

The Prison Escape

Introduction: This encounter is designed to be used as a way to help DM's cope with a situation that has resulted in players ending up in prison. It is designed that the players can opt for a non lethal escape, or a grand fight for freedom. An NPC is included to assist the party with their escape.

This module can be adapted for 2-5 players of any level and maps of the cells and jail layout are included. Stats are not included as these will need to be adjusted based on levels.

by *AJ*



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The story starts with the PCs locked up in jail with all their possessions removed from them. This may look like a desperate situation for them, but Daema is here to assist. The following text describes the situation the players find themselves in. The players are in cells 1-5, whilst Daema is in cell 6.

In the Cells

The Cells

You find yourselves each in a small cell- 10ft by 10ft. You can see out of the bars to the opposite wall- but the walls between are made of thick stone.

The room is dimly lit by candles in sconces around the walls at regular intervals,

Looking out through the bars of the cell you can see in the corner of the room stands a small table and a stool, seated on which is an elderly male guard. On the table you see what remains of his meal, and an empty wine glass. Balanced against the wall next to him you see a short sword. As you watch you start to see his head nod and you get the impression he is close to sleep.

He is seated next to the doorway, which you can see leads into a corridor- down which you can occasionally hear faint footsteps, but the bars of the cell stop you from leaning out to get a better view.

As you look in the other direction, you see the cell in the corner has an occupant, a female Elf with delicate features sits there, and as you watch she holds her finger to her lips- gesturing you to stay quiet- then she points back at the guard. You turn to him and see he is falling asleep.

On the floor near the guard you can see what looks to be a chest, as you look closer you think you can see your weapon and equipment.

Once the guard is asleep the Elf will start talking quietly to the party. She will reveal her name is Daema, and she has a plan to escape, but needs assistance as she cannot deal with all the guards herself.

Once the party have agreed to help her, she will explain her plan.

Role-playing Daema

Daema is a CE rogue. Although she has an evil alignment she will not instantly murder the guards, however she is only concerned with self preservation. The party are mainly of use to her to distract the guards, enabling her to escape. If she gets the chance to leave them and make good her escape, she will

leave the party without a second thought. If a fight does break out, and she sees no chance to escape, she will assist the party- but from afar using her crossbow.

She is a magic user, and has lock picks in her cloak pockets. From the cell she is in, she cannot see where her possessions are- but the vantage point some of the players have will allow them to guide her if she casts mage hand. She can then retrieve the lock picks and get them all out of the cells. That's where the party comes in- they may have to fight their way past guards, and she cannot do that alone. It is best to try the escape on an evening as the guard always falls asleep so they have a chance to search her possessions then.

At this point you can have the players describe how/ where she needs to position the mage hand to be able to find her cloak. Have her perform an Investigation check as to whether she finds them. Set the DC based on how well the party are guiding her, base 12.

Anyone speaking must also perform a stealth check as to how quiet they are being DC14. If they fail this the guard will mumble something in his sleep but not wake. If they fail this by more than 5 the guard will wake.

If the investigation check fails they can repeat- but must roll for stealth each time.

If the guard is woken- he will remain alert for the rest of the evening and they will have to try again the following day.

Once they have the lock-picks, Daema can pick the lock of each cell without a check, but the players will need to roll for stealth as each comes out of their cell. DC14. If they pass this they can head towards the chest that contains their equipment. If they fail the guard will instantly wake up and attack them.

If they are successful at getting their equipment they can try and sneak out of the room without waking the guard, stealth DC17. If he is woken- he will attack. If they escape without killing this guard he will remain to join other guards in the fight if the party is discovered later.

Into the jailhouse

The party is now free to roam the halls of the jail. Have them roll perception checks to see if they hear the guards footsteps. The guards will roam the halls in a set pattern- if the party takes their time to watch for this, have them roll an intelligence check DC14- if they pass allow them advantage on future stealth checks for learning the pattern. The players can try to sneak their way out of jail, avoiding most of the guards by hiding in rooms, or choose to fight their way out. All doors in the jail are unlocked, so any room is free to be accessed by the players. If they are trying to be stealthy have them roll Stealth as a group check as opposed to individuals. You can make them roll stealth whenever they are near guards.

