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CAMPAIGN EVENTS: PRISON BREAK





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CAMPAIGN EVENTS: PRISON BREAK

Prison breaks provide almost limitless opportunities for adventure. However, few adventures feature prison breaks because they are problematic to flesh out. Designing all the prisoners and the guards and the many minor events the PCs witness would take more time to prepare than even the most diligent GM has at his disposal. That's where Campaign Events: Prison Break comes in. Presenting copious notes on the prisoners themselves as well as minor events and dressing along with hooks, opportunities and complications it takes the hassle out of running a prison break and lets the GM concentrate on the important details of the campaign!

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The material presented in this product first appeared in
Campaign Events: Prison Break

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SYSTEM NEUTRAL EDITION

Welcome to this Raging Swan Press System Neutral Edition. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—may yet lurk within. These generic terms are easily modified to the GM's system of choice.

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PRISON BREAK: PRISON DRESSING

Use this table, to generate minor points of dressing for the prison break. Ignore inappropriate results and simply re-roll.

D%	
1	Rust corrodes the door hinges, causing a brittle shriek when the door opens and closes.
2	Tally marks are chipped into a cell's corner wall.
3	Manacles dangle from the wall, their ridges darkened with dried blood.
4	A scone stands empty, the wall smeared with ash near where the torch previously burned.
5	A dented tin tray with an overturned bowl lies near a cell door. Any food it may have contained has been picked clean.
6	A dull buzz emanates from a small cloud of insects, which swarm around a pool of tepid water at the end of the corridor.
7	Tattered parchments with charcoal sketches of morose faces lie scattered across a table. Beneath each face is a six-digit number.
8	Two tarnished chains suspend the ends of a cell cot. One of the links has split, threatening to drop its end to the floor.
9	Tiny mice scurry through the corridors, escaping into narrow holes in the walls and floors.
10	A fire pit smoulders in the centre of the room, its fumes rank from the dung used for fuel.
11	A dusty ring encircles the inner courtyard, with hundreds of footprints stamped into the soil.
12	A large fire blazes, illuminating the whole area.
13	Greasy fingerprints stain a cell's otherwise polished iron bars.
14	A door opens into a vast pit, illuminated only by a fist-sized opening in the far wall near the ceiling. A rolled-up rope ladder lies nearby.
15	Coils of hemp rope and piles of dirty burlap sacks stand atop a long oak table. Some of the ropes have nooses at their ends.
16	A barely-perceptible crack runs along the entire perimeter of one brick in a cell wall. The stone juts out just enough to be gripped and removed.
17	Scraps of burlap lie stacked beneath a cell cot, each bearing hastily scrawled memos written with different improvised inks.
18	One cell has a faded wool blanket, its edges frayed and its centre ripped.
19	A dirty iron grate, partially clogged with grime, covers a drain in the middle of the hallway.
20	Profane symbols cover the walls at major intersections. There is evidence of trying to scrub them off, but the images remain.
21	Fistfuls of hair, spatters of blood and a stray tooth litter the floor.
22	Wooden stocks stand in a row, their neck and wrist grooves stained with sweat and blood.

23	Grooves crudely chiselled into the wall at regular intervals, form the start of a makeshift ladder.
24	Shards of arrow shafts and bits of fletching litter the ground near the main gate. The nearby stone and soil seem darker than the rest.
25	A diagram of the prison hangs from the wall, with certain guard posts labelled with coloured pins.
26	A smudged, crumpled letter from a family member sits carefully folded beside a cell cot.
27	A human-sized wooden rack stands atop four winches wound with ropes.
28	A hand-sized spider sits motionless inside a tangled web in a cell's upper corner. Desiccated mice dangle from the strands.
29	A tiny drawstring pouch hangs underneath a cell cot, bound by a strand of fabric.
30	A battered, nearly empty oil lamp casts a feeble light in a hallway corner.
31	One of the barred windows makes a dull whistling sound when the wind is up.
32	A relatively intact book with dog-eared pages sits atop one of the few cell cots with a mattress.
33	A trail of blood dots the floor from one cell through the halls to the outer door.
34	A jagged hole the size and depth of a fist blemishes an otherwise smooth wall.
35	A tray of spoiled food lies just outside a cell, untouched.
36	An archery range for the guards lines the inside of an outer wall. Certain prisoners' names are scratched onto the target dummies' torsos.
37	One outer tower screams with the racket of hawks, ravens and pigeons.
38	One cell contains a crooked wooden crutch, which leans against one of the cots.
39	A cast iron branding rod hangs from a rack beside a fireplace. The tool itself has six square slots, which can be filled with interchangeable pieces bearing inverted numbers.
40	A massive ledger sits atop an administrative desk. It contains a grid with hundreds of numbers, names and brief descriptions.
41	An empty iron flask lies on the floor.
42	A layer of dried mud fills the hallway, its surface dotted with footprints.
43	A chicken leg bone, sharpened at one end, lies in a corner. Its tip drips with fresh blood.
44	A broken key lies discarded near an empty cell; its other half sticks out from the cell's keyhole.
45	A used bandage lies in tatters beneath a cell cot.
46	One hallway has some flooding, causing even the softest footsteps to splash along its length.
47	A tin bowl holds a concoction of lard, oatmeal and water as well as a bent metal spoon.

