

CAF-3

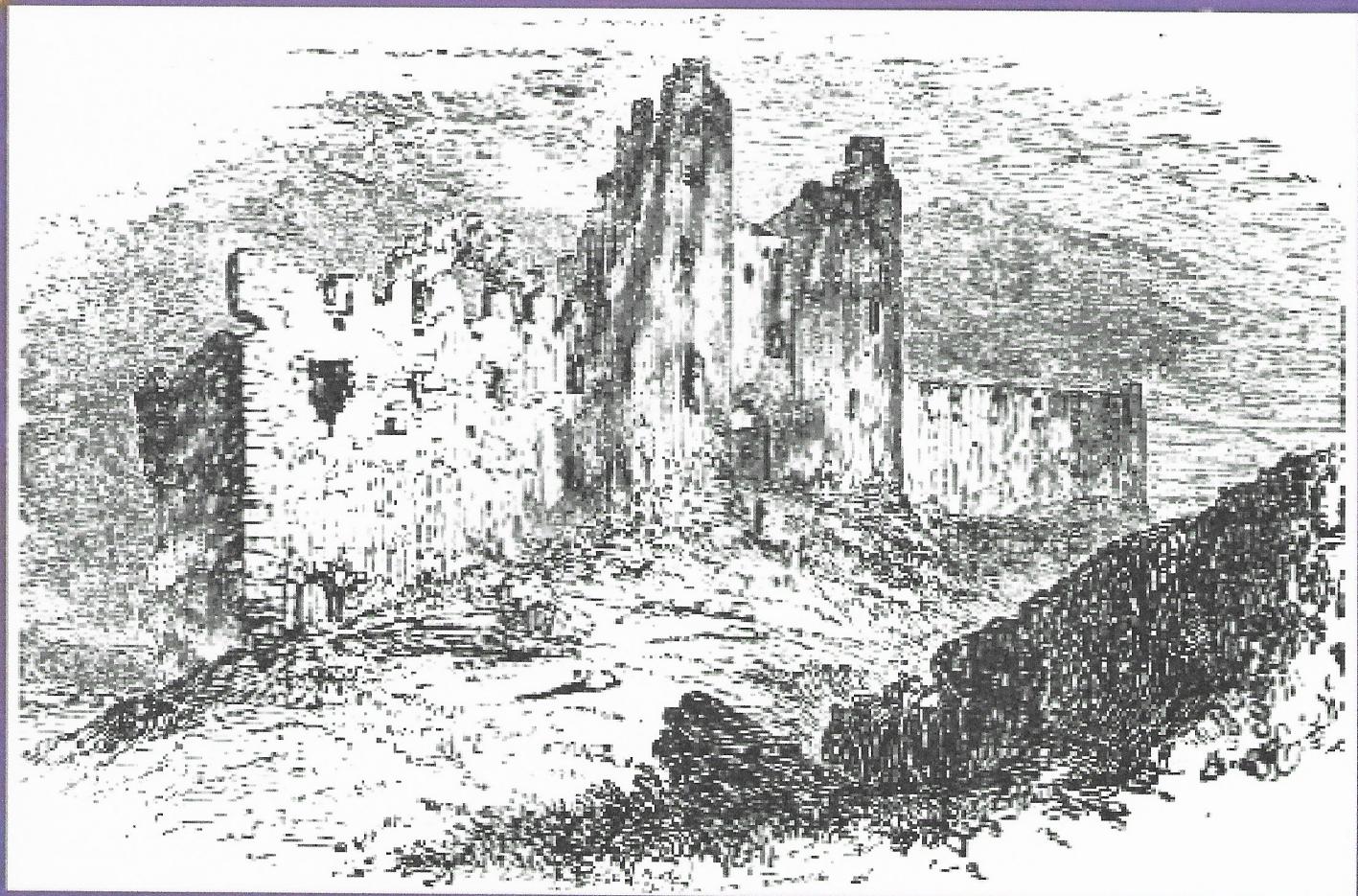
DUNGEONS & DRAGONS®
FOR
BASIC SET

Module CAF-3

Escape from Daggerpoint

By Chris Larr & Brandon Gallant

AN ADVENTURE FOR CHARACTER LEVEL 0



Captured! You have been brought to the infamous Daggerpoint Prison to serve out your sentence. With only your wits and a limited skill set, you need to survive – and thrive – in the unique environment forced upon you. Your actions alone determine your fate. Escape or perish!



