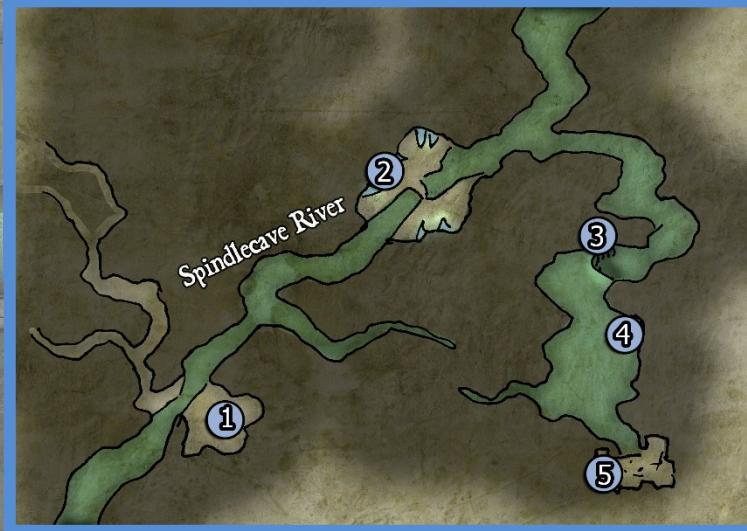




The Crystalcave Vaults

Adventure Supplement



Regional Map:
Part of the Spindlecave River

1. Rogue's Nook camp
2. Crystal Caverns
3. The Crystalfalls
4. Dock at the stairs to the Ystalca Bank
5. Crystalcave Vaults

Inside this adventure supplement:

- Page 1: Setting description; regional map; story ideas
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Variant setting ideas; Ideas to extend your adventure
- Page 4: GM planning map

Setting description

Congratulations! In choosing to deposit your valuables with Ystalca Bank at our Crystalcave Vaults you have joined our exclusive group of prestigious clients. The Catloghe Family warmly welcome you and are confident you will be satisfied with our services.

Let us introduce you to our renowned secure vault location: the famous Spindlecave River winds for many hundreds of miles beneath wild and inhabited country and has cut caverns in the deep rock as its course slowly switches over time. Industrious local people have found many uses for the caves the river has left behind. At the end of a long, beautiful cavern that we like to call the Crystalcave, a Spindlecave tributary ducks away under the rocks. Here our series of highly-secure treasure vaults have been cut into the bedrock.

The Crystalcave Vaults were hewn out half a millennia ago by our founder, the financier and hobby-explorer Rickard Catloghe and have since become the primary draw for the bank he later established. Security is provided by the cavern's remote location and by the impassable Crystalfalls halfway along its length. Access is only possible from our secure stairwell inside the Ystalca Bank halls, from the base of which staff will escort clients via punt to the vault entrance. When you visit, don't forget to count all 471 steps on your way down to the punt dock! Within the vaults, you will find our quiet, crystal-lit halls and discreet staff allow you to conduct your business with the utmost privacy.

Seeking a private, secure repository for important or valuable items, clients choose Ystalca Bank for our discretion and long-standing reputation. Centuries of prestige mean that only the most exclusive patrons are now able to deposit items at the Crystalcave Vaults. You are now a valued member of that special set and we hope you will enjoy many happy years with us.

Story ideas

Plot hook 1:

Benedisitus Farn, a wealthy, ambitious warlock, has approached you with a task. He desperately needs a certain item that is deposited in the Crystalcave Vaults and he asks that you quietly obtain it. He has a fake version that he asks you switch in during the theft, so that suspicion remains unaroused. Can you work out how to access the vault without being detected and fulfil Farn's request?

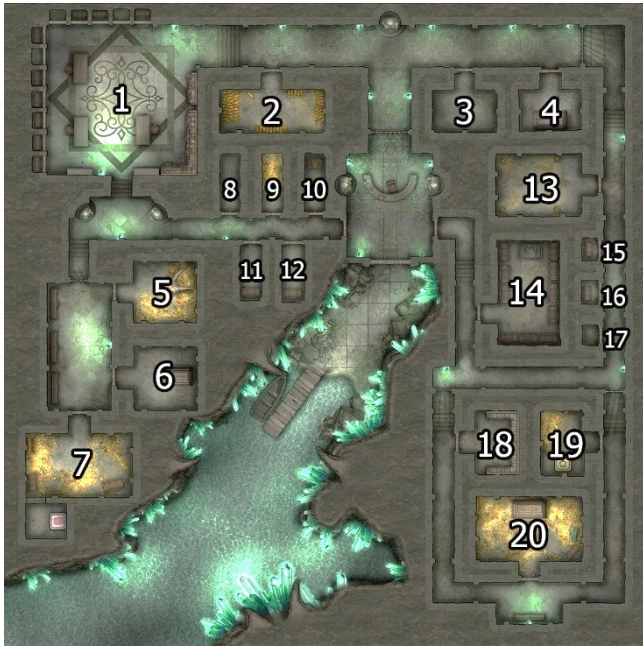
Plot hook 2:

The vault managers, Ystalca Bank, have received a tip-off that a heist is planned on their facility. Honor Catloghe, Head of Security Operations, believes that one of the vault staff must be providing information to the raiders. She has employed you as undercover agents to root out the mole and says you may pose as both staff and clients in the course of your investigation. Can you find out the details of the heist plan and determine who is working things from the inside?

Plot hook 3:

The Catloghe family have contacted you on the quiet as they believe one of their clients has deposited something at the Crystalcave Vaults that is threatening staff. In the last six months, four guards have disappeared while working their shift and this week one client visited their vault and did not return. Random, stripped clean bones have been appearing in various vaults, leading the bankers to believe the guards have perished, but they cannot determine what could be causing the problem and hope that you can.

The Vaults



Useful table 1: Items in the Deposit Chests (Room 1) — information in ledger at the front desk

A	An empty, unused deposit locker.
B	The mitre of Bishop Ludmil, still revered as a holy item following his martyrdom at the teeth of unholy bears centuries before.
C	The deeds to Castle Cantelbiss, a stronghold that has long been in the possession of an illegitimate descendent of the last Lord.
D	An empty, unused deposit locker.
E	Hundreds of clipped gold coins, bearing the emblem of a long-lost sunken city.
F	This empty locker is recorded as containing the love letters of the King to his coterie of minions. The chest has disappeared.
G	A small, red, clockwork dragon. The spring has long since wound down, and the gears are grimy and jammed.
H	The last will and testament of Maribal Duchess of Gorsecoln, a highly controversial document as its absence in a court case caused the downfall of a kingdom.
I	A rare portrait in oils of Mr Vin, a vampire, that was thought to have been destroyed when he was banished to the Greycave.
J	The Face Blade, a demon-possessed dagger. This intelligent weapon is kept locked away after it persuaded its last owner to kill her family. Authorities decided against destroying the blade.
K	The Elephant Sapphire - a huge gemstone of perfect clarity and colour. Once used to pay the ransom of an Emperor, smuggled into an enemy kingdom inside the trunk of an elephant.
L	A vial of a rare perfume, said to be distilled from the nectar of a feywild flower. A scented letter accompanies the vial and recounts the journey of the perfumier to the fey country.

Useful table 2: A guide to the vaults

1	The Deposit Chest Hall. Also the record room for the Vaults, with shelves of ledgers detailing the administrative history of the vaults.
2	The Leycesville Vault, containing the state gold of the city of Leycesville. Has three keys — one held at the Vault desk, one held by the Mayor and one held by the city treasurer.
3	This vault is currently empty and unclaimed.
4	Vault 4 is owned by the wizard Moreton de Moreton. He stores here the magic Staff of Ebereld, which he deems too powerful for regular use, and protects the vault with a magical ward.
5	In the extra-secure Aldwell Wing, the Towton Family vault, containing various small treasures and the skull of the dragon Inkanadorr. Keys held by the family's solicitors.
6	In the Aldwell Wing, the tomb of Lady Sidney Lyons, rumoured variously to be a vampire, a cursed revenant or a necromancer. The tomb was moved here by Church authorities, who hold the keys and who also keep the tomb sealed with magic.
7	In the Aldwell Wing — the treasure vault of Thorpe Tutback, an explorer. A secret chamber holds a book that he found in the Lost Library of Perallin.
8	Long Vault 1 — the first of five Long Vaults. This one is empty.
9	Long Vault 2 — the family inheritance of the Sherleys of Saucesby, disputed and languishing in probate.
10	Long Vault 3 — Personal items belonging to Mags Vyner
11	Long Vault 4 — the accounts and funds of the Chatchat club.
12	Long Vault 5 — chest containing unusual maps belonging to the Guild of Navigators that they believe to be highly valuable.
13	The contents of the vault are unknown, but strange animalistic noises echo along the halls near here and guards believe a beast is inside. The vault is visited daily by a white-garbed elf usually accompanied by various sick and infirm attendants.
14	The East Seas Co Vault, containing the records, seals and valuable items of the Venerable East Seas Company. A strange, large stone chest is reputed to have been found in the depths of an elven dungeon and has never been opened.
15	Chest deposited by Peppin the Spicemaster, contains recipes.
16	A small chest which has sat locked in the vault for 400 years.
17	This vault is empty but is checked regularly by one Dan Wartre.
18	The extra-secure Catcloghe Wing — the Spurrett Coven Vault, containing over 5000 scrolls.
19	The Catcloghe Wing — the Esingwalde Vault, holding much ancient treasure and the crown of the Saint-King Godeshalve. The vault is the repository of Lord Essingwold.
20	The Catcloghe Wing — Catcloghe Family Vault containing much of the family's personal gold. Also contains treasure found by the patriarch Rickard Catcloghe during his explorations, including a sword thought to belong to Queen Daiyu. The magical keys to the vault are held by the four living Catcloghe heirs.