48	The crudely spelled names of prisoners are etched into a cell wall.
49	One cell contains a piece of inmate art, with three colours creating a crude landscape image on a ragged canvas hung from the wall.
50	A mound of horse droppings lies in a steaming pile in the courtyard.
51	The area reeks of sweat and body odour.
52	A torn uniform lies discarded in the hallway, the back ripped open along bloodied seams.
53	A small clay statue of a saint or deity sits atop a shelf overlooking a cell cot.
54	A steel alarm bell hangs from a cord near a door, its pull string dangling beside it.
55	Crude syringes and wells of black ink line a shelf in one cell.
56	A single shoe, muddied and worn to the point of uselessness, sits beside a cell door.
57	A deep crack runs the length of a hallway floor, making the ground slightly uneven.
58	A ball of hair lies in a gnarled bundle at the foot of the wall.
59	A metal mouthorgan sits on a prisoner's cot.
60	Misshapen dice and an incomplete deck of playing cards lie scattered across a table.
61	Tips of chewed fingernails litter the floor outside one cell.
62	A small blot of chewed tobacco stains the floor.
63	One cell's walls are covered with carefully etched carvings of linear shapes and patterns.
64	A jagged gash scars a hallway wall, as though someone scraped a dagger along its length.
65	A coil of chain binds the door latch of one cell.
66	Tendrils of ivy cover the walls like veins.
67	A beam of light outlined in the dusty air peeks through a small hole in the ceiling.
68	The smell of wet earth, blood and urine permeates the entryway.
69	One of the stairway steps has collapsed in on itself, leaving an awkward gap between the two adjacent steps.
70	Boards cover an opening in one outer tower, creating a potential blind spot.
71	The rim of a cauldron peeks between the exterior parapets. A wisp of steam rises from within it.
72	A slab of what might pass for meat sticks in a splattered mass to a wall in the mess hall.
73	One extended room holds long chains with multiple sets of manacles along their lengths.
74	A black fly the size of a grape buzzes lazily between cells.
75	A bag of bundled sheets and refuse hangs from a cell ceiling, like a homemade punching bag.
76	An empty burlap sack with a tattered drawstring lies discarded to one side. The inside is flecked with hair and sweat.

