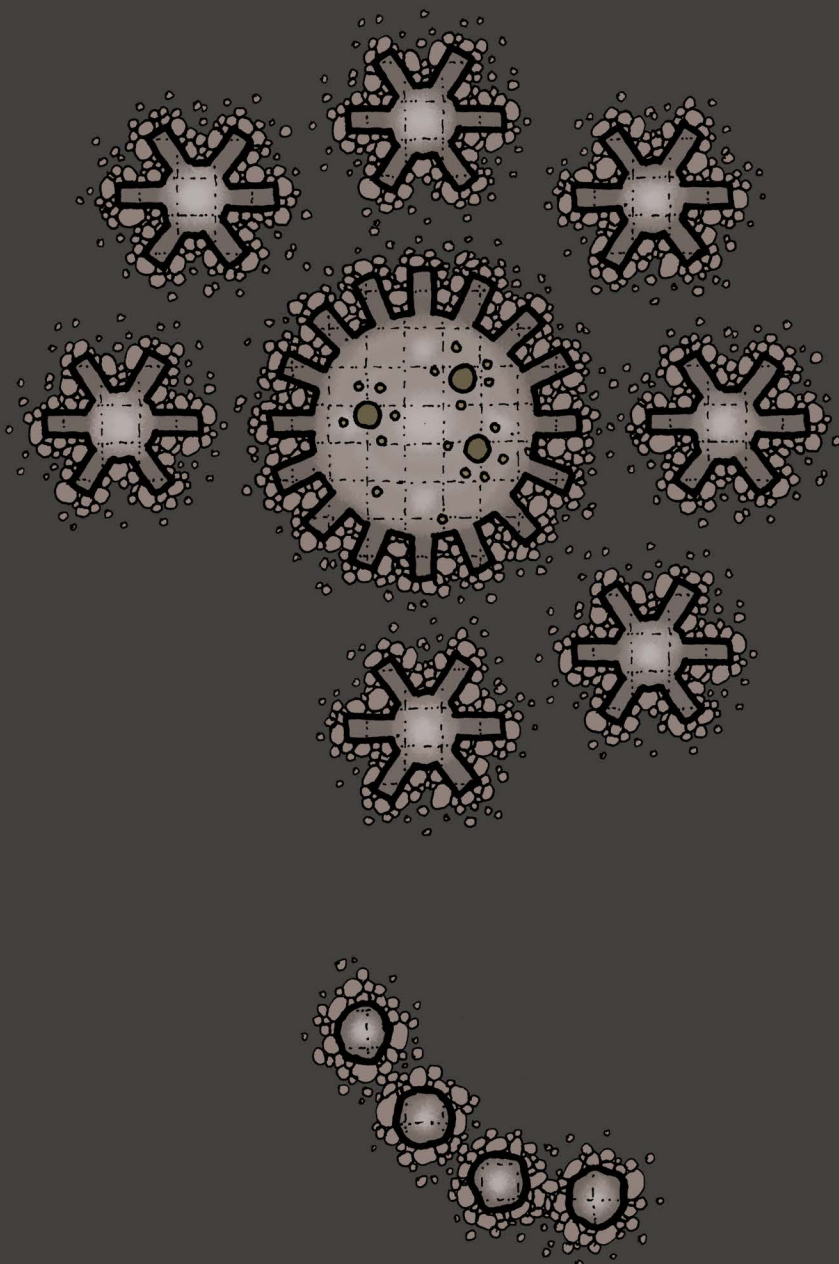


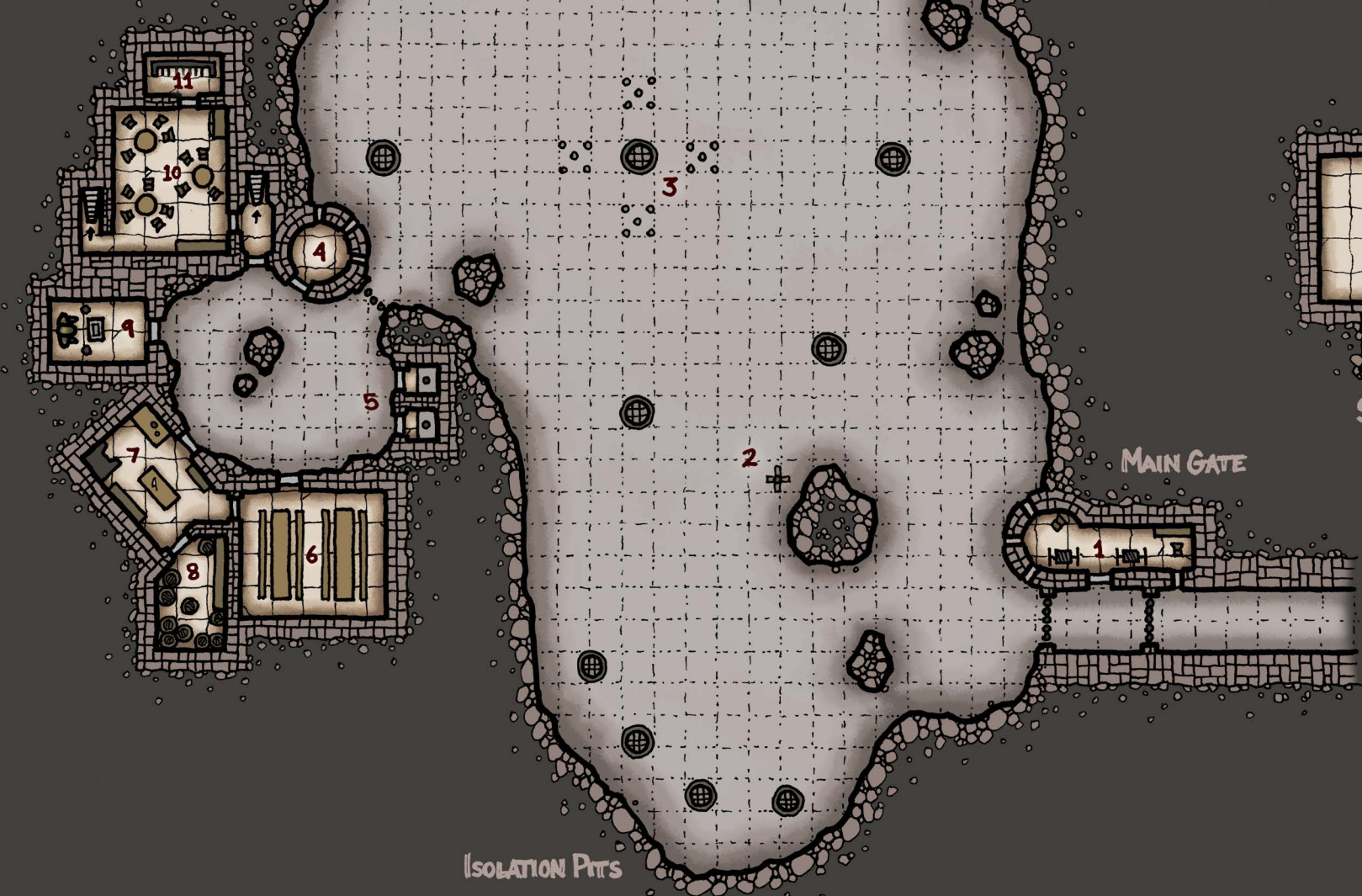
THE PITS

GROUND LEVEL

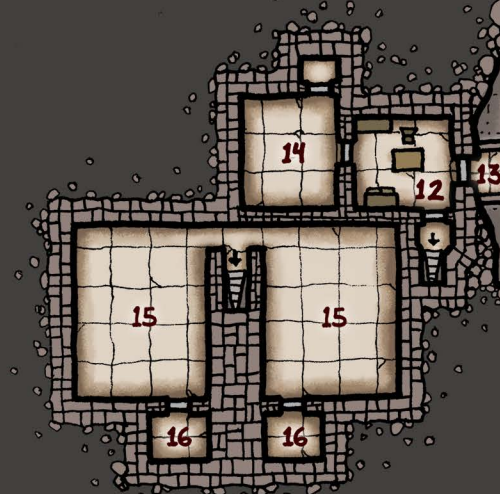
UPPER LEVEL



GUARDS' FACILITIES



OVERSEER'S OFFICE



STAFF QUARTERS

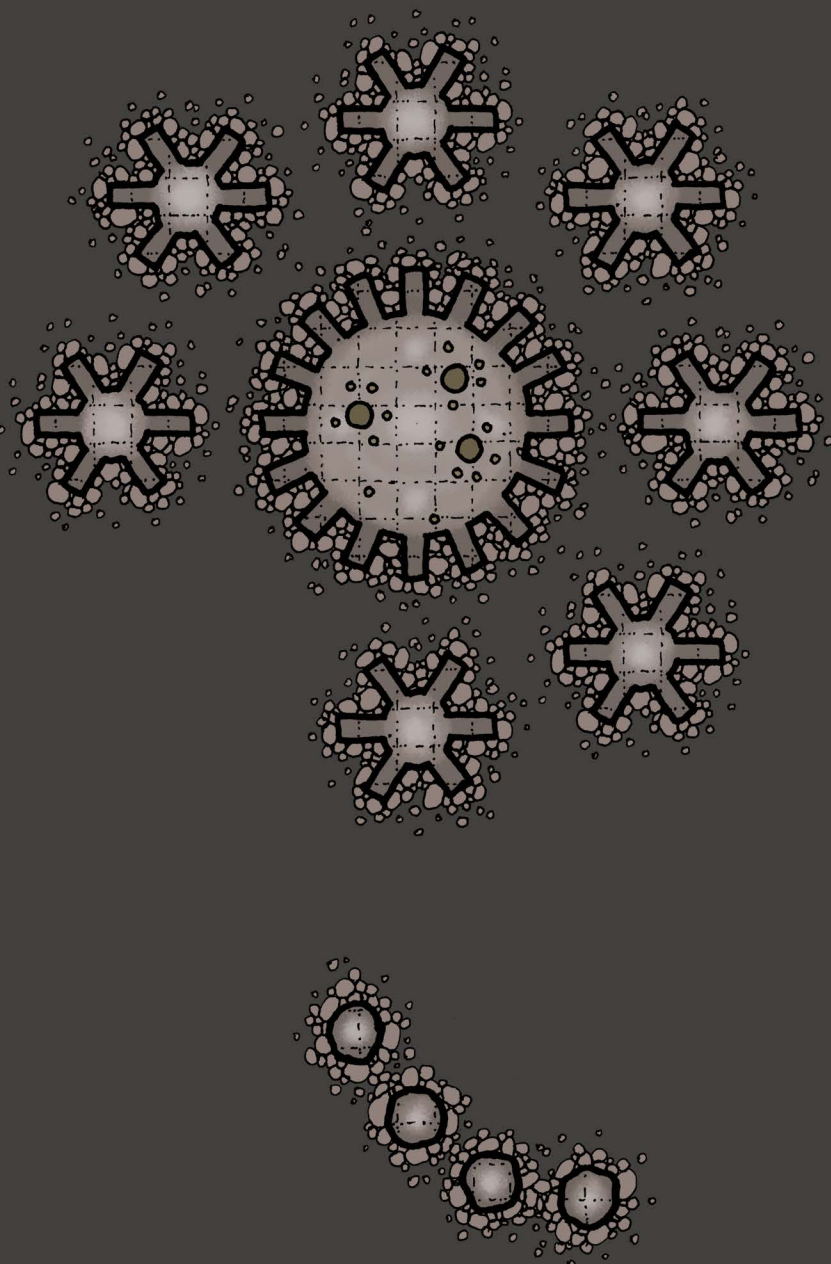
MAIN GATE

ISOLATION PITS

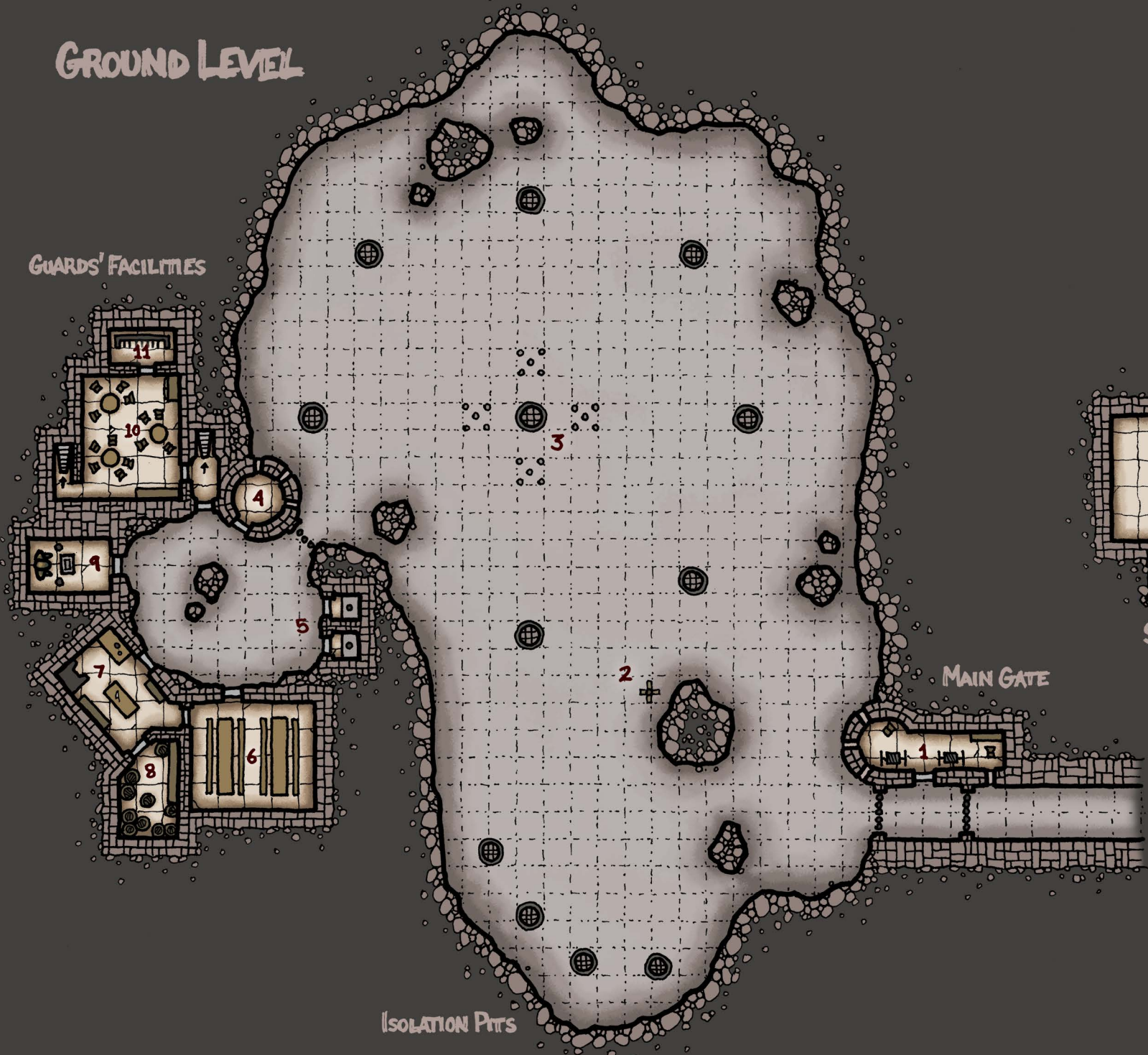
- 1 - ENTRY GATEHOUSE
- 2 - WHIPPING POST
- 3 - PIT GRATES AND VENTS
- 4 - INNER GATEHOUSE
- 5 - LATRINES
- 6 - GUARDS' DINING HALL
- 7 - KITCHEN
- 8 - FOOD STORE
- 9 - SHRINE (GORM GULTHYN)
- 10 - RECREATION ROOM
- 11 - ARMORY
- 12 - OVERSEER'S OFFICE
- 13 - BALCONY
- 14 - OVERSEER'S QUARTERS
- 15 - GUARDS' QUARTERS
- 16 - STORAGE (PERSONAL EFFECTS)

□ = 5'

