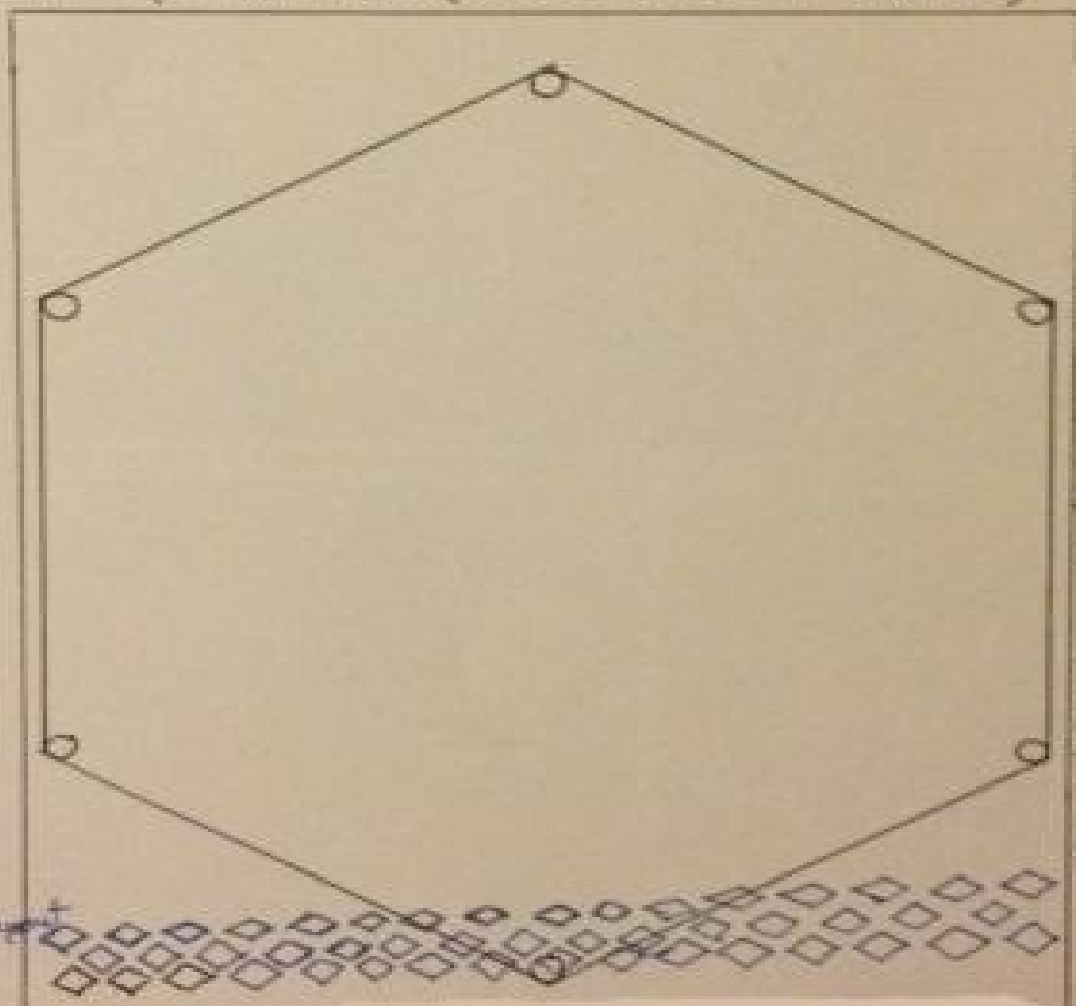


Plans for the Hexagonal Fortress on Nicht Ka

OP Celevon Edraven / HQD of Clan Arcona [#12004]

Nicht Ka Fortress (Subterranean Furnace)

