

In the Vault of the Howling Palace

My quarry continues to elude me, but I believe now I have quite accidentally stumbled upon the very place in which it is being contained. Deep within the palace there is a vault hidden behind what I had earlier discounted as a simple store room. But there is in fact a concealed corridor...

I have conducted a preliminary survey of the vault and now documented my findings within.

Though the vault is not guarded in the traditional sense, it is littered with traps and other perils. Some dark magic has been worked here - matters of which I have little experience. I will hire a capable party to accompany me. An experienced sorcerer will be a great boon.

This chamber contains magically-activated panels which are used to open the sealed door to the adjoining prison cell. I will require a skilled sorcerer in order to bypass this obstacle.

I noticed mechanisms here aside from those which seal the cell door. I suspect further traps in this room...



An ungodly man-beast is said to lurk within this cell, along with my prize. A party of able fighters should be hired as distraction for the creature while I make my escape with the talisman.

This store room conceals a corridor in its far corner. The way is covered over by a section of false wall which is easily slid aside.

Not much of note in the Treasury, save too much gold for one man to transport out alone. Possibly return with others and load gold-filled sacks onto handcarts?

The Priesthood hides darker secrets than even I had imagined. The Reliquary is crawling with living corpses! They can be dispatched by cleaving the neck in two, though fire is more effective. What manner of god could have given rise to these monsters?

Key to the Vault Floorplan

1. The Store Room
2. Royal Treasury
3. Ecclesiastical Reliquary
4. Seat of the Deep Warden
5. The Prison Cell

Approximate sketch of the Royal Treasury