

The Surprise in the Prison Chamber

A Short Adventure for up to four 1st-Level Characters

Adventure Background

DM Notes

This is a short adventure meant to be used as a quick skirmish. The structures and setting can be placed anywhere in an existing world.

To cover the map so that a player or players cannot see the entire map, cut a slot in a piece of paper that reveals only the entry corridor and cut another piece that has a slot large enough to see a room.

Possible Location










- 1) In a forest
- 2) On a prairie
- 3) Isolated
- 4) In a strange or unusual environment

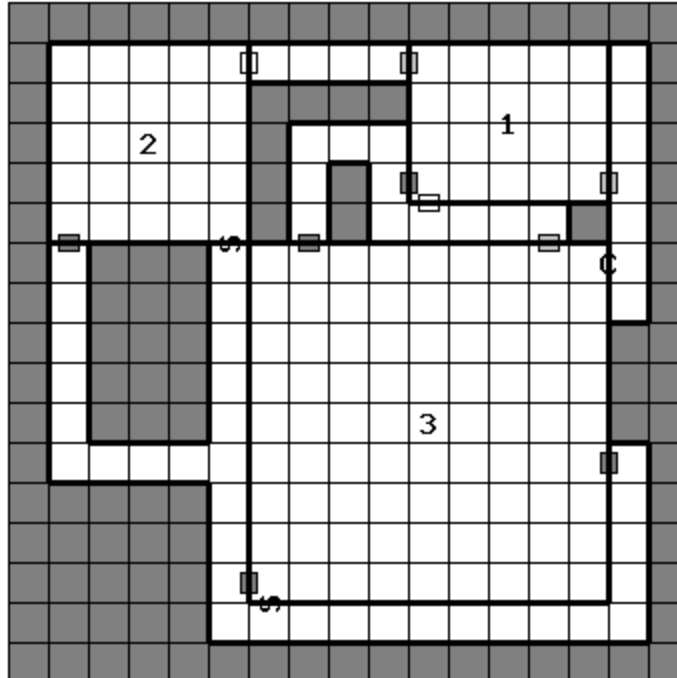
Prison Structure

This is a small, above ground structure with a goal to keep a cursed princess inside as prisoner.

About the Maps

This chart provides a description and key for both the Game Master map and the Player map.

Image	Description
	Fully blocked areas are indicated by a gray square.
	Walls are indicated by thick black lines.
	Walkways and opened areas are indicated by white surrounded by black lines
	Large numbers in an open area represent the corresponding room number in this guide.
	Open doors or opened passageways are indicated by a white rectangle.
	Locked doors are indicated by a rectangle with light gray shading.
	Blocked doors are indicated by a rectangle with dark gray shading.
	On the Game Master map, an "S" on a wall indicates a Secret door or passageway.
	On the Game Master map, a "C" on a wall indicates a Concealed door or passageway.



Game Master Map

Beginning Location

Players begin in the corridor between the Storage Room (room #1) and the Guardian Room (room #2). The players enter this corridor by dropping down from a shaft above. Once in the corridor, the players cannot climb back up the shaft because the last character who fell into the room caused a boulder or some type of object to cover and block the shaft.

The Rooms

Room #1 – Storage Room

Passageways:

- Door (east, 4 from north): wooden, simple, locked, trapped [trap: pit trap (30 ft. deep) (CR3) (Find/Disable DC 22)]
- Door (west, 4 from north): iron, locked
- Door (west, 1 from north): iron, stuck
- Door (south, 1 from west): stone, free

Features:

- keg
- manacles
- coat rack
- loose masonry

Description for players:

This storage room is dark and humid. The masonry along all the walls is loose. An old coat rack, along with a keg sitting next to it, stands against the east wall. Well used and corroded manacles hang from a chain attached to the ceiling in the northeast corner of the room.

Items:

Scroll of a Map (Find DC 15)- Contains an accurate map of this structure

Room #2 – Guardian Room and Passageway

Passageways:

Door (east, 1 from north): wooden, strong, free

Door (south, 5 from west): (secret) side-sliding, pressure-plate trigger, trapped [trap: hail of needles (CR1) (Find/Disable DC 22)]

Door (south, 1 from west): wooden, strong, stuck

Monsters:

Male dwarf (see Dwarf in "[OpenD6 Fantasy Creatures](#)", Page 28).

Languages Spoken: Common, Dwarven, Gnome, Terran.

Possessions:

900 gp (Gold Pieces) in gear.

A key that opens the locked doors in this structure. This does not open the door in the guard room of the tunnel passage that leads to another structure.

Female dwarf (see Dwarf in "[OpenD6 Fantasy Creatures](#)", Page 28).

Languages Spoken: Common, Dwarven, Goblin, Terran.

Possessions: 900 gp in gear.

Female dwarf (see Dwarf in "[OpenD6 Fantasy Creatures](#)", Page 28).

Languages Spoken: Common, Dwarven.

Possessions: 900 gp in gear.

Male dwarf (see Dwarf in "[OpenD6 Fantasy Creatures](#)", Page 28).

Languages Spoken: Common, Dwarven.

Possessions:

900 gp in gear

A key to open the locked door down the stairs that lead to the passageway to another structure.

Treasure:

5,600 silver coins (560 gp)
gemstone - bloodstone (60 gp)

Features:

This room has a stairwell leading down into a tunnel that leads to a nearby structure.

Description for players:

You have entered the Guardian Room. In the northwest corner there is a stairwell leading down into a tunnel. There is a pile of what appears to be silver coins against the western wall. Not long after you enter the room, you noticed four dwarves have taken occupation here!