Useful table 3: Guards and staff who work at the vaults, variously on the day and nightshifts.

Head Guard	Bik Jowlkyn, a half-orc who prides himself on completing his rounds in the fastest time and checking the most doors per day. Performs the Security Overseer's role in Knotbeard's absence.
Guard	Roddy Iranmonger, an old human guard who has worked here for five decades. He is known to forget which route he is patrolling and wander off around the vault.
Guard	Beryl Molman, a small, mole-ish woman who keeps her head down and performs her duties proficiently. Wears giant boots that are surely much larger than her feet.
Guard	Margleduke Worth a dull, middle aged man who paces back and forth even when the moment does not require him to. Recently disciplined for losing the Aldwell keys.
Guard	Charline Gaunt, a new guard who seldom socialises with the others and who takes a particular interest in routines.
Key Clerk	Vilaria Marchaunt, the keen-eyed, sharp-tongued desk clerk who dispenses keys and records visitors to the Vault.
Security Overseer	Hauk Knotbeard, a former Captain in the Dwarf Army. Manages the team of guards and possesses a dark orb that he uses to check the magical wards in the vaults.
Deposit Chest Clerk	Aodie Dandleford is responsible for the deposit chests: their maintenance, records and clients. Thinks of himself as a poet and longs to escape his job in the Vaults.
Ledger Clerk	Bengle Horsenip, a diligent gnome who maintains and files the Vault ledgers. Spends many hours alone in the vaults with free access to all the records.
Client Attendant	Ansgaris Caimorinn, a charming, well-spoken elf whose job it is to provide comforts for the wealthy clients visiting the vaults.

Useful table 4: 24hr vault schedule

5am	Shift change of the guards to the day shift
8am	Clerical staff arrive and guards change patrol routes
9am	Security Overseer inspects locks and wards
11am	A bank clerk deposits ledgers of previous day's transactions
12am	Clerical staff on 1hr lunch; desk is manned by a guard
1pm	Guard patrol routes change
2pm	Security Overseer inspects locks and wards
4pm	Vault Manager & Head of Security visit staff and check ledgers
5pm	Shift change of the guards to the night shift
7pm	Clerical staff leave and guard change patrol routes
9pm	Security Overseer inspects locks and wards
12am	Guards exit to the dock & corridors are flooded with gas
1pm	Vaults safe for guards to resume patrols (new routes)
4am	Pest-Control Wizard visits to purge river and caves of vermin

Useful table 5: Unusual events that will happen today

1	The crystals that line the cavern and provide lighting within the vaults, suddenly flicker and stop glowing, plunging the cave and corridors into absolute darkness.
2	Leonard Essingwold arrives and demands immediate access to his father's vault, claiming that his father has died.
3	The ground shakes as the third earthquake in a week strikes from somewhere below the vaults. Debris falls from the ceiling and the doors shake in their frames.
4	One of the guards suddenly vomits, followed by another and another. Within minutes they are all incapacitated with nausea.
5	Loud banging is heard inside one of the Long Vaults, but when the door is opened there is no one there and nothing moving. The commotion continues as soon as the door is locked again.
6	A delivery arrives for the Towton Family vault. The large metal box has small holes in the lid, and strange growls can be heard from within. A scent of blood drifts around the container.

Variant map settings

Flooded Variant of Crystalcave Vaults

The river level in the caves has risen by 4ft and flooded the lower levels of the vaults. The security of the treasure vaults has been compromised and paperwork has been destroyed. Now would be a good time to pick up a bargain...

Ruined Variant of Crystalcave Vaults

Long ago these exclusive treasure vaults were destroyed in an earthquake and left abandoned. Many of the repositories have been robbed, but some remain intact thanks to collapsed areas of the caves. If you can brave the precarious ruins, there's treasure to be had.

Torchlit variant – Clankcave Vaults

Under the castle, up the stagnant stream, the dungeons of Clank Castle now hold the new King's riches. The vaults are dimly lit, yet glitter with gold and jewels. Strange treasures are locked away here and a strange little man walks the halls: King Cudbert, watching his trove, counting. He counts still when he sits at his counting desk. He counts still when he rests his head at night. Counting gold coins, clink, clink, clink; counting the falling heads of those from whom he took it, clank, clank, clank...

