

HANGMOOR PRISON

by bygrinstow
One Page Dungeon Contest 2018

HOOK: Just outside your chosen fantasy city, the guards at the regional prison have been falling ill in significant and concerning numbers. The PCs have taken up a temporary job of guarding the prison in order to cover the shortage.

THREE MAJOR EVENTS Drop these in, in whichever order you prefer, using one, two, or all three. Mix in minor events as time and preference allow. This gives control over the pacing of the scenario, so you can fit it into your available time and/or plot lines.

EVENT A A blood curdling scream rips through the prison as another prisoner is 'disappeared' in the night! This is the fourth prisoner to vanish in the last ten days. Assume that the PCs are faster on their feet than the usual prison guards and will arrive on the scene faster than has happened before... to discover that there's a *Carcass Consumer* lurking in the prison!

EVENT I "RIOT!" Directly following from an item you choose in *A Bad, Bad Place* (below), 1d100% of the prisoners riot and then attempt escape, attempt to free other prisoners, attempt to kill guards, and generally cause destruction.

EVENT Φ Shackled in iron when he was brought in, the polymorphed dragon *Fajixzhardjanhel* is trapped in human form by being in proximity to the copious amounts of iron in the prison (bars, bed frames, doors, etc.). Enthralled devilkin are disguised as human, have infiltrated the prison, and are preparing to either break *Fajix* out, or isolate *Fajix* from the iron in a wooden weapons cabinet so that he can explosively return to his natural form. The PCs might notice a guard removing weapons from the cabinet or removing *Fajix* from his cell.

MAP KEY

2 Secondary Guard Post: A couple of cots, spare manacles, etc.

B Guards' Barracks: All of their accommodations (including a crude kitchen and cruder shower set-up) and equipment (including numerous weapons beyond what they carry on their hip). 24/6 shifts.

C Cells: Each 10x10 space can house 2 prisoners (note that some cells hold up to 4 or 8 prisoners). If prison population exceeds capacity, then crowding is the only solution. *The fuller the prison, the greater the agitation within.*

F Forgotten Secret Tunnel: This was dug years ago, never completed, and was forgotten. The access is in a trap door in the floor, which could give way at any interesting time...

G Guard Tunnel: This passage is known only by the guards. They likely won't inform the PCs about it (in case the PCs become prisoners in the future, or are plants). This is the current lair of the *Carcass Consumer*.

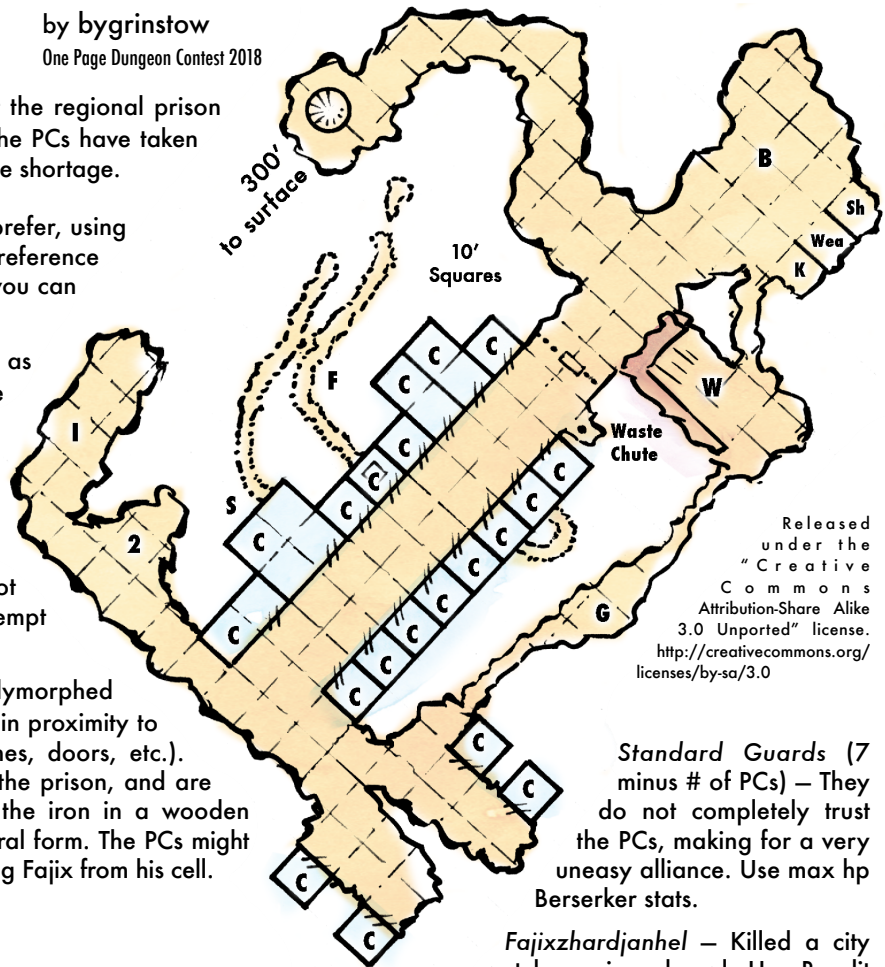
I Infirmary: Rudimentary medical supplies & a couple of cots (with shackles)

S Secret Tunnel: This has been dug over the last 8 months.

W The Wedge: A very large chunk of natural rock, designed to blend in and be rolled out to completely lock-down the Cellblock in emergencies. Either Magicked-up or Engineered, as you prefer.

A BAD, BAD PLACE... Choose 2 or 3 questionable practices for this Prison: not enough food – sleep deprivation – lack of sanitation – guards running a prisoner 'fight club' for entertainment – sadistic guards – Room 101

"Minor" Events Two prisoners fighting over sleeping conditions – contraband discovered (vice item) – guards pressing the PCs to "prove themselves"



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Standard Guards (7 minus # of PCs) – They do not completely trust the PCs, making for a very uneasy alliance. Use max hp Berserker stats.

Fajixzhardjanhel – Killed a city watchman in a brawl. Use Bandit stats for human form with hp from the dragon form of your choice. Enjoys playing human.

Devilkin Guards (3) – Use Hobgoblin stats, adding immunity to mundane weapons. Intense & spooky.

Carcass Consumer – Use stats of a similarly named creature or anything similarly creepy.

Average Prisoner – Use Bandit stats, without equipment except for what they can "borrow"...

Key Prisoners: Total Population: 4d20
The Old Guy – calm, lifer, hidden makeshift armor
The Nervous Guy – suspicious, has a shiv (d4)
Melvin Mole – creepy, can dig using anything
Strong & Silent – communicates with eyes, may help PCs, respects justice, high STR (18)
The Complainer – always upset, wrongly convicted?

"WOT EIRE YOO ENN FER?"

- 1-3) Murder
- 4-5) Repeat Robbery
- 6) Ransom Scheme
- 7-9) Trafficking in #10
- 10-11) Possession of Illegal Substance or Item
- 12) Assisting In A Conviction Listed Above

LOOSE ENDS to feed further adventures:

- What or who was causing those guards to get sick in the first place?
- Wanna save the dragon for later? He summons the PCs back later to break him out for a mission.
- PCs could be charged with re-capture of any and all escapees...

Variant sets of *Carcass Consumer* stats – and more! – can be found at AppendixM.blogspot.com via bygrinstow.com