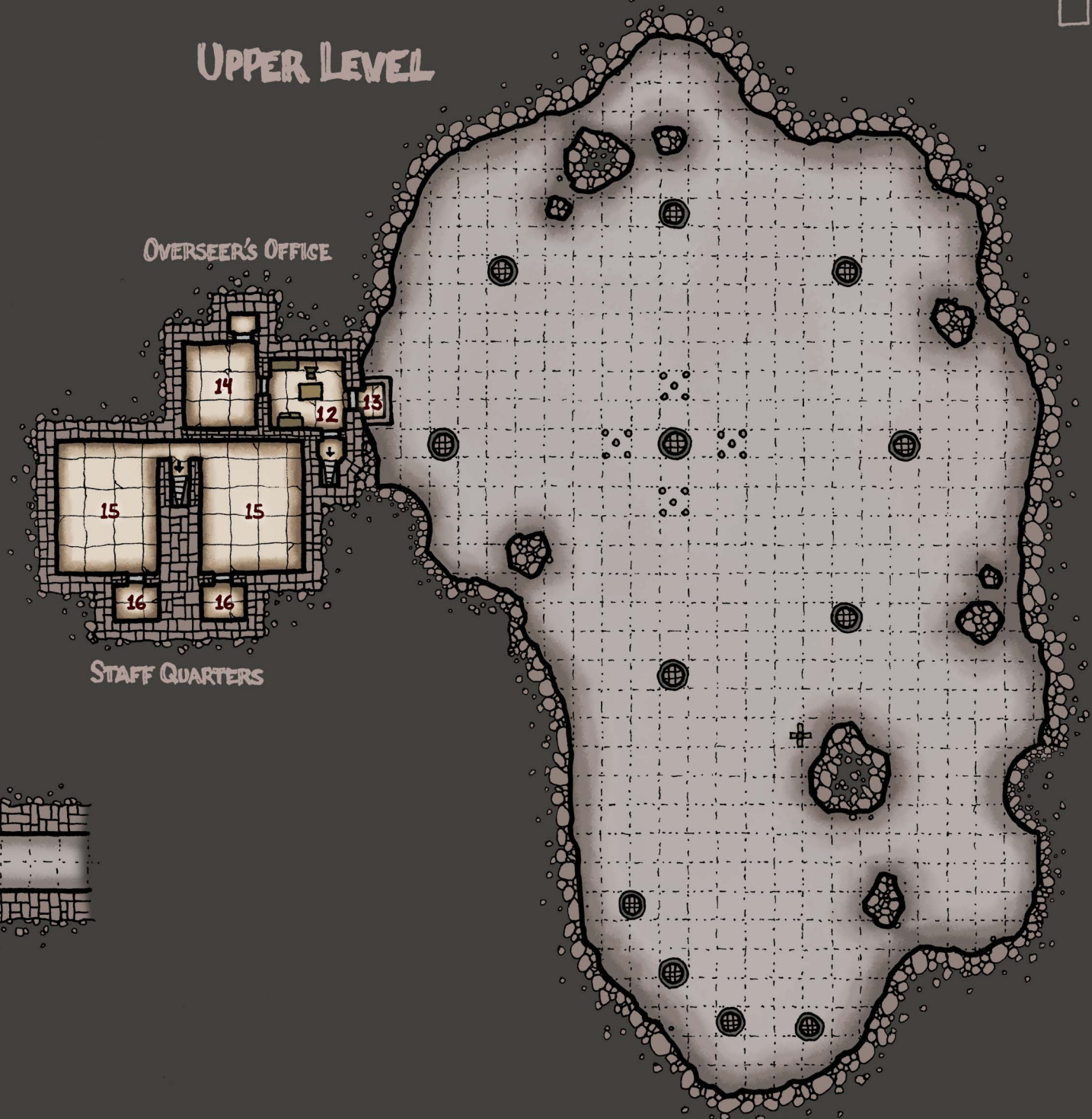
THE PITS



GROUND LEVEL



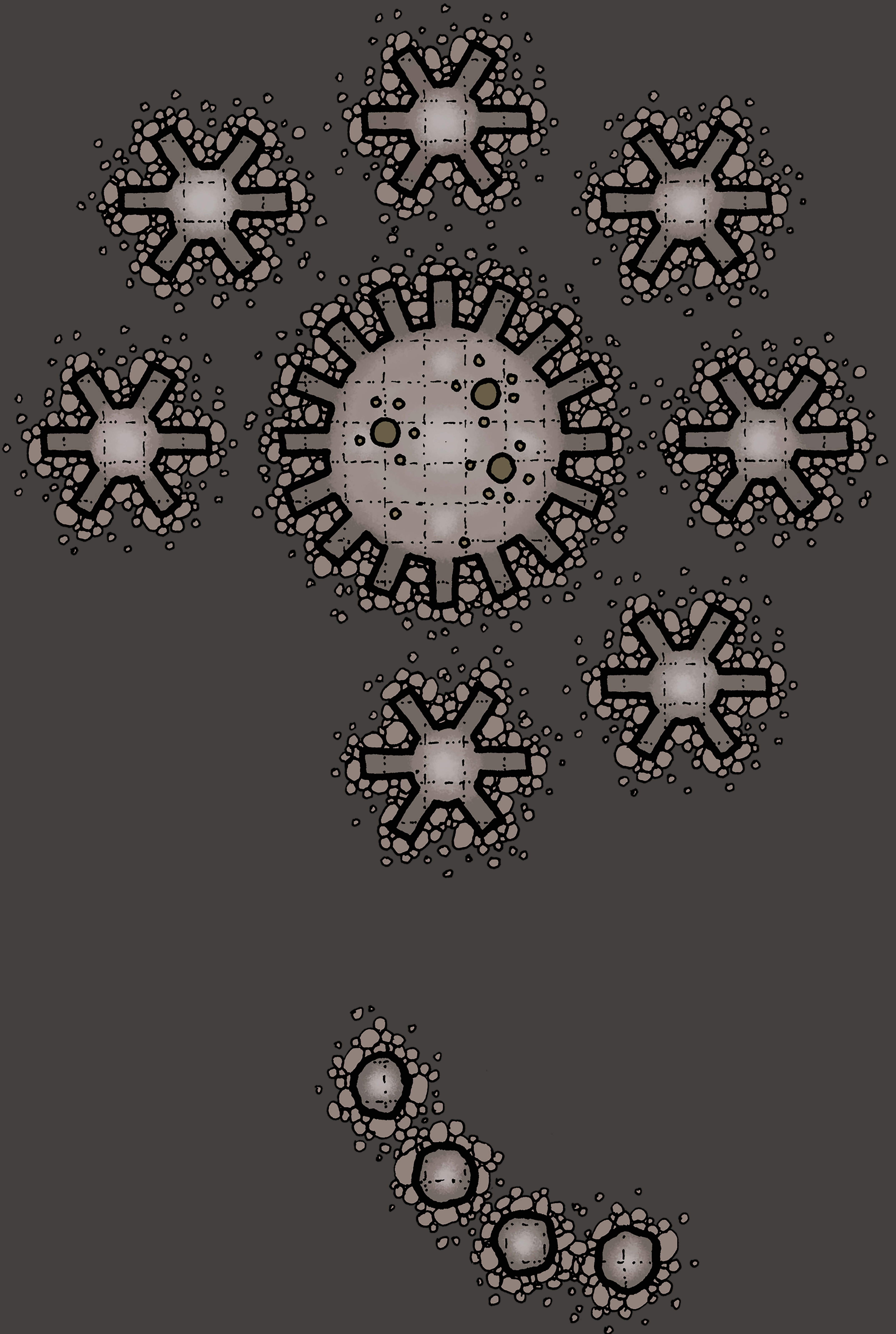
UPPER LEVEL

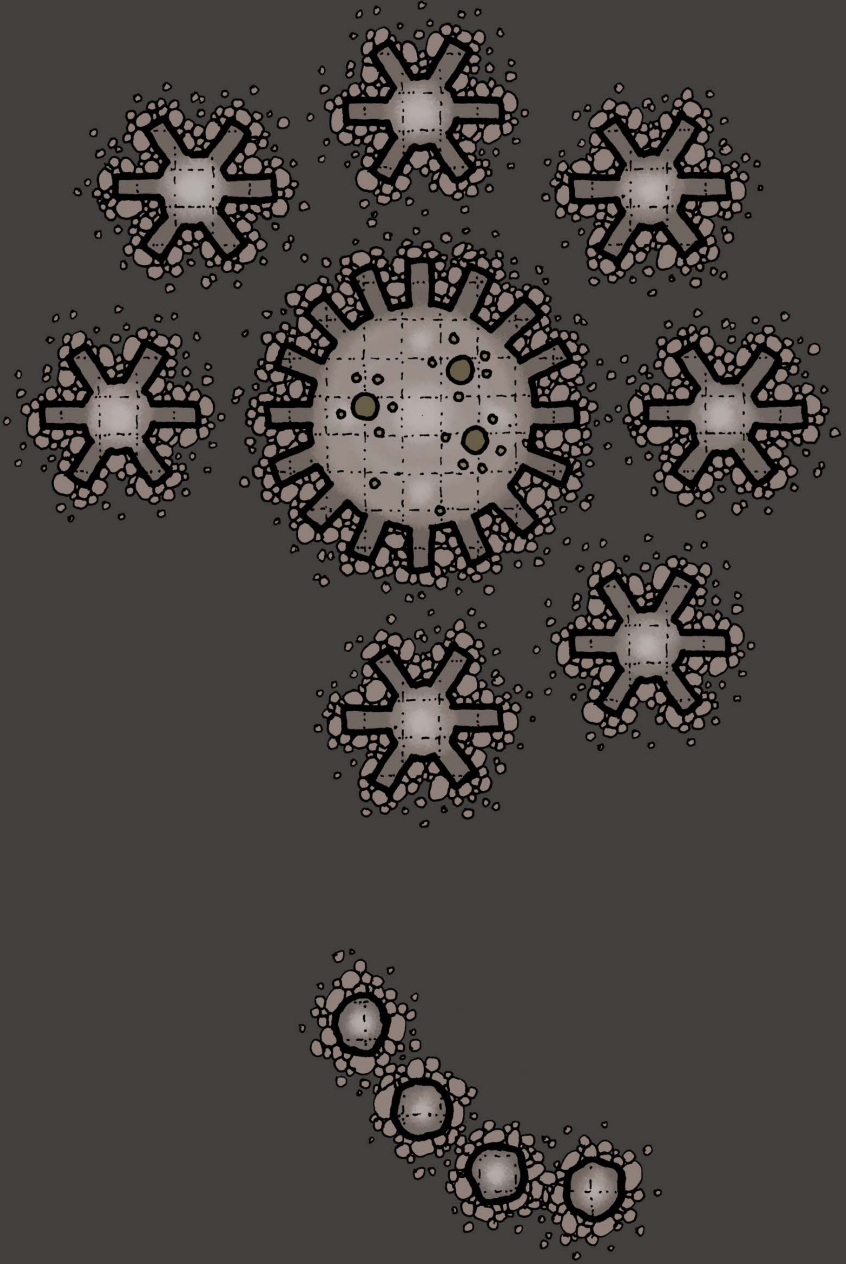


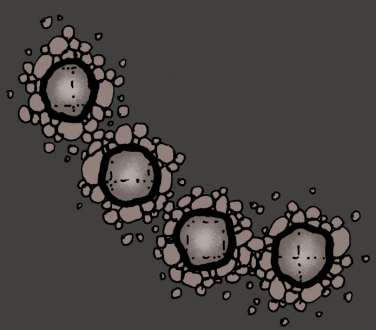
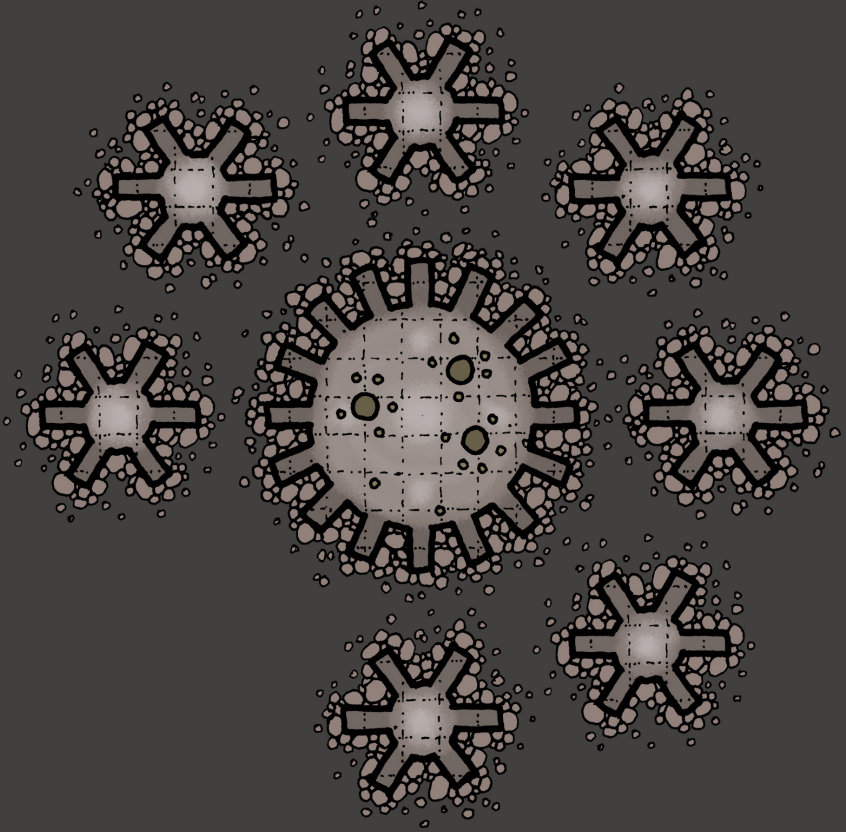
THE PITS OF JUSTICE

