

Springtime in Shadows

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Jail- 2 story building. Barred windows on 1st floor.
Locked windows on second floor.
Main entrance on N side. 2 guards patrol the perimeter making the circle every 5 minutes. Interior is an open courtyard with cells facing inward on the E, S, and W. 4 cells per side, 12 cells total.
d12 other prisoners--criminals.
d12 for location of target--clockwise starting top-right.
Guards at jail check in every 15 minutes. When they miss a check-in, alarm is raised*, and all guards are alerted to the escape and become auto-aggressive. Party has 15 minutes to get in and out before reinforcements arrive (6 guards every 10 minutes)

Transport Boat- If party fails to jailbreak the target or the target is recaptured and taken on the boat**, the mission fails, and the party must make it to safehouse to survive.

Start time: Sunset

A usurper and unstable pretender to the throne has begun imprisoning all dissidents who opposed him.

Your friend, one such dissident who holds important information which could bring down the new malevolent king, is being held in the jail in the town of Riverbend.

Your friend will be transported to boat on the west dock at midnight and sent to a show trial to be tortured and executed as an example unless you and your party can spring him during the course of the night.

Outside the city to the south lies a safehouse where fellow resistance members await to spirit your friend away to safety and use the information against the mad king.

Safehouse- Entering the safehouse undetected means success!

Posted Guards- 2 guards posted. If no alarm raised they are merely suspicious. If alarm raised, they are aggressive and attack and try to recapture the target and kill anyone in the way.

Mayor's Quarters- Mayor has the hard evidence against Mad King, target insists upon it's retrieval.

Catacombs- 4 access points form the perimeter of the catacombs which follow the street layout. At any turn roll 1d4 for encounter. 1-Giant Rat, 2-Angry Spirit, 3-locked gate, 4-nothing. SW access point exits on the outside from the city wall, 5 feet above the waterway.

Treasury- 2 story building. Guard patrol same rules as Jail. Locked windows on 2nd floor. Inside: 2d100 gold.

Armory- No patrol. Inside: 1d100 arrows, 1d4 Alchemist Fire, 1d4 Healing Potions

***Raised alarm-** Active guard patrols in city. 1d4 at every turn or every 2 blocks: 1-2 no guards, 2-4 encounter patrol: 2 guards.

****If jailbreak fails or target is recaptured** guards will take target to transport boat by most direct route.

