

Things that i see as important for the GM will be marked with green	
Things that could be used as quest opportunities are marked purple	
POI	Infos
Lockbox Keys	The Table contains Keys for each individual lockbox in Room 5
Lockbox Room Key	The Key to unlock the door to the lockboxes
Door Key	The Key to open the door to the main hall. Needs to be opened from the inside (Posess NPC in Room)
1	Entrance/Exit
2	Main Hall. Contains to Patrolling Guardians. They're not hostile, but that can be changed in the GM room
3	Lockbox Room. A NPC in there is supposed to deliver the lockboxes out of the back room(GM Posses)
4	Generic Trasure Room. Two Chests with random loot in it
5	Lockbox Storage.
6	Pre Gold-Vault Room. With a few tables for counting money. Contains a Guardian, that is not hostile by default
7	Gold Vault room, just gold in there nothing else.
8	Contains deactivated guardians, and a few source orbs
9	Vault Room with Pyramids in them. Contains 4 Guardians, The Pyramids are all protected by a force field. There is a capacitor in the Middle of the room (10)
10	Capacitor that keeps the shield up. If destoryed all guardians will immediately turn hostile and attack.

Note to Self: C 72, 22