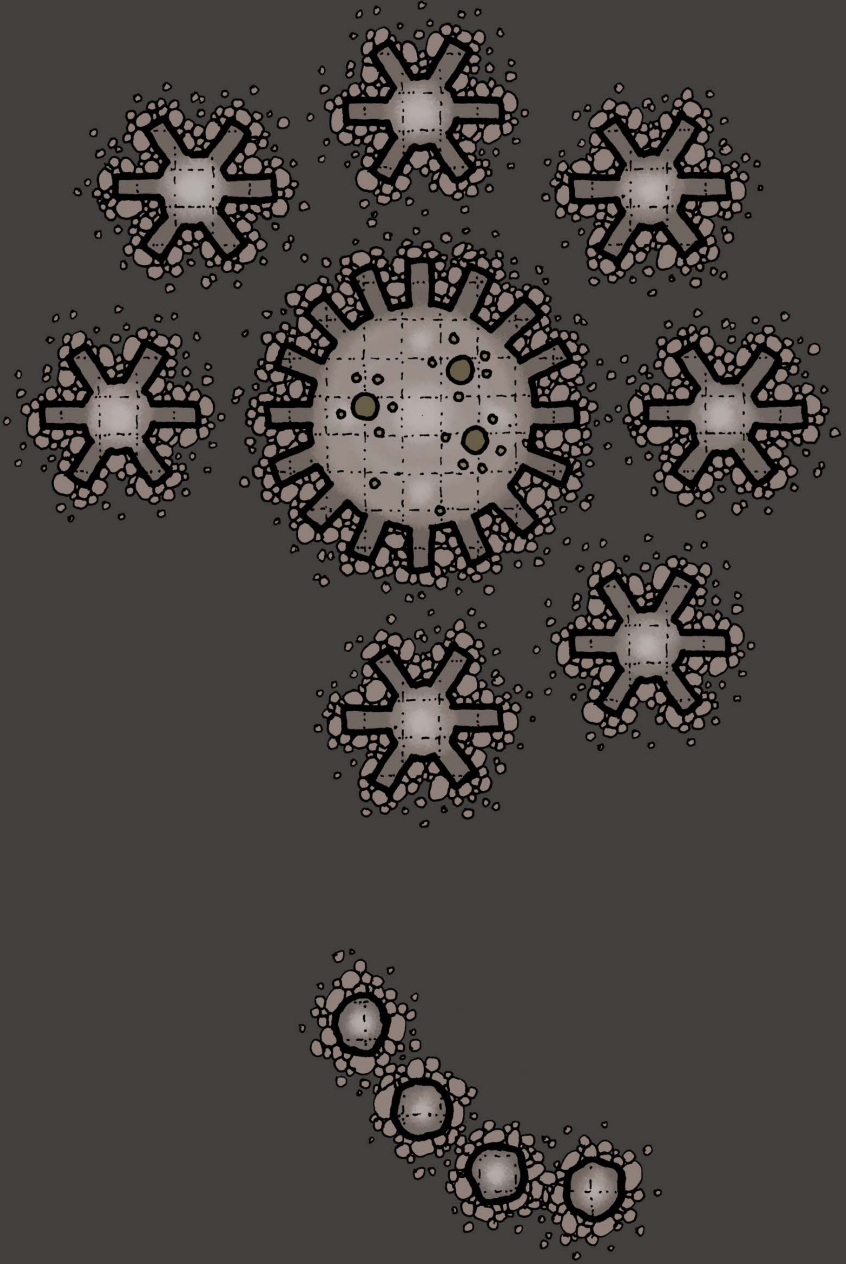
BRAZENTHRONE'S PRISON

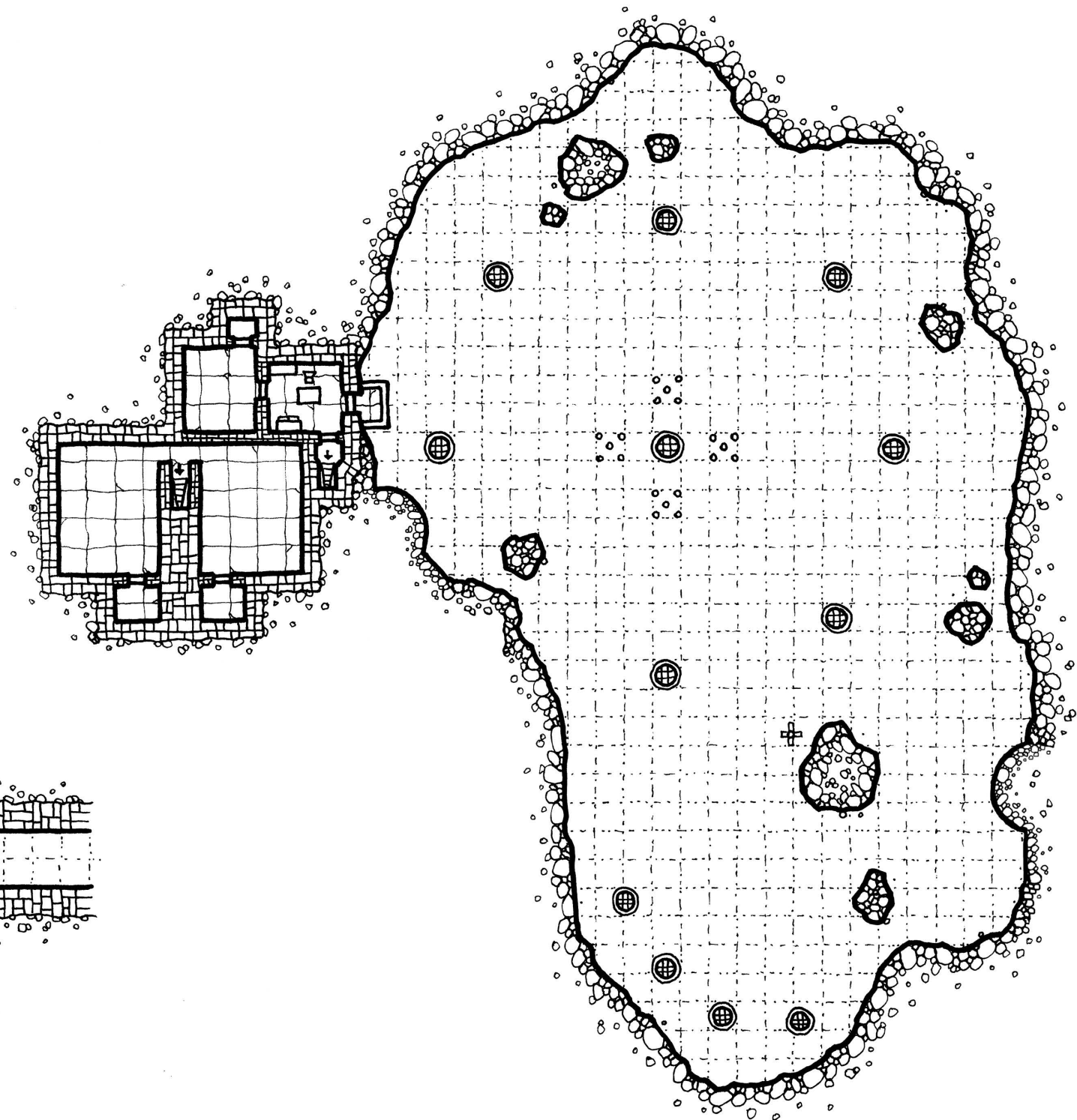
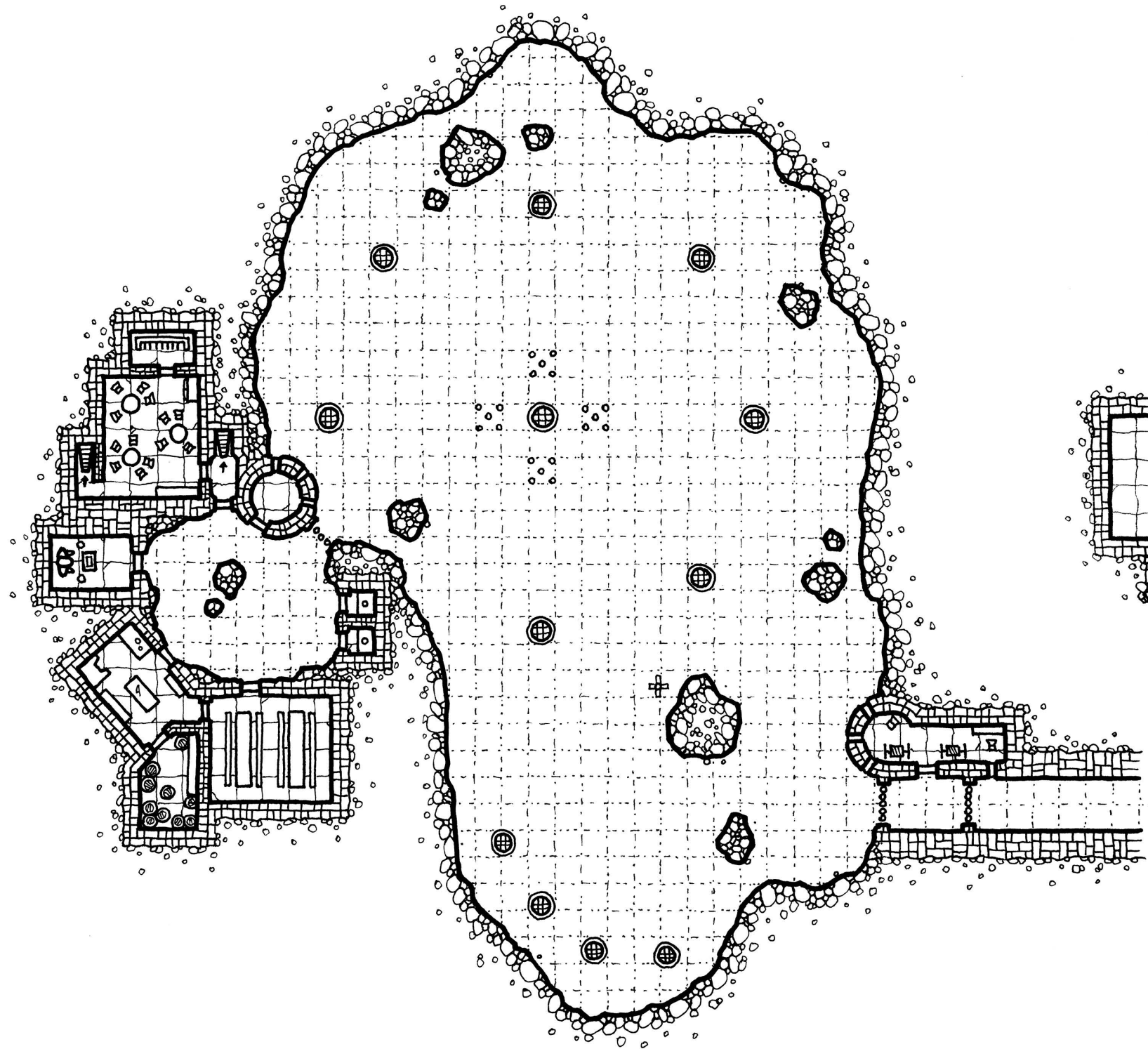
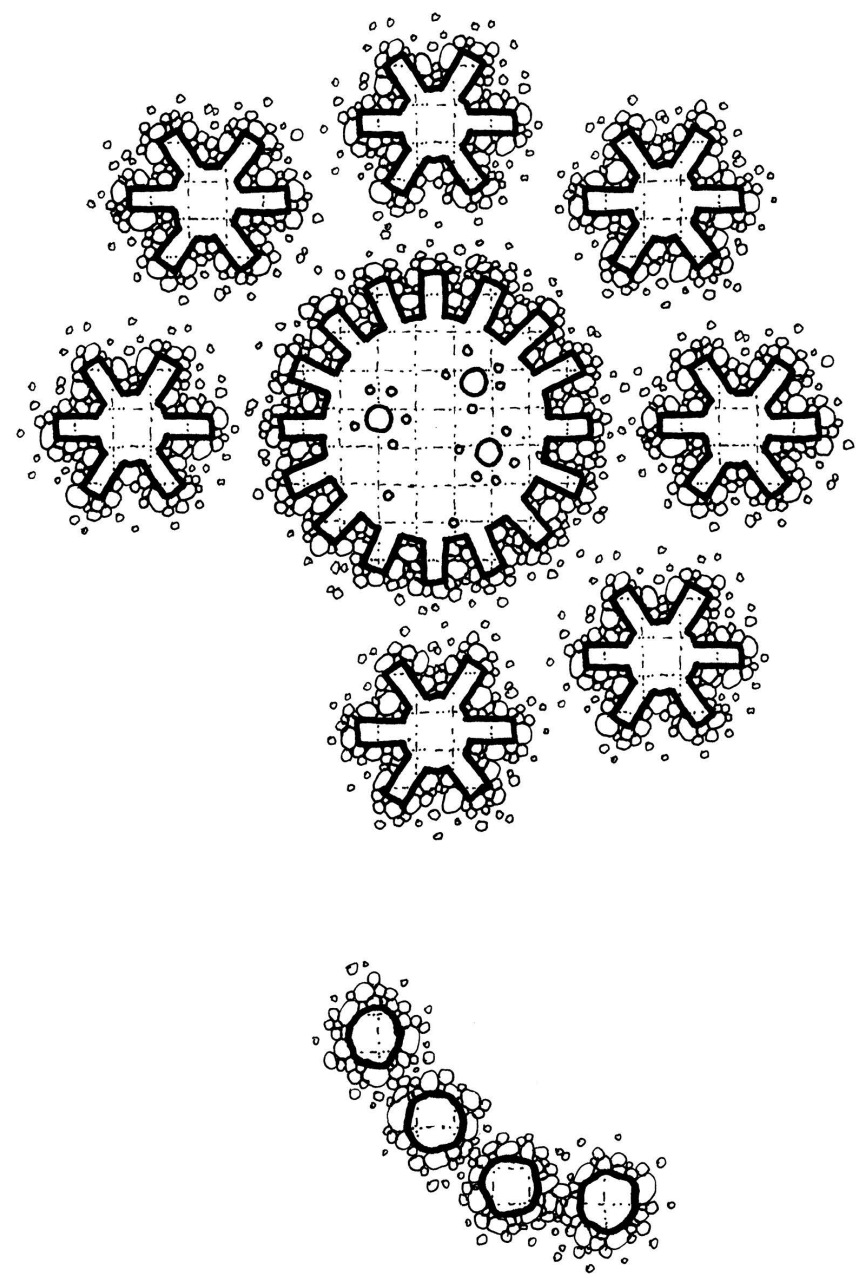
- | | | | |
|--------------------------|-------------------------|---------------------------|---------------------------------|
| 1 - ENTRY GATEHOUSE | 5 - LATRINES | 9 - SHRINE (GORM GULTHYN) | 13 - BALCONY |
| 2 - WHIPPING POST | 6 - GUARDS' DINING HALL | 10 - RECREATION ROOM | 14 - OVERSEER'S QUARTERS |
| 3 - PIT GRATES AND VENTS | 7 - KITCHEN | 11 - ARMORY | 15 - GUARDS' QUARTERS |
| 4 - INNER GATEHOUSE | 8 - FOOD STORE | 12 - OVERSEER'S OFFICE | 16 - STORAGE (PERSONAL EFFECTS) |









