse employees pay little attention to the characters, being focused on their own jobs and assuming that anyone within the compound is authorized. At most the characters may receive a nod from a worker. The exception to this is if the characters do anything suspicious like pick a lock or break a door when a worker is present. As the DM, you decide if anyone is around at that time, and hopefully the characters will check. If a worker sees this type of activity, they will immediately yell for a patrol who will then engage the character(s)

Engaging the guards does not necessarily result in combat. The characters can attempt to persuade the guards that they are meant to be there for some reason. They succeed on a DC 16 Persuasion (CHA) check. Success means the guards are convinced. The guard will inform them that they aren't on the access list and should hurry up with what they are doing and leave. The guard will also tell them to make sure they are on the list next time. Failure to persuade the guards will lead to them attacking the characters and beginning

combat based on the wave table from the non-stealth infiltration section.

Let the players roll with advantage if they provide an excellent argument about why they are where they are or why the lock or door is broken.

Creatures. The guards use the **thug** stat block.

Thug

Medium humanoid, any non-good alignment

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 +10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses Passive perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5', one creature. *Hit:* 5 (1d6 +2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Approaching Andrew Thoms

This scenario comes into play if the characters decide that the warehouse manager, Andrew Thoms, is their way into the warehouse. Unfortunately, at this time Andrew has been sent on a trip by Darin outside of Ore Town and will not be back in time to be of any use

to the characters. Andrew is a committed employee, and because of this, he is often used by Darin for important business trips throughout the region.

Andrew lives in a simple cottage located on Horseshoe Lane in the residential area of Ore Town. This area is not where the wealthy live, but it does merit regular patrols from the town guard, and neighbors tend to look out for each other.

The single-story cottage is surrounded by a 3' tall wooden picket fence with a single gate that is always open. A lantern hangs next to the front door, the only door into the home. The yard within the fence is brown grass with small patches of green scattered throughout. There is a total of four windows on the cottage: two windows on either side of the front door facing Horseshoe Lane and another two windows on the left side of the house facing a small street. The right side has no windows and faces a neighbor's home.

The front door is locked and can be picked on a successful DC 15 Dexterity check with thieves' tools. The door can be forced open on a DC 17 Strength check, but this approach is loud and will attract the attention of neighbors who will yell for the town guard. The windows can also be unlocked on a successful DC 12 Dexterity check with thieves' tools or broken into. Breaking a window does not require any skill check, but it will attract the attention of a neighbor on a 1d100 roll of 40 or higher who will then yell for the guards.

There is a bedroom, living area, kitchen, and bathroom in the cottage. Each room is a different size but occupies a corner of the square building. The interior of the cottage is sparsely furnished.

There is nothing of real value or anything related to Andrew's work as he does not bring those things home. If the characters search, they will find a small pouch of 20 sp hidden under the mattress in the bedroom. There is a parchment on the night table indicating that Andrew has been sent on an errand to one of Darin's other warehouses. It states that Turlak is to be left in charge of the warehouse at the mine as Andrew will be gone for quite some time.

If the **guards** are alerted by a yelling neighbor, four will approach the house. If the characters flee as soon as the neighbor yells for the guard, they escape. Remaining in the house causes the guards to engage the characters with non-lethal force to arrest them.

The characters can attempt to fight the guards, and if they kill or incapacitate them, they will be able to escape. Once they've escaped, the characters will not be able to return to this area of Ore Town for at least 7 days. If they return sooner, they will be recognized and reported by neighbors, forcing them to flee, fight, or be arrested.

If the characters are arrested, they will have to pay a 50 gp fine each and spend one day in the town prison. If they do not have the funds, they will have to spend two days in prison. During these two days they will be required to sort rocks brought from the mine for the mayor's "Beautify Ore Town" project. After the second day, they are given their belongings and released with a warning of "don't do it again".

Creatures. These town guards use the **guard** stat block. It is two humans, a dwarf, and a goblin guard that arrive to investigate.

Guard

Medium humanoid (any race), any non-good alignment

Armor Class 16 (Chain Shirt, Shield)

Hit Points 11 (2d8 +2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses Passive perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5' or range 20/60', one target. *Hit:* 45 (1d6 +1) piercing damage, or 5 (1d8+1) piercing damage is used with two hands to make a melee attack.

Darin's Warehouse Jobs

The following jobs will allow the characters to easily scout the inside of the warehouse. This scenario can utilize either the stealth approach or the brute force method depending on how planning and encounters go.

Andrew Thoms, the warehouse manager, is looking to hire for three positions, two warehouse workers and a file clerk.

