



MONKEYDM

JAILBREAK JOYRIDE

BREAK A FRIEND OUT OF PRISON, NO MATTER THE COST



A fast-paced adventure for three to five characters of the 6th level.

ADVENTURE SUMMARY

The players learn Sordon de Bolbec, a trusted ally, and companion, has been unjustly imprisoned. First, they meet with their ally's old partner, Jimjoss Goodman, going to his Greengrocer. There, they find Jimjoss in a dispute with gangsters he had paid to help him save Sordon. After saving him, they must gather information about the goings-on inside the prison. Along the way, they can encounter a secret informant with valuable knowledge but demands a favor or trade in return.

Then, the party gains access to the prison through stealth and subterfuge, navigating its complex layout while avoiding guards and security devices. They encounter rival gangs and must negotiate or pay a steep price for their assistance. They face challenges such as unlocking doors, cracking codes, and solving illusionary obstacles. Additionally, they uncover a hidden informant who possesses critical information. Finally, the party executes their plan to break their ally out of jail. They create chaos within the prison, initiating distractions or triggering riots. Amidst the chaos, they fight guards, avoid traps, and rescue their imprisoned friend. The party faces a high-stakes chase sequence as they evade pursuing guards. Right before the exit, Sordon takes a daring detour, leading to a confrontation with the prison warden, Bagrak Steelfang, in a climactic battle.

PLOT HOOK

A trusted party member receives a desperate message from an old friend, Sodron, who has been wrongfully imprisoned in the formidable Ironhold Prison. The note comes from his old partner, Jimjoss Goodman, who is begging the party for help.

CHAPTER 1: PLANS & PREPARATION

In which the party connects with an old associate.

Before the Adventure

Before starting the adventure, if you are playing it as part of an ongoing campaign, consider changing the major NPCs of the adventure to some NPCs the party has already met and cares about. The adventure will feel more emotionally impactful if the party cares about who they need to save.

As you start this adventure, give the party some context on the person who has been falsely imprisoned. If you are playing this adventure as a one-shot, that should be Sordon de Bolbec (see "Sordon" sidebar), a ratcatcher with a heart of gold. Tell the party about his occupation, or even play out a vignette if you're inclined. Then, ask one or more party members about their relationship with Sordon. This should help establish how they'll approach this adventure.

Sordon de Bolbec (CG human spy)

Information: Sordon is a wiry and weathered individual with a face lined by the hardships of his trade. His once-vibrant red hair has faded to a dusty shade, and his piercing blue eyes hold a hint of weariness. Sordon's attire consists of patched and worn clothing stained with the marks of countless encounters with vermin. Around his waist, a collection of vials and pouches hang, filled with the remains of animals he has caught. Despite his rugged appearance, there is an undeniable warmth and kindness in his smile, an echo of the compassion he carries within.

Roleplaying as Sordon: Sordon embodies a sense of empathy and compassion, even in the face of his gritty and sometimes grim occupation. You can roleplay Sordon by emphasizing his genuine concern for others, both human and animal alike. Sordon's deep connection with animals can be depicted through his gentle interactions and the reverence with which he treats their remains. He might profoundly respect the circle of life, recognizing the value in even the smallest creatures. Before being captured, he collected remains and gave them to Jimjoss Goodman to brew into special potions. You can describe Sordon meticulously selecting specific animal parts, explaining how each ingredient contributes to the magical properties of his potions. He has an encyclopedic knowledge of animal anatomy, sharing fascinating tidbits about the creatures he has encountered.

Once the party has fully fleshed out their relationships to the NPCs, you may proceed.



The Village

Read this:

"Called upon by a troubled Jimjoss, one of Sordon's oldest friends and associates, you arrive at Jimjoss Goodman's Greengrocer, a quaint shop in the heart of a nearby village. The air is filled with the mingling scents of freshly harvested fruits and vegetables. You remember the colorful produce lines that shelves, tempting customers with their vibrant hues. However, something's odd. Jimjoss' usual singing can't be heard, and his door is closed in the middle of the day, despite his produce being outside. Not just that, all nearby houses have their doors closed, and no one is out and about. Something is off."

Bring the party to map 1, area 1. They may now investigate the map. When the party breaks into the Greengrocer's, proceed to the next subchapter. Alternatively, if the party waits by for 10 minutes without doing anything, the **bandit leader, four bandits, and two orcs** exit the building. At that point, the party can either fight them or let them leave and go inside to speak with Jimjoss.

Keyed Locations

AREA 1 - GREENGROCCER'S DOOR

Read this:

"While standing in front of Goodman's Greengrocer, you can't help but feel a tiny bit odd. Something is happening here. You are just not sure what."