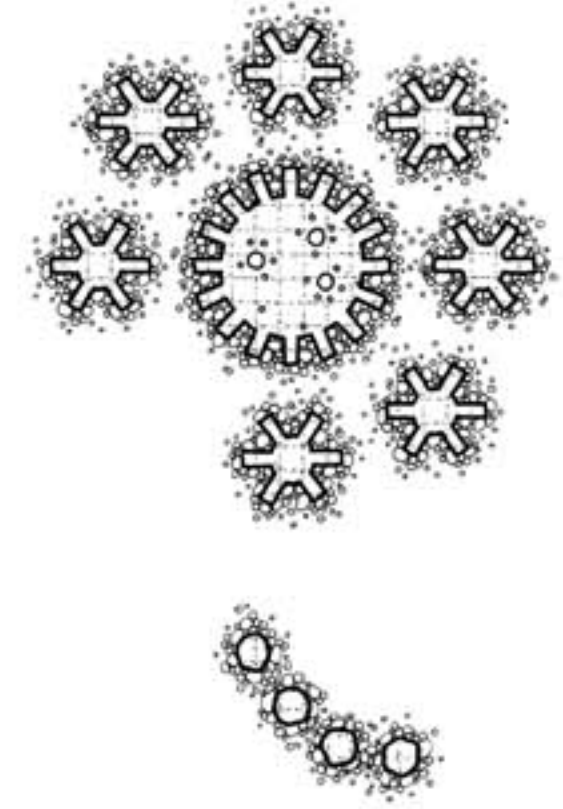
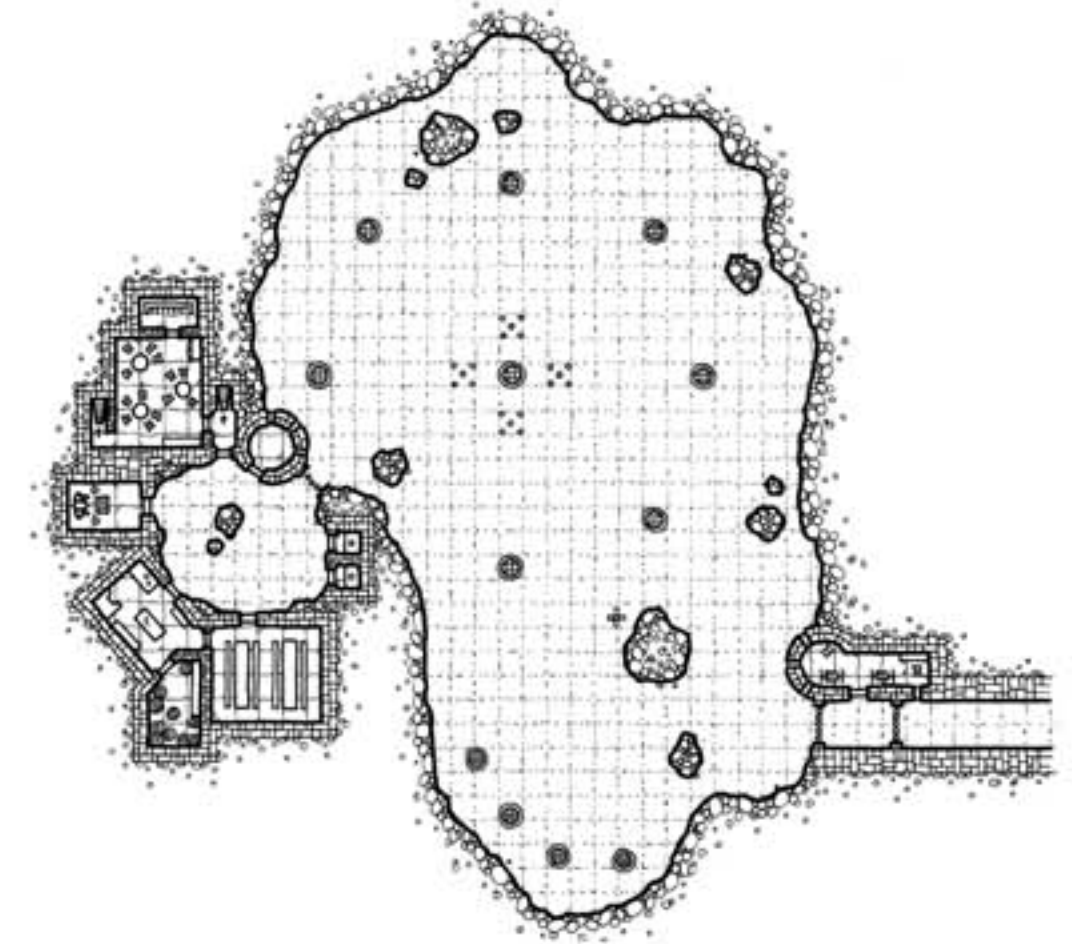