His assistant, Mari Bandywine, will do the interviews in his office, one at a time. Mari is a female gnome with black hair and brown eyes. She is dressed in a long brown tunic with grey pants, and her feet are in sandals. She is polite but focused on what Andrew needs her to do. During the interview she is direct and efficient, working to fill the positions quickly with as little chatting as possible.

Here are the specifics for each job:

Warehouse Workers

These workers are responsible for loading and unloading wagons, moving products to designated areas within the warehouse compound, and assisting in performing inventory counts.

Mari focuses on these three topics during the brief interview:

- Any issues with doing what you are told when you are told?
- The job requires heavy lifting, is that a problem?
- Any issues with periodically having to work at night?

These two positions need to be filled quickly. If the characters applying for the job agree to the three requirements above and present themselves as at least somewhat intelligent, Mari will hire them on the spot.

A warehouse worker receives:

- 5 sp per day paid weekly
- Full access to the first floor of the warehouse and surrounding yard
- Access to the open area on the second floor but no access to the offices
- A copper token inscribed with a three-digit number and "GM" – which stands for Goldbow Mercantile - stamped on one side, as proof of employment

File Clerk

This position is responsible for helping maintain paperwork and managing inventory. The paperwork includes inventory counts, orders, and filing of completed invoices.

These are the three main questions Mari will have during the interview:

- Does the character know how to read and write?
- Does the character know how to work with numbers?
- Any issues with periodically having to work at night?

It is difficult to find someone who knows how to read, write, and do math in this area. If the character meets these three requirements, they will be hired on the spot.

The file clerk receives:

- 8 sp per day paid weekly
- Full access to the yard and first and second floors of the warehouse
- Restricted access to the secure location on the second floor, only with Andrew present
- A copper token inscribed with a three-digit number and "GM" – which stands for Goldbow Mercantile - stamped on one side, as proof of employment

The tokens are items that prove that characters are employees. Area restrictions still apply.

Once the interviews are over, Mari leaves the warehouse.

Either of these jobs allows the characters to scout the inside of the warehouse compound. You can provide the hired characters the map of the inside of Darin's warehouse and share the descriptions from the section that discusses the inside of Darin's warehouse as they access and explore areas.

If the characters are sneaking around or are in a restricted area, a patrol will notice and become suspicious. The guards will stop the character(s) and question them.

A successful DC 12 Persuasion check is needed to convince each guard that nothing questionable is happening. A failed check with either guard leads to them escorting the suspicious characters from the warehouse and then reporting the incident to Turlak.

In this situation, the character(s) escorted from the warehouse can be considered fired. The guards will provide no reason other than the characters broke the rules. It does not matter if they are new or not, the rules are rules.

The characters can attempt to prevent the guards from escorting them out or reporting to Turlak. If attacked, the guards will yell for backup, and unless they are incapacitated or killed by the end of the second turn, this will begin the wave combat referred to in the non-stealth infiltration section above.

Any warehouse workers that can see the fight will get out of the way and not risk their lives.

Note that the warehouse workers will never engage in any kind of combat. They are only concerned about staying alive. If someone is brave or crazy enough to attack Darin's warehouse, they want nothing to do with them and will just get out of the way. The workers feel that if the guards are doing their job, they won't need any assistance and will handle any problems themselves.

At this point, there is no way for the characters to continue under the guise of employees. They will need to either escape combat or try to brute force their way to recovering the goods.

Creatures. The guards use the **thug** stat block. They can be any species you choose.

Thug

Medium humanoid, any non-good alignment

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 +10)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses Passive perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5', one creature. *Hit:* 5 (1d6 +2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Treasure. The gear is standard and of no real value. The guards will have 5d6 cp each if the characters have time to loot.

Chapter 5 - Recovery!

This section covers the recovery of the stolen goods. If the characters succeed and get to the point where they have access to the wagon, they will need to determine how to get the goods out.

Wagon Recovery

The wagon is intact, and all goods are still stored on it. The only way to get the wagon out is through the front gate. The stables have three horses, and the wagon requires at least one.

If the characters triggered the wave combat, they have two hours to get the wagon and goods out of the warehouse without being stopped.

If the characters infiltrate at night and all the guards and Turlak are removed, they will have until sunrise to get the wagon out. At sunrise a group of ten workers arrives, and they will notice something is amiss when there are no guards at the gates. The workers will immediately head for Ore Town to report something is wrong. At that point, the characters will have two hours to get out with the goods before reinforcements arrive. If you have any workers remain to watch the warehouse, they do not interfere with the characters. The workers will not risk their lives, but they will report anything they see.