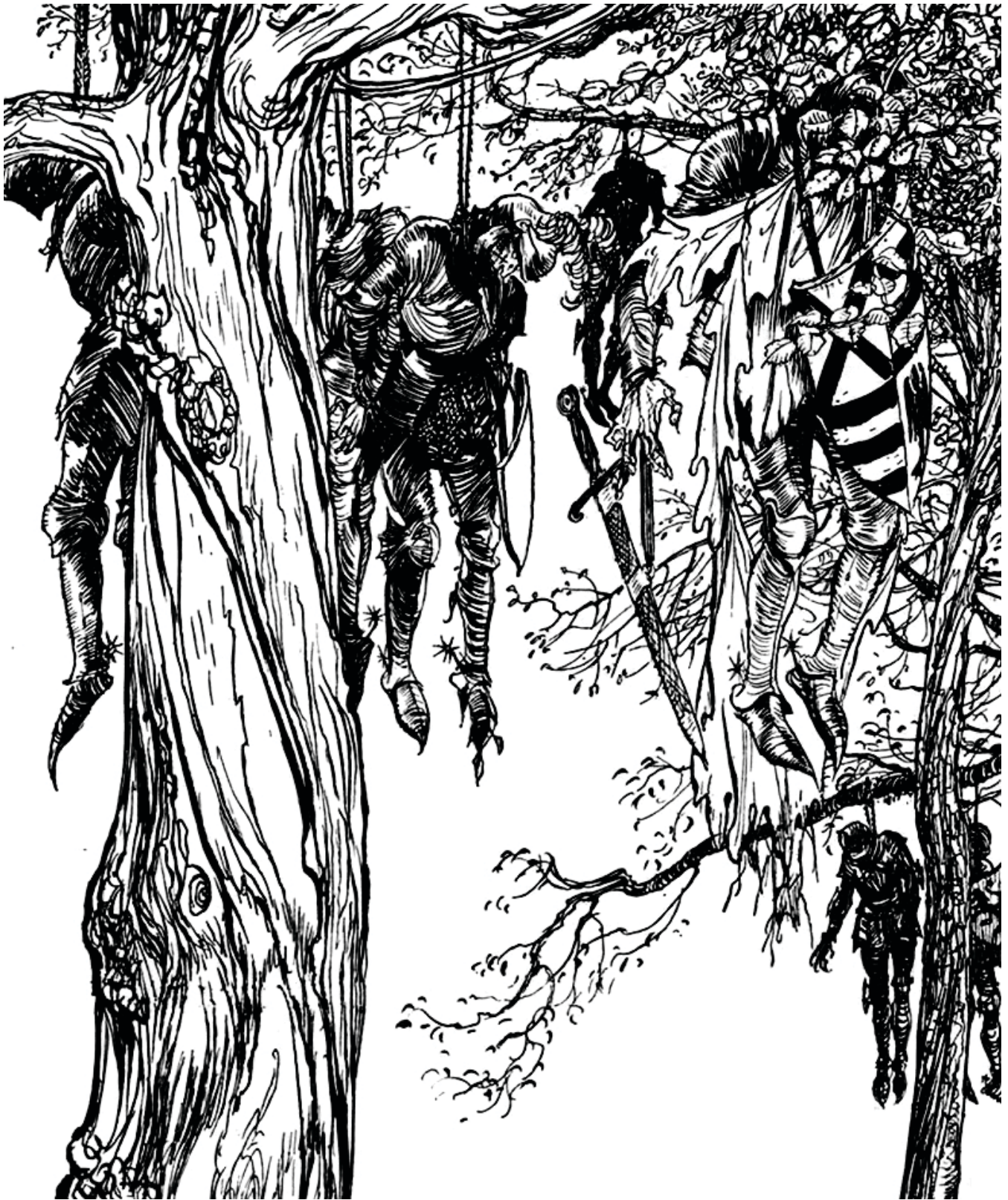
77	A tiny drawstring pouch carefully hidden in a cell cot contains a handful of battered silver coins.
78	An unconscious inmate lies on the floor, his face coloured with bruises, split lips and swollen eyes.
79	A stray fallen brick drips with fresh blood, a crimson stain around where it had been held.
80	A crowbar, a spade and a handmade stabbing weapon lie atop a table in the guards' office.
81	A tin tankard lies at the foot of a mess hall table, its side completely bent in as though it were smashed against a dense object.
82	A dead rat lies at the foot of an outer wall, an arrow shaft sprouting from its side.
83	Several thumb-sized centipedes crawl along a cell wall with startling speed before disappearing into a crack in the mortar.
84	Tiny shards of glass litter the ground in a small section of the courtyard.
85	Splintered wooden beams clutter the hall near a battered door.
86	This door's latch is completely rusted, rendering it inoperable and the door permanently locked. The sound of scratching comes from beyond...
87	Wooden trapdoors in the floor open into small oubliettes with barely enough room to stand.
88	Metal sarcophagi with tiny holes perforating their exteriors line the walls of this room. Large padlocks hold them shut.
89	One stone juts out of a corridor wall, posing a painful risk to the unaware.
90	A slick slime oozes slowly down the walls of the underground chambers.
91	A hunk of rock-hard stale bread lies just out of reach outside one cell's barred door.
92	Several detailed codices containing prisoner names numbers, cell numbers and death dates fill a bookshelf.
93	A row of manacles hang fastened to the outer wall, right over a strip of cold, muddy earth.
94	A dozen shallow graves lie empty in the courtyard, with spades sticking out of the adjacent mounds of soil.
95	A wooden rack holds metal apparatuses resembling unwieldy helmets with restrictive mouthpieces. An iron ring with clasp connects the device to a steel neck brace.
96	A poster outlining several prison rules decorates the door to the mess hall.
97	A single pump well provides water in the mess hall, spitting out dirty water when pumped.
98	A filthy kennel stands fenced off at the rear of the central prison complex.
99	A row of wooden pegs adorns the walls; some pegs hold damp, muddied cloaks.
100	The broken handle of a sundered sap lies on the common area floor.

