

FORBIDDANCE WARD

Caster level 11, whole building. Prevents extraplanar travel in, out or within.
6d6 damage to LG, N, CN, LE,
12d6 damage to CG, NE, CE
DC19 WILL for half,
bypass with password "Kundarak"

WALLS

Stone walls, rough, seamless. Steel reinforced.
DC25 CLIMB.

1' thick, hp 360,
hardness 16,
DC65 BREAK

INTERIOR DOORS

Normal wood
DC25 OPEN LOCK

SECRET DOORS

DC20 SEARCH
DC30 OPEN LOCK

SKYLIGHTS

Magically treated glass,
3' diameter, held by
sovereign glue.

1" thick, hp 60,
Hardness 2,
DC25 BREAK

GUARDS

6 guards per patrol, patrols at:
Walls, Main Floor
Vault Guard Stations
On Call in Residential level
Off duty in town

On call guards respond in 1d4 min to alarm.

Each guard carries keys to all normal doors in the facility

MAIN SECURITY

Room divided by bars. Two guards stationed on north side

Doors to lobby and stairway are secured with *arcane lock*. Guards in this area have a lever to bypass one at a time.

North door secured by good lock
DC 30 OPEN LOCK

MAIN OFFICE

8-12 clerks work here during day.
Deserted at night.

GUARD STATION

Whispering Wind speaking tubes to porch, main security, vault security.

2 guards

BANKING AREA

4-8 clerks, small desks, metal chest with money and banking documents

Partitioned off by counter with bars

FREIGHT ELEVATOR

Doors as exterior, platform controlled by winch near the Guardian, direct to vault level

STAIRS TO VAULT LEVEL

THE GUARDIAN

LOBBY

4 dwarven greeters direct traffic -
Banking to 7d
Investments/Loans to 9
Jobs to 13

GUARDS:

2 pair on the wall, opposite, counterclockwise patrol, 20'/round. A full circuit takes 2:24, therefore there are guards passing any given spot every 1:12. Third pair in gatehouse.

GATEHOUSE:

2 Portcullises, DC20 STR check (up to 4 people), 2 rounds to raise. DC5 STR to lower carefully, 1 round, or let it crash (noisy!)

EXTERIOR DOORS:

3" steel, DC15 STR to open. Usually open during daytime, closed and barred at night. *Whispering Wind* speaking tube to guard station (7c)

During daytime, a clerk stationed here warns visitors about the password, and explains why.

STAIRS TO RESIDENTIAL LEVEL

LORD BRANNICK'S OFFICE

Office is tidy, sparsely furnished.
Empty at night.

Lord Brannick takes his *master key* with him and has it on his person at all times.

Paperwork in his office deals with high profile clients, local dwarven matters, and internal (HR) issues. Nothing pertaining to specific accounts or customers

CHOLLAK d'KUNDARAK'S OFFICE

dwarven vault expert

Office is tidy, sparsely furnished.
Empty at night.

Skylight is unsecured; anyone entering through it is subject to the *Forbiddance ward*.

FLINDAL d'SIVIS' OFFICE

As Rurin's Office

RURIN d'SIVIS' OFFICE

a gnomish magewright and one of the creators of the *keycharms*.

Skylight is unsecured; anyone entering through it is subject to the *Forbiddance ward*.

LADY THORINA'S OFFICE

Wife of Lord Brannick, handles loan applications and investments.

Having an affair with Flindal d'Sivis.

At Night: DC20 LISTEN at door or DC30 LISTEN through wall to detect them; a threat of revealing their secret buys their silence. Neither will assist the PCs

