

S1: If the front door of the tower is searched, a moderate (DC 13) Perception check reveals an old, faded sign that marked this ancient building before years of dust and dirt obscured

Remember

Do Not

- Leave belongings here
- Loiter for more than 2 min.
- Touch the AR-06 Psychotron

DO

- Wear shirt and shoes at all times
- Move quickly through the field zone
- Not forget to not touch the machine



S3: The machine in the center of the room is labelled "AR-06 Psychotron", and has an old metal warning sign prominently displayed.



S5: The large metal door leading from the area has a welcoming sign painted on it, still preserved after all these years.



S6: The steel doors to area S7are marked with an old warning sign, bordered in yellow and black stripes.

Do Not leave lasemesh Unattended Reddense Kill

S7: The control panel for the laser mesh has a small metal sign screwed into the top of the console.