PRISON BREAK: MINOR EVENTS

Use this table, to generate minor events during the prison break. Ignore inappropriate results and simply re-roll.

D%	
01-02	A trio of guard dogs bark wildly whenever something passes close by.
03-04	A guard peers into a cell and counts its occupants.
05-06	A team of prisoners silently scrub the mess hall floors, overseen by a guard with a sap.
07-08	A crowd of inmates walk in a circle around the courtyard, rebuked by guards when they talk.
09-10	Two prisoners make a subtle exchange of goods, disguised as an embrace.
11-12	A guard patrols the ramparts of the outer walls, using a bullseye lantern as a spotlight.
13-14	An inmate suffers a momentary psychotic break, crying and lashing out before being restrained.
15-16	A group of stocky inmates encircle another, smaller prisoner in a threatening manner.
17-18	A prisoner taps a rhythm on the side of his cot.
19-20	Wind rushes over the prison, blowing out lights and sending a chill through the complex.
21-22	The crack of a whip sounds from behind a door, followed by an agonized cry.
23-24	A trio of prisoners laugh loudly amongst themselves, while others cast them dark looks.
25-26	A group of chained prisoners pile work tools into a heavily guarded, pony-drawn cart.
27-28	Two cell mates practice boxing, one holding up a lumpy pillow as a bag for the other to strike.
29-30	A small group of inmates crowd together to watch a mouse that has been taught to do tricks.
31-32	A prison volunteer wheels a cart of hot food around the cells, accompanied by four guards.
33-34	A recognizable noble pays a visit to his incarcerated friend.
35-36	Two guards speak to a well-dressed man in hushed voices.
37-38	A shriek from an unknown source echoes through the prison.
39-40	Six inmates' corpses are piled onto a cart and wheeled off the premises.
41-42	A priest visits each cell to talk to prisoners and perform prayers of redemption.
43-44	The guards mobilize to find a missing inmate.
45-46	A bloodied prisoner returns from interrogation barely able to stand or speak.
47-48	A trained hawk circles over the prison before returning to one of the towers.
49-50	A wagon loaded with food, building supplies and ammunition arrives at the front gate.
51-52	Guards oversee a religious ceremony performed by some of the inmates.

53-54	A guard begins loudly berating an inmate, who stands in silent yet unyielding defiance.
55-56	One inmate sits against a wall, hugging his legs and quietly weeping.
57-58	A stone comes loose from a wall, and falls to the ground with a clatter.
59-60	A team of construction staff work at repairing several damaged doors and structural beams.
61-62	An unusually savoury-smelling mist wafts from the kitchen through all the common areas.
63-64	An excavation team digs multiple holes around the prison grounds for unknown reasons, supervised by the warden herself.
65-66	An inmate starts a brawl with a guard, and is quickly overpowered (but not before maiming the guard's face in the process).
67-68	An entire row of prisoners begins singing the same cryptic song.
69-70	Guards in the perimeter towers have a loud altercation with someone outside the prison.
71-72	An inmate cautiously removes a stone from the floor of her cell, revealing a small tunnel she proceeds to continue digging.
73-74	Two guards neglect watching the nearby prisoners, instead tinkering with some new novelty brought in from outside.
75-76	An inmate discretely whispers with a guard in a shadowy place.
77-78	A noisy bustle comes from the common areas in the middle of the night; some guards' voices can be recognized, but no inmates' voices.
79-80	A soldier arrives to recruit inmates into serving the army, questioning the prisoners and checking their records with administration.
81-82	A cloaked figure whispers to a handful of prisoners and several guards.
83-84	One inmate voraciously consumes his rations in the mess hall like a starving beast.
85-86	One inmate is discharged from the prison, leaving the facilities while her comrades cheer.
87-88	One literate inmate reads a book aloud to the others in his cellblock.
89-90	The fire pit in a common area goes cold, leaving it pitch black and freezing cold.
91-92	One inmate twitches and shivers, muttering to herself intermittently.
93-94	A guard has a sudden, violent outburst at an inmate, accusing him of watching every little thing the guard does.
95-96	A section of the roof collapses with a clatter.
97-98	Several prisoners lift heavy objects, in an effort to build muscle.
99-100	A guard has an entire cellblock line up, dousing them one by one with frigid water to clean them before sending them back to their cells soaked.



