

The Gold Canals of Irid's Vault

by Wordman

<https://divnull.com/blog/2019/gold-canals>



Some say **Irid Guvoma** sprang into being when the concept of Order was invented. Others say it is the forbidden offspring of an angel and a devil. Still others claim it is an intelligent machine that grew beyond its creator's control. What is known is that whenever primordial forces of order really needed something done, they sent Irid Guvoma. It led armies against the hordes of chaos. It tracked individual law-breakers across planes. Whatever it was assigned to do, got done.

Then, one day about five centuries ago, it quit and went into business for itself.

Now, for a substantial fee, anyone can rent space within Irid's "retirement project", one of the most secure storage vault complexes in the multiverse.

The Vault

The vault is a pocket mini-dimension consisting of a nearly regular octahedron of solid *inertite*. Irid spent fifty years directing crews to carve out the inside to its specifications, using the only thing capable of altering *inertite's* structure: disintegration magic. Once done, the top floors of the central building became host to a ritual making the resulting space **immune to disintegration magic**, as well as **suppressing teleportation**, portals, **scrying**, or similar intrusions into the space.

Ambient temperature within the vault hovers around 1070° C. At this temperature, **metals like silver, bronze, brass, and gold are liquids**.

Stronger materials, including granite, some gems, wrought iron, and steel, glow. Most organic forms of life, even could they withstand the heat, **cannot breathe** the atmosphere within the vault, and many would find it **toxic** as well.

Guards and staff are drawn from beings hardy enough to survive within the vault, usually planar creatures, elementals, golems and so on. All swear magical oaths to Irid.

Administration

Irid Guvoma's residential suite. Favored minions' office/residences. No access to/from central shaft. Impressive sales room/balcony. Accessed only by flight.

Dock/Gate

Dimensional gates lead to/from this ornate dock building.

The Gates

To access the vault, you must go through a **gate**. A gate is much smaller *inertite* octahedron, typically found floating in some other plane. The best known gate floats in the Plane of Fire, but there are said to be others. The golden door in the gate opens into a guarded room. By the time you cross to the other side of this room, you are inside the vault, looking out onto the dock and the canals.

The Canals

Within the upper three-fifths of the vault, everything that isn't one of the eight buildings has been removed, creating a vast internal space. A **fountain of molten gold** cascades from the central building, creating a **pool 30 feet deep** from which the buildings rise. Three **stone boats** navigate the gold canals between the buildings and the dock, their hardy crews shuttling customers between the gate and their rented vault.

The Pods

Within the gate building (and on the dock) are crystal pods of varying sizes. To reach their vault, customers will enter pods, which provide a comfortable temperature and breathable air. Vault staff will carry these pods to the boats, to the appropriate building, then up to the customer's vault. Vault openings are less doors than a receptacle for a pod, which rotates into the vault, allowing the customer to enter it alone.

The Keys

Anyone renting a vault is magically bound to its key, an intricate crystal and platinum medallion. The key is placed on the inner wall of a pod and touched by the attuned user to **grant entry** into their vault.

The Column

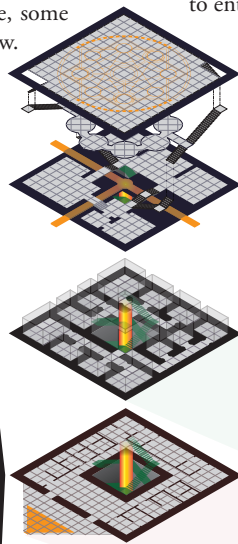
The central building rises the full length of the hollowed space, merging with the ceiling. At the center, a 50 foot shaft runs most of the length of the building, and down into the foundation. At the center, a 10 foot column of **antigravity** routes a column of molten gold from the **apparatus** far below to **Control**, a floor near the top of the building, where the gold is directed into channels out the sides. Around this shaft, **stairs and ramps** made of pure force can be **turned on and off** from rooms in Control.

Most of the floors in the Column contain **vaults**, but it also includes **Irid's residence**, sales space, a grand **balcony**, and administration offices. The floors above control are a **ritual space** which maintains defenses against disintegration and teleportation.

The Buildings

Seven other buildings surround the Column. All are guarded constantly:

- The **Hotel** provides quarters for the staff of the vault that need them. Space for other visitors is available, but rarely used, given the harsh environment.
- The **Forge** contains advanced facilities for producing magical artifacts. Customers are not typically allowed entry, though rumors suggest Irid is open to making items on commission.
- The vaults in **Storage #1** are built to house large items, with extra wide doors and tall ceilings. A large levitation platform near the entrance lifts customers and their items between the levels.
- **Storage #2-#4** boast similar layouts, dedicated to customer vault space of varying sizes. Vaults maintain independent customer-specified climates.
- The **Prison** houses beings that need locked away, with guard rooms in every corner of every floor.



Control, Resonance & Ritual Space

Constantly staffed. Monitors all buildings and vault doors. Controls stairs and ramps of central shaft. Circular resonance rooms filled with mojo. Flow of gold creates lots of noise.

Typical Vault Floor

Floor 30' high. Halls 20'. Vaults 20' high, surrounded by 10' of *inertite* on all six sides. "Doors" are magical constructs designed to accept pods.

Storage #2-4

Floors 30' high. Vaults 20' high, surrounded by 10' of *inertite* on all six sides.

Storage #1

Floors 60' high. Large vaults. 50' high, surrounded by 10' of *inertite* on all six sides.

The Column

Storage #3

Prison

Floors 20' high. Outer wall 10'. Inner walls 5'. Central levitation platform.

Storage #4

Storage #2

The Forge

The "Hotel"

The Apparatus

Maintains antigravity in center of Column. Gold drains from pool down narrow chutes to feed. Reached by Column's central shaft.

