

Phred's Burrow Security — An illustrated guide to keeping foxes out



Prologue  
The Actor Prepares  
A word from our star...



Panel 1  
The Inspiration  
"Now THAT's a clever burrow design..."



Panel 2

The Redesign

Phred studies the blueprints. There is much to improve.



Panel 3  
The Vault Door  
A burrow without a good lock is just a hole in the ground.



Panel 4  
Meet Clortho  
High above, a different kind of security.



Panel 5  
The First Key Exchange  
Trust, established in the old way.



Panel 6  
The Key Ceremony  
Every key goes up. None come back down.



Panel 7

The Tunnel System

Two burrows. One secret passage. Zero web access.



Panel 8  
The Didgeridoo  
Let visitors announce themselves. On Phred's terms.



Panel 9  
The Fox Arrives  
Someone has been watching the burrow.



Panel 10

The First Attempt

"Hello? Anyone home? I'm definitely not a fox."



Panel 11  
Clortho is Unimpressed  
Clortho has seen foxes before.



Panel 12  
The Brute Force Attack  
The fox tries again. And again. And again.



Panel 13  
The Intrusion Detection  
Phred does not need to be home to know you visited.



Panel 14

Locked Out

After three failed attempts, the door stops listening.



Panel 15  
Meanwhile, Inside  
Phred is not worried.



Panel 16  
The Accomplice  
No villain works alone.



Panel 17  
The DDoS Attack  
More noise. Much more noise.



Panel 18  
The Flood  
The burrow receives... a lot of visitors at once.



Panel 19  
Rate Limiting  
One visitor at a time. In an orderly queue.



Panel 20

The Phishing Letter

A very official letter. With a very official wax seal.



Panel 21  
Something Smells Fishy  
Phred checks with Clortho before replying to anything.



Panel 22

The Disguise

"I am definitely a real inspector. Ignore the tail."



Panel 23  
Rejected at the Door  
The door knows a fox tail when it sees one.



Panel 24  
The Trojan Gift  
A gift, left outside. How thoughtful.



Panel 25  
Never Execute Untrusted Input  
Phred pokes it with a very long stick.



Panel 26  
Dumpster Diving  
What you throw away tells a story.



Panel 27  
The Alarm  
Clortho never sleeps. Not really.



Panel 28  
Data Sanitization  
Phred runs. The papers do not.



Panel 29

Defense in Depth

No single lock. No single key. No single point of failure.



Panel 30

Secure at Last

The burrow is safe. The tea is warm. Clortho keeps watch.

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