PRISON BREAK: PRISONERS

Use this table, to generate details of those in prison. Ignore inappropriate results and simply re-roll.

D%	
01-02	Kenwa (N male human) prepares food in the kitchen, having worked as a cook before being charged with trafficking drugs.
03-04	Elia (CN female human) insists she is innocent; the local thieves' guild framed her as punishment for her freelance work.
05-06	Menkar (LG male half-orc) never speaks, but frequently intervenes to protect smaller inmates from bullies.
07-08	Ginthree (CE female gnome) manages the prison's contraband smuggling ring by bribing most of the staff.
09-10	Hanston (NE male human) leads the Red Stripes, a gang identifiable by the scars along their left forearms.
11-12	Hermi (NG female dwarf) eagerly awaits her release, just one month away.
13-14	Beven (N male halfling) cautiously avoids the guard called "Greaves," whom he's convinced is out to get him.
15-16	Nenwith (LE female human) waits patiently and confidently for her organized crime contacts to bust her out (while refusing to acknowledge their work put her here).
17-18	Getruk (NG male half-elf) poses as a minor offender even though he's innocent, since being in prison keeps a roof over his head.
19-20	Jymrellaty (N doppelganger) relishes the chance to use many identities on both sides of the bars to manipulate prison economies, build or destroy relationships and organize or expose riots.
21-22	Brenna (NE female human), previously a guard, now joins the inmates she once supervised after she was caught smuggling contraband for them.
23-24	Nolson (CG male halfling) fears Hanston and the Red Stripes (see 09-10), since he was imprisoned for stealing from their associates.
25-26	Laramée (CN female gnome) knows exactly how to get the male guards to do whatever she wants, although she has little patience for her fellow inmates.
27-28	Prestor (CE male dwarf), a twitchy fellow with a patchy beard, returns from his fourth mysterious stint in solitary confinement.
29-30	Klumna (N female half-orc) mourns the recent death of Pebbles, her pet mouse, and her wails echo through the prison.
31-32	Ithiris (CN male elf), a former merchant of high-end counterfeits, discretely snitches on the other inmates, in turn receiving some comforts in his cell.

33-34	Klora (LN female dwarf) receives special treatment from the prison staff in return for her help maintaining the building's masonry.
35-36	Yimple (N male gnome) secretly trains the prison's pests and vermin to do various odd jobs, aided by his rat familiar, Crumbles.
37-38	Riss (NG female halfling) is the most musical inmate, frequently singing songs or improvising percussion on hard surfaces.
39-40	Ugnosh (CE male bugbear) enjoys tormenting his fellow inmates, drawing what pleasure he can from their terror.
41-42	Fermelda (N female human) has been incarcerated so long she's abandoned all hope of release; she is angry and gloomy.
43-44	Dunstin (NG male halfling) eagerly tries to befriend other new inmates like himself, since he's intimidated by the veteran prisoners.
45-46	Antaira (LN female elf), a barrister's aid, provides amateur legal advice to inmates who can afford it.
47-48	Kinsten (CN male human) volunteers to clean the waste pits, since he uses them as a means for smuggling contraband.
49-50	Dominique (LE female human) was repeatedly disciplined by Brenna (see 21-22), and now plots a vicious retaliation since her former tormentor is now also a prisoner.
51-52	Kivret (N male human) performs basic religious rites for his fellow inmates, who have begun to see him as a sort of spiritual leader.
53-54	Arsha (LG female dwarf) proudly stands up for inmates she sees as underdogs, making her a frequent target for bullying.
55-56	Taghn (CN male human) organizes and judges games in the common areas, given his impeccable memory for scores and earnings.
57-58	"Grub" (CE female half-orc), an enormous bruiser, has a ravenous appetite and is known to grow violent when hungry.
59-60	Crovum (N male tengu) has a gift for throwing his voice, a talent he frequently uses to vex guards and amuse prisoners.
61-62	Olanti (NG female human) keeps her head down and draws little attention to herself, allowing her to overhear many things the guards say when they forget she's around.
63-64	Arensus (LN male elf) oversees the inmate labour teams, reporting to his supervisors in administration. The other inmates fear his influence, but question his loyalty to the warden.
65-66	Isandr (CE female half-elf) hears whispers urging her to commit terrible acts, including planting damning evidence on other inmates and scribing profane sigils on the walls.