Any party member by the door can do either of the following three things:

- Check the door and find out it is locked. It can be unlocked with a **DC 15 Thieves' Tools** or **DC 17 Strength (Athletics)** check.
- Listen for sounds with a **DC 14 Wisdom (Perception)** check. On a success, they hear multiple voices on the inside, one of which sounds desperate.
- Check for clues at the entrance with a **DC 16 Intelligence (Investigation)** check. On a success, they see an apple has been bitten but left outside, and, peaking through the closed curtains, they see a chair placed against the door to keep it locked. Goodman's either paranoid or imprisoned.
- Move around the building, finding the back door is locked, but can be opened with a **DC 17 Thieves' Tools** check. They can also break in through one of the many windows which are locked shut by making a **DC 18 Strength (Athletics)** check. If the party decides to break in, whether through the front door or by taking an alternate path, you may proceed to the next subchapter.

GM NOTE: Players are a crafty sort. If they come up with alternative ways of making it inside the building, such as dressing up as mailmen or forcing the gang members out by setting fire to something, that can also be done. Let the party experiment and be creative!

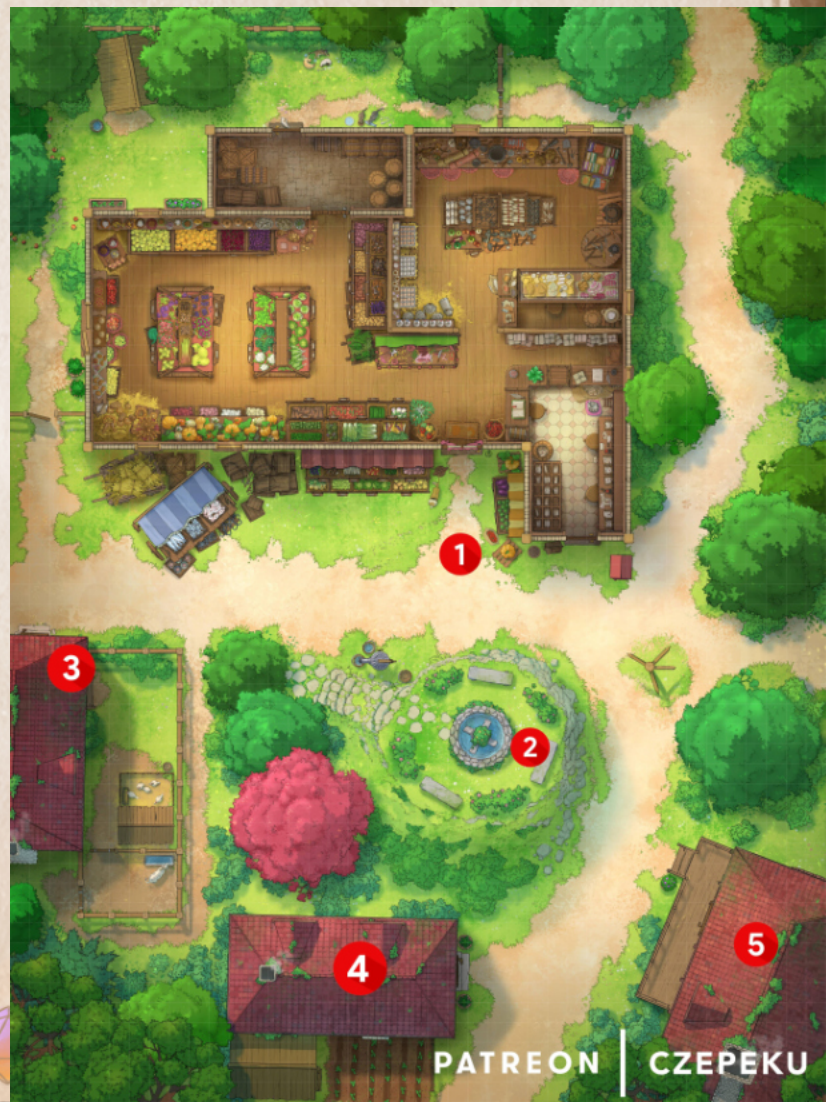
AREA 2 - THE CLOSED WELL

Read this:

"As you move away from the door, the path leads you to the village well, once vibrant and vital. However, a shadow of abandonment now cloaks the well, a small wooden sign hangs on the side, which says <<do not drink>> believed to be polluted. With a mix of uncertainty and anger, you contemplate the mysteries surrounding the well."

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MAP 1



The party members can make a **DC 16 Intelligence (Investigation) check** to check the well itself, as well as a **DC 16 Intelligence (Nature) check** to check the water once they've taken some of it from the well. With a success on the **Intelligence (Investigation) check**, the party finds cracks in the stone which, when examined, seem to lead to makeshift tunnels small enough for rodents or other such creatures. With a success on the **Intelligence (Nature) check**, the party observes the water is moldy, almost unnaturally so, with a sense of decay. When looking into the well itself, there's nothing that would otherwise indicate a decayed creature.

