

DRAMATIS PERSONAE



The Warden Landrey

Doughy and loud, personification of the cruelest capitalistic impulses. A shapeshifted Rakshasa in disguise, hungry for *more*.

HD: 4 (16 HP) **Armor:** As Chain
Move: 1/2x in human form, 2x as rakshasa
Damage: 2x 1D6 Claws, 1D8 Bite

Turnkey Slade

The one turnkey with some intact morals. Looking for a way out of the job. Patrols debtors quads. Headnodd habit. Bribeable.

Stats as Turnkey (human)



Drol Mastin

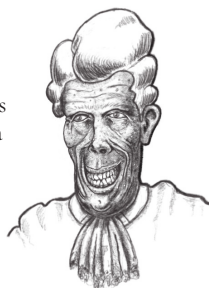
Cutpurse and thief who sells to the highest bidder. Wiry, beady eyes, and a snuffle. Confined to Pauper's Quad for indiscretions.

HD: 2 (8 HP) **Armor:** Unarmored
Damage: 1D6 Shiv

Sir Willam Rich

Poxy noble who crashed and burned, overrun by debt. Keeping up appearances in the Noble's Quad, running out of silver. Talks a lot about a pardon on the offing.

HD: 1 (4 HP) **Armor:** Unarmored
Damage: 1D4-2 slap



ENEMIES

Turnkey (human)

sallow skin, grating voice, hateful hands

HD 2 (8 HP) **Armor** Leather **Move** 1x **Damage** 1D6 Bull Pizzle Truncheon

Turnkey (demon)

caustic eyes, noxious breath, unkempt uniform

HD 3 (12 HP) **Armor** Leather **Move** 1.5x **Damage** 1D8 Bull Pizzle Truncheon (steel rod)

Rancid Rats

ropy tails, matted fur, oozing sores

HD 1 (4 HP) **Armor** As Leather **Move** 2x **Damage** 1D4 Bite - Save vs Poison or diseased

Sludge Monster

suffocating stench, putrid trail, execrable slopping noise

HD 6 (24 HP) **Armor** As Chain **Move** .5x **Damage** 1D6 pseudopod - Save vs Poison or 1D4 poison **Special** Save vs Paralysis or engulfed and 1D8 damage per term.

RUMORS

1. The Warden never eats or drinks (false, he eats debtors)
2. Titty Doll's has a special dish that only the turnkeys order. I overheard one of them order "the Grist Pie." (true)
3. Drol Mastin knows a secret way into the Felons Quad that not even the turnkeys know about (true, through the sewage drains)
4. The Plantinir Family somehow paid off their debts and all eight of them are living free and clear outside! (false, they got ground up)
5. The rats in the strong room will eat anything that doesn't fight back (true)
6. The Warden keeps all the collections in a strongbox in his office (false, most of it's in the secret room in his apartments)
7. Last week one of Madame Cline's girls pleased the Warden so much, he forgave her debts (false, he ate her)
8. Dr. Jack the barber has some headnodd for those with the silver (true)
9. The Pauper's Quad is haunted, and the ghosts are making folks disappear (false, it's the sludge in the strong room)
10. The turnkeys will let you through any door in the prison for a handful of silver (false, except for Turnkey Slade)

HOOKS

Get That Silver: Warden Landrey has rackets going for every spare copper, that cash must be in the prison somewhere.

Rescue a Prisoner: A client or family member has been imprisoned due to debts (legit or not) and needs to get out.

Revenge: A client's family disappeared in Frosthead Clink. Find out what happened and even the ledger.

Surreptitious Audit: The governor is getting nervous about the warden's industriousness and needs more info about what goes on behind the walls of Frosthead.