67-68	Kend (CG male gnome) has a knack for making tiny pieces of art out of rubbish he picks up around the prison.
69-70	Jynsi (N female human) acts completely devastated by the burdens of prison life, even though she's only been incarcerated for a few days and her sentence is brief.
71-72	Karpan (LN male dwarf) receives the most visitors, since his extended family regularly stops by to update him about their efforts to exonerate him.
73-74	Avra (LG female human) anxiously worries about her young children at home, approaching guards and inmates alike for information or communication.
75-76	Senom (CN male half-elf) worked as a master document forger before he was apprehended, but is ill suited to the manual labour required of him.
77-78	Melshe (N female human) leads a group of burgeoning weightlifters in daily exercise regiments.
79-80	Vrentil (LE male kobold) frequently antagonizes gnome inmates with surprisingly articulate, creative insults.
81-82	Benlet (LN female halfling) is surprisingly social with several guards, who talk to her almost as though she were an equal rather than an inmate.
83-84	Molar (NE male half-orc) has a knack for playing psychological games with the other prisoners, slowly making them paranoid and violent with his whispering.

85-86	Zalia (LG female elf) frequently spins utensils, tools and other small items between her fingers when the guards aren't looking, belying what could prove to be lethal dexterity.
87-88	Finiv (N male gnome) has given way to despair, constantly saying depressing things during the day and crying himself to sleep at night.
89-90	Rintioli (LE female half-elf) has been closely and carefully watching the routines of several guards, repeating them softly to herself to commit them to memory.
91-92	Tarmol (LN human) hasn't eaten in days; whether he is quietly protesting something or suffering some other torment that stymies his appetite remains unclear.
93-94	Hanla (NG female human) came to prison pregnant and is due to give birth imminently.
95-96	Frior (NE male halfling) makes it his business to know every other inmate's story and interests, making him a master of blackmail.
97-98	Jenma (CN female gnome) tries to use "magic" to make prison life easier, but only knows romanticized rituals from folklore rather than actual spells.
99-100	Rezlev (LE male human natural wererat) compulsively scratches his hairy arms and shoulders while muttering to himself.



PRISON BREAK: HOOKS, COMPLICATIONS & OPPORTUNITIES

Use this table, to determine what opportunities or complications the PCs encounter during the prison break.

D20

1	A new prisoner arrives, secured in a chained box wheeled in on a cart by a full retinue of guards. The soldiers take the prisoner directly into solitary confinement, a cumbersome process that draws several guards away from their posts.
2	A torrential storm engulfs the prison, extinguishing lights, flooding tunnels and exposing weak points in the fortifications with its whistling winds.
3	Multiple bloodcurdling screams come from the interrogation room; several guards abandon their stations to investigate.
4	One of the better-connected prisoners discretely distributes shivs to his comrades.
5	The guards barricade the cellblock doors when the inmates begin getting out of control.
6	The warden unleashes her flesh golem, which she kept locked in her office in case of emergency.
7	Several of the prisoners exhibit symptoms of slimy doom, driving guards and inmates alike into a panic and resulting in their cellblocks being quarantined.
8	A gang of nearly a dozen inmates subdue one of the cruellest guards, hauling him off someplace private to exact their revenge.
9	Several prisoners arm themselves with burning logs from the fire pit, setting anything they find in the prison aflame.
10	Archers in the guard towers begin feathering anyone that comes within a hundred feet of the outer wall.

11	One of the prisoner's escape tunnels inadvertently opened into a larger network of undiscovered passages. Many of these paths lead deeper into the earth, rather than away from the prison.
12	One prisoner grabbed a ring of keys for his entire cellblock, but the guards are hot on his tail.
13	One prisoner breaks down into a screaming panic, threatening to alert all the guards before the prisoners are prepared to repel them.
14	An outside infiltrator quietly slits a guard's throat, unlocking a nearby cell before sneaking away.
15	Several prisoners turn against their own, fighting gang rivals amid the chaos.
16	Reinforcements from the city watch arrive at the perimeter gate, locking down the premises and blocking most avenues for escape.
17	One prisoner claims there is a secret sewer grate at the rear of the mess hall kitchen.
18	A group of prisoners bring down a guard officer. They grab his keys and run toward where they believe the administrative office is, cheering about treasure and revenge against the warden.
19	One massive guard in heavy armour brandishes a halberd dripping with blood. Dozens of prisoners lie bleeding at the warrior's feet.
20	A band of prisoners rush in clumsily carrying armfuls of weapons stolen from a guard room.



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