The Great Escape

Introduction

The Great Escape is a short adventure, designed to be played in only half an hour, in a session consisting of multiple such short adventures. I've been playing these with my D&D groups for a while now, and this is an all-time favourite. Enjoy!
Success rate (meaning not dying stupidly) is about 66%, so if the players don't act stupidly, they will quite probably make it.

Background

In this adventure, the party must escape the dreary Imperial Sharmid Prison, where they are kept prisoner.
Their captors are the terrible soldiers of the Ochebana Empire, against whom a rebellion is flaming, called Karloian Uprising. The characters, once they have escaped, plan on immediately rejoining revoltee ranks.

Plug-In Background

Alternatively, you can use this short adventure flexibly in a running campaign where your characters need to escape a prison.
The empire is replaced with any state, and the many other prisoners in camp might just be common criminals, or if there is a revolt going on, they are still revolutionaries.
The characters have no equipment and wear only prison clothes, but keep their stats.
The party may find their equipment in various places; it might be stored in **17**, or in a ship they use, or somewhere else.

Adventure Build

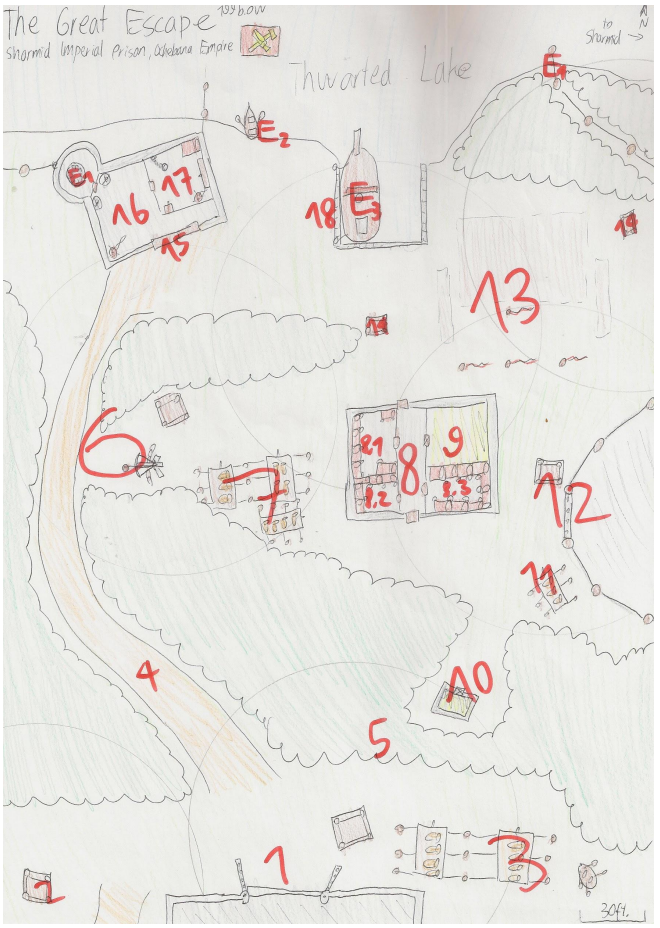
This short adventure is built quite simply, storywise and in the layout. Storywise, the characters must find means to escape.
The layout is different. You have a map, on which are noted various numbers in red: these refer to area descriptions in this script.
The whole adventure is not only geared towards escaping, but also getting a score as high as possible. This score is counted once the party escapes, with various factors able to influence it.
There are various endings, too. Each ending's area is marked **Ex**. When the party escapes, go see the respective ending and read it to them, then proceeding to count the score.
There are various towers around (the brown boxes, e.g. **2**). On each of these is a **prison guard**, except if noted otherwise. Whenever one of these spots the party (doing a stealth contest), Alarm increases by 1. Whenever Alarm is triggered, all **prison guards** on surrounding towers start shooting, and four **prison guards** emerge out of the nearest building. Alarm levels can't be decreased; keep a count of them.

Stats

All creatures in this adventure have special stats, which are given at the end of this document. The characters have their own predetermined statistics, the **sharmid prison escapee**. The other five people they can encounter are also written there.
The characters have no weapons. They can steal those of dead or disarmed ochebanians, or just do it all bare-fisted.

The Adventure

Map



This here is the map of Sharmid prison that the characters get to see. They cannot go off the map. The dark green regions surrounded with a curved line is forest (advantage to hide there).

Script

1: **Prison Hall Gate**. The characters escape through here. The adventure throws them right into the fray. The **prison guard** on the tower (this thing ) spots them automatically, starts shooting, and increases Alarm by 1. In the tower are four shortswords (1d6 slashing, the characters are considered proficient).
2: This is another tower. On it are two **prison guards**. An additional bow also lies in it.
3: These tents were erected by the army. Each contains an amount of **soldiers** equal to 4 minus the Alarm level, who are sleeping. There is a rowboat near the tent: it can be dragged away by 2 people moving at half speed.
4: A neat road, probably leading to the yearned-for freedom.
5: If the characters start walking through the thick shrubbery, tell them they're dumb and keep it in mind as it will increase their final score.
6: **Ambush Point.** If the characters were calmly strolling down the road to freedom, they get a bad surprise. Alarm increases by 2. The **prison guard** on the nearby tower and a ballista shoot at them. The ballista shoots once, engulfing the road in fire and dealing 2d6+4 fire damage. Two **soldiers** man the weapon.
7: That's the main camp. Each tent contains 4 minus Alarm level sleeping soldiers. If the ballista at 6 shot once, the tents are empty.