Extend your adventure

The flooded or ruined variants can extend your adventure into the near or far future. To extend your adventure to new locations, check out the following maps on DrivethruRPG.



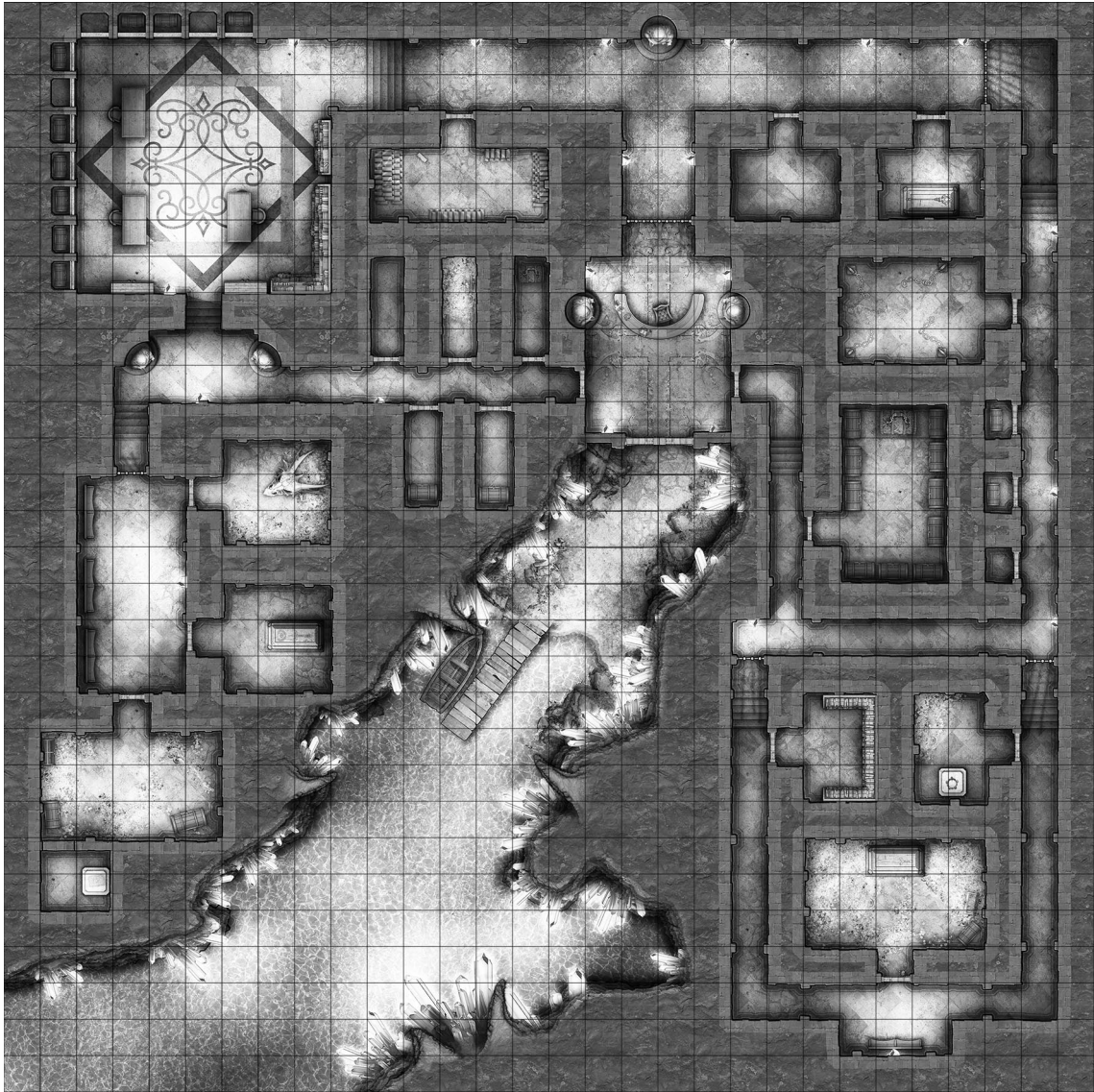
Take your players along the Spindlecave River and visit the camp at *Rogue's Nook*, where you can hook up with criminals, sell stolen goods or get information. Travel through *Spindlecave: Crystal Caverns*, up the river on your way to the vaults, facing the dangers of the quiet caves.

Looking for a bank? Try *Upper Lockgold Street*, a busy urban map.



The Crystalcave Vaults

Planning Sheet



Notes