

Elven Tower Cartography

My name is Derek Ruiz and this is part of my monthly releases on Patreon. You can visit my website www.elventower.com to see more of my work.

In this PDF you can find some background info, adventure ideas or simply extra fluff to help your imagination run. You're free to use these ideas in your game or change them as you see fit.

Patreon Releases:

Thanks to your support, this game supplement is possible.

Map 91 - Dwarven Vault

Cartography by:



Map 91 - Dwarven Vault



This is a short adventure that can be adapted or modified to fit your setting or current level of play. It's about a dwarven vault which is hiding something valuable to a group of adventurers. It could be just money and wealth, maybe it is a magic item, a forgotten scroll, a family heirloom. Whatever it is, it is very important. Inside this underground complex, there is a vault in the middle of a circular construction (see the map). This is the regular vault, it is heavily protected. Its door is built from sturdy metal alloys but the real protection is its lock. Built by master dwarves and gnome tinkers. The lock uses a series of slides, buttons and levers; when used in the correct combination, the vault door opens. If the wrong combination is used, this is a great place for a trap.

Being as secure as it is, this vault is a decoy. Yes, it holds things of value, but the really valuable things are not here. There is a secret vault that is only accessible through doors hidden in the complex. Two such entrances exist. The main room inside the secret vault is a good place to add another trap. In the main room a 10 ft. tall safe-box is found. The lock in the safe is as complicated as the one on the decoy vault. A person good with locks and mechanical devices might be able to crack the safe by accessing a panel on the top that is normally used for oiling the internal parts. It doesn't make the cracking any easier however.

As additional protection, dwarf guards are on shift. There are several office areas where dwarves keep the financial books of their patron's state. Some of them are able fighters and have their weapons close. There are 4 statues throughout the place. They are decorative, but in case you judge appropriate for your game, they can help protect the vaults against trespass-

ers. Choose adequate stats for them; the gargoyle stats are good for lower level parties, while stone golem stats are good for level 8+ parties.

Plot Hooks

1. A local dwarf Jarl is said to be in possession of a particular magic item or magic components like diamonds. He won't part with them and is not willing to sell. Perhaps a raid is necessary.
2. Adventurers are hired by a gnome engineer to infiltrate the underground complex and raid the vault. Not because of the contents, the gnome is not interested in that. What he wants is the blueprints of the vaults.
3. The dwarven Jarl is aware because of a spy, that a group of criminals is about to raid his underground vaults. He hires adventurers to help keep his belongings safe. When the thieves arrive, they offer a split of the loot with the PCs.



4. A new patron of the adventuring party is showing them his house. He is particularly proud of his vault. During the tour, a band of criminals enter the house and the underground complex with the intention of looting the vaults and