At any point while next to the well, a party member may jump/climb down into the well. Doing so requires either a **DC 16 Strength (Athletics) or Dexterity (Acrobatics) check**. On a failure, they fall prone into the well, taking 4d6 bludgeoning damage. On a success, they get down without issue. At the bottom of the well, there is nothing but rocks and water, but the sense of decay remains. Any party member may investigate the bottom of the well with a **DC 18 Intelligence (Investigation) check**, they find one of the rocks is weirdly round. If tapped, the wall will move, revealing a makeshift coffin of sorts placed in the side of the well. Inside it is a humanoid corpse, which is wearing a golden necklace with a weird symbol on it. The necklace can be identified with a **DC 16 Intelligence (History) check** as a necklace of the Goldtooth Gang. This can be used inside the prison (chapter 2) for extra information or protection.

AREA 3, 4, AND 5 - THE NEIGHBOURS

Read this:

"Around you, each dwelling is a picturesque vision of rustic beauty, with roofs that slope gently to meet walls adorned with colorful climbing flowers. Smoke wisps lazily from chimneys, carrying the comforting scent of hearth fires into the air."

The party can go and investigate each of the three neighbour's houses.

The house to the left (area 3) is inhabited by a halfling family. When the party approaches, they are all hidden. The party can spot them through the windows with a **DC 17 Wisdom (Perception) check** or by smelling the food still cooking **DC 14 Wisdom (Perception) check**. If they knock on the door, the halfling's won't answer unless the party convinces them to with a **DC 15 Charisma (Deception), Charisma (Intimidation), or Charisma (Intimidation) check**. Once the door is opened, the halflings will tell the party that they saw orcish

members of the Goldtooth Gang enter the Greengrocer's and have locked themselves in to avoid becoming targets of the gang.

The house in the middle (area 4) is inhabited by Nooru (**bandit leader**), a tiefling man with gray skin and red eyes. He too is hiding inside his home, but not out of fear. Nooru is an old enemy of the Goldtooth Gang and now retired. If the party knocks on his door, he'll let them in and speak with them, initially withholding information. The party can persuade him to give information with a **DC 15 Charisma (Persuasion) check or a DC 18 Charisma (Intimidation) check**. With a success on either, Nooru will come clean about his background and offer up information in return for the party helping him out.

Quest: Nooru's Grudge. The old tiefling's only grudge is having not had the strength to kill Oprak Bigbelly, a prison leader of the Goldtooth Gang. If the party promises to kill him, Nooru will tell his contact within the prison, Father Jonathan Mistborn, about the party. Through Father Jonathan, the party can smuggle items into the prison and possibly uncover additional clues.

The house to the right (area 5) is inhabited by three elvish brothers, Lieve, Trieve and Ethemer. The three are not hiding and will open the door quickly. They will openly speak to the party about the orcs that went inside the Greengrocer's, as well as the decayed taste of the water inside the well. The three of them were the people to originally file the complaint. They will also mention that they had no intent to wrap Sordon up in it. A **DC 17 Wisdom (Insight) check** will reveal this to be true, but also that the three are hiding something. If questioned further, they'll confess their deep hatred for orcs based on an orc who used to bully them in magic school. Their original desire was to pin this on the orcs that have been entering their community lately but to no avail. They even tried to help the investigation against the orcs but were told to back off in suspicious ways.

GM NOTE: If you wish to spice up the interaction or perhaps add some lairs to the elves, you are encouraged to add some depth to each brother, granting them distinct traits. This might allow the party to play them off against each other for brand-new information.



Inside the Greengrocer's

Read this:

"As you enter the Greengrocer's, you witness Jimjoss engaged in a heated dispute with a group of gangsters, their voices echoing through the cozy space. The tension hangs palpably in the air, urging you to intervene and ensure Jimjoss' safety."

Jimjoss (see "Jimjoss Goodman" sidebar) is inside the Greengrocer's alongside a **bandit captain, four bandits, and two orcs**. Once killed, their bodies can be looted with a **DC 14 Intelligence (Investigation) checks**, finding 100 gold, knives, and nothing much of note.

If the party have entered the building through the front door, this will immediately trigger a combat encounter. If, instead, the party entered through the back, they can attempt to wait by stealthily with a collective **DC 15 Dexterity (Stealth) check**. If there are more failures than successes, they can wait by and listen as the orcs threaten Jimjoss for more money. If there are more successes than failures, they can wait by and listen as the orcs threaten Jimjoss for more money. If the party don't act fast enough, the orcs will cut off a few of Jimjoss' fingers before he caves in and gives them the money.