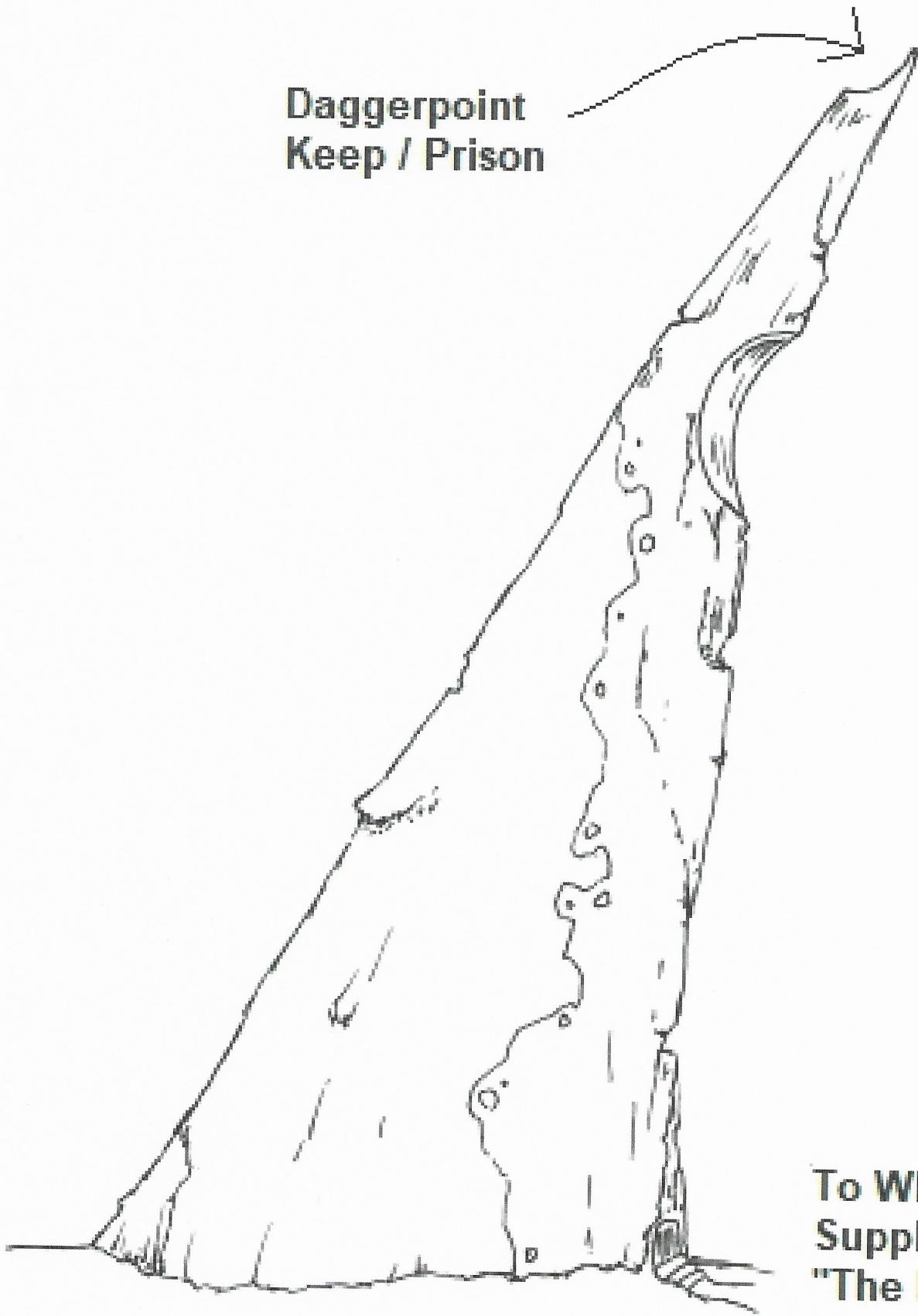
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Daggerpoint Island

Daggerpoint
Keep / Prison



To Wharf and
Supply Ship
"The Red
Hound"

MODULE CAF-3

ESCAPE FROM DAGGERPOINT

Gaptured! You have been brought to the infamous Daggerpoint Prison to serve out your sentence. With only your wits and a limited skill set, you need to survive - and thrive - in the unique environment forced upon you. Your actions determine your fate. Escape or perish!