Role-playing the guards

The jail has 3 main corridors A,B,C. Two guards will be in each corridor. As the players leave the cells the guards in corridor A will be at the opposite end. The guards will use 30ft of movement on each turn, and will move from one end of the corridor to the other, then around the corner (paths marked on DM map). They will not leave their allocated corridors unless the party fails a stealth check- or a fight breaks out. If this happens move the guards towards the fight in their initiative turn, but using the dash action.

The guards passive perception is 12. Players must exceed this if they are within 10ft of a guard- even if the players are in a separate room.

Areas of the Jailhouse

1. The Dormitory

As you open the door you struggle to see in the darkness. You can just make out a number of regular shapes by the light seeping through the doorway as you edge open the door.

Any player that has darkvision or has a light will also see the following

As you look closer you can see that the shapes are actually beds. You can also see the sleeping forms of two humanoids in the bed furthest from the door.

Have the group perform a stealth check. DC10. Failure will wake the guards. If the party decide to attack the guards they get a surprise round.

2. The interview room

As you enter this dimly lit room you see it is very bare. There is a table in the centre of the room with one chair on either side of the table. You see manacles on the top of the table, and what you suspect to be patches of blood on the floor.

There is nothing of note in this room, and there are no guards in here

3. The Canteen

This room is clearly where the guards have their lunch. There are two tables, on which are the remains of a previous meal yet to be cleared.

There is nothing of note in this room, and there are no guards in here

4. The Storeroom

This room is small and cramped, with a number of crates and boxes stacked around the edges.

If the party look closer have them roll investigation. DC12 they can each roll an item from the trinket table. DC14 will provide 2 potions of healing.

5. The Captains Office

Entering this room you see that it is much more richly decorated than the previous room, there are bookcases lining the walls, and a large desk against the far wall.

This room will be where the captain of the Guard is located. He will not leave his room unless a fight breaks out. If the players fully open the door to this room he will instantly see them and shout for backup from the rest of the guards. Any guards who have not been incapacitated at this point will come to his aid.

Role-playing the Captain

The Captain will be furious that the party have made it this far from the cells. As he calls for his guards to assist him he will berate them for allowing the party to escape. He can not be persuaded to let the party escape, so he will need to be incapacitated.

6. The Reception Area

As you open this door you see a much wider room than those seen previously. There are 3 benches, upon which you can see people who appear to be sat waiting to speak to the guards. You also see a desk, behind which is seated a guard. The final thing you see, is a wide double door, which is open.

There will always be 1 guard permanently stationed in this area. He has been told never to leave his post by the Captain, and will follow the orders he has been given. This character is to be played as low intelligence, just doing what he has been told. As the party appear he will attempt to stop them leaving. He can be persuaded by the party that they have been released DC18. Should this happen he will allow them to pass- but will go to speak to the captain tho check this. As soon as he sees anything out of place with Corridor C he will change his mind and try and stop the party.

There are also 3 commoners in this area. Should the party try and persuade them to help DC16- they will try and block the guards from the party, allowing the party to flee the building through the open door.

Should Daema have remained with the party all the way through, she will leave them at this point, but she can be used as a contact within the criminal world throughout the rest of your campaign.

Daema

Medium Humanoid, Chaotic Evil

Armor Class 15 (leather armour)

Hit Points 33 (5d8 + 1)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Senses Darkvision 60ft, Passive Perception 13

Languages Common, Thieves Cant, Elvish

Saving Throws Dexterity +7, Intelligence +5

Skills Deception +4, Perception +3 Sleight of Hand +10, Stealth +10

Tools Thieves Tools, Disguise Kit

Sneak Attack: Once per turn, you can deal an extra damage to one creature hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Actions

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, reach 80ft./320 ft., one target. *Hit:* 4 (1d8+4) piercing damage.