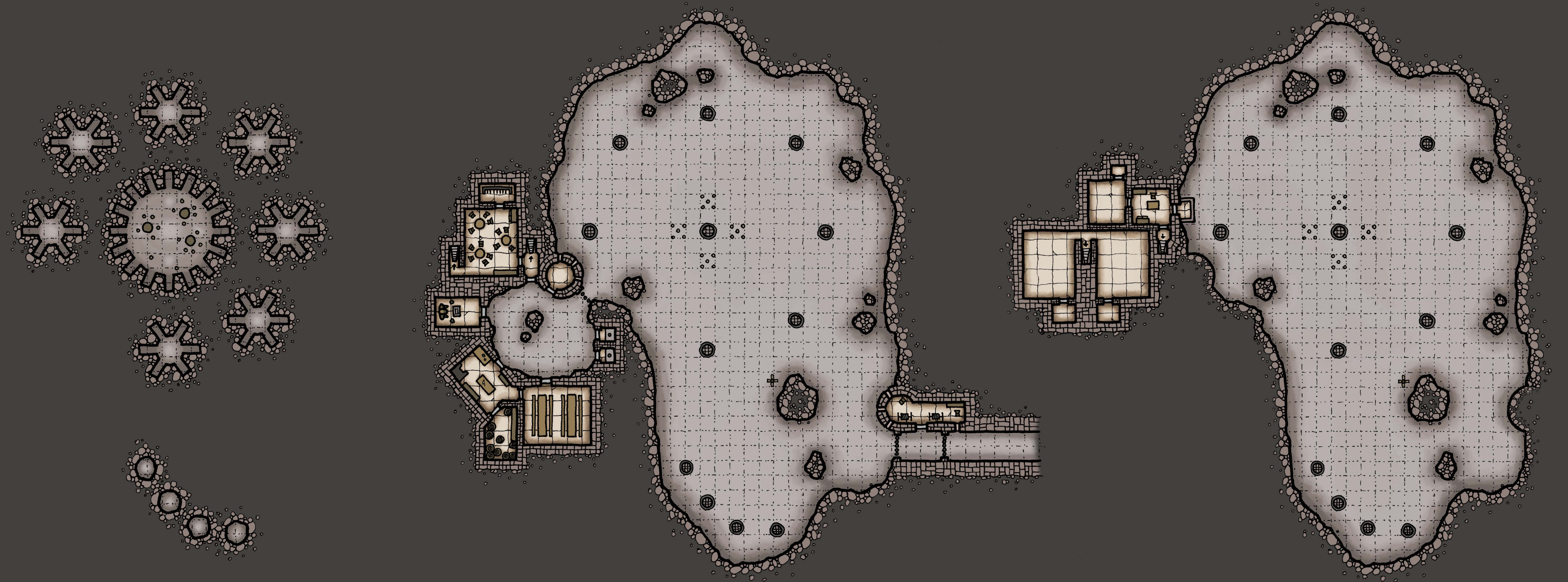
THE PITS OF JUSTICE

BRAZENTHRONE'S PRISON

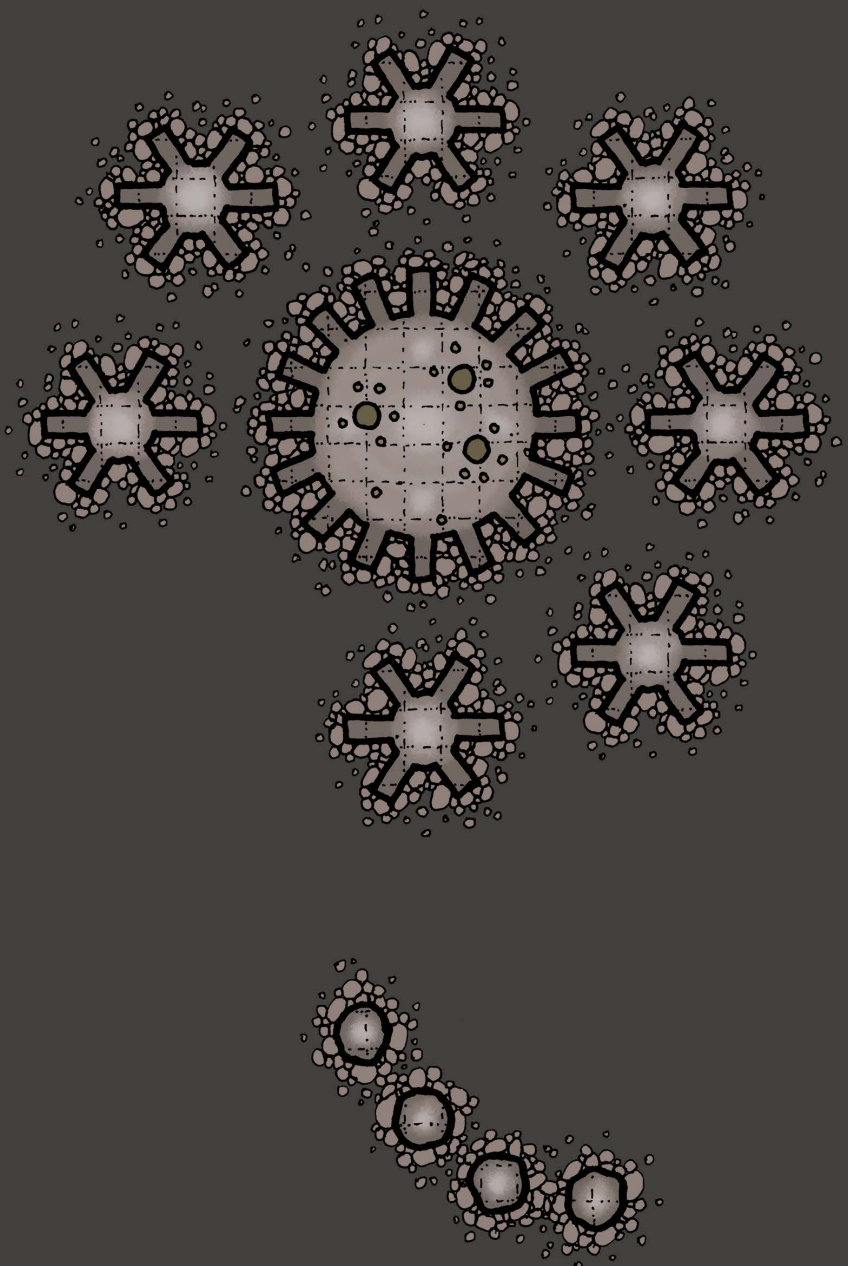
- The Pits of Justice are where the city of Brazenthroone sends its worst criminals. Well, that's not entirely true-- the worst criminals are executed. We'll call these the second-worst.
- Brazenthroone's system of justice-- while not exactly lax-- doesn't often impose sentences of incarceration. For the vast majority of crimes, a flogging is ordered. For those rarest and most serious crimes, there may be an execution, although the long-lived dwarves do not execute their own as readily as humans. Those found in the Pits of Justice typically fall into one of two categories:
 - Those whose crimes were serious, but not *quite* enough for an execution.
 - Those who have been sentenced to repeated floggings and have stubbornly refused to change their ways. Most of these are thieves.
- The large, central pit is for those in the second category. The smaller pits surrounding it are for those in the first. The isolation pits are for those prisoners who are especially violent or troublesome.
- Prisoners are lowered into the oubliettes ("the pits") on rope ladders upon arrival and are typically not removed until their release.
- Prisoners sleep in the narrow alcoves surrounding the pits. The guards come twice a day to give them food and water and remove their latrine buckets.

