# OP31 – PRISON BREAK

An Adventure in Filbar™

After being wrongly accused of a crime, you and your cohort find yourselves in a dank jail cell awaiting a trial. You came to the mountain community in order to meet up with other adventurers and kick start your delving careers. Instead, you are rotting a cell, oh the glamor…

A scenario for 2, 2nd level PCs and a DM

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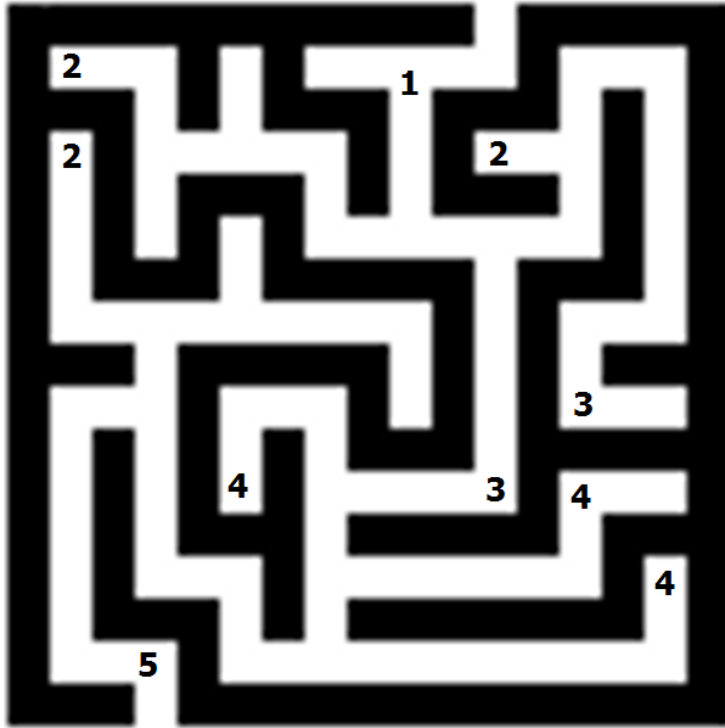
Player's Info: The start of your adventuring career has been less than a raging success as you find yourself in a cold prison cell. You and your associate were mistaken as deserters. With only two days before you head out to meet with other adventurers for a job, you find yourselves rotting in the cell of the mountain thane.

For the past several hours you've yelled at guards, stomped around, and been a general pain in the ass. As you slump against the cobblestone wall you feel the rock shift behind you and a hole appears in the wall. A cold draft is felt and you believe you may have stumbled onto a way out!

DM Info: This scenario was created for a pair of 2nd level adventurers in a frontier community setting. The reason for their jailing can be changed if needed to fit into a larger campaign setting if needed. The PCs will have full hit points and their armor but no other weapons/possessions. If one of the PCs is a spell caster they may have hidden their spell book where it was not noticed so they don't lose that ability. Clerics would most certainly still possess their holy symbol.

The PCs in question will have come to the city for a meeting about a job opportunity to further their careers as adventurers when they were picked up. Their meeting is very important and will not have time to wait around for a trial. The jail has been built next to a set of naturally occurring caves which will offer a way out of the prison if the party can survive! Designed as a one-shot, it is easily alterable to fit in most campaigns!

The PCs abusive conduct has been going on long enough to annoy the guards to the point where they will be ignored for the next hour or so. This will give the delvers a big head start and allow them to escape the city before being noticed! The cave structure is rough and the breeze will swirl from all directions through fissures making its origin difficult to pinpoint accurately.

1. **Forgotten Tools –** You push through a few more stones taking care not to cause a disturbance and open a hole large enough for each of you to climb out. The breeze picks up and you know it has to be coming from somewhere! On the other side of the hole the party will find a few items that were used to make the jail cell. During the construction phase a hammer (Club), a few broken pitons (dagger), some drop cloth, and scattered pieces of flint will be found on this side of the wall. While mundane, the party can utilize them to fight their way to freedom. The flint chips and drop cloth can be used to make a torch using a few pieces of wood also in the area. The PCs can forget about getting their previous equipment back!

2. **Bats! –** You reach the end of the corridor and quickly notice the walls come alive! A loud screeching followed by the leathery flap of wings is heard and the wall of bats encircle you and descend for a meal! These creatures dwell in the twisting Two Swarms of Bats reside in the initial dead end tunnel while only a single swarm exists in any other encounter areas of the same number. These creatures are natural residents in the winding tunnels but do not like to be disturbed! **Swarm of Bats** AC12 HP22 D +4 2d4 bite (1/2 if less than 50% hit points -2/+2/-1/-4/+1/-2

3. **Lost Travelers –** As you round the corner you are quickly confronted by small, dark creatures that resemble fey! The group whirls around to face you and wield daggers! The first encounter there will be a trio of Darklings while a subsequent encounter will only have a pair. These dark fey creatures wandered into the tunnels the previous night and have escaped the horrors at the exit to the cave system and are now looking for another exit. When these creatures die, a non-magical light flashes in a 10' radius and its possessions turn to ash. A DC10 vs. Constitution is needed by the PCs or be blinded for one turn. **Darkling** AC14 HP10 D +5 1d4 +3 slashing -1/+3/+1/0/+1/0 & "Death Flash"

4. **Fungus Among Us-** The twists and turns of the maze of tunnels begins to get humid and puddles of water have formed from dripping water in these areas. Colorful lichens adorn the wall along with other molds and spores. Moving forward, you notice something move in the reddish brown patches of vegetation and a hiss is heard as four, small fungus creatures emerge to attack! These "mold folk/moldies" are known as Vegepygmies and are the primary residents of the tunnels. **Vegepygmy** (4) AC12 HP9 D +4 1d6 +2 claws Regenerates 3hp next turn unless cold/fire/necromancy damage -2/+2/+1/-2/0/-2 These creatures are currently hunting down the "intruder" Darklings" No treasure.

5. **Boss Moss –** Vines adorn the wall in this area but light filters in from an opening and the breeze is the strongest it has been. You quickly realize that you have reached the exit but the illumination is quickly obscured by a creature emerging from the side of the tunnel! The Vegepygmy Chief is at this location and has opted to guard the entrance where the Darklings entered the complex. Several dead members of his tribe are stacked along the wall and the chief is quite angry at the intrusion. This creature wields a spear which he uses with the claw attack. **Vegepygmy Chief** AC14 HP33 +4 1d6 +2 claws & D +4 1d6 +2 spear. Once per day it can cast 15' radius of toxic spores requiring a DC12 vs. Constitution for 2d8 poison damage. For purposes of this scenario, the poison has a one-time effect. The chieftain regains 5hp at the start of its turn unless the damage is from cold/fire/necrotic damage. Bodies of two dead adventurers are present just outside the cave with basic items similar to the PCs starting equipment. Getting past the Boss Moss will also give the PCs their freedom for the meeting as well!