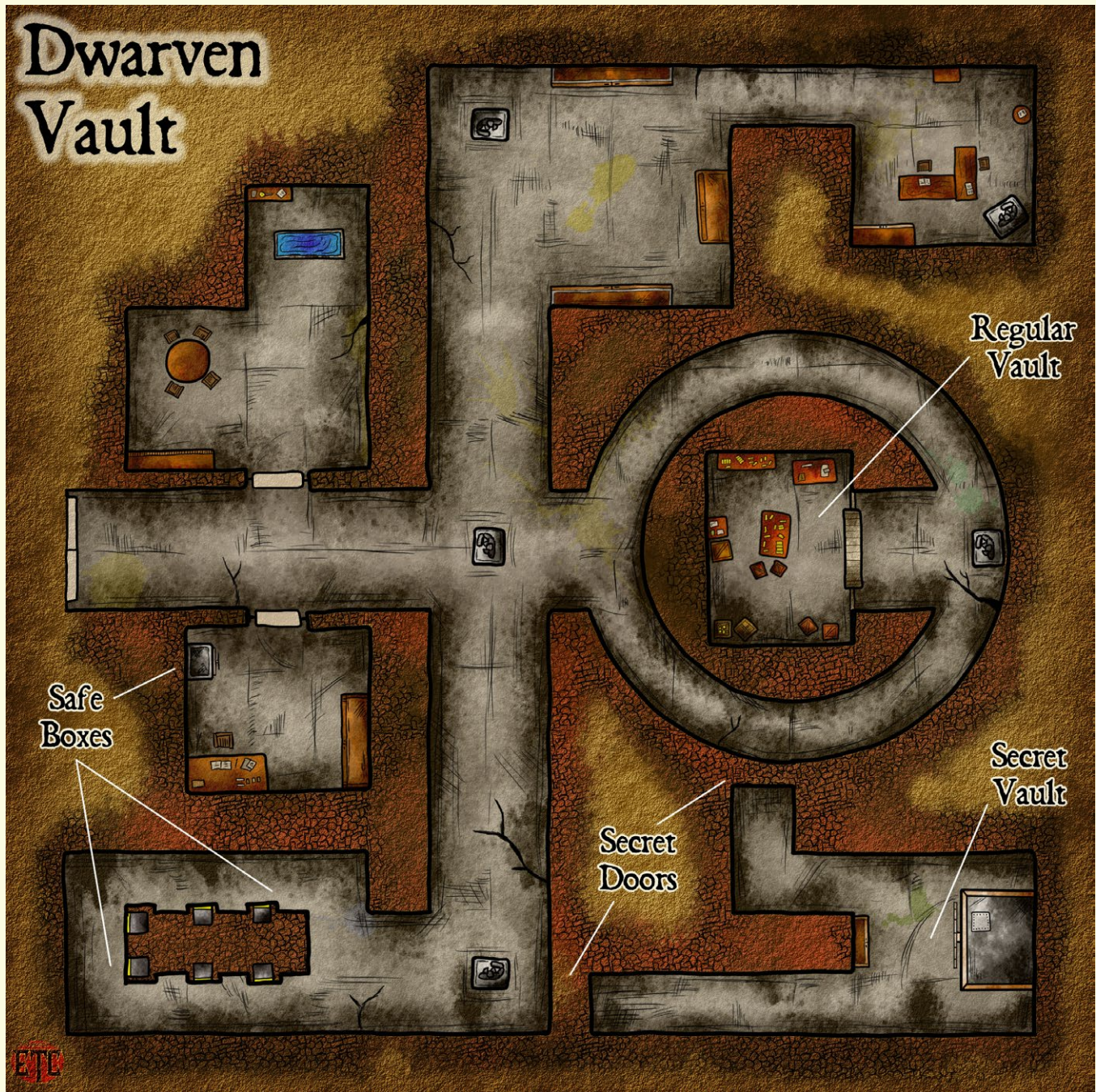
The illustrations included in the Patreon post are ready to drop in a Roll20 game or similar VTT app.

They are 140 pixels per game square and have a resolution of 70dpi. Just upload them and drop them in your game. You can see the number of squares in the file name, for this one it is 18x15 squares.

Cartography by



Map 91 - Dwarven Vault



DM Map

Important

This illustration is distributed by Derek Ruiz (Elven Tower) through Patreon.