DM NOTE

Escape from Daggerpoint is not designed for the novice player in mind (although a person new to RPGs can certainly be successful with enough brains and moxie). To survive and escape, players will need to utilize politics (especially the all-important inmate social ladder), cunning, bootlicking, exploration, intimidation, bribery, and perhaps even a little bit of luck. However, the most important attribute players can bring to the table (both proverbially and literally), is teamwork.

Starting out as Level-0 Characters with only rudimentary class-based skills, it is absolutely essential that players work together for their mutual benefit and success. Escaping Daggerpoint will not be easy (and it was not designed to be so). Furthermore, players who do not take the challenges and adversaries presented in the adventures seriously will most likely end up dead. Instead of a linear or story-driven adventure, *Escape from Daggerpoint* presents players with an open playground from which to explore, interact, and overcome. There is no single avenue of escape. In fact, while most "level 0" modules end with the players beginning at level 1, *Escape from Daggerpoint* will allow player-characters to emerge at even higher levels based on their actions, successes, and outcomes.

Of course, in the end, players will want to escape the hellish conditions that is Daggerpoint. There are multiple options available to them, including (but not limited to) the following:

* Bribing and/or blackmailing prison staff (there are plenty corrupt prison staff and guards to be found with enough observation and patience).

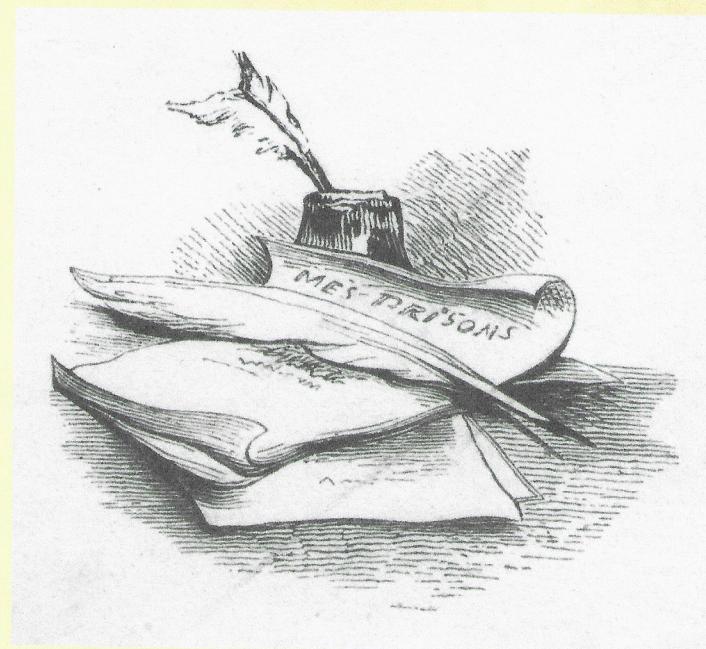
* Inciting a prisoner riot (in fact, two rival prison gangs exist, The Nine Tails and The Spiked Gauntlet, to facilitate this endeavor).

* Alternatively, if the two enemy gangs can be united, then a force would exist that would easily rival that of the guards. Tunneling out of Daggerpoint (there are two NPCs, a fixer and an imprisoned blacksmith, who can provide the tools needed to accomplish this objective).

* Careful observation of the prison staff can prompt many useful questions that can lead to potential avenues of escape: When does the changing of the guard occur? When, and by what means, do supplies and food arrive? Are there any internal rivalries amongst the prison staff that can be exploited?

As the Dungeon Master, you are hereby strongly advised to read the adventure several times in advance of play so that you are completely familiarized with the maps, NPCs, and various encounters within (and outside of) Daggerpoint. Furthermore, with regards to the NPCs, play them as designed (for example, treat the warden Aurelian as a cunning master manipulator – he's not an idiot, so don't play him as one. Treat Erdowan the Enforcer as a brutal Chief Guard who has absolutely zero qualms about brutally slaying any problem prisoners).

Your players won't give you any quarter. Return the favor!



BACKGROUND

The island of Daggerpoint was once, long ago, a strategic citadel. Long since decommissioned, Daggerpoint Keep was overhauled and began a new life as Daggerpoint Prison. Located high atop Daggerpoint itself and accessible only through a series of corridors dug down to the base of the peak to the island's only wharf, the prison is nigh impossible to escape.

