

The lion's share of Py'zah the Hutt's enormous wealth is stored in a massive, interconnected Vault complex beneath the sparkling marble of the casino's central gambling floor. Here, sheltered from the tempestuous shifts of the galactic banking system, the Hutt keeps a massive hoard of glittering gold, silver, and shining electrum. Alongside it, the crime lord maintains an enormous collection of priceless art and artifacts, exotic weaponry, and immensely valuable goods waiting for auction. As such, Py'zah's Vault has accrued a nigh-on mythical reputation amongst the criminal bands that flock to Dandoran, and has been the target of no small number of crews planning a legendary, lucrative heist. Though none have yet lived to tell the tale, it is often joked that the chance to rob the Vault is nearly as much of a draw as the casino itself.

Entry, criminal or not, is most often through secure magdoors at the chip exchange on the gambling floor. Famously, Py'zah the Hutt's own private dais can also be lowered into the vault through the use of an electronic panel by his Fatness' lounge. Both entrances have been utilized in the past, alongside an array of secret entrances and breach points hidden throughout the casino. But getting inside is the easiest part. The *real* Vault is actually the complex of cubic chambers, each airtight and independent from one another and rigged over rails and maglifts that allow their positions to be switched and shifted. They are controlled by an advanced administrative AI tasked with the dual purposes of monitoring Py'zah's treasure and toying with those who would try to steal it.

Internally, the chambers are unique in style and decoration, united only by their shape and the fact that they are all filled to the brim with shining valuables, alongside the dry, ruined bones of overambitious thieves. The air is stagnant and cool, touched with the after-scent of rot and scorched sulfur. Those that make their way inside might find themselves dosed with potent hallucinogenic gas, drowned in acid as a chamber is flooded, sliced apart by whirling nanowires, or hunted down by predatory beasts and assassin droids released into the vault by cunningly hidden trapdoors. The longest that a crew of thieves has ever survived inside is fifty-six days...and as far as anyone knows, no one has ever escaped with either their loot or their lives. But, the loot *is* fabulous, and the draw remains. Alongside the heaps of electrum coins and credit notes and a vast collection of curios, every cube is complete with a centerpiece, something of special value to his Eminent Corpulence, economic or sentimental. These include a gilded panoply of beskar-forged Mandalorian armor and *beskad* blades, a two-billion thread tapestry rescued — or pilfered — from the royal palace of Alderaan prior to the planet's destruction, a fabulously rare "weebic", and the famed alum-plated podracer of T'xa "*Dawnsprint*" Vast. One cube even holds a collection of carbonite "statues", the frozen forms of infamous bounty hunters, famed podracers, favored slaves or servants, the aforementioned crew of thieves, or anyone else unlucky enough to catch Py'zah's interest.

However they die, the AI will ensure that a bloody show is made of it. Py'zah has reaped a substantial profit from selling recorded clips of the many attempts to steal from his Vault, often playing live views from inside the cubes across his casino. Even as war breaks out on Dandoran, and the casino is plunged into chaos, the AI's bloody directive remains...and it will ensure that the Revenants and Principate agents trying to pilfer the enigmatic shards stored within the Vault will have a hellish time of it.