Once the party has successfully gotten rid of the orcs (either by letting them leave or fighting them off, they may speak with Jimjoss.

Jimjoss Goodman (NG halfling commoner)

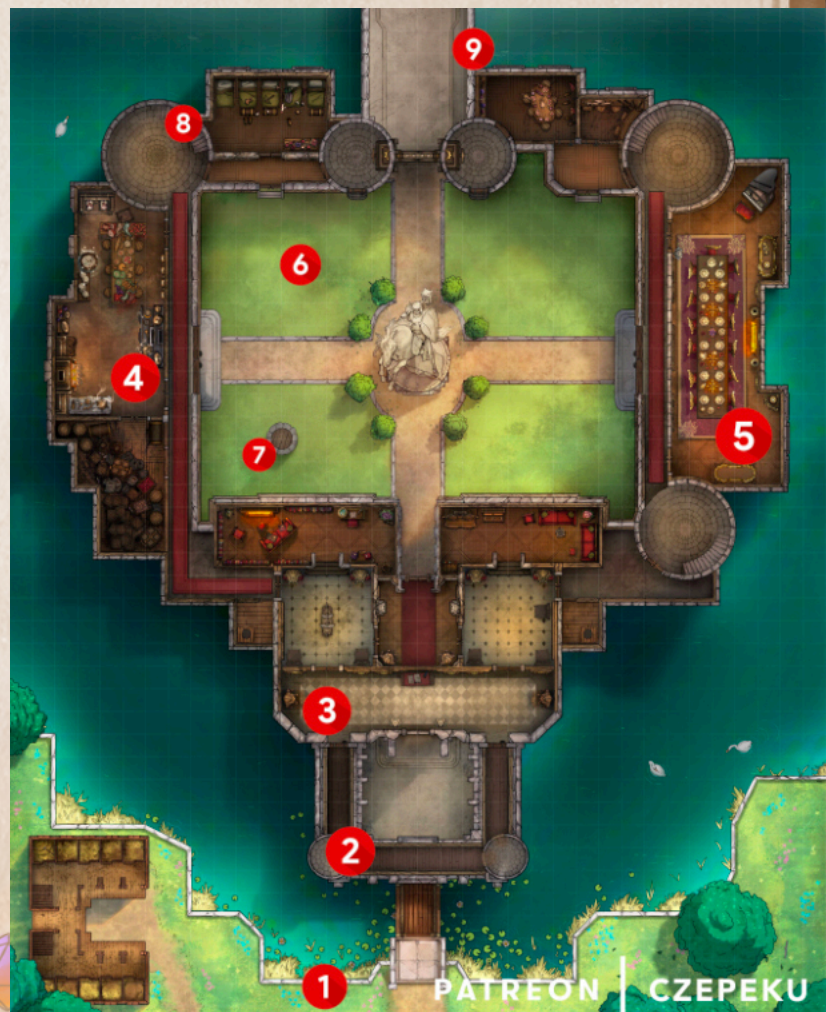
Information: Jimjoss is a stout and jovial halfling, with a rosy-cheeked face that seems to perpetually hold a mischievous smile. His bald head gleams in the sunlight, reflecting his zest for life. Jimjoss's apron is stained with colorful splotches, evidence of his many potion-making experiments. His fingers are calloused from years of meticulous work, handling delicate vials and measuring precise ingredients. Behind his thick-rimmed spectacles, his eyes twinkle with a mix of intelligence and curiosity.

Roleplaying as Jimjoss: Jimjoss is a beacon of positivity and unwavering loyalty. You can portray him with a cheery and enthusiastic demeanor, always ready with a quick-witted remark or a humorous anecdote. He greets the party with open arms, embracing them as if they were long-lost friends (possibly also because he's just been in contact with enemies). Jimjoss's loyalty to Sordon and his commitment to their shared cause is a defining trait. He will go to great lengths to ensure the success of their mission, offering unwavering support and encouragement to the party.

Jimjoss will tell the party about his previous efforts to save Sordon. At first, he tried to seek help from the law. His attempts proved meaningless, most lawyers thinking Sordon's case is "unwinnable". Then, he contacted the Goldtooth Gang, which had recently come within the village. He had heard of their connection with the prison's vicious warden, Bagrak Steelfang. He had agreed to pay them 300 gold upfront, then an additional 900 gold upon bringing Sordon out alive. After taking his 300 gold, the gang left. A week ago, they returned with no Sordon, but with threats and blackmail. Today was the deadline for him to pay up, which he had no intention of doing. Thus, he contacted the party for help. He needs the party's aid. He's willing to pay them 1800, as well as a **potion of speed and three potions of healing** to bring Sordon out of the prison alive in 48 hours, no matter the cost.

Once the party have agreed to his terms, you may proceed to the next subchapter.