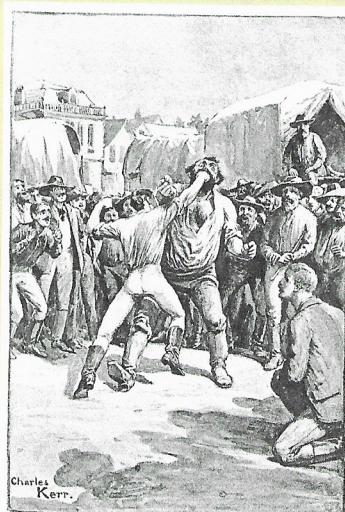
The PCs have found themselves accused of various crimes and, regardless of innocence or guilt, they have been sentenced to spend the remainder of their wretched lives as inmates of the infamous prison. Now, having been herded off 'The Red Hound' the only ship authorized to make port at Daggerpoint, the unfortunate PCs are ushered through the giant stone doors into the Grand Entrance for prisoner intake procedures.

NEW ITEM: PRISON ALCOHOL "PRUNO"

'Pruno' is an illegal but easily obtained contraband within Daggerpoint Prison. Used as both a currency and a distraction, the term 'Pruno' is the colloquial reference to any fruit-based home-brew. Pruno can be made by mixing sugar and the juice of most fruits in a jar or container and then leaving it (usually buried in the yard) until the mixture ferments. The trick in brewing Pruno comes from the practice and skill required to brew something that doesn't taste like complete garbage.

- 1 Sip - Slight Intoxication (Bravery +1, Morale +5%, Int. -1, Wis. -1) Recovery Time: 1-2 Hours
- 2 Sips - Moderate Intoxication (Bravery +2, Morale +10%, Int. -3, Wis. -4, Dex. -2, Cha. -1, Atk. Dice -1, HP +1) Recovery Time: 2-4 Hours
- 1 Glass - Great Intoxication (Bravery +4, Morale +15%, Int. -6, Wis. -7, Dex. -5, Cha. -4, Atk. Dice -5, HP +3) Recovery Time: 4-6 Hours
- If more than 1 Glass is ingested, the drinker becomes comatose and will sleep for 7 to 10 hours.

As time passes, the affected person moves upwards in intoxication level.



DAGGERPOINT MAINTENANCE AND PRISONER INTAKE CORRIDORS

1 - GRAND ENTRANCE

Hewn directly out of the rock itself, this room exudes oppression. The cavern ceiling extends at least 100 feet up and light bounces off crystals set into the ceiling mimicking stars of the night sky. Four large marble statues dominate the room, each representing a figure – a winged celestial being of great beauty, a demonic creature with horns and a whip, an old man in a tattered robe, and a paladin in full regalia.

Prisoners and supplies are both funnelled through the same entrance for the simple fact that this IS the only entrance into Daggerpoint Prison. The door to the outside is heavy stone (Open doors on a 1 only)

Day or Night, there are always 2 'Average Prison Guards' on duty. In addition, during prisoner intake, Both Aurelian and Erdowan, as well as 4 extra guards will be found here. During receiving of supplies, Ferand (50%) or Fergus (50%) will be found here, as well as 6 extra guards, who will help load carts for the long climb to the keep.

2 - INTAKE CHAMBERS

Two small 10' square rooms, separated by a curtain, comprise the prison's intake system. A prisoner is escorted into the room where they are bade (or forced) to remove all clothing and personal items, which are 'received' by a guard. Prison clothing is provided, and prisoners are shackled at this point. Personal items are placed in a 1' square box, labelled with the prisoner's name, anything larger is taken separately. It is explained at this time that the box is magically sealed so that no one but the prisoner can access the items within. This is a blatant lie.

The boxes are not magical, and the items inside are held for about a year before being dumped, sorted / picked through for valuables, and then shipped back to the mainland to be sold as cheap adventuring equipment. The reason for keeping items for a year is twofold. One, this allows for 'mistaken' prisoners to easily regain their equipment before leaving – the only time prisoners actually leave – and two, because by year end, the intake storage room is usually full and in need of clearing out.

The practice of prisoner possession theft is, strictly speaking, illegal, but is tolerated by the warden because it keeps the guards in line and prisoners are generally expected to die within the walls of Daggerpoint and thus won't be needing their gear again.

DM NOTE: Prisoners are blindfolded and shackled within the intake chambers. Blindfolds are not removed until prisoners are within the prison proper. Shackles are removed once prisoners are in their cell.

