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 sniffle. 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 in 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

ropey 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 slorping 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)
- Titty Doll's has a special dish that only the turnkeys order. I overheard one of them order "the Grist Pie." (true)
- Drol Mastin knows a secret way into the Felons Quad that not even the turnkeys know about (true, through the sewage drains)
- The Plantinir Family somehow paid off their debts and all eight of them are living free and clear outside! (false, they got ground up)
- 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)
- Last week one of Madame Cline's girls pleased the Warden so much, he forgave her debts (false, he ate her)
- 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
- 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 slorps 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

THE SITUATION

8

hard labor in the vicious Felon's Quadrangle. When a prisoner is

deemed unproductive, they are "freed." In reality, they be-

come a plaything for the turnkeys or Warden, before

being consumed or dismembered and mixed into

the food served to the other prisoners

(the Warden is all about

cutting costs).

Frosthead Clink is ruled over by the Warden Landrey and his posse of turnkey thugs with ruthless efficiency. While the Clink is a prison for both felon's and debtors, it also operates as a mill, the grindstones powered by the hard labor of prisoners. The Warden is intent on consolidating material and political power, for he is a rakshasa. The turnkeys at Frosthead are a mix of human thugs and minor demons wearing the skins of victims, all of whom indiscriminately dole out punishment with their bull pizzle cudgels.

The new local debt laws allow the Warden to imprison paupers and nobles for lapsed debts, and he wrings out any copper they manage to earn or save through rent and food surcharges. Many end up unable to pay at all, and are left to waste away, or forced into

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KEY

DOOR OPEN IN DAY

LOCKED DOOR

SEWER TUNNEL

SECRET DOOR/AREA

FROSTHEAD CLINK

DORMITORY

Apartment

COMMON AREA

In bygone days, Frosthead was a large warehouse and food processing facility, anchoring the north end of Icehouse Row. Warden Landrey bought the property and licensed it with the Crown as a private prison. With the advent of debt imprisonment, he has begun to make a handsome profit. The Warden and his Turnkeys impose hefty rents for room and board- which only increases the indebtedness of the occupants- as well as taking a cut of all business that goes on within the walls.

Now home to over 360 prisoners, The Clink itself is constructed around three quadrangles that house different classes of felons. The Pauper's Quadrangle is a pestilent cesspit of decay, disease, and violence. The poorest debtors must scrabble to survive in cramped and fetid conditions. The Noble's Quadrangle is where more well-to-do debtors are housed, and their higher rents provide them with some modicum of sanitation and services. Finally there is the Felon's Quadrangle, where criminals and debtors with nothing left pay off their crimes with hard labor on The Shinscraper, which powers the millstones of The Grist.

On a regular day, the main gates of the prison are open from 8am to 8pm, and the debtor's quadrangles are accessible to the public once they pass security checks. Debtors in good standing are even allowed to exit the prison to pursue employment, provided they return before the gates close and hand over their earnings. Con artists, charities, and legit businesses all ply their trades in and around Frosthead Clink, all under the watchful eye of the Warden and his turnkeys.

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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

turnkeys. Everyone going passing through is searched.

- 2. PAUPER QUADRANGLE A filthy open space crowded with the most destitute. Shared dormitories line the perimeter, breeding grounds for disease among the triple bunks and tattered hammocks. Coughing and mutters mixed with sobs. Turnkeys patrol constantly and beat the most pitiful.
- NOBLE QUADRANGLE Swept clean and maintained. Wards are divided into apartments for rich debtors and their families. The Warden licenses several establishments, including:
 - Titty Doll's Steakhouse Rumors, booze, and meat (from Warden's special supply) on order. Secret access to Delivery Dock. Patronized by off-duty (drunk) turnkeys.
 - Toffer Coffee House- Brothel providing coffee and carnal delights. Housecalls to the Warden's apartments every night.
 - Dr. Jack's Barbershop Grooming, tailoring, and chirurgery. Uncomfortably clean. Blades, chemicals, and drugs.
- FELON'S QUADRANGLE Locked down around the clock. Felons
 can move about during the day, but locked in their cells during
 the night, unless on shinscraper duty.

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.)

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
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.
- 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.
- 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.