Central Barracks

8: The main hall is occupied by an amount of **prison guards** equal to the Alarm level, up to a maximum of 5.
8.1-8.3: Each room contains three sleeping **prison guards**.
9: **Slave Holds.** The door requires a successful DC 15 Strength check to be opened, or the imperial guard's keys (found in 10). Inside are 12 male **weak prisoners** who will side with the party and do whatever the characters tell them to. They have no weapons and, as usual, can pick some up.
10: **Special Cell.** The door of the stone shed is guarded by an **imperial guard**, in proud plate armor with red plume. The guard has a key that opens the shed's and 9's door. Alternatively, the shed's door can be opened with a successful DC 20 Strength check. Inside is a famished woman. She is the sister of Ann Karloian, the leader of the revolution. She was badly mistreated and accompanies the characters, using the same stats as them.
11: This is another army tent. Inside are three longswords (1d8 slashing) and a shield (+2 AC).
12: The tower is seat to the usual **prison guard**. If the party manages to sneak up to this pen's doors, they can open them with an action. This causes them to be spotted (+1 to the Alarm level) as they release 18 women, who use the **weak prisoners** stats. They do whatever the party tells them to, but have no weapons.
13: It's a large muddy plaza, and judging from the flag poles, usually used for military parades.
14: Both of these towers carry two **prison guards**, instead of one.

Commander's Lighthouse

15: This door gives onto a small house, with a tower serving as a lighthouse poking out from the back. If this door is opened, Alarm increases by 1, and guards move into position outside to lock the doors, convinced the guards inside will finish off the players.
16: The large room is lit by a brazier. An **imperial guard** stands before the door to E1, which is labeled "Lighthouse and TP Room". Before the other door stands a **soldier**, this one reading "Tom Bob, Commander of Sharmid IP".
17: **Tom Bob's Room.** The commander of the Imperial Prison of Sharmid resides here. Going by the name of **Tom Bob**, the chief has been commanding the prison with an iron fist. A closet contains various red uniforms. A chest contains a large amount of great-looking gold pieces. Shackled by the neck to a corner sits a young woman, Tom's personal slave. She can easily be freed and has **weak prisoner** stats.
E1: **Teleportation Room.** The escape path is clear upon entering the room. A teleportation circle is inscribed upon the ground, and can easily be operated to bring everyone through and escape. If the party uses this way to escape, read it aloud in "Ending".

E2: **Rowboat.** The party may use this boat to escape. It holds six people. The rowboat found in can also carry six people out. If the party uses this means of escape, read it aloud in "Ending".
18: Two **soldiers** guard the ship. If they are attacked, Alarm increases by 1.
E3: **Ship.** Upon entering the vessel, the party finds an amount of **soldiers** equal to the Alarm level (max 6) already on board. Once these men killed, they can flee. Sailing the vessel out of port, go read the corresponding text at "Ending".
E4: **Jumping the Barrier.** The party can attempt just jumping the barrier. If they do, Alarm increases by 1, and they walk off towards the city of Sharmid.

Ending

In any of the four possible outcomes, the party manages fleeing the prison. Read the ending of their epic flight:
E1: Through some great handling of magic, you teleported directly into Karloian's revolution headquarters. You became great partisans of the uprising, fighting bravely. But the ochebanian military eventually beat it down, executing you a year after your escape.
E2: In the dark, you rowed upon an unknown shore. You saw the lights and went towards them, famished from all these adventures. Unhappily, you realized too late that these lights were actually the Sharmid Imperial Prison. You were whipped and executed the next day.
E3: Sailing out on your mighty ship, you felt quite proud. But as you were navigating the dark waters of the Thwarted Lake, you crossed a convoy of ships. It was the ochebanian military, out for a field excursion. You were sunk and drowned.
E4: You made it to a road and started to follow it to Sharmid, where you were planning on meeting up with some revoltees. But you came across a military garrison en route for the prison. You were impaled and burned the next day.

Scores

After reading the ending to the players, proceed to give them their score. Calculate it out of the following.
+1 for every person freed, including the characters
+2 if they walked through **5**
+2 for killing commander Tom Bob
+2 if they got shot at in **6**
+3 for freeing Ann Karloian's sister
+3 if they escaped via **E3**
+4 if they brought **17**'s loot with them
- 1 per alarm level

Thanks to You!!

v 1.2
Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.
It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.
Find us on the subreddit of Many Isles, or for great RPG content on Patreon, or even for worldbuilding on Karte-Caedras!

Appendix - Stats

Here's the stats you'll need for running this adventure!

Sharmid Prison Escapee
Medium humanoid

Armor Class 14
Hit Points 22
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Senses Passive Perception 12
Skills Perception +2

Actions

Unarmed Strike. +1 to hit, reach 5 ft., one target.
Hit: 1d4 bludgeoning damage

Weak Prisoner
Medium humanoid

Armor Class 10
Hit Points 4
Speed 30 ft.

Actions

Unarmed Strike. +1, 1d4 bludgeoning damage



Prison Guard

Medium humanoid

Armor Class 9
Hit Points 15
Speed 30 ft.

Senses Passive Perception 12

Actions

Whip. +3, 1d6 slashing

Shortbow. +2, 1d4+2 piercing

Soldier

Medium humanoid

Armor Class 14
Hit Points 10
Speed 30 ft.

Actions

Spear. +3, 1d6 piercing

Imperial Guard

Medium humanoid

Armor Class 18
Hit Points 25
Speed 30 ft.

Senses Passive Perception 12

Actions

Pike. +5, 1d12+5 slashing

Tom Bob

Medium humanoid

Armor Class 15
Hit Points 43
Speed 30 ft.

Senses Passive Perception 13

Actions

Longsword. +4, 1d12+3 slashing