

Canal City Heist

AN ADVENTURE FOR 4-6 5th-RANK CHARACTERS
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Otto Blung asks the party to steal a mysterious metal box from **Weldon Shul**, a well-known shady entrepreneur based in **Lowtown**. He will pay each party member 250 GP to break into **Shul's mansion**, grab the 12 x 12 x 12 inch box and bring it to **Janis's Rendezvous**. **Shul** is out of the city on business tonight. The party has from 8:30 pm - 5:30 am to case the joint and pull off the heist...

Locations & Factions

Weldon Shul, LN Human **Mag**e, is a small-time businessman based in **Canal City's Lowtown** quarter. **Janis Rogan**, his rival, doesn't know the box is part of **Shul's** plan to kill him. The rumors providing the reason for the heist were seeded months ago leading up to tonight. **Shul** is out of town on business and won't return until tomorrow; his house normally has more safeguards, but most have been switched off to allow the burglary. **Shul** didn't want the premises looking completely unprotected, hence the **Shielding Guardian**. **Shul** is unaware of the other factions' interest in his box and no one knows his plan.

Janis's Rendezvous: **Janis Rogan**, CN Human **Noble** with **Persuasion+7**, is a small-time con-artist based in **Lowtown**. He is unaware of the real contents of **Shul's** box, but he and **Shul** have been rivals for 12 years and they compete constantly - of course **Rogan** wants it! Having the PCs steal **Shul's** box avoids **Rogan's** direct involvement. **Otto Blung**, CN Half-Orc **Gladiator** with a **Great Axe+1**, is **Rogan's** right-hand man. **Rogan** doesn't know **Blung** is working with **Mona Fortnite** to become a member of the shady west side **Docker's Union** - **Shul's** box is his way in. **Rogan** waits here with **Blung** and 8 **Guards**.

Mages' Guild Watcher: **Vennis Kolarian**, NE Human **Mag**e wielding a **Wand of the War Mage+1**, does not take kindly to magic trafficking in **Lowtown**. He travels everywhere with his pet **White Dragon Youngling**. He's spying on **Shul's** house tonight using an **arcane eye** spell.

Thieves' Guild Safe House: **Jessal Thinder**, N Half Elf **Assassin** with **Boots of Elvenkind**, is a rival of **Mona Fortnite**. She heard about the heist and intends to track whomever takes **Shul's** box.

Dockers' Union Hideout: **Mona Fortnite**, CE Half-Red Dragon **Veteran**, is warring with **Jessal Thinder** for control of the **Lowtown** rackets. She's accompanied by 2 **Bandits**. Informants tell her when **Shul's** house is burgled.

Wererat Gang hideout: **Montag**, a **Wererat** gang leader also heard about **Shul's** box and wants a piece of the action. 3 **Wererats** round out his gang. They follow the PCs from the rooftops after the burglary.

Constables: 10 **Veterans** and Sergeant **Roxanne Brol**, N Human **Knight**,

WELDON SHUL'S MANSION:

(southeast corner of map) The mansion has DC 18 locks on external doors and iron bars on the windows (no windows on the 2nd floor). The two front rooms have fire places - small creatures can climb down the chimneys with a DC 12 **Athlete** check. There are no other entry points on the roof. 1 - **Reception/Lounge:** Stairs lead to the second floor. Touching the third step from the bottom activates a *magical mouth* that yells "ALARM" continuously unless *dispelled*. The alarm brings constables in 5 mins. 1a - **Guard Room:** A letter on the desk advises the guards to have the night off. 2 - **Kitchen/Dining Room:** Secret door under rug beneath the table (DC 15 **Perceive** check to locate) - a ladder leads to a 10 ft. x 10 ft. cellar, filled with 12 small crates of expensive wines and foods (total value 2000 GP). 3 - **Security:** A magical **Shielding Guardian**, which demands the party answer this question: "How many 1 ft. by 2 ft. bricks would it take to complete a building 22-ft. long, 17-ft. wide and 29-ft. high?" Asking for clarification gets the same question. Answer: *One. The last brick completes it.* Answering correctly allows the PCs entry to room 4, otherwise the **Guardian** attacks. 4 - **Treasure Room:** There are 3 locked chests around the walls, each with DC 20 locks (each chest is empty but has a *warding glyph* under the lid). **Shul's** metal box sits on a small table in the center of the room, unprotected and untrapped. 5 - **Bedroom:** The **Shielding Guardian** from room 3 prevents access to this room, even if the PCs answer successfully. Aside from a jewelry box containing assorted rings worth 235 GP, **Weldon Shul's** journal mentions his ongoing rivalry with **Janis Rogan** since losing a big deal to him 12 years ago and that he wants **Rogan** dead. It mentions a 'plan', but no details other than that it takes place tonight.