GM NOTE: Alternatively, if the party still wants to speak to the neighbors now that the orcs are gone, they can do that now. Let them spend as much time as they want around Jimjoss.



Inner Workings

In a very short time, the party must figure out the inner workings of the prison, starting from the following bits of information, given to them by Jimjoss:

- Sordon is held in a maximum security prison, alongside murderers and killers, because he is believed to have poisoned an important water supply for the kingdom.
- The prison is ran by Bagrak Steelfang, a brutal orc with a short temper.
- The prison's main gang is the Goldtooth Gang, a primarily orcish gang which usually request to be taken to this prison specifically. Jimjoss is unaware if they came first or Steelfang did.
- A second gang within the prison is the Candle Ring, built up primarily of human and elvish cultists of an evil god.

After getting this information, the party can make one of either a **DC 15 Charisma (Persuasion) check**, a **DC 15 Intelligence (History) check** and a **DC 15 Wisdom (Survival) check** to prepare their plan. Each check will yield differing information based on the number rolled, as follows:

PERSUASION CHECK

1-10 - They are rejected unequivocally by everyone they try and talk to, finding no meaningful information.

10-14 - After a few brief talks, they hear stories about favoritism from within the prison. It's clear a certain gang has it easier than another, although the guards don't like it.

15-19 - The Goldtooth Gang are given leeway, but this isn't completely the case. They're treated better than the other prisoners, but this rubs some guards off the wrong way. There's a chance there might be a civil war. Also, because of the conflict, most guards rarely watch the Goldtooth Gang cells.

20 or higher - Janus, a previous guard, tells the party about the Goldtooth Gang's constant fights for power, slowly taking out every other gangs and getting away with it. Most guards don't like this and would revolt against Steelfang (and the gang he seems to like), if they weren't so afraid of him.

HISTORY CHECK

1-10 - Though they may try to remember facts and dig through records, nothing can be found.

10-14 - After searching plenty of documents, there are a lot of requests from Goldtooth Gang members to be taken to this prison. How all of them are being approved, no one knows?

15-19 - What's weirder, most orcs from the gang represent themselves in court but only read off of a script, almost as if a smarter, shadowy figure is making the case for them. Because of these strong cases, their requests to be taken to this prison are approved.

20 or higher - You find a single signed piece of paper from Bagrak Steelfang's time as a lawyer's aid. Seems the brute isn't so stupid after all, possessing both intelligence and brutality. Could he be the one helping the orcs?

SURVIVAL CHECK

1-10 - Nothing of importance is gleaned.

10-14 - Any prison has multiple ways in, but only one way out.

15-19 - Thinking of the prison's layout, it's most likely that the hallways are divided into gangs, and there is a central exit, which can only be accessed through the main path or the guard's quarters.

20 or higher - After spending enough time inspecting the prison's layout, it becomes apparent the orcs are held on the left side, while the non-orcs are held on the right side. This is to keep fights from happening.

GM NOTE: If you'd like to make the information-gathering part of this adventure longer/more impactful, you can do so to your heart's content. It'll most likely also lengthen the adventure past a simple one-shot.

It might also dawn on the party to try and break out Sordon out legally, turning the adventure into a courtroom drama with social encounters. If that happens, the adventure's gone off the rails, but not completely. You need only pivot and allow them to use their creativity.

Once the party feels they've acquired all the necessary information to break Sordon out, you may proceed to the next chapter.



CHAPTER 2: INFILTRATION

In which the party make it inside the prison.

Looking for Sordon

Bring the party to map 2, area 1. They can now begin their search for Sordon.

GM NOTE: There's plenty of ways the party may want to go about finding and breaking their friend free. They could try and deceive the guards upfront, go in guns blazing or any other way. To allow for creativity, this chapter will only describe the space and possible choices the party can make. The rest is up to them.

If at any point during the infiltration, the alarm is sounded, **1d4 guards** will move from area 8 every other turn at initiative 20, moving through the prison at their normal speed until they find the party.

Keyed Locations

AREA 1 - MAIN ENTRANCE

At the main entrance, there are **two animated armors** and **two guards** sitting at the front desk. The guards can be deceived with a **DC 16 Charisma (Deception) check**, intimidated with a **DC 18 Charisma (Intimidation) check** or bribed with a **DC 18 Charisma (Persuasion) check**. If the party mention the Goldtooth Gang or the issues between the guards and the gang, the **DC of the Persuasion check is reduced by 4**.

If the party convinces (or kills) the guards to let them into the prison, they'll be taken in through area 2 and arrive in area 5.

If asked about the warden, the guards will say he is not in right now.

The party can also go to areas 3 and 4.

