

# SALTIRON PRISON

## ABOUT

Saltiron Prison is a small island prison based, in part, on the Chateau D'If in Southern France. Like the Chateau D'If, Saltiron was originally built as a fortification, but has been repurposed to hold prisoners.

Many of the cells here are meant for large groups, but there are also individual cells on the upper level for prisoners of higher status or those with the means to bribe the guards. For those of particularly low status, the prison's courtyard has an old cistern which has been (mostly) drained of water and now serves as an oubliette.

There is an alternate version of this map in which the prison is not on an island.

## NOT A GREAT PLACE

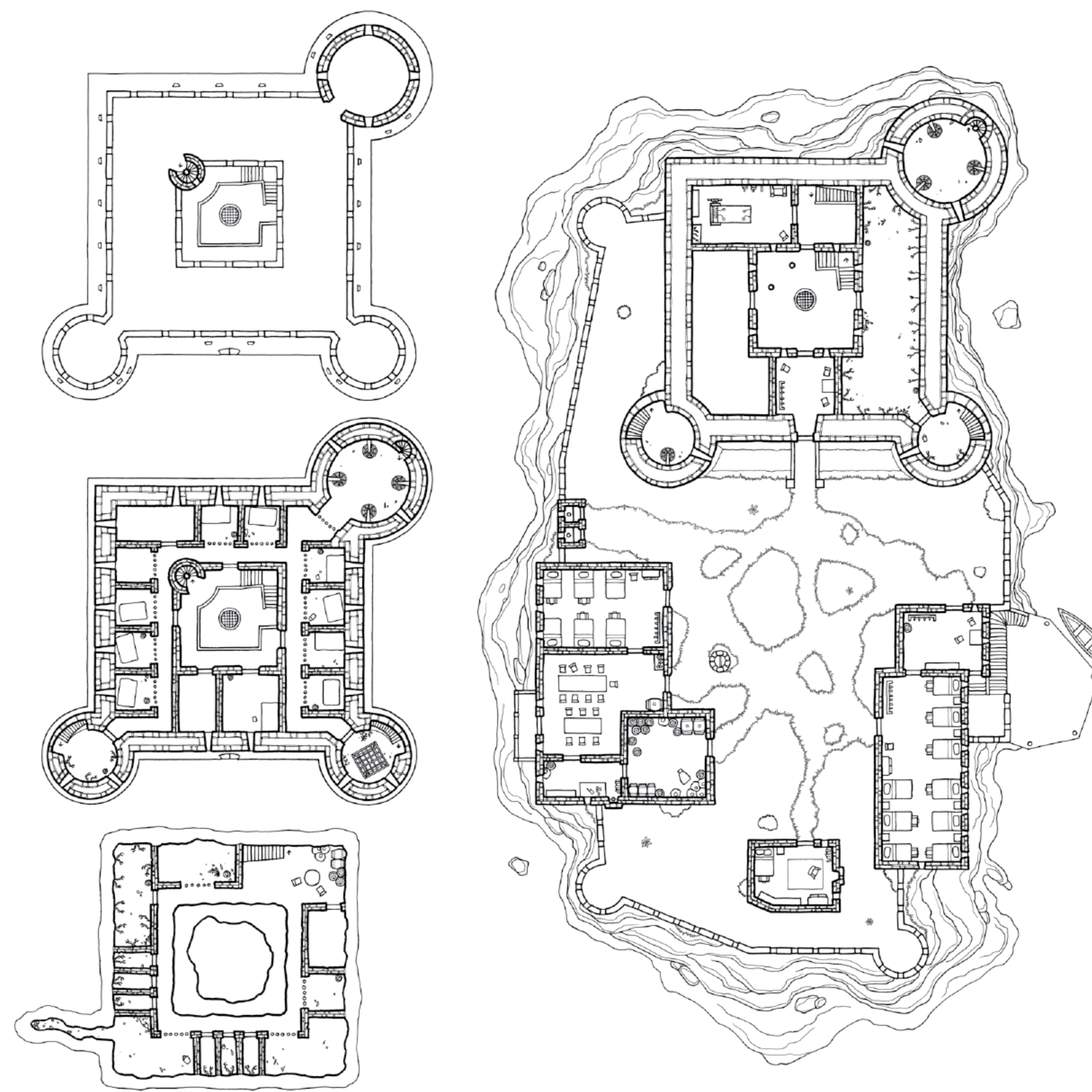
To describe this place properly as a DM, it may help to understand what the experience of being in a prison in the middle ages was like.

First, remember that these places were built long before the words "human rights" ever came out of anyone's mouth. They were often overcrowded and rife with disease, with few people surviving more than a few months. A common experience might be something like this:

You've committed a horrible crime. Maybe you stole some food. Or maybe you're the wrong religion (you monster). In any case, you're now in prison. The room you live in is 5x5 meters and you share it with 30 other people. No one ever leaves.

