

From the surface, this area looks nothing like nothing more than a small hilltop, raised slightly from the surrounding area. On the North side of this hill however, a small cave leads into a cave complex which holds a deep, dark secret – this site was once used to house witches and wizards who had gone mad with their magical powers and committed terrible crimes against humanity. The lower levels, incased entirely in Iron, prevent almost any attempt at escape. Some have come close, but failed to actually reach the light of day; now the prison and caverns are long abandoned by the wardens who formerly guarded over them. The condemned have gone long insane, often driven into undeath with their madness.

Upper Level Random Encounters 1d10 (G-1 through G-6)

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|----------------------------------|---------------------------|
| *1 – None | *6 – (Med) Rival NPC Part |
| *2 – (Easy) 1d4 Kobold Squatters | *7 – (Med) Ex-Wardens |
| *3 – (Med) Band of Orcs | *8 – (Med) 1d6 Fireants |
| *4 – (Med) Sleeping Owlbear | *9 – (Hard) Owlbear Den |
| *5 – (Med) Giant Rat Infestation | *10 – (Hard) Young Dragon |

Prison/Basement/Caverns Level Random Encounters 1d12

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|-------------------------------|------------------------------------|
| *1 – None | *7 – (Med) 1d4 Summoned Imps |
| *2 – (Easy) 1d4 Zombies | *8 – (Med) 1d4 Wraiths |
| *3 – (Easy) 1d6 Insane Mages | *9 – (Med) 1d6 Mad Ghosts |
| *4 – (Med) 1d8 Zombies | *10 – (Hard) 2d4 Summoned Demons |
| *5 – (Med) 1 Starving Vampire | *11 – (Hard) Ravenous Zombie Swarm |
| *6 – (Med) 1d3 Ghouls | *12 – (Very Hard) 1 Powerful Lich |

Map Key – 1 Square = 5 Feet

Ground Level – *Natural Caverns, stink of mold and secrets...*

G-1: Cave Entrance Chamber - The Entrance to this cave comes from the Northeast. This section of the cave is more likely to have plant life in it than other sections due to its proximity to the fresh air. It stinks less.

G-2, G-4: Open Caves – Naturally formed caves with no discernable purpose. (20% chance of finding some random junk).

G-3, G-5: Guard Rest Chambers – Naturally formed caves which were used to house the Prison Guards. Some of their supplies may remain here. One room may contain instructions for raising the shaft.

G-6: Prison Entrance Chamber – This chamber has a vaulted ceiling. 20 foot deep pool near the chamber’s center. At the bottom of the pool, a Metal Door bars the entrance to the shaft into the prison and can be raised with the proper know-how. (30% chance of collapse after use).

Basement Level – *Enter the Condemned*

B-1: Shaft Exit - This perfectly square room opens above to a long iron shaft with a crank operated lift that exits into the center of the Pool in room G-6. The Shaft also has a poor quality ladder which can be climbed. The Shaft is about 50 feet in length.

B-2: Chamber of Inspection – The iron doors which lead from B-1 enter into the room where Guards would inspect prisoners and visitors to the Insanitarium.

B-3: Prison Entrance/Hall of Damnation – At the South end of the room, an Iron door in the floor leads to a steeply sloping path encased in Iron, leading into the prison at the Northeast Point on P-1. This chamber also features a massive Steel Desk on its east side. Chains are connected to the floor in front of the desk.

Prison Level – *Encased in Iron, there is no escape*

P-1: Containment Hall – This large, hexagonal chamber, leads off to five large prison cells of varying size. Each of these Holding Cells is guarded by a large iron door.

P-2,3,5,6,7: Holding Cells – Walls are covered in the carvings of mad wizards, stink of rotting flesh and gloom-stricken souls. Some walls are decayed leading into dug-out passages, attempts to dig to freedom.

P-4: Failed Dig Site – The River in this room leads to areas unknown. This chamber was a potential dig operation to escape the prison, but none of the passages were completed.

P-9: Ritual Site – The walls are writ with demonic glyphs, a last ditch effort to divine a way out of the tomb.

P-8: Successful Dig Site – This cavern is blocked off by secret doors, but features a diseased pool, an underground river to nowhere and a tunnel which connects to the caverns above, an area closer to the surface.

Caverns Level – *The Closest Any Have Come to Freedom*

C-3: Escapee Camp – This area is notable for the remains of a dig operation bound for safety, but is ruined with corpses of mad wizards.

C-2: The Staging Ground – Two tunnels lead into this cavern littered with stone make-shift digging tools.

C-1: Dig to Freedom – A long passage leads from here to the surface but dead-ends where inmates have been caught in a tunnel collapse. The pool of water in the room is tainted with disease.