If the characters are able to get to the wagon and there are still active guards, and possibly Turlak, they must plan how to transport the wagon out of the compound. The two gate guards will not be focused on activity within the yard. If either the warehouse or yard patrols are still active, you can decide if one of them is present when the characters attempt to pass through the yard, retrieve the horses, and get the wagon out of the warehouse.

If the characters are caught, they can attempt to persuade or intimidate the guards. This will require a successful DC 15 Persuasion (CHA) or Intimidation (CHA) check for the guards to let them continue.

If the characters present written authorization with either Andrew or Turlak's stamp, the patrols will let them pass without question. If there are any warehouse workers around, they won't pay attention to the characters because they assume that if someone is already in the yard or warehouse, they are authorized. Any warehouse workers in the vicinity, if fighting breaks out, will get out of the way and hide.

Front Gate

If the characters successfully get the wagon to the front gate and the gate guards are still there, they will have to convince those guards that they are authorized to take the wagon. If they have a forged authorization, using either Andrew or Turlak's stamp, they can present it to the guards.

Because the gate guards are familiar with the transport schedules for the day, a DC 20 Persuasion (CHA) check is required, but the forged authorization will allow the characters to roll with advantage. If the roll is a success, the guards allow the wagon through. If the check fails, the guards will prevent the wagon from leaving and immediately call for backup.

If Turlak is still in play, he arrives along with one other guard. If Turlak is not in play, three additional guards show up to support the two guards at the gate, starting a combat encounter.

If Turlak arrives, characters can attempt a DC 20 Persuasion (CHA) with disadvantage to persuade him that the authorization is legitimate. A successful check will convince

Turlak, and he will proceed to yell at the gate guards for wasting his time.

A failure, or if the characters are using an authorization with Turlak's stamp, will lead to Turlak preventing the wagon from going any further. He will demand that the characters get off the wagon and that the guards restrain them; this initiates combat. The characters will face off against three guards and Turlak. If Turlak is not in play, three additional guards show up to support the two guards at the gate starting a combat encounter. Any remaining guards will work on securing the warehouse and workers.

If the characters succeed in either combat encounter, any guards not engaged in combat will not attack because they realize they are outclassed by the characters.

The front gate is locked; the two guards have keys. The lock on the gate can be picked using thieves' tools on a successful DC 20 Dexterity check. The lock can be broken on a successful DC 23 Strength check. The gate has 45 hit points if the characters choose to attack it.

Successfully recovering the wagon and returning it to Gaskin allows the characters to collect their agreed upon reward. Gliptip also tells the characters that moving forward they can stay at the Oak and Raven at no charge, as long as they assist Gaskin or himself as needed – any compensation will be discussed at the time of the job offering.

If the characters took the schedules from Andrew's office and provide them to Gaskin, he pays 25 gp total in exchange. He also gives the characters 10 gp for each brass stamp if the characters offer them to him.

Partial Recovery

If the characters focus on just retrieving the silver statue and chest, it will require at least

one character to carry the statue and two characters to carry the chest. Retrieving only these two items allows the characters different options for getting out of the warehouse compound.

Employee Gate

This gate always has a single guard unless the wave combat has happened or the characters have already removed this guard.

If the characters are still warehouse employees and provide a good reason, they can convince the guard to leave the post temporarily on a successful DC 18 Persuasion (CHA) check. A failed check, or if the characters were not hired as warehouse staff, requires the guard be dealt with in another way.

If the guard sees either the statue or chest, the check will also fail. Any physical or magical violence aimed at the guard will have them yelling for backup. If Turlak, the **hobgoblin devastator**, is still active and has not been removed from play, he and two other guards will arrive at the beginning of the second turn and attack the characters. If Turlak is not available, four guards will arrive at the beginning of the second turn of combat.

Manhole

The manhole is not guarded, but guards regularly patrol this area.

If the characters did not enter the warehouse compound through the manhole, they will need to pick or break the lock. Using thieves' tools with a successful DC 15 Dexterity will open the lock. The lock can also be physically broken on a successful DC 20 Strength check. If there are still active guards, breaking the lock will require a 1d100 roll.

