

Iridia

role-playing games and miniatures, old and new
by Christian Walker

On Point

Keller's Warehouse originally appeared in my old Scrollworks zine. In its original form, the article was several pages long. Space constraints have dictated that it be severely edited. That's okay, though, because I still think it provides a DM enough material to work with. Perhaps I'll do a follow-up article next week that includes the related stat blocks. I just never know who the PCs will try to kill next. ;)

Until next time, Christian

Keller's Warehouse

exploring the freelands of mirrym
concept by ian thompson

Small by the standards of most warehouses, Samuel Keller's business also differs in the type of items stored. Where most warehouses store large amounts of bulk goods relatively low in value on a per item basis, Samuel Keller (Ftr 5) offers customers a place to store their smaller, yet highly valuable goods. His reputation in the Freecity of Mirrym brings him both return business and new clients on a regular basis.

Building Overview

Keller's warehouse was built with security in mind. The walls are constructed with 1' thick stone, while heavy wooden beams support the roof. A set of double doors provides access to the warehouse. At night the doors are secured with a length of chain and a padlock. A wooden bar on the inside of the doors can be slid into place as well. This wooden bar cannot be displaced from the outside, forcing would-be intruders to batter down the doors if they wished to gain access through the front. Lanterns flank the double doors to keep the front of the warehouse brightly lit as a deterrent to loiterers.

There is a back door that can be used as an alternate entrance/exit for Keller and his guards. Like the double doors, the back door is secured at night with a wooden bar. Although there are windows in the warehouse, thieves would be unable to climb in due to the iron bars that cover them. The warehouse also features a small cellar that can only be accessed through Keller's office. It is used for storing small, high value items. Keller personally oversees the warehouse during the day with the help one guard (war2), who doubles as a laborer. At night a second guard (War3) remains within the warehouse. A wood-burning stove, table and chairs provide the night watchman some comforts of home.

Fees and Services

Although the main storage area is only 30' x 25' (see map on back page), the space generates a fair amount of income since Keller charges 5 gp per month for 5 square feet of storage space. Crates of elven wine, small chests filled with coins and other valuables, bolts of silk, tapestries and casks of halfling ale are stacked neatly. Currently, Keller is renting space to 15 customers. (The DM should feel free to designate which 15 squares on the warehouse floor are occupied.) The cellar beneath Keller's office is extremely secure. Keller charges 10 gp per month to store items here. A cell in the corner can be used to store live commodities.

The Warehouse in Play

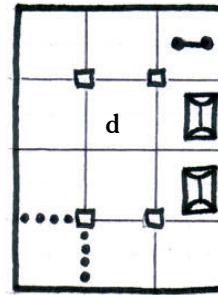
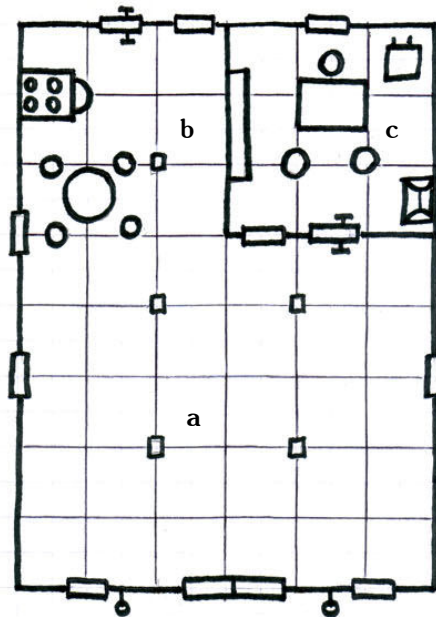
PCs can use the warehouse to stash treasure from a recent adventure. The DM could also place items here that rogue characters might like to steal. The DM should be creative when deciding what wondrous items are locked away in the caller. Perhaps a rare monster, prized for its potential use in a wizard's potion, is locked away?

Map to Keller's Warehouse

Key

One square = 5'

- a) Primary Storage Area
- b) Lounge
- c) Office
- a) Cellar



table



stove



desk

stool



trapdoor



lantern



door



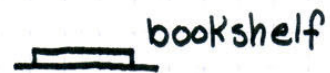
ladder



window



chest



bookshelf



support beam



bars

Keller's Warehouse

Superior Masonry Walls: 1' thick, Break DC 35, Hardness 8, Hit Points 180 (per 10x10 section);

Front Double Doors (good wooden doors): 1.5" thick, Hardness 5, Hit Points 15, Break DC Stuck 16/Locked 18/Barred 25. At night the doors are secured from within with a wooden bar. Therefore, they must be battered down even if the padlock is picked;

Padlock on Front Double Doors: Hardness 15, Hit Points 30, Open Lock DC 20. A length of chain and a padlock secure the doors at night;

Back Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Break DC Stuck 16/Locked 18/Barred 25, Open Lock DC 20. At night the door is secured from the inside with a wooden bar. Therefore, it must be battered down even if the door's lock is picked;

Windows: All of the windows are covered with iron bars. Hardness 15, Hit Points 30, Break DC 30;

Door to Samuel's Office (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Break DC Stuck 16/Locked 18, Open Lock DC 20;

Trapdoor: The trapdoor in Samuel's office is secured with a padlock. Hardness 15, Hit Points 30, Open Lock DC 25.



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