- Climbing the ladder when not ordered to, or not climbing the ladder when ordered to, is cause for summary execution. The guards make this very clear: if they have to come down for you, they are only bringing up a corpse.
- Guards at the pits work in rotating shifts: a month on, a month off. None of them live in nearby Delvers' Rest; most consider it only slightly less miserable a place than the pits.
- The guards can be found drinking at the inn in Delvers' Rest on occasion, although the high prices keep this from being a regular practice.
- The entry gates are kept closed, allowing access only to those with a good reason to be there. The gate by the guards' facilities is the same, although smaller and only requiring a key to open. The guards do not carry these keys (lest a prisoner somehow steal one).
- The fountains at Delvers' Rest are the Pits' only water source.
- The small shrine is dedicated to Gorm Gulthyn, the dwarven god of vigilance and protection.
- Long ago, someone had the idea to take prisoners from the pits and force them to work the old mines. Within a year, they came to realize that supplying dwarven prisoners with mining equipment was not in any way a sound course of action. After several deaths and numerous escapes, the prisoners were returned to the pits and proponents of the plan were mocked mercilessly for years afterwards.

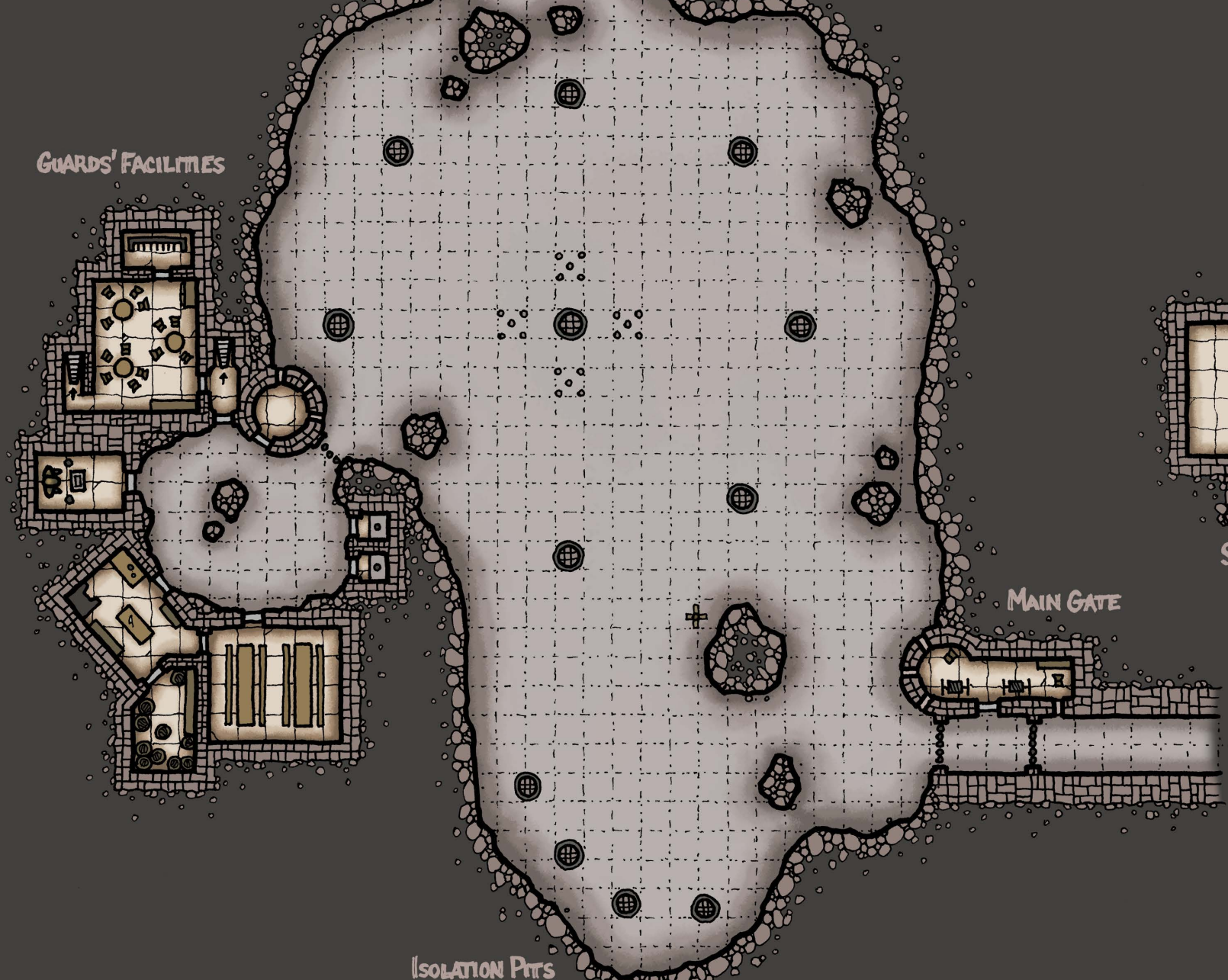




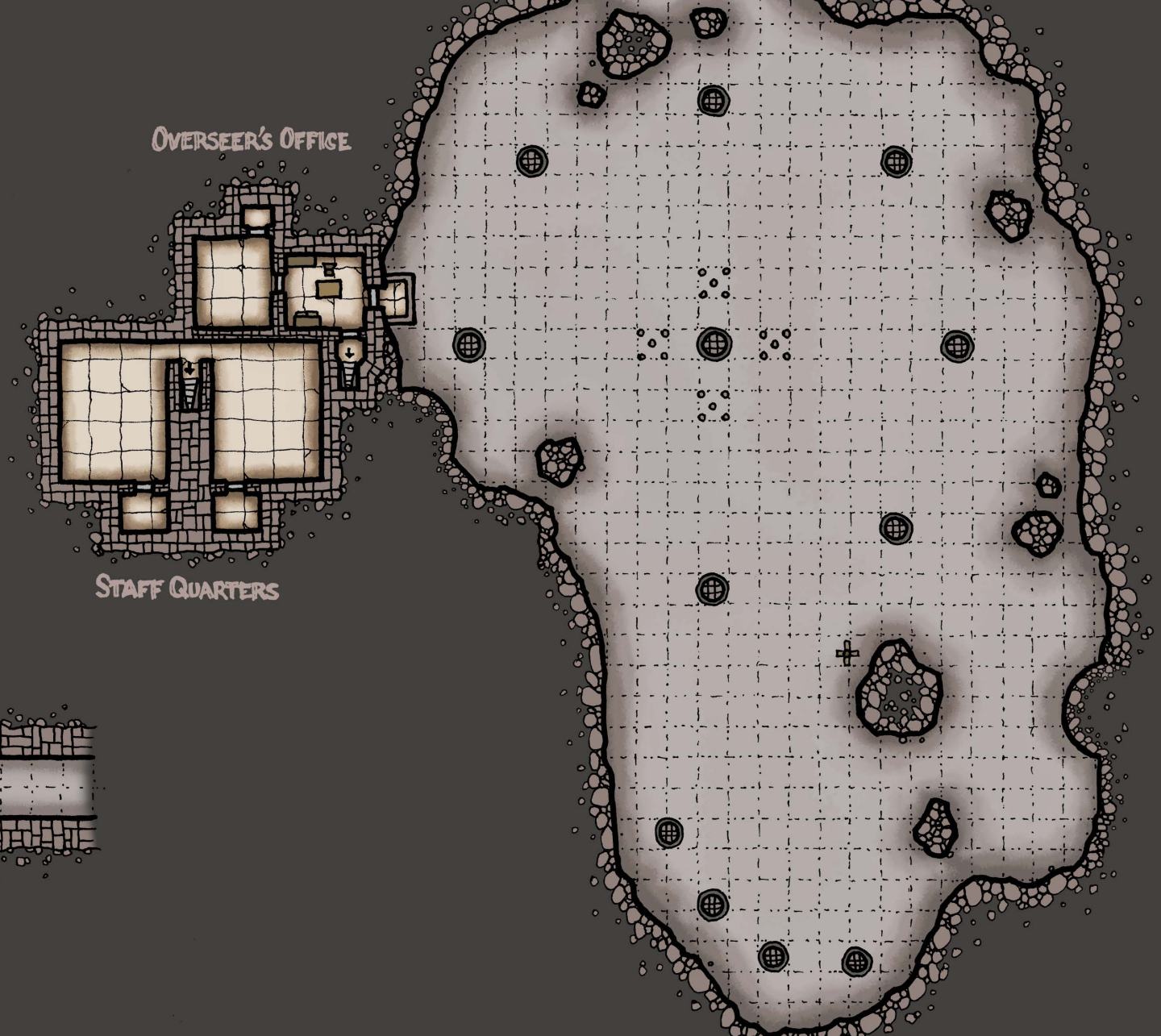
THE PITS



GROUND LEVEL



UPPER LEVEL



□ = 5'