3 - INTAKE STORAGE ROOM

The walls here are covered in shelves, which, in turn, are filled with identical 1' square boxes. A small table and weapons rack sit in the middle of the room.

PCs will invariably recognize these boxes as intake boxes. There are about 50 boxes and, at any given time, about 20 will be full – the rest having been ransacked and emptied. At any given time, there is a 5% chance of 1D2 'Average Prison Guards' rifling through boxes. Intake box contents can be rolled on the following table:

Box Contents

D20 Contents

- 1 Silver dagger, Potion of cure light wounds, disguise kit, merchant's clothes, 3 GP
- 2 Rags
- 3 Rags, small stuffed bear
- 4 Noble clothes, sap, 15 GP, Silver-tongue Potion (CHA+2, 2 doses, each lasting 1 hour)
- 5 Travelling Cloak, potion of waterbreathing, treasure map
- 6 Rags, Lantern (bullseye)
- 7 A single shoe, 2 daggers
- 8 Rags, a necklace of human ears (+1 STR, -1 CHA)
- 9 Rags, 1 PP
- 10 Rags
- 11 A bag of holding (empty), merchant's clothes, boots of stealth (DEX +1)
- 12 Rags, 2 CP
- 13 Rags
- 14 Tinder Box with Flint and Steel, Leather Armor of Elven design (+1), 5 SP
- 15 Rags
- 16 A wand of summon animal (2 charges left)
- 17 Rags
- 18 Rags, 2 darts
- 19 Simple clothing, Rope, 50 feet
- 20 A small golden locket (600 GP) encased in wax to look like a cheap bauble, Travellers clothes

There is a cumulative 10% chance after each box is opened of 1D2 guards entering the room. If and when this occurs, there is a 30% chance that one of them is Ferand Tamal.

The table and weapons rack hold an array of weapons, armor, and other items too large to fit in the boxes. There is a 15% chance of any specific regular item a character may be looking for. There is a 10% chance that any item found is '+1'

4 - LOWER SECURITY CHECKPOINT

A table and two chairs are the only contents of this sparsely furnished room. A sturdy portcullis barricades the ramp downwards.

2 'Average Prison Guards' man the post, usually asleep or playing cards unless there's a scheduled intake of prisoners or supplies – during which they stand at attention and look as mean as they can. During downtime, PCs have a 20% bonus to stealth-based checks (30% if guards are asleep).

The lever to raise the portcullis is within the small Northern room. The door is locked, one of the two guards carries the key.

5 - DRY GOODS STORAGE

The smell of flour and wheat assault your nose. This room is full of barrels and boxes haphazardly stacked according to some unknown system.

The containers are filled with all manner of dry goods – wheat and flour, but also beans, oats, grains, etc. A keen eye will also catch small caches of feces on the ground and among the foodstuffs kept here. There is a 10% chance Furgus is here collecting ingredients.

If the PC looks, they can rather easily locate 1D4 Giant Rats (AC 7, MV 6", HD 1-4hp, hp 3, #AT 1, D 1-3, *Disease*)

6 - LIQUID STORAGE

This room is floor to ceiling barrels. Inside the barrels are found water, oil – both lamp and cooking, and small beer (for breakfast). A successful search will find two barrels of high end wine hidden in the back. This is the Warden's private stash. There is a 10% chance Furgus is here collecting ingredients.

7 - UPPER SECURITY CHECKPOINT

As in the lower security checkpoint, this room boasts only a table and a few chairs. 2 'Average Prison Guards' are on duty at any given time. They are more alert and changed out more regularly. Each carries a key to one of the two Western rooms. The Southernmost room houses a lever for the portcullis barricading the lower ramp. The Northern room houses a lever to unlock the door to the prisoner staging area to the North.

8 - PRISONER STAGING AREA

During prisoner intake, the blindfold is taken off in this room. It is empty, save for a few dried bloodstains on the wall. During intake, any prisoners who have given the guards problems are chained to the wall and beaten unconscious, waking up in their cell with 1hp. Cooperative prisoners are allowed to stay conscious while being taken from here through the grounds to their cell.