There is no toilet. There's a bucket. Toilet paper hasn't been invented yet. There's a pre-modern equivalent, but you don't have that, either.

Bathing isn't a thing that happens here. It smells *really* bad. The first thing newcomers do is throw up.



They get used to it, but not completely.

Eating works like this: when the guards feel like feeding you, they throw some garbage into the cell. On your first day, you wouldn't eat it. By your 20th day, you were ready to fight people for it.

Someone in your cell is coughing up blood. Whatever disease they have, you'll probably get it soon enough. If it's something you've had before, maybe you'll live. If not, your chances aren't great. Living in hell and eating trash don't improve your odds of survival.

Ultimately, prison isn't that different from execution, except you might live. You probably won't, but you might. And if you don't, it's an absolutely miserable way to die.

## NOTES

Some parts of the prison have cages for the prisoners or manacles bolted to the walls. These might be used as a punishment or for prisoners who the guards consider dangerous.

The partially-complete escape tunnel in the basement may be useful for a party who needs to get out. Alternatively, it could be dug by someone tunneling their way in to rescue somebody.

A lot of prisoners probably die here. The guards may

throw their corpses into the water, burn them or keep them in a room in the basement to be shipped off the island later.

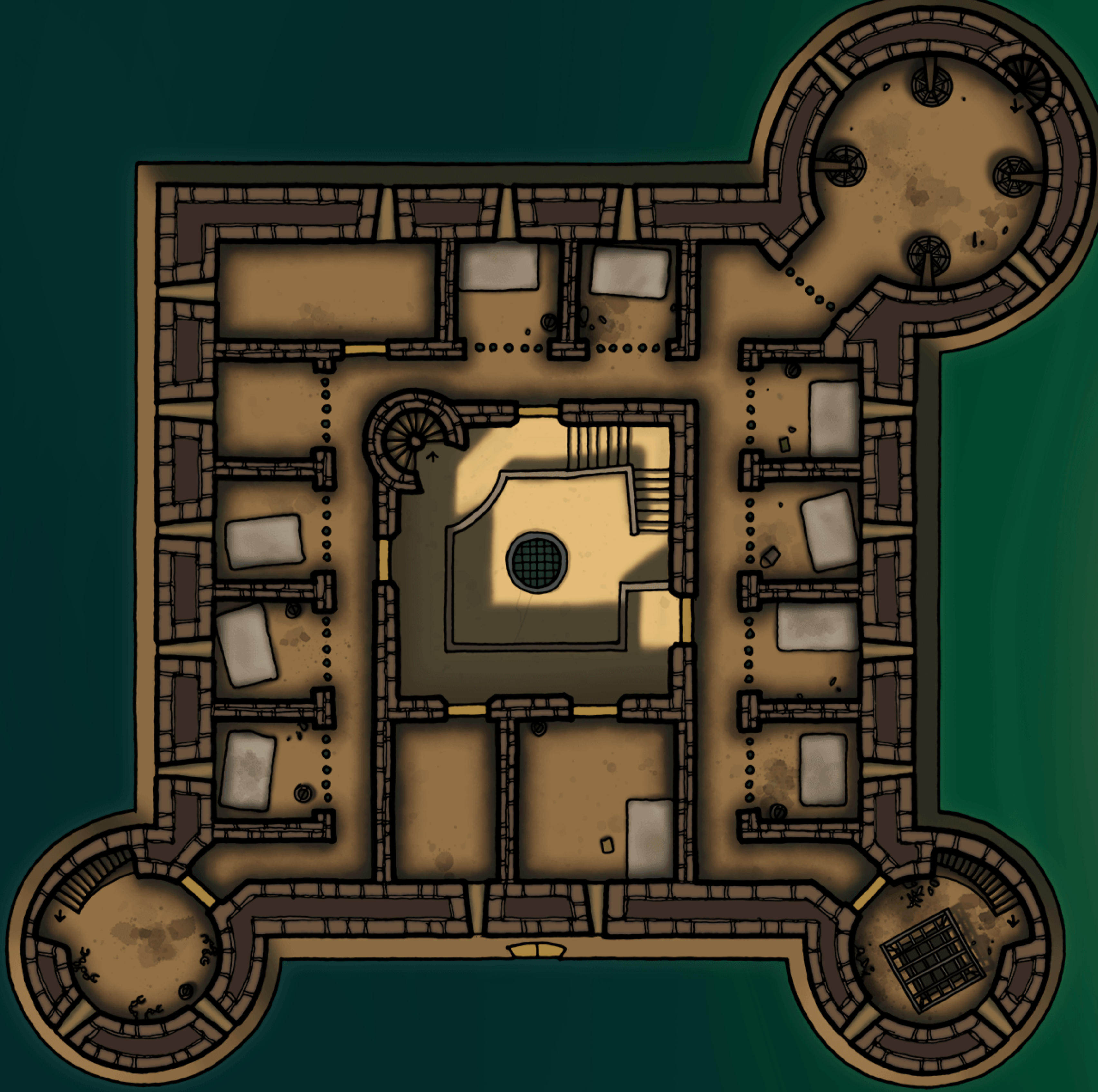
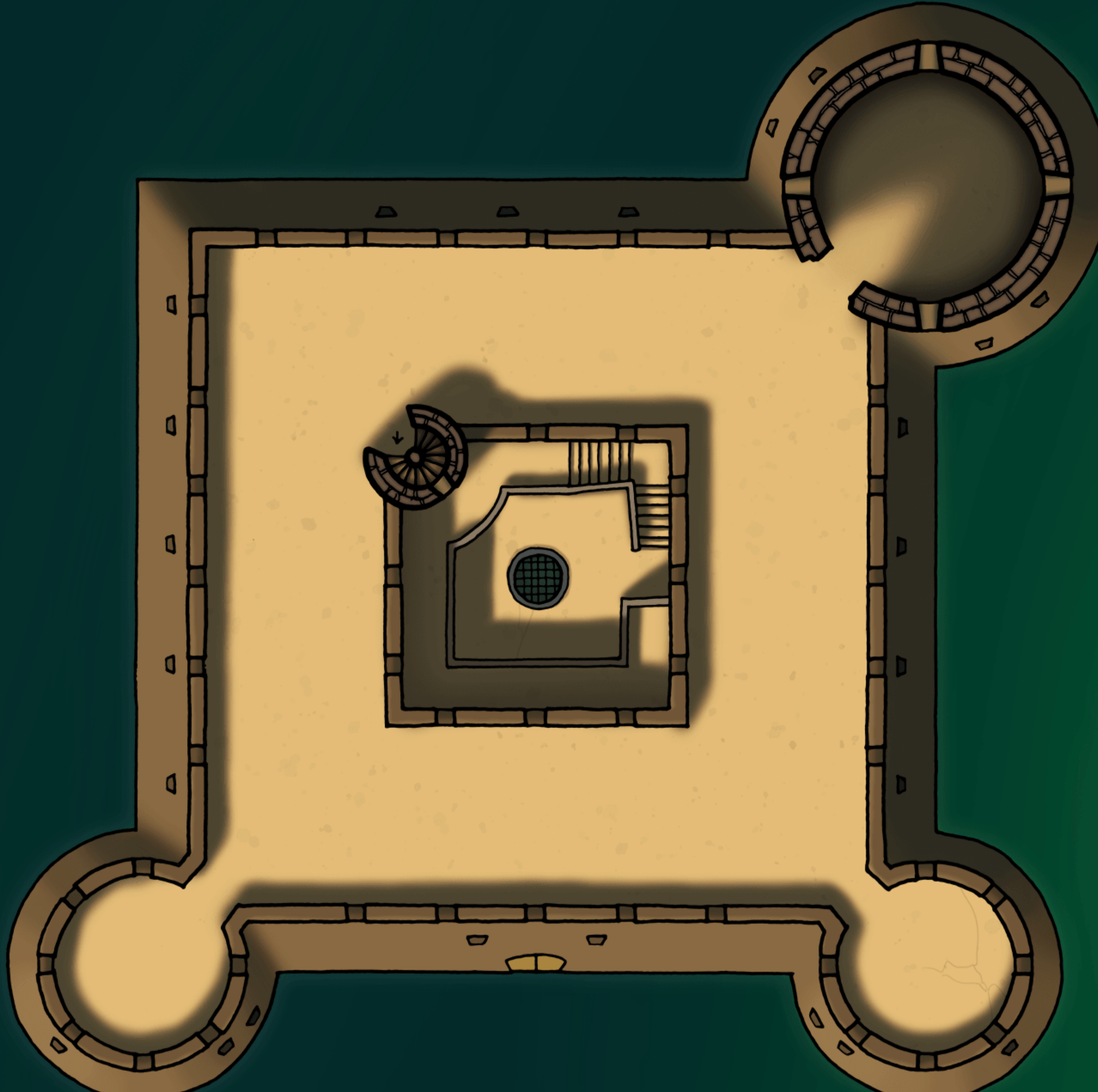
The ditch in front of the prison's entrance is a remnant of its origin as a fort.

