

Escape from TarTan

After a long travel guarding a caravan of good the party arrived in Dermust for some much needed R&R. As they are unloading their gear and putting away their horses they are jumped by a group of 'bandits' and taken prisoner. If you like, have a couple of them weakened from the fight by reducing their remaining HP to 1/3 normal.

After they are captured they are all bound, and blindfolded before being put into a wagon that has had a silence spell cast on it. They are unable to hear anything outside (thus unable to 'track' their progress) and are unable to talk to each other or in any way make a sound. The driver of the wagon takes a random route to the prison of TarTan deep in the forest.

The bandits are soldiers in the employ of a Dragonborn Sorcerer named Ayabith who is attempting to satisfy her pact holder with sacrifices. Said sacrifices are to include the characters.

Captured!

The party has been escorted deep into the bowels of the TarTan prison and tossed into separate cells (you decide how many). To escape they need to get to know their fellow prisoners, learn the prison's routine, inventory their possessions, acquire other possessions they need, plan an escape, and execute it. Don't give away more information than they ask for, this is a good opportunity for role play.

Roleplaying the prisoners

The prisoners are reluctant to talk to anyone having been tricked by fake prisoners before and beaten for talking to new arrivals. That isn't to say they won't but it will take a DC13 Charisma check to convince anyone to open up.

If the players are having a fairly easy time getting information from the other prisoners have one farther down the row get upset that the others are sharing and start shouting and causing a ruckus.

Objectives

Escape the prison: The number of rooms and floors is up to the DM, but don't go overboard. Make it challenging but fun. There will be plenty of role play but potentially very little fighting. If they do engage with guards then have the guards attempt to flee and trigger the alarm. Most guards in the prison won't fight, they are just there to tend to the prisoners

Outside TarTan The prison itself is located deep in a thick forest and sits mostly underground. The entrance is guarded by two Dryads. An Ogre patrols the forest a ways off and will arrive 3-4 rounds after combat with the Dryads begins. Encourage the players to avoid the Ogre.

Save Miriad: If the players didn't learn of the goals of Ayabith while in prison then while they are resting after the battle with the Dryads (assuming they fought them) have an older man in tattered rags stumble into their midsts. He is a former prison of TarTan himself, having escaped only weeks before and trying to survive in the woods. He presses a map into a character's hand and mutters something like 'Save my daughter' before dying in their arms.

Ritual

Aysbith stands in the center of a small clearing of trees before a stone table that looks like it was assembled quickly. In fact it is a 'portable' table that can be broken down into smaller stones and carried away by the Ogre patrolling the grounds around TarTan. On the table lies a woman with dark hair dressed in a red dress who lies perfectly still (she is secured by a holding spell). Ayabith is merely holding her dagger in her hand, she is just preparing the ritual

Roleplaying the prisoners

Ayabith is a Dragonborn with red scales and amber eyes, wearing simple silver robes and clothing with little adornment and carries a staff and a dagger.

She knows exactly what she is doing and has no remorse about killing to appease her pact holder. In fact, she is hoping that the inclusion of the adventurers will make the demon Azigsas pleased enough to give her additional power.