

The Vault

Following the successful takeover of Hyperdyne Industries by Plagueis infiltrators, the newly installed Board of Directors committed to providing the Dread Lord full control of the assets of the firm. In typical corporate fashion, the design and construction of The Vault took longer than anticipated. Initial plans were drafted placing the Vault squarely in the heart of Aliso City but were scrapped after rumors of Kel Zar learning about the project. The facility was moved to an island a few kilometers from Djeri's Retreat.

Upon completion of the four-story complex, the Board determined it was appropriate to terminate the lives of all who worked on the project, thus leaving the building plans with those entrusted by the Dread Lord. Entry is controlled by appointment only, with the entrance guarded by Plagueis Ravagers equipped with state of the art weaponry. Visitors are monitored by Hyperdyne staff the moment they enter orbit and are escorted to the facility from the Aliso spaceport. The two landing pads on the island permit only Hyperdyne and Plagueis registered vehicles. The Hyperdyne vehicle that transports visitors is lined with explosives to be detonated by remote should the vehicle change from the approved flight path for any reason.

The Dread Lord has authorized the following details to be uploaded to the datapads of Force Users upon Knighthood:

- Level 1 - Research labs
- Level 2 - Credit reserves
- Level 3 - Intellectual property
- Level 4 - Corporate offices

Non-Force users of the Clan must be escorted by a Force User to and from the facility, and they are not permitted to have the floor listing.