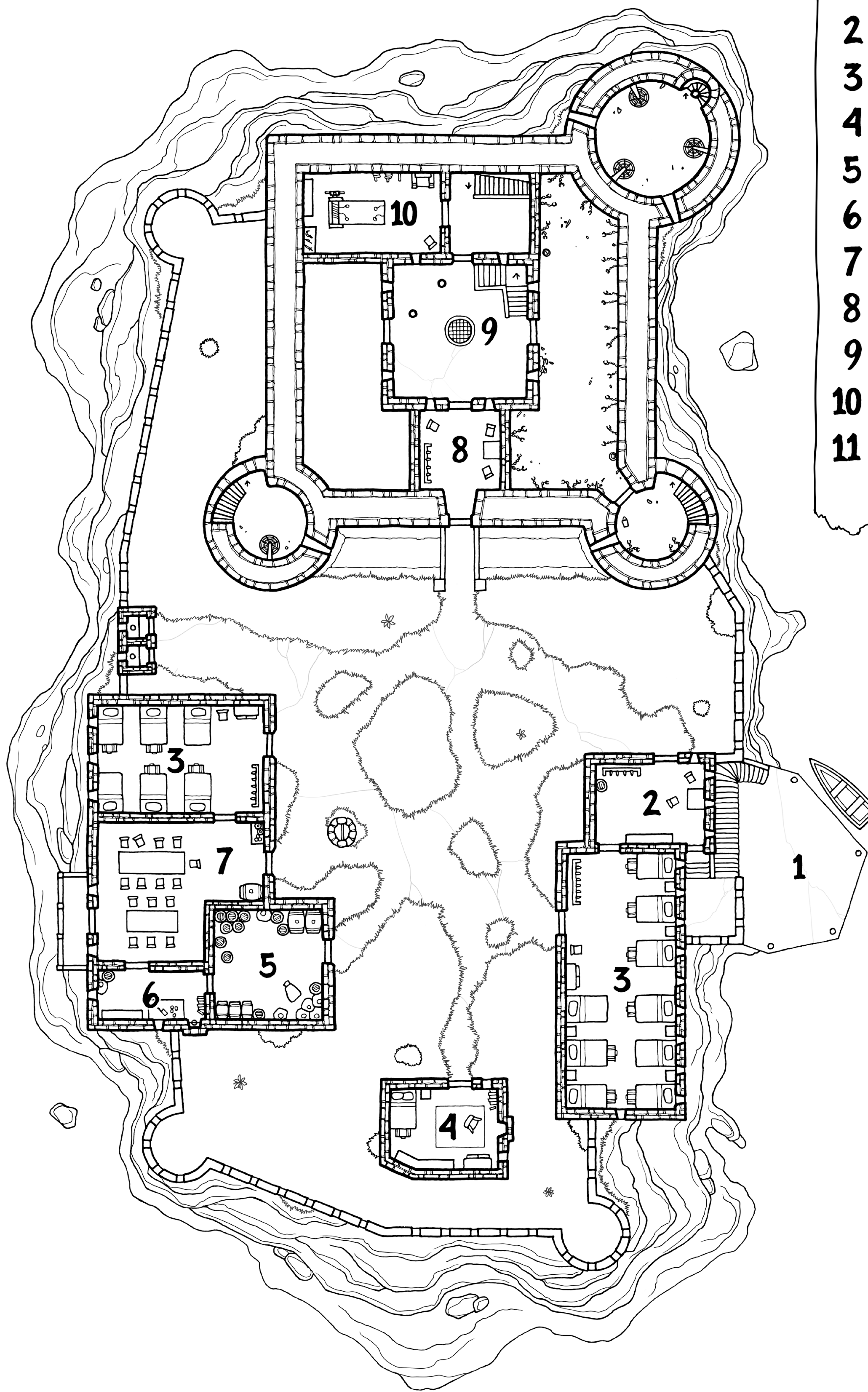
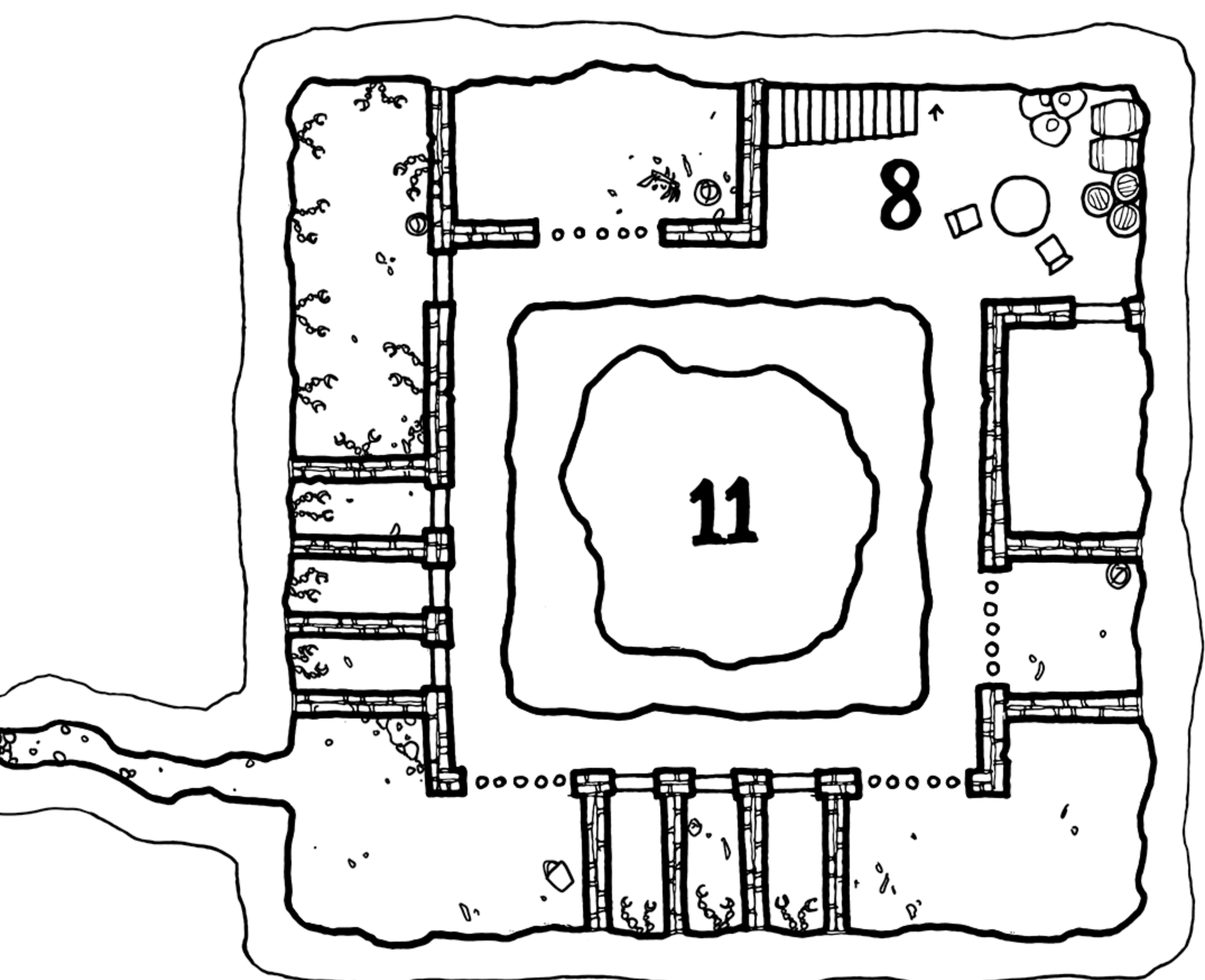