AREA 2 - MESS HALL

The guard's mess hall is currently guarded by **six guards**, all sitting around a table. If the party is joined by a guard from the front desk, they can pass by without issue. If not, they'll either need to make a successful **DC 18 Charisma (Deception) check** or fight them off. Starting a fight in the mess hall will trigger the alarm.

All of the guards inside the mess hall hold keys to the prison. These keys can be taken by looting their bodies once dead or with a **DC 15 Dexterity (Sleight of Hand) check**.

AREA 3 - THE PRISON CHAPEL

Read this:

"Nestled within the prison's stone walls, the small chapel emanates an aura of solemn tranquility. A dimly lit space, shafts of torchlight casting colors upon the worn wooden pews. The air carries a scent of aged incense, mingling with the hushed whispers of prayers and the gentle creaking of floorboards. The flickering candlelight dances upon the altar, adorned with religious relics and symbols of devotion."

Inside the chapel is also Father Jonathan Mistborn (see "Jonathan Mistborn" sidebar), who the party can speak with. If they've met Nooru and mention him to the father, he'll be cordial and willing to help them in whatever way possible. If the party has not met Nooru, they can come forth with their plan and make a **DC 17 Charisma (Persuasion) check** to bring him along, or just leave him be. If not brought in to help, he'll fight the party when the alarm is sounded.

Jonathan Mistborn (CG human priest)

Information: Father Jonathan Mistborn is a tall and commanding figure with a shock of silver hair that frames his weathered face. His piercing blue eyes hold a deep well of compassion and conviction. Dressed in simple robes adorned with intricate embroidery, he carries himself with an air of quiet authority. A pendant depicting a sacred symbol hangs from a chain around his neck, a visible testament to his unwavering faith. His voice carries a gentle strength, capable of both soothing and inspiring those who seek his counsel.

Roleplaying as Father Jonathan: Father Jonathan is a fierce advocate for what he believes to be right, even if it means bending or challenging the rules. He is not afraid to challenge the authority or confront injustices within the prison walls. His actions may demonstrate a willingness to take risks and make sacrifices to uphold the spirit of goodness.



AREA 4 - HALLWAY

Read this:

"The narrow, double-doored prison hallway gives you a sense of claustrophobia. Cold stone walls, covered in layers of grime and dampness, close in on all sides. The double doors at either end loom ominously, their thick iron bars and heavy locks serving as reminders of the oppressive nature of the prison's control. Though the one leading to the main hall is open, the other doesn't seem to want to budge."

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MAP 2

The door second door is closed and requires a **DC 18 Thieves Tools check** to open. If the check is failed, it will sound the alarm, and a poisonous gas will release within the hallway. Each creature inside it must make a **DC 15 Constitution saving throw**, taking 4d6 poison damage and becoming poisoned for 1 minute on a failure, taking half as much damage and not being damaged on a success. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Upon opening the door, it'll lead the party into area 6, where they can lower the portcullis and get themselves a second way out.

AREA 5 - ORCISH BLOCK

Read this:

"As you move forth, you notice three large cells, almost akin to rooms, where a collection of ten or so orcs hang around, tattooing each other and fighting calmly, all surrounding a larger, fatter orc."

The cells have inside them **6 orcs** and Oprak Bigbelly (**veteran**), Nooru's target. The central cell can be opened with the keys or a **DC 16 Thieves' Tools check**. When the orcs see the party, they will most likely have one of the following reactions:

- If the party is joined by guards, they'll let them pass without issue.
- If coming in without guards, Oprak will try to offer the party a deal: open the cells and they'll help them out. If the party takes up the deal, this will trigger the alarm. Then the orcs will flee the prison immediately.
- Alternatively, if the party appears to have gone through a battle, Oprak will take the same deal but attack the party the moment they've been let out in an attempt to stop the break-in and earn good will with Steelfang.

GM NOTE: As always, you are welcome to roleplay your NPCs your own way! You can alter the interactions to make them fit your world or your vision of the encounter.

AREA 6 - CENTRAL PLATFORM

The party must lower the portcullis to access the central platform. This requires a **DC 13 Strength (Athletics) check** or a **DC 15 Dexterity (Sleight of Hand) check**. A failure on either will result in the portcullis being brought down too quickly, sounding the alarm.



Read this:

"You approach a central platform, divided from the hallways by a medium-length jump. It seems that when people are being particularly disruptive, this is where they are left to rot alone. Or perhaps even to fight amongst themselves."

The party can jump from the central platform to either area 5 or area 7 with a **DC 10 Strength (Athletics) check**. On a failure, a party member takes 2d6 bludgeoning damage, falls prone, and must be helped back up on the platform.

AREA 7 - CULTIST BLOCK

Read this:

"Much smaller and less comfortable than the left side of the building, a few smaller cells host a variety of humans and elves, all of which are drenched in blood-red tattoos."