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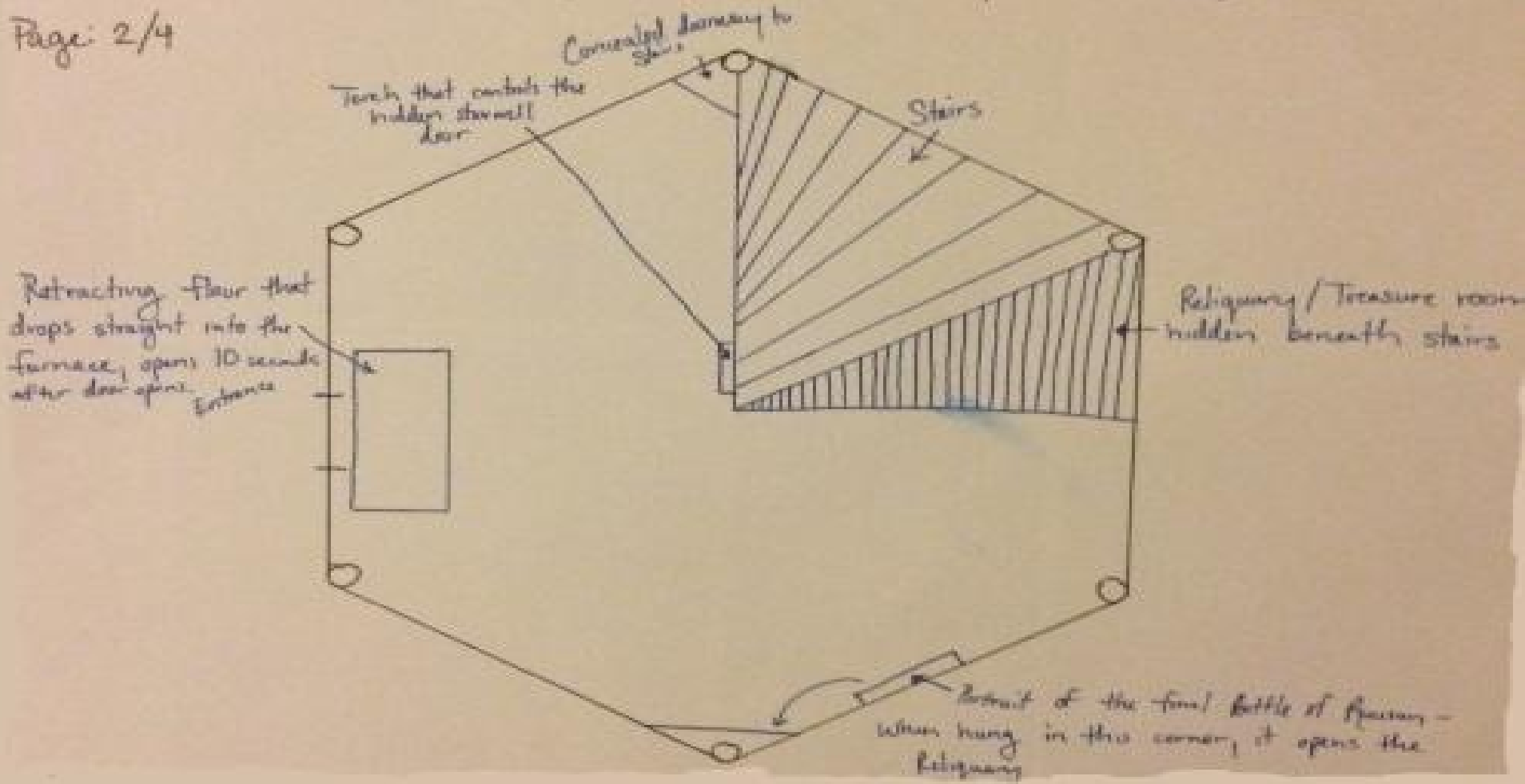


The sublevel of the Heagonal fortress is essentially a large furnace, filled with interlocking artificial stalagmites. Many of the pressure-plate activated traps operate that drop to this level. Anyone who manages to survive the fall onto the red-hot 'spikes' will then face the threat of incineration roughly every five minutes.

The blue 'diamonds' represent the interlocking 'spikes' that go through the furnace wall.

