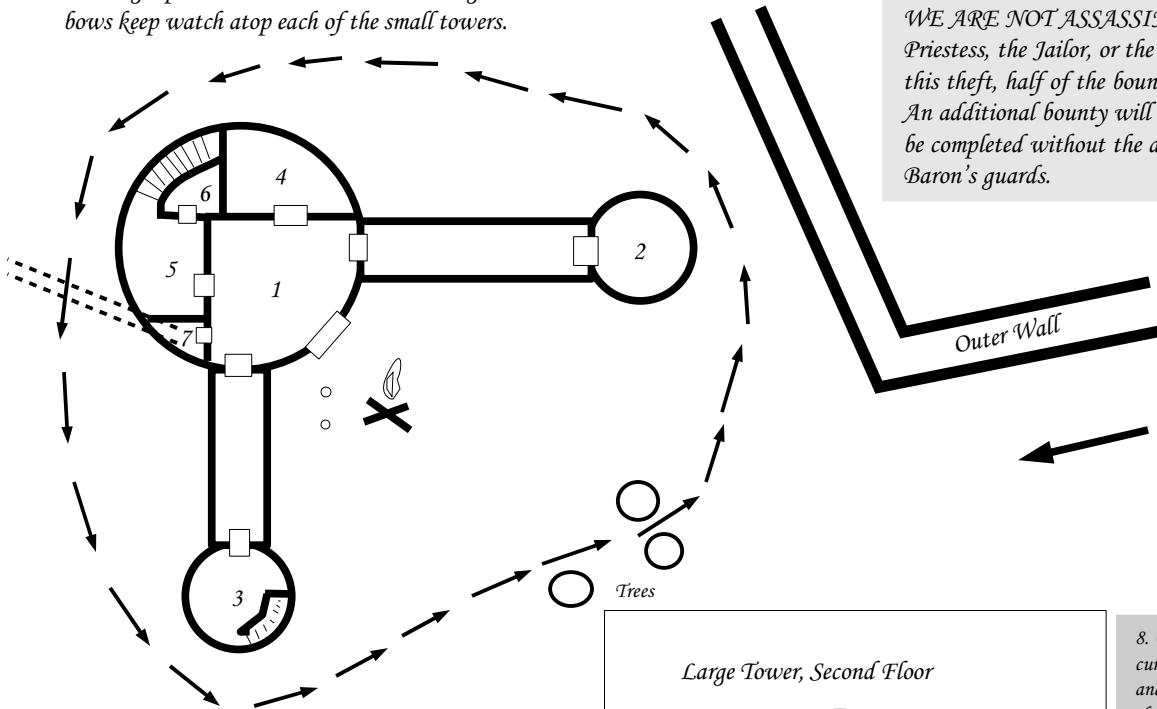


Baron Fel's Vault

A One-Page Dungeon by Jeff R.

Two groups, each comprised of two guards, one battlemage, and one ranger patrol the indicated route. Two guards armed with bows keep watch atop each of the small towers.



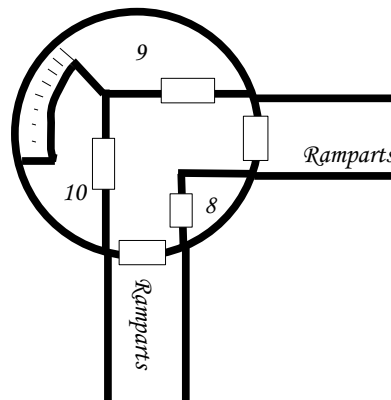
The Lost Crown of the Griffon Kings has been found, and waits in the vault beneath Baron Fel's keep until he can turn it over to First Citizen Bain's Sapphire Guards. Guildmaster Corris would rather possess it himself.

WE ARE NOT ASSASSINS. Should the Baron, the Priestess, the Jailor, or the Sheriff die during the course of this theft, half of the bounty shall be considered forfeit. An additional bounty will be provided if the operation can be completed without the death of a single one of the Baron's guards.

Two Guards stand watch near the entrance, near the fire. Nearby are two barrels of alchemical stones that they will put into the fire in the event of an alarm. A single stone of the first type will make the fire burn bright green, and of the other which will cause it to emit a large amount of red smoke. City Watch will respond to either signal within 10 minutes, entering from the indicated direction.

1. Entry Hall. Usually a Butler on duty here.
2. Barracks. Generally 14-20 Guards and 4-6 Battlemages will be here, half of them sleeping and half ready to respond to alarms.
3. The entry to the vault, guarded by four guards, two Battlemages, and the guard Captain or one of his lieutenants.
4. This room is a gallery, with arrow-slots allowing attacks into room 14. Two guards are always present, with sufficient slot positions for six more in the event of an alarm.
5. Dining Room. The baron occasionally entertains guests, but they are closely watched, especially if incompletely trusted.
6. Kitchen. Usually some domestic staff present here.
7. The Jakes. The keep's plumbing is connected to the city sewers, but two well-set grates prevent easy access, and the Baron's men are in the habit of leaving meat near the tunnels leading there, encouraging the sewers' most dangerous animal life to congregate there.

Large Tower, Second Floor



8. Guest Room. Sheriff Vole is the Baron's current guest. He is an enemy of the guild, and the guildmaster would be pleased if, in the course of the operation, any incriminating evidence could be found against him here. Or, for that matter, planted.
9. The Baron's Chamber. Baron Fel spends most of his time here, awake or asleep. He is a Veteran of the Upwelling and a formidable combatant, and may respond personally to an alarm. He is not a fanatic, and will flee a hopeless situation unless cornered.
10. Shrine. The Baron's wife, Karella, is a practicing Priestess of She Who Is Shrouded In Flames, and may also respond to alarms. Beware her mystical powers!

11. Lock room. All of the doors in the basement are locked, but the lock on the north door in this room is particularly vexing, as it is controlled by two separate keys which must be used simultaneously. The Baron carries one of these keys, but we have no information on the location of the second. They are, of course, subject to lockpicking, but this will require two people with strong abilities in that talent (or one and the Baron's key)
12. Trap Room. This room has many traps, including four magical automata stationed in the corners. Our information on these traps is incomplete, but we know that most are designed to push intruders into the central open pit, which is 50 feet deep. At the bottom of that pit is a well-hidden secret door, behind which is a tunnel which leads, after several days journey underground, to the Skaven-infested ruins of Deep Remvack. Time pressure precludes attempting to use this as a way in, but it may be an exit of last resort.
13. Prisons. Three Guards and Master Jailor Vezzik are usually here. The Baron's cells are currently nearly empty, save for one occupied for almost a year by Eversen, formerly a guild member of high repute. The Guildmaster is pointedly uninterested in Eversen's release.
14. Final Guard Chamber. In addition to the crossbowmen stationed in the gallery above this room (4), one or more of some form of monster guard this room. Our information on the exact nature of this beast or beasts is sadly incomplete, although we know it to be strongly associated with fire. Be ready to fight Salamanders, Elementals, and the like (we hope that Ifrits and Dragons would be beyond the Baron's means, at least.)
15. The Vault. The door to this vault requires two keys (the same as the one in 11) and a combination, known to the Baron. Three skilled thieves working in concert will be required to defeat it if none of those are present. All of the contents other than the Crown may be considered part of the bounty. In addition to the usual gold and jewelry, sources indicate that Archmagus Vyers' Book of Bones, the Trident of the Inundation, and at least two Keystones for Pentagonal Gateways are to be found inside the vault. Less reliable reports mention a map charting a safe course through the Everstrom, and a Tooth of the Cryptling.