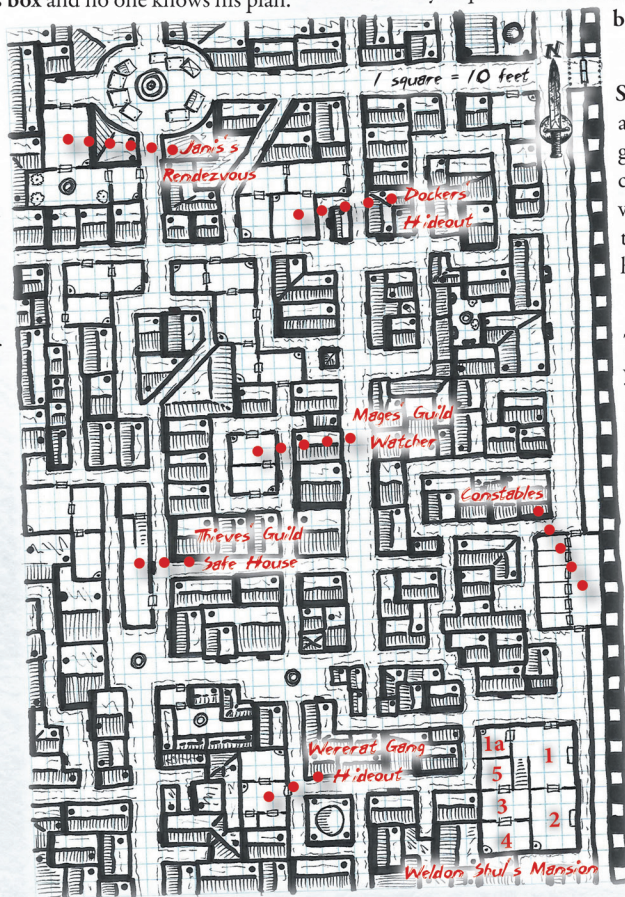
arrive 5 mins. after the alarm sounds. **Constable Patrols** (5 **Veterans**) regularly roam the streets (30% chance per street entered of encountering). It is not part of **Shul's** plan to have the PCs captured, but he forgot to deactivate the *magical mouth* before he left. **Constables** can be bribed with 200 GP and a successful DC 15 **Persuade** check (doubling the bribe is advantageous). If locked up, the PCs can try to escape - reward inventiveness. If they aren't free by 3:00 am, the constables receive a mysterious letter (don't reveal it's from **Shul** unless the PCs get their hands on it) and they are released with **Shul's** box, if they acquired it. Otherwise they have another opportunity to steal the box from **Shul's** mansion.

What's in the Box

Shul's box is a steel cube, 12 inches on a side and impossible to open, keyed to **Rogan's** fingerprints. *Magic detection* reveals a faint mystical aura. It opens only for **Rogan**, releasing the very large **Demon** within from its dimensional trap - it's been in there a long time and is very hungry...

Running the Adventure

The factions are presented for you to use as you will. The players should be free to decide their approach with you improvising based on their decisions. The factions will negotiate to get **Shul's** box, if they have the opportunity. Example: The PCs case the joint and plan the heist. They set off the alarm (or not), grab the box and escape. 5 constables walk past the mansion as the PCs exit and give chase, blowing whistles and yelling for backup. If arrested, the PCs must escape from the cells. The **Wererat** gang follows the PCs from the rooftops (DC 15 **Perceive** check to notice). On the way to the rendezvous, a **Dragon Youngling** sent by **Vennis** of the **Mage's Guild** intercepts the PCs. **Jessal** from the **Thieves' Guild** follows the party discreetly at a distance. When the party returns to **Janis's Rendezvous** to meet with **Blung** and **Rogan**, **Mona** and her crew from the **Docker's Union** turn up and demand **Shul's** box, as does **Jessal**. While the factions argue/battle, the **Wererat** gang takes advantage and steals the box. The **Mage's Guild Watcher** attempts to recover **Shul's** box from the **Wererats**. The PCs might decide the box isn't worth the trouble and let the factions have it, or they could work out **Shul's** plan and be paid by **Rogan** to assassinate his adversary. The possibilities are endless...



Bandits. Informants