Spell Attack Modifier +5

Spell Save DC 13

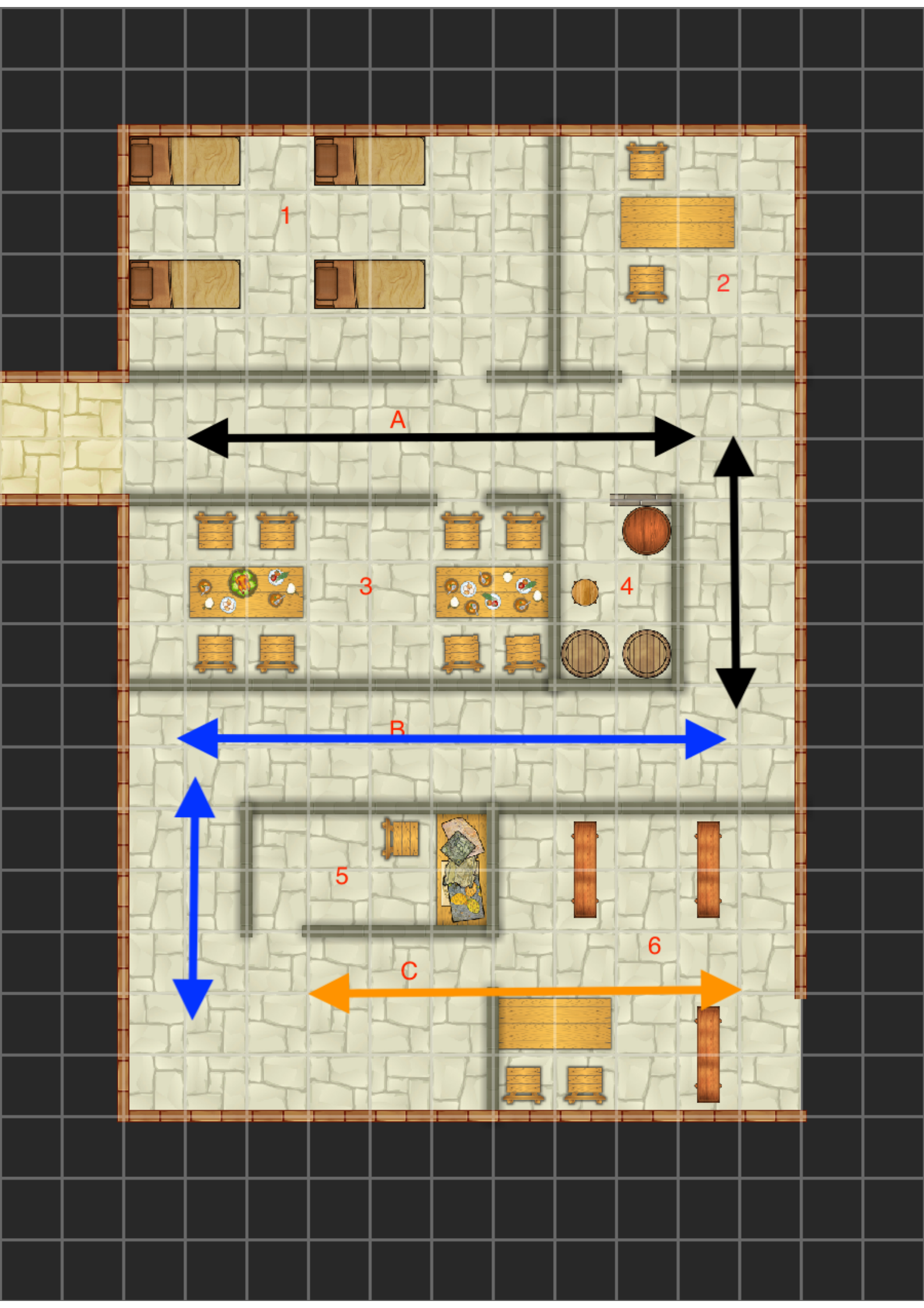
Cantrips Known: *Friends, Mage Hand, True Strike*

Prepared Spells

1st Level (3 slots): Detect Magic, Burning Hands, Mage Armor, Charm Person







1

2

A

3

4

B

5

6

C