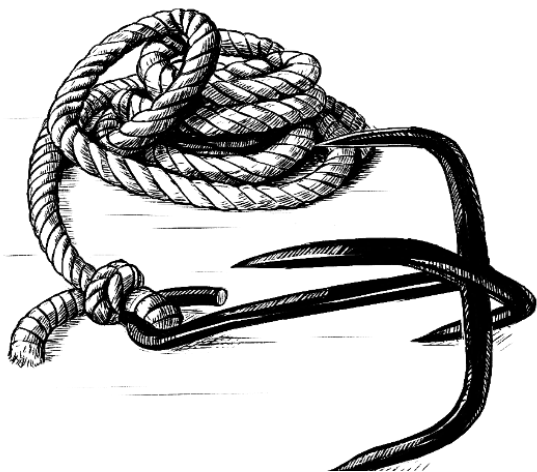
Results higher than 50 draw two guards to investigate. The guards will yell for backup and engage in combat immediately because

the scene looks suspect. If Turlak, the **hobgoblin devastator**, is still active and has not been removed from play, he will arrive at the beginning of the second turn and attack the characters. If Turlak has already been removed, three additional guards will arrive at the end of turn two.

Unless the rats have already been dealt with in the tunnel, they will need to be handled on the way out.

Climb the Wall

The characters can attempt to climb the wall. They will need to succeed on two DC 18 Strength or Dexterity checks to be able to climb the wall while carrying the statue and chest. The use of a grappling hook will allow the characters to roll with advantage.



A failed check results in an item being dropped. The dropped item bangs against the wall and makes quite a bit of noise. If Turlak, the **hobgoblin devastator**, has not been encountered yet, he will appear with two guards before the characters can gather what was dropped, and attempt to prevent the characters from escaping. If Turlak has already been dealt with and there are still active guards, four of them show up and engage the characters. If the characters

survive the encounter, they will be able to get the statue and chest over the wall.

Successfully returning the statue and chest allows the characters to receive their agreed upon reward. Gaskin personally thanks the characters. If the characters provide the schedules they took from the warehouse, Gaskin gives them 25 gp total. He also gives them 10 gp for each of the brass stamps if they offer them to him.

Creatures. The guards use the **thug** stat block.

Thug

Medium humanoid, any non-good alignment

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 +10)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses Passive perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5', one creature. *Hit:* 5 (1d6 +2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Turlak, Hobgoblin Devastator*Medium humanoid (goblinoid), lawful evil***Armor Class** 13 (Studded Leather)**Hit Points** 35 (7d8 +14)**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5**Senses** Darkvision 60', Passive perception 11**Languages** Common, Goblin**Challenge** 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army of Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells:

Cantrips (at will): acid splash, fire bolt, ray of frost, shocking grasp

1st level (4 slots): fog cloud, magic missile, thunderwave

2nd level (3 slots): gust of wind, Melf's acid arrow, scorching ray

3rd level (3 slots): fireball, flay, lightning bolt

4th level (1 slot): ice storm

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. *Hit:* 45 (1d6 +1) bludgeoning damage, or 5 (1d8 +1) bludgeoning damage if used with two hands.

Commoner*Medium humanoid (any race), any alignment***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30'

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

Actions

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

Failed Recovery

Failure to return any goods to Gaskin leads to him being disappointed. He requests the characters provide him with as much detail as possible about what happened at the warehouse.

He suggests the characters lay low for a while as he believes there is a good chance Darin knows who they are now. Gaskin will pay only 10 gp if either the statue or chest is returned.

If the characters attack Gaskin, twelve guards will swarm in attacking the party, allowing Gaskin to flee. Surviving the encounter leads to the characters being driven from Ore Town.



Killing Guards and Workers

If the characters kill two or more guards, Glipkip suggests that they lay low for a while. Because blood has now been shed, Darin may retaliate forcefully, and the characters may now be known to him.

If the characters attack the workers, they will use the **Commoner** stat block. Attacking the workers will have consequences, and the citizens of Ore Town will hear about it. The needless death of the workers will make Gaskin angry, and he will not pay the characters even if they return with the goods. He will tell the characters that their actions have caused the town council to become involved, and that they will need to leave and never return. The murder of civilians is a death sentence, and the town guard will act swiftly.

Epilogue

This brief interaction is dependent on at least some of the characters surviving and is to let the characters know they have been noticed by Darin.

A strange woman appears where the characters are staying sometime after their last meeting with Gaskin whether they succeeded or failed. She arrives as the characters are sitting down in an inn or tavern to relax.

A slight, hooded figure quickly makes their way to your table. Upon arrival, they bow slightly, and a feminine voice can be heard. "Hello. I bring you greetings from one Darin Goldbow." She holds up both hands indicating she is unarmed, "I mean no harm at this moment. It was requested that I let you know that you are now known to my employer, and you have piqued his interest. Please be aware you may be called upon soon for a meeting. Until then, be", she pauses slightly and then continues, "...safe." She then turns and quickly leaves, disappearing into a large group of patrons who are just now entering through the door.

Because of the crowd and how quickly she disappeared, she can't be found if pursued. The characters can search but discover nothing.