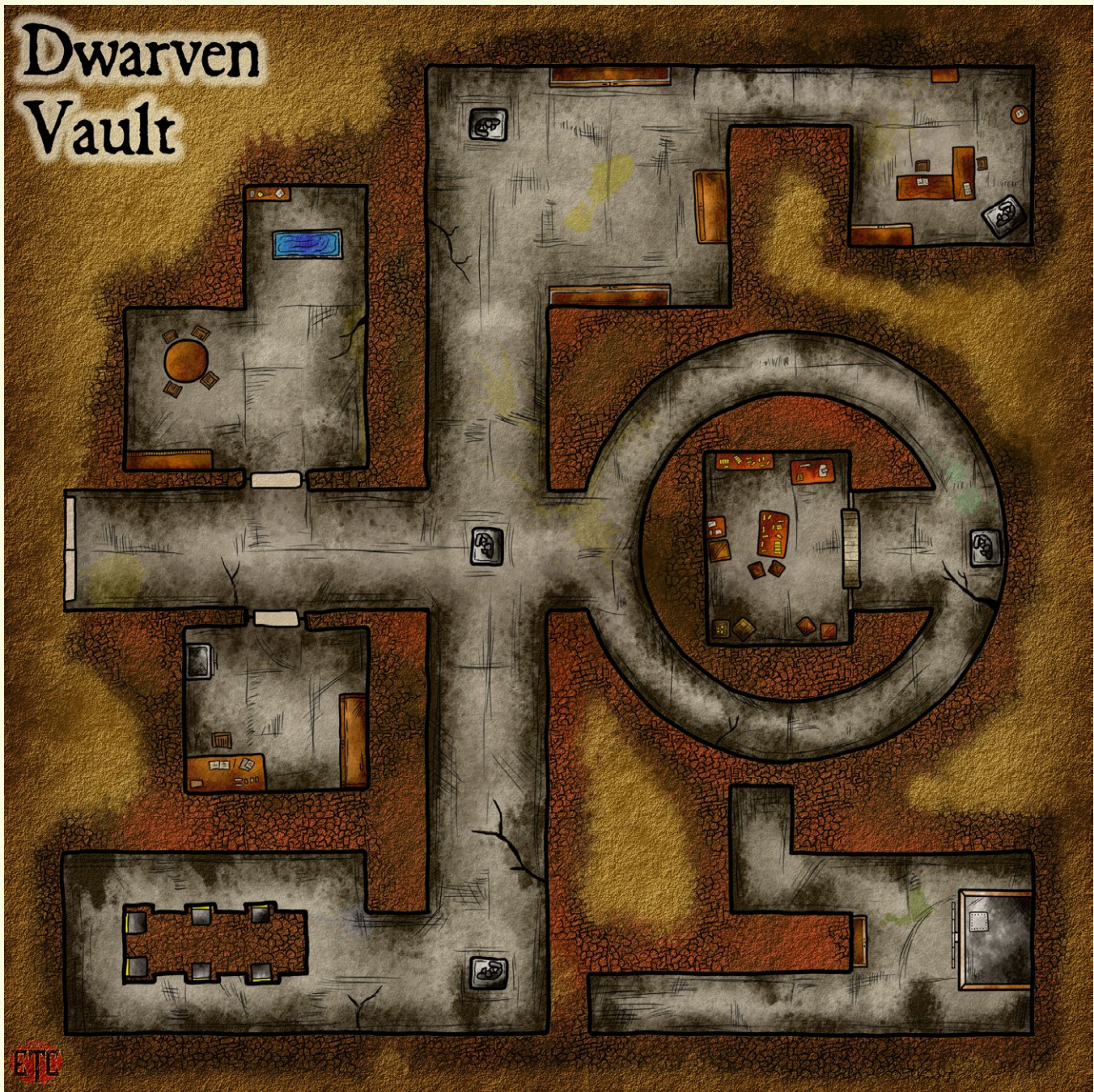
All maps are registered under the Creative Commons License Attribution-NonCommercial CC BY-NC.

Please keep them for your personal use. They cannot be used commercially.

Credit must be given to (Derek Ruiz, or Cartography by Derek Ruiz) as the author, and a link to www.elventower.com must be included if it is shared or redistributed.



Map 91 - Dwarven Vault



PC Map
No Grid

Important

This illustration is distributed by Derek Ruiz (Elven Tower) through Patreon.

All maps are registered under the Creative Commons License Attribution-NonCommercial CC BY-NC.

Please keep them for your personal use. They cannot be used commercially.

Credit must be given to (Derek Ruiz, or Cartography by Derek Ruiz) as the author, and a link to www.elventower.com must be included if it is shared or redistributed.



Cartography by.