The cells hold **5 cultists** and Sordon (**spy**) and are guarded by **4 guards** and **3 bugbears**. If the guards are attacked and are not all dead in two turns, they'll sound the alarm.

The party can unlock each cell with the keys or a **DC 16 Thieves' Tools check**. If they unlock Sordon, he'll recognize them and begin working with them. If the cultists are freed, they'll be thankful and help the party, either by distracting the guards or fighting them.

Once the party has found Sordon, and if they are not in combat, you may proceed to the next chapter.

AREA 8 - THE SLEEPING QUARTERS

The quarters are filled with guards upon guards. If the alarm is ever sounded, **1d4 guards** will emerge every other turn at initiative 20, moving through the prison at their normal speed until they find the party.

The party can, however, lock the guard quarters with a **DC 20 Thieves' Tools check** or by using the keys, thus stopping the risk of an alarm.

AREA 9 - THE OFFICE

In chapter 2, Sordon will rush right past the door, ignoring it out of stress.

In chapter 3, unless the party approaches the office together with Sordon in chapter 3, the door's arcane door seems unbreakable.

Breaking Free

Read this:

"With your friend alongside you, the time has come to get on the move. You must leave this prison, before you risk the warden coming back."

The party must now return home safely, alongside Sordon, reaching area 1.

GM NOTE: Before the party starts their path back through the prison, consider *deus ex machina*-ing the adventure to either make it easier or harder for them, based on how they are doing and how much time there is left in the adventure. Have they fought too many battles? Make the cultists go ahead of them and fight enemies off. Have they not fought enough? Bring in a few **veterans** from different parts of the prison. This should spice up the adventure.

When the party reaches area 1, you may proceed to the next chapter.

CHAPTER 3: ON THE RUN

In which the party take a detour, then finally get out.

If you're accused...

Read this:

"As your hearts race with the taste of freedom on your lips, Sordon, the person you have risked everything to save, suddenly turns around. A determined glint shines in his eyes, as if a newfound purpose has ignited within him. He motions for you to pause, his gaze fixated on the prison you have almost escaped. In a voice filled with a mixture of urgency and fascination, he tells you 'I spent my entire life trying to set things straight. Now, perhaps, it's time to break them up a bit. Bagrak isn't here, and I know the code to his office, I saw him put it in once. So why don't we raid his office, shall we?' With a resolute spirit, Sordon ventures back into the depths of the prison, leaving you momentarily bewildered yet filled with a shared sense of curiosity and determination."

The party can now choose to either follow Sordon or leave him behind. If they leave him, proceed to the "The End" chapter. If they follow him, bring the party back to map 2 and have them roll initiative once more. Each turn, at initiative 20, Sordon will rush through the prison, moving back through the areas until he reaches area 9.



GM NOTE: Along the way, the party might encounter some monsters who are still fighting, NPCs or other such traps they've still left behind. This is great if you want to force the party back into fighting, but might drag out the adventure. Pick your battles! Maybe have some guards be attacked by prisoners or reduce the encounters to short, one-time checks/saving throws.

When he reaches area 9 and opens the doors, read this:

"As Sordon pushes open the massive, creaking wooden door, a world of enchantment unfurls before your eyes. The room beyond is bathed in a soft, ethereal glow emanating from floating orbs suspended in the air. The air crackles with a faint hint of arcane energy, and the scent of ancient parchment and exotic herbs permeates the chamber. As Sordon steps further into the vault, his footsteps are muffled by the plush, moss-green, and blood-red carpet that cushions his every stride. The room hums with an aura of wisdom and secrets long forgotten, beckoning you to uncover the truth hidden within its sacred walls."

Bring the party to map 3. Alongside Sordon, they may quickly investigate it. As they enter, they can make a **DC 16 Wisdom (Insight)** check to discover that this chamber is way too ornate for Bagrak's usual style.

When they enter the room, Sordon will immediately head to area 3 and will begin working on it if the party doesn't speak to him quickly. This will trigger the alarm. When the alarm is triggered, proceed to the next subchapter.

If the party (together with Sordon) decides to leave the chamber without triggering the trap, proceed to the "The End" subchapter.

Keyed Locations

AREA 1 - MAIN DESK

Read this:

"At the front of the room, an elegantly curved desk stands as the centerpiece of the chamber. Crafted from polished mahogany, the desk boasts intricate carvings depicting swirling arcane symbols and mythical creatures. Behind the desk, a colossal crystal sphere levitates, pulsating with an otherworldly glow."