RANDOM ENCOUNTERS

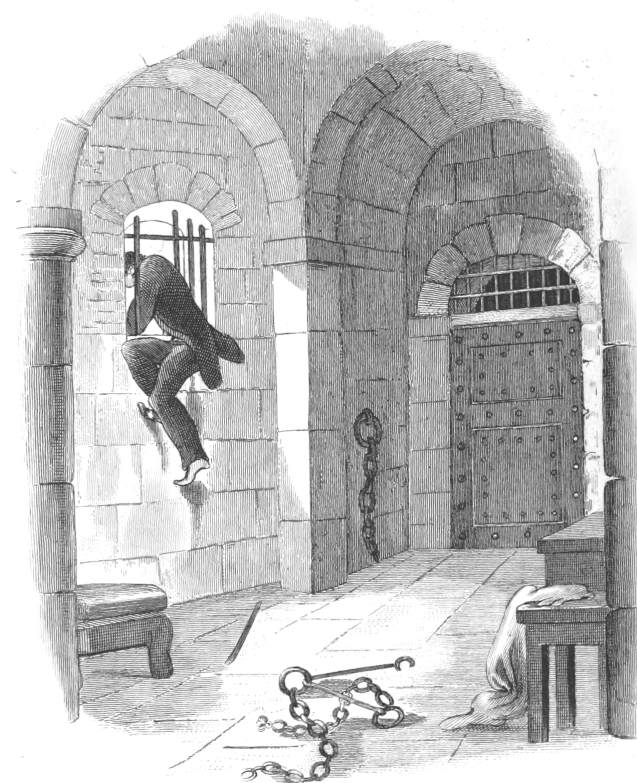
1d4 during the day - 2d4 at night

1	1d4 desperate prisoners looking for valuables
2	A prisoner stumbles into a PC, vomiting all over them
3	Inspection by the Warden with 1d6 turnkeys.
4	1d4 turnkeys (1d4-2 are demons)
5	1d6 rancid rats crawl out of drainpipe
6	1d4 turnkeys (all are demons)
7	Sludge Monster slops through
8	Warden looking for snack in Rakshasa form

AELF WORKS PRESENTS

A DAY in DEEP DEBT

by Chris Paul



an OSR pamphlet adventure of
murder and corruption
in the notorious debtor's prison

FROSTHEAD CLINK

Intrepid adventurers can become entangled in the corruption of Frosthead Clink in many ways (there are some suggested hooks on the back). A ticking clock on the situation can be implemented to heighten the already oppressive atmosphere of the prison (rumors that the Warden will be moving his hoard, a friend has disappeared from the debtor's quadrangle, etc.)

1. **ENTRANCE AND REGISTRATION** - Open to the busy thoroughfare, clerks and turnkeys register guests/debtors entering and leaving, and collect fees. Vendors sell necessities to debtors, and loan sharks offer to cover debtors' shortfalls to the

2. **OPEN SPACE** - A large open area for prisoners to move around and for vendors to set up their stalls.

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4. **CORRIDOR** - A narrow corridor connecting the various rooms.

5. **STRONG ROOM** - A cramped closet that has the prison's sewer running through. Used for punishment. Bodies of prisoners stored here, and **rancid rats** gnaw on the dead and dying. **Sludge monster** slorps out of sewage regularly to dissolve bodies in strong room. Risking creatures and disease, it

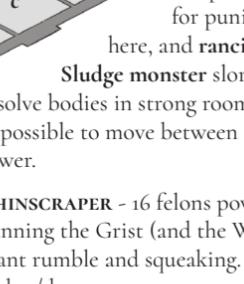
6. **KITCHEN** - A small kitchen area with a stove and sink.

7. **DINING AREA** - A large area with many tables and chairs for prisoners to eat.

8. **RECREATION AREA** - A small area with a table and chairs for prisoners to relax.

9. **STORAGE AREA** - A small area with shelves for storing supplies.

<i>a.</i>	GUARDROOM		DOOR OPEN IN DAY
<i>b.</i>	DORMITORY		LOCKED DOOR
<i>c.</i>	APARTMENT		SECRET DOOR/AREA
<i>d.</i>	COMMON AREA		SEWER TUNNEL



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Sludge monster slorps out of sewage regularly to dissolve bodies in strong room. Risking creatures and disease, it is possible to move between areas of the prison unseen through sewer.

6. **SHINSCRAPER** - 16 felons power the massive step wheel at once, running the Grist (and the Warden's meat grinder). Loud, constant rumble and squeaking. The groaning of tired felons. Runs 24 hrs/day.
7. **DELIVERY DOCK AND THE GRIST**- Grains are delivered, and flour taken away. Prison goods delivered and accounted for. Flour dust hangs thick in the air. Turnkeys patrol for contraband.
8. **WARDEN'S OFFICE** - Large wooden desk with ledgers detailing intake and "resources". Wall safe behind painting that contains prison petty cash.
9. **WARDEN'S APARTMENTS** - Dark and dank, strange musky scent. Ornately decorated. Rumble of shinscraper omnipresent. Hidden room contains one partially eaten prisoner, a massive meat grinder powered by the shinscraper, and trapped safe that contains Warden's horde.