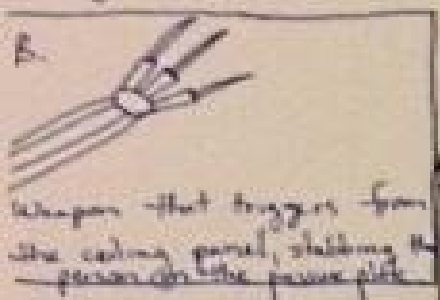
Nicht Ka Fortress (Ground/First Level)

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Nicht Ka Fortress (Second Level - Puzzles)

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A weight sensor in the floor activates the trap for this room. Once it exceeds weight the door slam shut, sealing the room as freezing water quickly fills the room

Book on stand with misleading middle

Table holding Glass pit, which triggers the door in the ceiling

Like the eye of the boat to deactivate the trap

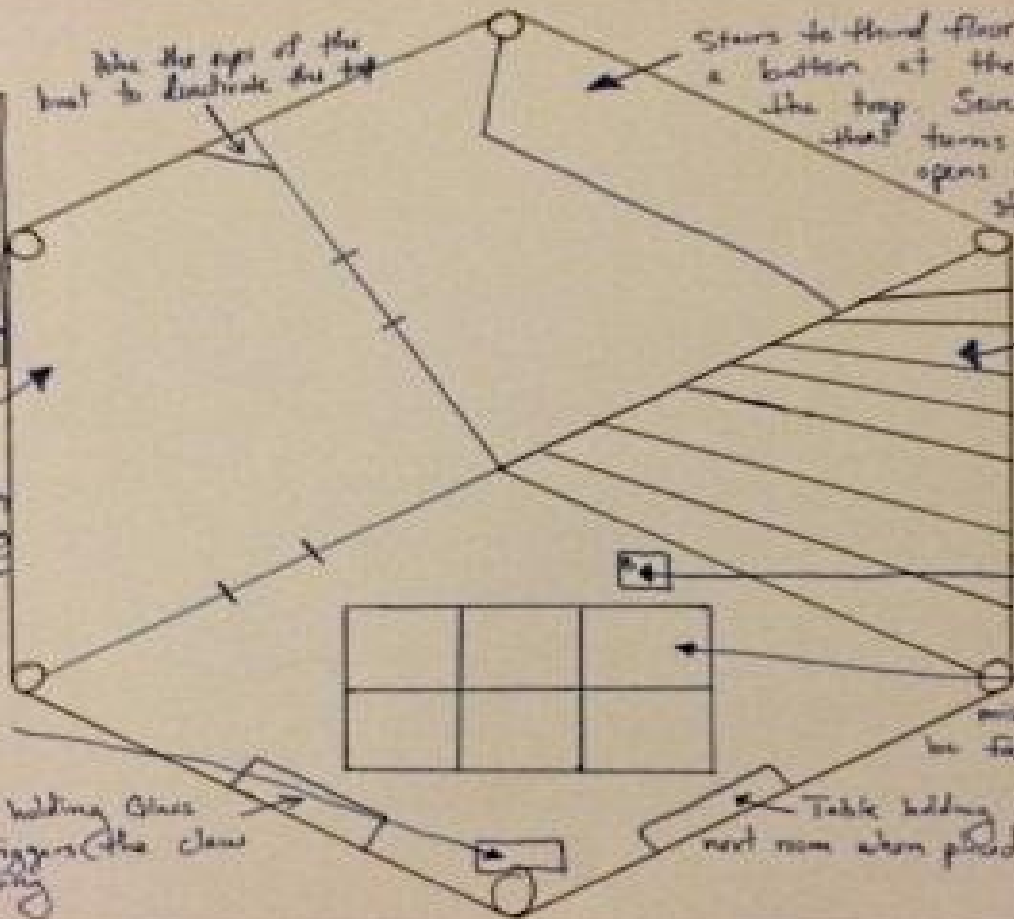
Spurs to third floor. Must telekinetically 'push' a button at the top of the stairs to deactivate the trap. Seventh step is a pressure plate that turns the stairs into a slide and opens a pit at the ~~top~~ base of the stairs - leads to the furnace.

Stairs from first level

Ceiling panel that opens should the trap be triggered

Pressure plate 'block' of the mismatched puzzle that needs to be fixed to unlock the door

Table holding Crystal pot (allows passage to next room when placed on pressure plate)



Nicht Ka Fortress (Third Level)

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Raised dais holding the lightsaber of Worb Null. A multi-layer ward protects the powerful relic from being grabbed by just anyone. It's deactivated by an offering of your own blood into the rune circle and a personal trial by the person whose blood is spilt. Removing the lightsaber causes the door to the primary reliquary to open.

