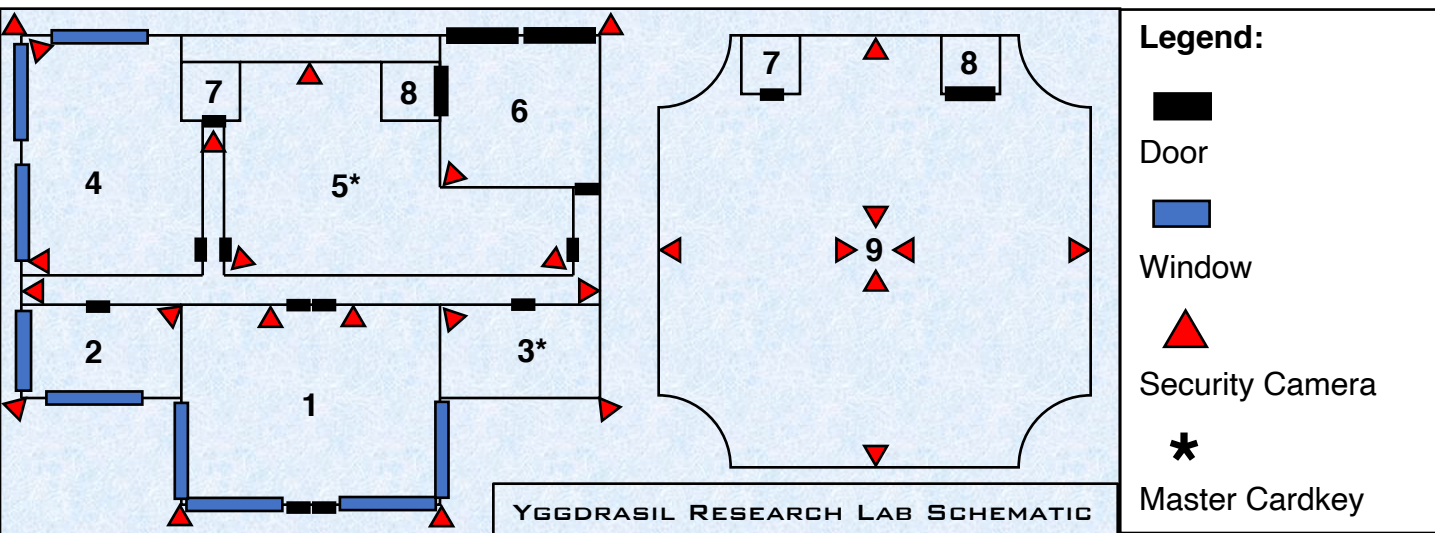


# OPERATION ALL-SEEING EYE

A One Page Dungeon by Jeremy DS Marshall

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According to the client it's an easy job. Of course, every client says that. For them I suppose it is; find a group of professionals, tell us what they need stolen, promise to pay us enough to make it worth our while, probably try to stab us in the back when we deliver. But if they come through, and we can get them this "Hraesvelgr" from the Aesir Corp facility, we'll have enough credits to keep us in bullets and booze for a long time. If, we can pull off this heist...

**General Decor Features:** The walls and floors are made of polished white marble. Furniture in areas 1, 2, and 3 are all designed to look like rich burnished oak wood, while in the laboratories they are stainless steel with grey slate counters.

**Exterior Security:** Windows, walls, and doors are **bulletproof and explosion resistant**. All doors are electronically locked, although all staff have keycards opening these doors. There are **three groups of 4 Corporate Security (CorpSec) Guards armed with submachine guns** that patrol the exterior. They have **2 Hoverdrones armed with Light Machineguns** that can be deployed in case of a security breach.

**Digital Security:** Standard **Corporate Private Network** that cannot be wirelessly accessed from outside the facility. It is filled with **Attack Programs** and the **CorpSec Security Hacker Ingram "Loki" Howel**. "Loki" is a gifted hacker and keeps track of all security camera feeds in the building, but on Friday nights he is less attentive because he plays RPG campaigns online for hours.

**1. Reception Entryway:** This room is dominated by a large central welcome desk, and multiple screens highlighting the medicinal projects of Aesir Corp. The desk is commonly guarded by **2 CorpSec Guards**. A **blast shutter** can be lowered over the front doors in case of attack.

**2. Corporate Advertising:** This room is decorated with plush furniture, nice desks, and various drinks and tobacco products to impress guests and potential financial sponsors.

**3. Digital Security Room:** This room is filled with computers, servers, and monitors. Security Hacker "Loki" is almost always jacked in to monitor the Network Security.

**4. Magical Plant Medical Extraction:** This lab is filled with exotic plants from across the globe, suspended in nutrient solutions. **3 CorpSec Guards** watch the lab during off hours, and there are **5 Scientists** present during the day.

**5. Organism Enhancement Lab:** This lab houses various instruments for cybernetically and mystically enhancing various creatures. Mice, foxes, and falcons are found in cages. **Head Researcher Freya Alsdottir** can be found here at nearly all hours, along with **4 CorpSec Guards**. During the day **6 Scientists** work here.

**6. Delivery Dock:** This large chamber is filled with boxes of reagents and supplies waiting to be distributed to the labs, along with a forklift to move heavy items.

**7. Custodian Closet/Hidden Stairwell:** This closet is filled with cleaning supplies, extra uniforms and coveralls, as well as some brooms and mops. However, behind one of the shelves is an **electronic card reader** that can be activated using a **Master Cardkey** (Security Hacker "Loki" and Head Researcher Freya have these cards). Activating this card reader reveals a hidden stairwell that descends downwards 50 meters to reach **Area 9**.

**8. Freight Elevator:** This freight elevator is surprisingly clean, and currently devoid of any items in need of transport. In order to operate it requires a **Master Cardkey**. When operational it can descend 50 meters to reach **Area 6**.

**9. Secret Augmented Creature Combat Lab:** This subterranean laboratory is an enclosed ecosystem with grass, shrubs, and trees between 5 and 20 meters tall. There are also the remnants of numerous destroyed drones. **Hraesvelgr** is found down here, a **magically awakened and cybernetically augmented Giant Eagle** that is capable of telepathic communication and offensive and defensive magical abilities. As smart as most people, Hraesvelgr is a proud creature, and longs for their freedom. There are currently **6 Hoverdrones armed with Light Machineguns** that can be deployed as combat partners to test Hraesvelgr, or to attack intruders.

Hraesvelgr is tagged with a **wireless tracking chip**. If he is stolen, Aesir Corp will send the **Cybernetic Mercenary Baldr**, who feels no pain, to recover the asset.