

STRONGBOXES

Each lockbox is made of 1" thick steel, and secured with a good lock and *arcane lock*.

DC 30 OPEN LOCK

Using the correct individual *keycharm* bypasses the spells and lock, but using it without a *master key* in use in the Vault Security Office triggers the trap.

Trap on all strongboxes:
Fire Trap

STRONGBOX 237

Inside Lady Tela's box is another smaller box, containing the item.

This box is also secured with *arcane lock* and trapped.

Trap on inner strongbox:
Shocking Trap

SENTRY STATION

Whispering Wind speaking tubes to Vault security office
Daytime: 1 guard
Nighttime: Empty

EXTERIOR VAULT

Location of the extradimensional storage space.

Doors are secured with *arcane lock* and two locks
DC 30 OPEN LOCKS

Extradimensional chest inside secured with *arcane lock* and an amazing lock
DC 40 OPEN LOCKS

Outside the *forbiddance* spell, must say password to reenter.

VAULT ENTRANCE

Barred window in northern wall

Daytime: manned by a guard who can have the west door opened from the Vault Security Office.

Doors are trapped and secured with *arcane lock*, both of which can be bypassed from the Vault Security Office with a *master key*.

Trap on west doors:
Fire Trap

FIRE TRAPS

DC 27 SEARCH
DC 27 DISABLE DEVICE
Fire trap, 1d4+3 fire, 5' radius
(2 squares in front of trap)
DC 13 REFLEX half damage

SHOCKING TRAPS

DC 26 SEARCH
DC 26 DISABLE DEVICE
Electricity trap, 3d6 electricity to opener.
DC 16 REFLEX half damage

FREIGHT ELEVATOR

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

SENTRY STATION

Whispering Wind speaking tubes to Vault security office
Daytime: 1 guard
Nighttime: Empty

MAIN VAULTS

VAULT SECURITY OFFICE

Central guard station on this level.

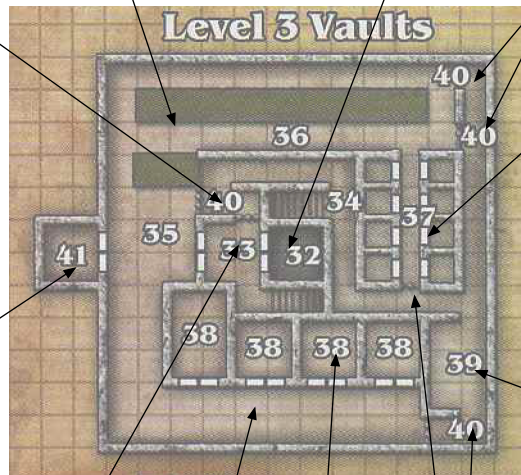
Whispering Wind speaking tubes to Main floor guard station, main security office, all sentry stations (marked 40).

West wall has over a thousand numbered key slots, which correspond to individual strongboxes and vaults. When a *master key* is used, it bypasses the corresponding *arcane lock* and trap.

Additional slots open doors 33 and 41.

Daytime: 1 guard here with *master key*
Nighttime: All six guards on this floor are here

Main Security office checks in with password/countersign at critical moment. Password is *Illumination*, countersign is *Viridian*. Failure to correctly respond sounds alarm, scrambles on-call guards and Lord Brannick



MAIN VAULTS

INVISIBLE STALKER

SENTRY STATION

Whispering Wind speaking tubes to Vault security office
Daytime: 1 guard
Nighttime: Empty