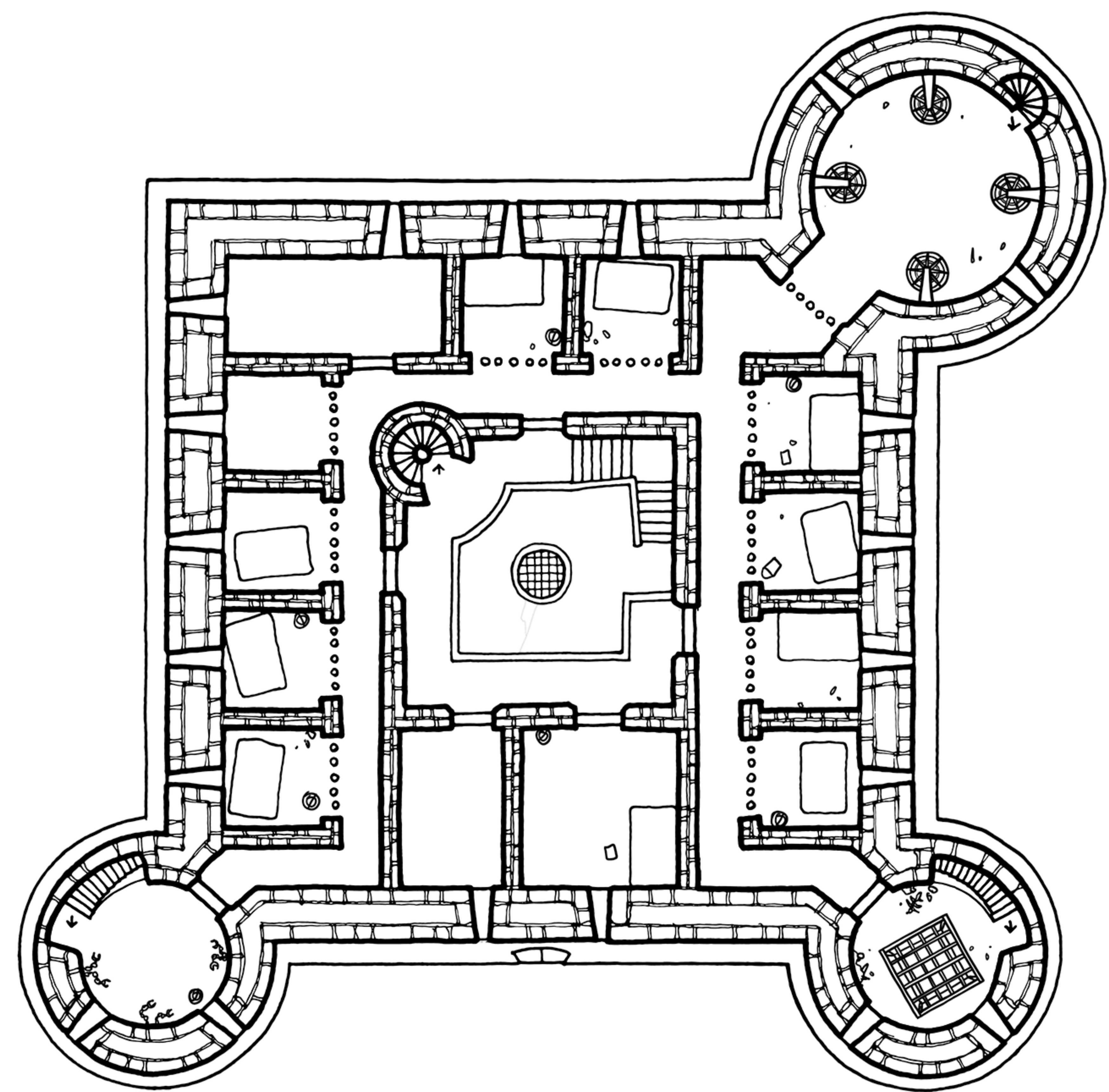
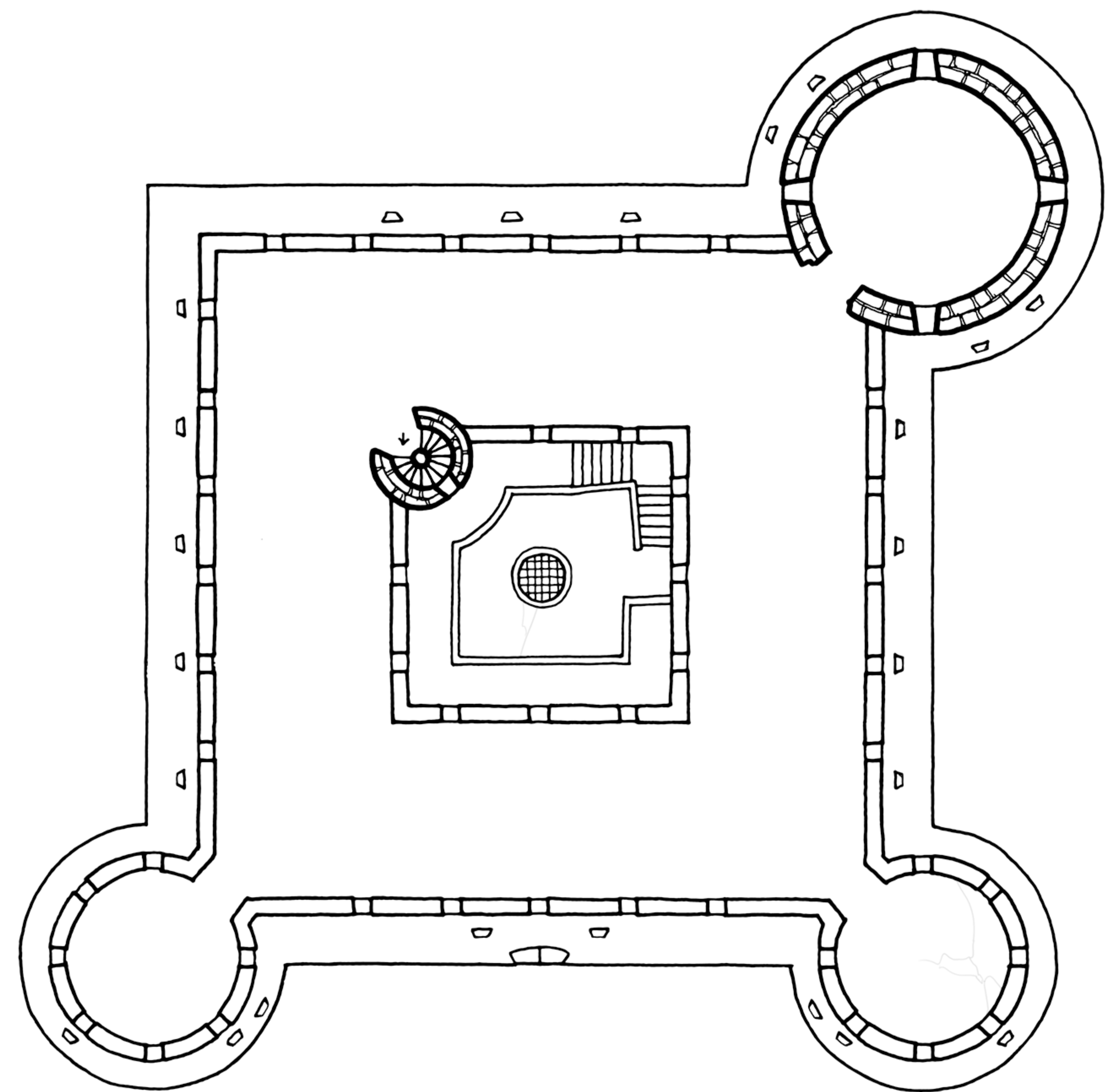
The distance from the landing dock up to the guardhouse is about 20' (7m). This is the height of the cliffs all around the island.

