

The Sinister Warehouse

Sinister warehouses - hideouts for thieves, smugglers, cultists, and renegade mages - shelter criminals in plain sight in the city's heart, often with the city ruler's blessing.

Hooks

- Tension is growing in the city as more people slip into poverty. The wealthy, the poor, and the criminals all look to the city's packed warehouses, and conflict is imminent.
- In the city, someone is always watching, and on this particular day, the characters' shadow can be tracked to a nondescript warehouse in the merchant's district.
- The thieves' guild needs an outsider for undisclosed reasons and offers payment for a simple job: break into the warehouse, go to the offices, and steal a ledger in the safe behind a shelf.

Entrances

A typical warehouse has several entrances. The main doors open to the main street or a courtyard and should be able to accommodate wagons. Side entrances to both the storage area and the office area are common. Often the warehouse has a trapdoor to the sewers and hatches to the roof. Careful climbers may use the hatches and railings to enter the building, while anyone exploring the sewers may find a way up.

Warehouse Staff

Merchants, thieves, city guards, and handlers all work for the warehouse at some capacity.

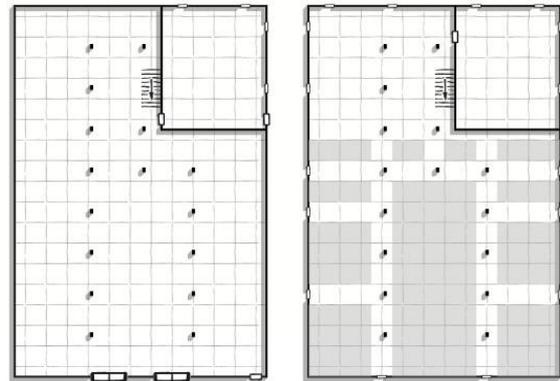
- **Cily Dyna, Manager, Female Human Rogue.** Dyna is mild-mannered and attentive, not missing anything. She is a well-organized cynic. She is loyal to both the merchants' guild and the thieves' guild and got rich fast once she realized how closely they were related.
- **Morder Gallow, Security, Male Human Fighter.** Gallow is handsome, charming, and violent. He often drinks with city guards, which add to the warehouse's security.
- **Oshi Vord, Handler, Male Human Warlock.** Brooding and intense, Vord expertly handles the merchandise without losing sight of any customers. He is usually the one sent to shadow the customers and can be unexpectedly charming when he chooses. Vord is a cultist.
- **Edwina Calla, Handler, Female Human Fighter.** Calla is lean and healthy, with her silver hair usually in a braid. She has a big heart under her armor of cynicism and no longer sympathizes with her employer.

Interior

The building is held together by supporting pillars and railings. The central storage area has a high ceiling, allowing stacks of crates requiring a crane to manage. Part of the loft is floored, and this is where the crane is based and operated. The warehouse also has offices or smaller storerooms on both floors.

The trapdoor to the sewer is located in the back. The root hatches are for ventilation and access to the roof for maintenance.

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Encounters

Several factions use the warehouse to conduct shady business: thieves, smugglers, slavers, assassins, greedy merchants, and corrupt city guards.

Wicked Secrets

Corruption runs deep in the city.

- **The Serial Killer.** The warehouse stands upon a larger, now forgotten complex, and the serial killer who recently appeared is looking for the entrance.
- **City Watch Involvement.** Some guards run a side-operation from the warehouse. They torture and kill off-the-book prisoners, blackmail citizens, and sell confiscated contraband. Some even help foreign powers.
- **Foreign Spies and Terrorists.** Foreigners run spy and terror operations from the warehouse. They store alchemical fire and explosives in barrels in the back of the warehouse, and some of the paperwork implicate locals if the false cargo manifests can be discerned.
- **Shallow Grave.** A city high priest murdered and buried his or her spouse here, and the city watch knows but dares not act. The deceased was buried with a recognizable wedding ring.
- **The Slaver Ring.** A slaver ring operates human trafficking from the warehouse. The victims are brought in and shipped off from the warehouse. Paperwork, rescued victims, and interrogated slavers may reveal other slavers, suppliers, and customers.
- **Thieves' Guild Operation.** A local thieves' guild prepares jobs and ships of stolen goods from the warehouse. They keep plenty of shipping manifests at the warehouse, all forgeries.

Rewards

Exploring the Sinister Warehouse can be rewarding in many ways. Rescuing kidnap victims are good deeds and add to the characters' reputation as well as wealth. The papers, letters, and ledgers found in the office are both evidence, blackmail material, and revealing. Then there are the actual contents of the warehouse, for characters less concerned about ownership.