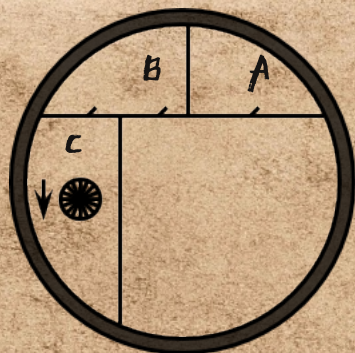


# Crimson Rock Prison

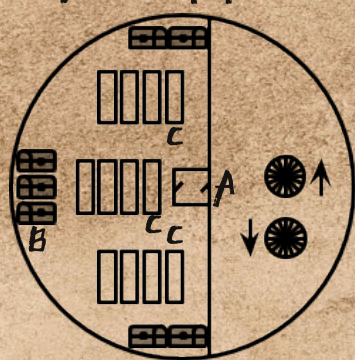
This is a truly awful place to get yourself locked up, and I need you to get locked up, savvy? Here's everything I know about the place, it might get you in and out without dying. Once you're in, the buyer needs the bill of ownership from the vault. It's up to you to find your own way out.



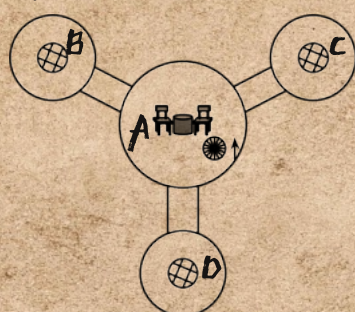
## 1. Ground floor and intake



## 2. General population



## 3. Vault



## 4. High security

## General Notes

- There's one spiral staircase between each level. Both ends of the stairs are inside a locked iron cage. Only guards on that level have a key for that door.
- Prisoner relationships are constantly shifting, whenever one prisoner mentions or meets another for the first time their relationship could be friendly, hostile or indifferent.

## 1. Ground Floor

- A: Governor's office, has a safe, very hard to crack, has a copy of all keys. Governor is a hard case half-fiery mage, lineage isn't general knowledge.
- B: Guards' barracks, mix of dwarves and humans, all tough, there's at least 30 altogether. They hotbunk here on night shift.
- C: Intake, always at least 4 guards at all times.

## 3. Vault

- A: Self locking doors, only one can open at a time. Very hard to pick.
- B: Mimic guards. Other chests contain a few magic items important to some political bigwigs.
- C: Shelves are a depository for documents and scrolls important to powerful people.

## 4. High Security

- Each pit is a dug out bowl about 30 feet across, grate leading to sewers in middle of each. General population waste feeds here.
- A: Guard station, always at least 4.
- B: Heirun Bloodrime, Frost Giant, destroyed a village in her madness.
- C: Zephial, Seraphim, imprisoned and gagged with iron for what he knows.
- D: Uryot, Hag, imprisoned for last 200 years for a death curse upon a royal child.

## 5. Sewerage System

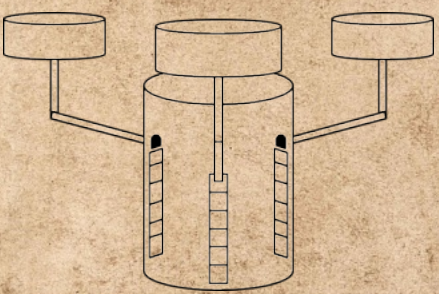
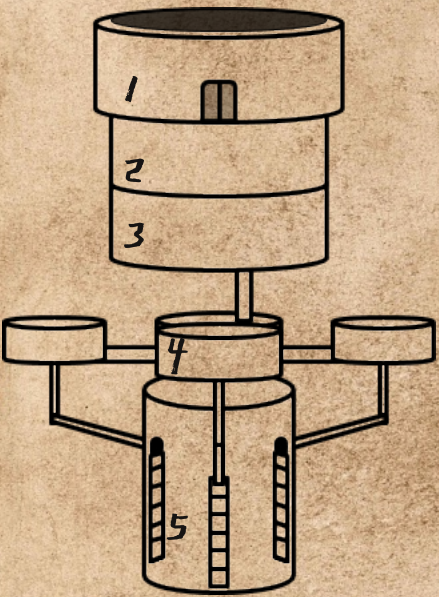
- Eventually feeds out to an underground lake.
- Weight on the ladders triggers the room's defenses unless you have a passphrase from the Governor.
- Room is 60 ft tall and has the following defenses:
  - Iron doors drop 20 ft into each sewer, one over the central grate, could be forced or picked?
  - Sluice gates open in each sewer, each fills the room with 5 ft of acid every round, burning anyone touched by it. Could be blocked?
  - Anyone in a sewer or on a ladder must muscle past the acid flow.

## 2. General Population

A	Adund Fallenhelm, Half-Celestial (grand theft, guilty) (capricious, charismatic)
B	Aldbeorht Summersoar, Gnome (regicide, political prisoner) (scheming, skulking)
C	Behrtio Hardreaver, Dwarf (grand theft, terrorism, guilty) (manipulative, skulking)
D	Bruna Mossvalor, Half-Orc (manslaughter, guilty) (ravenous, backstabbing)
E	Cyne Crestblood, Human (blasphemy, regicide, manslaughter, political prisoner) (craven)
F	Kater Ravenglory, Halfling (murder, desertion, guilty) (skulking, hallucinates)
G	Empty
H	Lila Horsesdreamer, Elf (assassination, guilty) (intimidating, charismatic)
I	Mera-Atligh, Celestial (terrorism, manslaughter, guilty) (intimidating, explosive)
J	Migo Lighthell, Dwarf (blasphemy, innocent) (skulking, craven)
K	Empty
L	Vepar Greatglade, Halfling (desertion, guilty) (vicious)
M	Empty
N	Vyncis Flamehand, Human (murder, guilty) (brutal)
O	Waru Pridearm, Dwarf (assassination, terrorism, guilty) (psychotic, capricious)
P	Empty

## Relationship between two prisoners (including PCs) (db)

1-2	Friendly
3-4	Indifferent
5-6	Hostile



## 5. Sewerage System