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MAP 3



Any party member may investigate the sphere with a **DC 16 Intelligence (Arcana) check** or a *detect magic* spell. On a success (or when the spell is cast), they find fleeting glimpses of the inmates held captive within the prison's confines. The sphere hovers as if suspended by invisible forces, serving as the watchful eye of the prison. The stone seems to be the same color as the collar the prisoners were wearing. They can, if they want, break the sphere. It has 15 AC and 20 HP and immunity to poison and psychic damage. This will have an effect on the ending the party receives.

AREA 2 - PAPERWORK

Read this:

"At the center of the room, smaller desks adorned with stacks of paperwork and quills showcase the domain of the prison's most trusted servants. Each desk is a meticulous arrangement of neatly organized documents, from scrolls bearing official seals to intricate maps depicting the prison's layout. Feathered quills hover above the desks, ready to inscribe the latest reports and correspondences."

Any party members may make a **DC 16 Intelligence (Investigation) check** to look over the notes and papers. On a success, they find the following:

- Checks totaling 3000 gold.
- The files and profiles of Sordon, as well as all other inmates they've met.
- **On a roll of 20 or higher**, they find a stack of papers about the Goldtooth Gang and them sending gifts to the warden. This is proof the orcs do know each other.

The party can take any of the paperwork found. It will influence the ending of this adventure.

AREA 3 - VAULT

Read this:

"At the far end of the chamber, an imposing sight awaits you —a colossal safe door, a formidable barrier guarding the chamber's deepest secrets. Constructed of thick, reinforced steel, the door stands tall and wide, its surface etched with intricate runes of protection and enchantment. Massive gears and bolts line its edges, a testament to the intricate mechanism that secures its impenetrable strength."

Any party member can investigate the vault with a **DC 20 Intelligence (Investigation) check**. If they've stolen any of the marked poetry books from within the prison, the **DC is reduced by 4**, as there seem to be lyrics from the marked page at the top of the door. A successful check will reveal the door is both trapped and locked.

Encounter: Sordon's Fixation. If Sordon is first to reach the vault, he'll try to solve it on his own. Unless the party outwardly ask him to stop, he'll trigger the trap early, kicking off the next subchapter without giving the party a chance to loot the vault and get away scot-free.

If someone has the book and uses it to speak the following verse or makes a successful **DC 22 Thieves' Tools check**, they may dispel the trap, break the lock and open the safe. Inside, they'll find diamonds worth 6000 gold, a **potion of fire resistance**, and a journal. Without knowing of the trap, the check's **DC is increased by 2**. If someone attempts to break the trap and door, but fails, it explodes and alerts Steelfang early. Each party within 15 feet of the trap must also make a **DC 16 Dexterity saving throw**, taking 10d6 fire damage on a failure and half as much damage on a success. Then, proceed to the next subchapter.

GM NOTE: This check is intentionally very difficult (and you can consider making it even more difficult!), since it influences whether the party can dodge a final encounter with Steelfang. If you'd like the party to always encounter the deadly mage posing as a grunt, simply remove the check and have the party always trigger the trap.

Wizarding Duel

Read this:

"The moment you hear the explosion, your bones begin to shiver. You know what this means. Hopefully, there's enough time for you to exit, before he arrives. Then, as you rush towards the door, you see none other than Steelfang, dressed in his warden garbs, metallic and blunt, teleport in front of you. 'I have to say, you've surprised me,' mutters the orc. 'I didn't think I'd have to reveal myself.' With a quick movement, the glamour is gone. His metallic armor reveals itself as nothing but a mage armor, and his muscles fade. The orc who presented himself as a mindless torturer has been a wizard this entire time. Roll initiative!"

The party must now fight Steelfang (**wizard**).



If they are particularly healthy, consider adding two **animated armors** or **dancing swords** to add more to the encounter. Also during the encounter, have Sordon ask the party what they'd like him to do:

- Open the vault or help them fight. He'll do exactly as he is told.
- If Sordon is asked to open the vault, roll a d20 at the start of each of his turns. On a roll of 18 or higher, he breaks the vault open and loots it for the party to use later.

Once Steelfang is defeated, you may proceed to the next subchapter.

The End

With the warden defeated, the party can move back through the prison and exit with ease. Then, based on the evidence gathered, and the tasks completed, they arrive at one of the following ends:

- **The Bad Ending.** Either by the party leaving Sordon behind or by him dying, the party have lost the one person they were meant to protect. The quest is failed, and they are not paid.
- **The Escape Ending.** Sordon and the party escape together, the party is paid, then the Ratcatcher must leave.
- **The Good Ending.** If the party has found three sources of information suggesting Steelfang's corruption (such as his journal, the gang payments, the rumors, etc.) not only did Sordon and the party escape, but the party have gathered enough information to reveal Steelfang's plans.
- **The Gang Warfare Ending.** If the party broke Steelfang's sphere, all the prisoners find a way to escape, leading to a disastrous gang warfare that dooms the entire city.

The End.



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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