Room #3 - Prisoner Chamber

Passageways:

Door (west, 9 from north): wooden, strong, stuck
Door (east, 6 from north): wooden, simple, stuck
Door (east, 1 from north): (concealed) wooden, strong, stuck, up-sliding, behind rubbish
Door (north, 8 from west): wooden, strong, locked
Door (north, 2 from west): wooden, good, stuck
Door (south, 1 from west): (secret) side-sliding, pressure-plate trigger

Features:

Devoid of items or features. An empty room with bare walls.

Description for players:

This prison chamber is rather large. Despite its largeness, it is a cool, dark place that is devoid of any items or significant features. Even the walls are bare. A pile of rubbish is seen in the northeast corner. Although lacking in features, there is a dwarf here.

Occupant:

Female dwarf (see Dwarf in "[OpenD6 Fantasy Creatures](#)", Page 28).

Languages Spoken: Common, Dwarven, Goblin, Terran.

Possessions: 900 gp in gear.

Special: This female dwarf is actually a princess that has been cursed into the form of a female dwarf. A DC 15 Perception check or passive Perception check reveals this secret. If attacked, then

this dwarf will fight like a normal dwarf. *If this dwarf is killed, then the players lose out on a great reward and, if the GM chooses, the players lose this Adventure.*

If the female dwarf of this room is killed by the Adventurers, then read:

You have killed the dwarf. After searching it for loot, you find this written on a piece of parchment:

“My Dearest Father,

This curse that I have been put under is almost greater than I can endure. I hope someday to be able to break this spell and return to you once more as your human daughter. I know that you have greatly rewarded those who have returned others to you in the past, and I know that my rescuer would be greatly rewarded, too.”

Credits

Design: David Roland

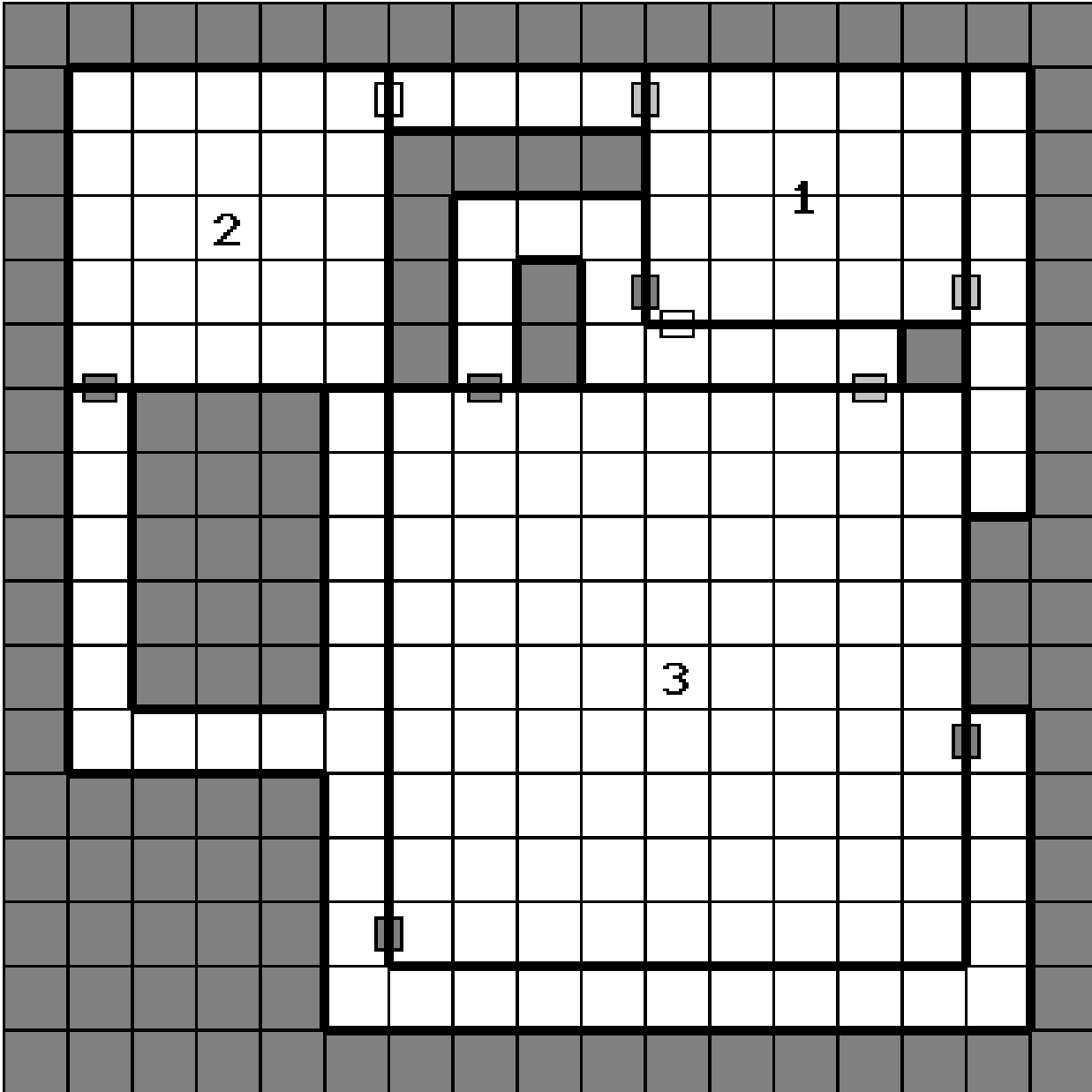
Graphic Design: Felix Marcell

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Player Map



Player Map