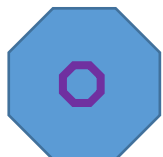
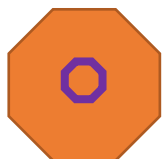


HEISTING THE SKYVAULT – by Pithikos

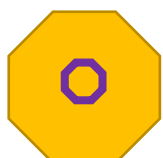
The players are recruited to go on a mission to steal an item from a vault. The how and why can be anything you want. Maybe they are recruited by a shady friend, calling in favours; or they are assigned this mission by a supervisor. The item can be anything as well. For simplicity, use 'the diamond' or 'the legendary scroll'. For complicacy, use a legendary magic item. The players are provided with an airship, since the place where they have to break in, the SkyVault, is, well... in the sky... It is a 6-story metal tower, suspended by four engines. The building is a private, expensive, prestigious bank, where items, money or prisoners can be sent to be stored until further use. And since it is suspended above uninhabited land (or sea), storing living creatures is against no law! I suggest NPC's from the official D&D Monster Manual to serve as encounters.



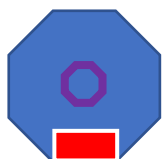
0th floor: Entrance Deck. This floor has a roof that can open to allow airships to land there. It is closed during the nights. At the centre, there is a cabin, where visitors can enter and papers will be checked. If everything is in order, people can enter a **staircase** that runs all the way through the SkyVault. The guards on duty own a Truesight Lantern, that sees through illusions and invisibility.



-1st floor: Crew Deck: Living quarters, sleeping halls, washing chambers and officer's rooms. Guests are not usually allowed here.



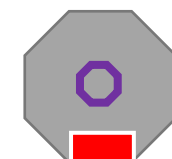
-2nd floor: Visitor's Deck: Rooms for visitors. Staying at the SkyVault is expensive. However, some wealthy merchants might come to store wares or nobles to check their heirlooms. There could be drunks or gamblers that have information on who and what is stored where. There might be people on their own secret missions.



-3rd floor: Prison Deck: The Skyvault is a safe place to put away items and creatures that you want somewhere safe or not near you. For inspiration on what might be imprisoned, check your favourite monsterbook. In the **bottom part**, there are physical stairs leading down.



-4th floor: Supply Deck: This deck holds supplies for crewmembers and maintenance. It has a sliding door for supply ships, so they don't have to take up space on the Entrance Deck and maybe offend arrogant nobles coming for a visit. It also holds kitchens, to prepare food. Furthermore, there is a control room, from where the whole SkyVault is operated, including the **engines** that keep it flying. What might happen if someone with bad intentions starts pressing random buttons in there? In the **bottom part**, there are physical stairs leading up and down.



-5th floor: Vault Deck: This is the deck where the SkyVault gets its name from. There can be as many vaults as you like. You can stock them with whatever you like, but don't forget the item that the party has been sent to obtain. For more ideas, check your favourite magical items or place spellscrolls of your favourite spells here. In the **bottom part**, there are physical stairs leading up.

Once the party has what they came for, they need to leave. If you want to help them, you can use one of these:

1. The party was given a foldable Teleportation Circle upon recruitment, by which they can get to safety.
2. One of the vaults holds something to help the escape (Boots of Flying, Foldable Airship, Scroll of GTFO)
3. Another ally shows up to save the party with an airship because reasons.

If you think this might be too easy, you have experienced players, or you are replaying the adventure and want to add some more obstacles, here are some things you can pick and choose from to bully your players with:

1. An alarm goes off whenever an officer activates it, the metal of the SkyVault is damaged or any lock is failed. All doors close and the elevator stops working, except for officers with special keys. Repercussions at the DM's pleasure.
2. In the Prison (-3) and Vaults (-5), there are invisible Skulks (Mordekainens page 227), that attack anyone unauthorised to be there. Those authorised will receive a silver necklace, repelling the Skulks.
3. The Vault is owned by a secretive organisation that is against a certain type of magic (Necromancy, higher than 3rd level, any spell dealing damage). Use of this magic is forbidden on the SkyVault. It might set off the Alarm.
4. There is a Truesight Eye going up and down the central staircase.