Here are a few ways you might use Saltiron Prison in your game:

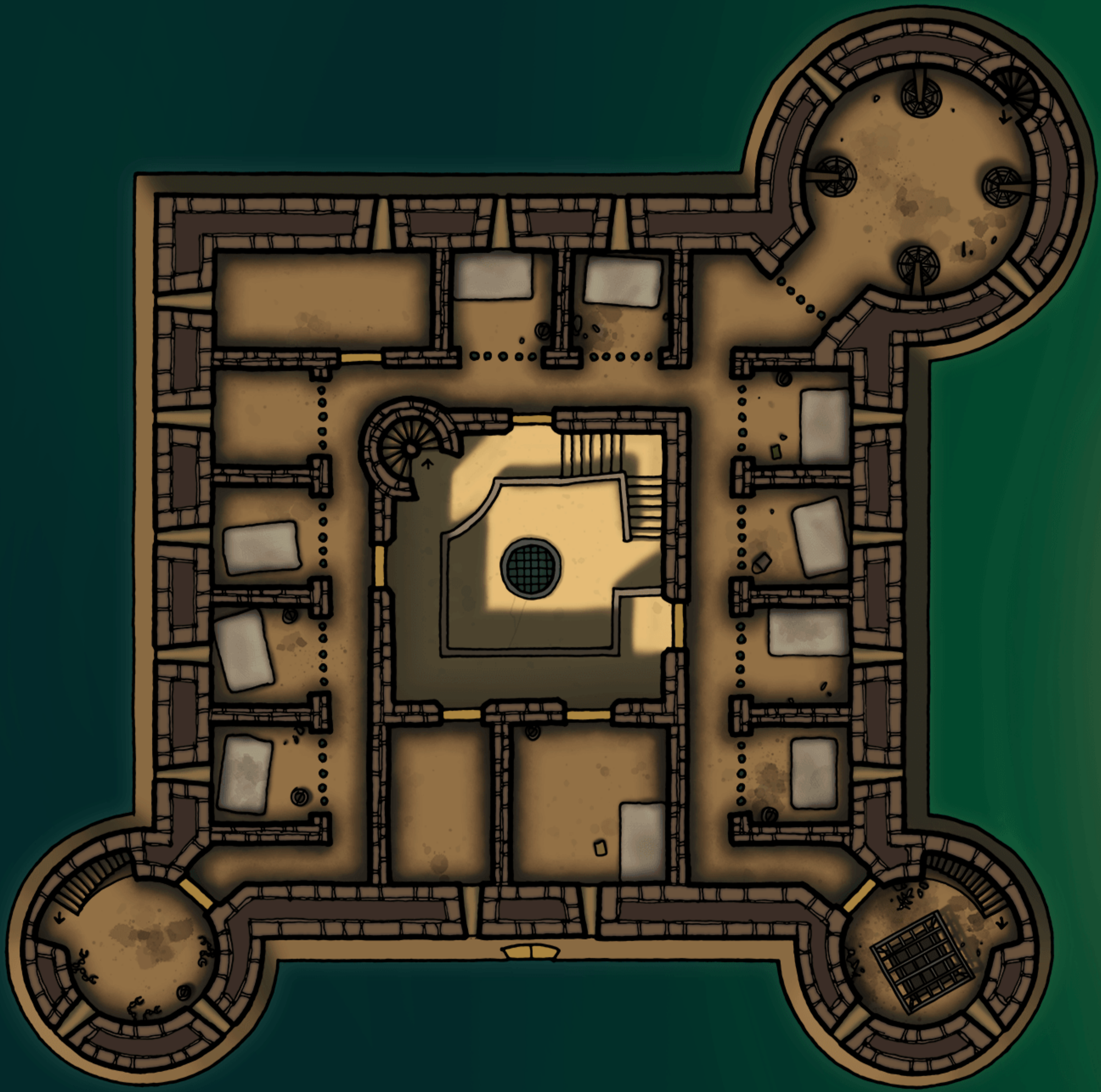
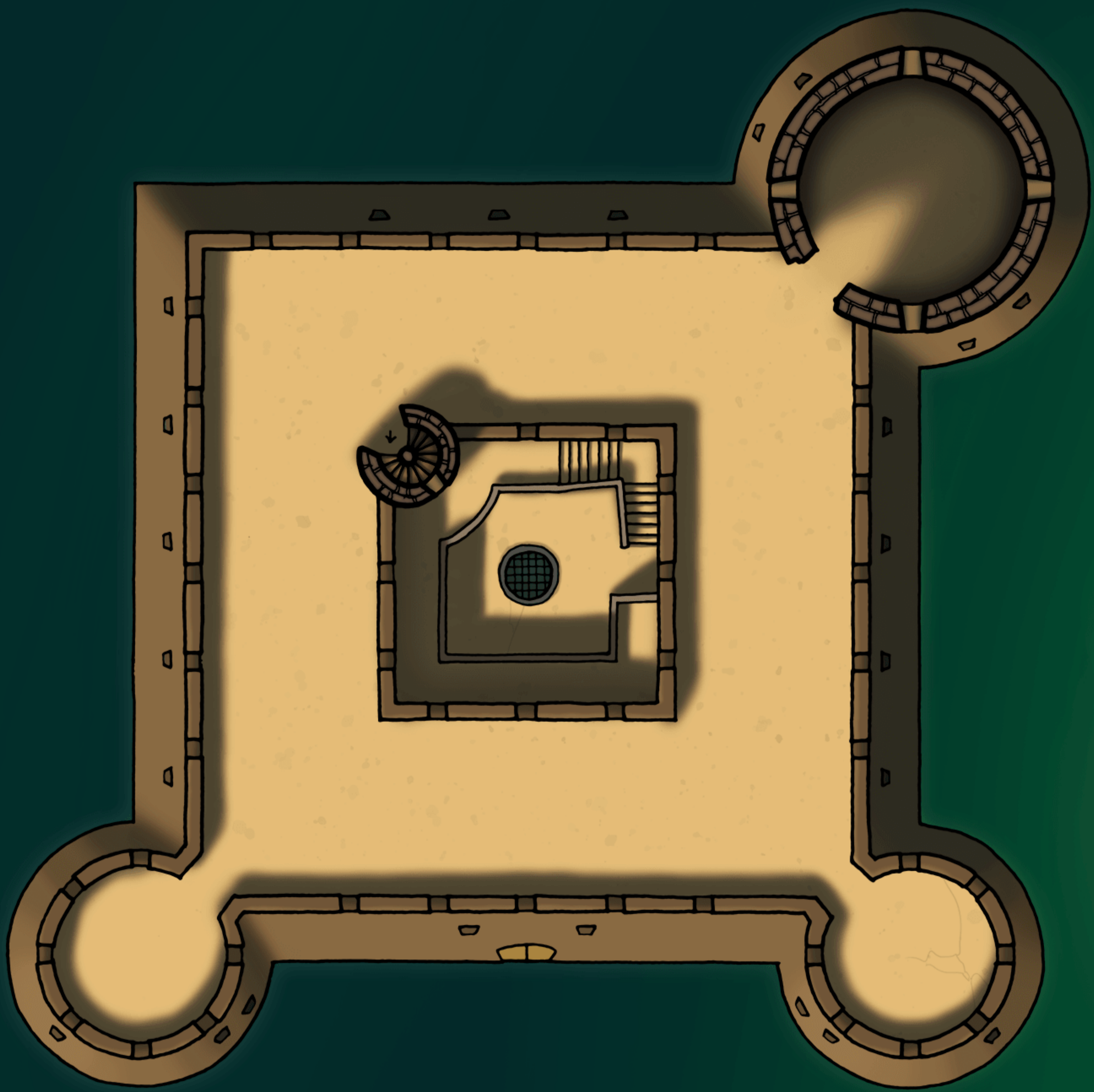
- The party needs to get in and rescue someone.
- The party needs to sneak in and rescue someone quietly. Since some of the prisoners are dangerous and need to be contained, killing the guards and smashing open doors is not an option.
- The prison is abandoned and the former prisoners have risen again as undead. The party must fight their way through to retrieve a book/ring/whatever possessed by one of the prisoners.
- A large number of pirates were recently sent to the prison and the leader of the pirate fleet has come to free them. The party must defend the prison from the attackers while also fending off the pirates within as they attempt to aid their comrades.

- 1 - Landing
- 2 - Guardhouse
- 3 - Guard Barracks
- 4 - Overseer's House
- 5 - Storeroom
- 6 - Kitchen
- 7 - Mess Hall
- 8 - Guard Room
- 9 - Cistern Grate
- 10 - Torture Room
- 11 - Cistern Pit





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