IMPROVISED WEAPONS

Prison 1D4
Shank

Garrote 1D4 / *Strangulation*

Manacles 1D2-1 / *Restrain*

Ball & Chain 1D6+1 (if swung) / -4 Init. if worn

Blackjack 1D2 (5% chance per point of STR to Sap cause unconsciousness if hit in the head)

Whip 1D2 / *Entanglement*

DAGGERPOINT PRISON

This imposing edifice is extremely old and showing slight wear. Halfway from the Staging Area to the Keep Entrance sits a large well about 5 feet wide, almost 100 feet deep. This is 'The Hole' – a place where particularly troublesome prisoners are left, sometimes for days, surviving by drinking whatever rain they may catch and eating only scraps that may be surreptitiously thrown in by passing prisoners tasked with transport to and from the intake area. Prisoners are raised and lowered on a rope slung over a pulley. The rope is removed and kept in the Staging Area when not in use.

1 - KEEP ENTRANCE

Dual portcullis act as a man-trap. Towers directly to the North and South keep boiling oil and archers ready during prisoner intake and when under threat of either riot or from the outside. The mechanism to open the exterior portcullis is on the North tower, the mechanism for the inner portcullis is on the South Tower.

2 - INNER KEEP ENTRANCE

This section serves as a staging area for the gathering of supplies entering and exiting the keep. Flagstones line the floor, giving way to the dirt courtyard in area 6. Most supplies enter and exit the keep while the courtyards are not in use by prisoners, but exceptions may have to be made (or arranged by the Warden) in special circumstances.

3 - NORTHERN GUARD QUARTERS

This room serves as guard quarters for 6 guards, including beds and belongings (kept in locked chests). A locked door to the East leads to the North tower, and stairs lead down to Cell Block I.

4 - SOUTHERN GUARD QUARTERS

A mirror image of the Northern Guard Quarters, This room serves as guard quarters for 6 guards, including beds and belongings (kept in locked chests). A locked door to the East leads to the South tower, and stairs lead down to Cell Block II.

5 - NORTH COURTYARD

This large courtyard serves as an outdoor area for prisoners, during which games of chance, games of skill, brawls, exercise, intrigue, and plotting occur during 'Yard Time'. The dirt floor in this area slopes downward into the South Courtyard – Area 6. Often, items of a prohibited nature are buried here for later recovery at a more strategic time. 3D4 Guards are stationed here during yard time, but luck and a little bribery will avert their gaze at the right moment. The two meals a day offered are served in the western section of the prison and eaten wherever there is space.

6 - SOUTH COURTYARD

A secondary courtyard for 'Yard Time', this area is similarly bedecked with dirt floor and guilt, and boasts a raised platform in the Southeast corner, atop which sits a set of gallows that are used altogether more often than lawfully expected.

On select evenings, this courtyard also hosts the guard's **'Fight Night'**, pitting various prisoners against each other, and often against animals and monsters caged and brought in for just such an occasion.

FIGHT NIGHT OPPONENTS

D100 Opponent

- 1-30 Generic Prisoner
- 31- Random Named Prisoner
50
- 50- 2 Generic Prisoners (2 on 1)
60
- 61- Animal / Monster (see Variant Table)
90
- 91- Generic Guard
95
- 96- Random Named Guard (except for Aurelian, Erdowan, or Amadar)
99
- 00 Erdowan "The Enforcer"

ANIMAL / MONSTER VARIANT

D6 Opponent

- 1 Giant Rat
- 2 Giant Spider
- 3 Dog
- 4 Boar
- 5 Kobold
- 6 Goblin

WEAPON

D100 Weapon

- 1-50 None (Bareknuckle Brawling)
- 51-60 Handaxe
- 61-70 Spear
- 71-80 Pair of Daggers
- 81-90 Whip
- 91-00 Shortsword & Shield

7 - NORTHWEST TOWER

This room is sparsely furnished with a single chair, wherein a guard sits during yard time. The stairs lead down to Cell Block III.

8 - NORTHEAST TOWER

Mirroring the Northwest Tower, This room is sparsely furnished with a single chair, wherein a guard sits during yard time. The stairs lead down to Cell Block IV.

9 - KITCHENS

The entire South wall is overtaken by a massive fireplace and oven. The East wall is covered in hanging pots, pans, and various cooking utensils to be plucked as needed. A large table dominates the centre of the room. Those prisoners who have been given kitchen duty spend most of their day here, preparing meals. As a reward, they are given larger helpings at each meal. At any given time, there are 3D4 prisoners working in this room, overseen by 2-3 guards. There is a 90% chance that Fergus, the prison cook, is busily overseeing preparations.

10 - PRISON LARDER

This room is floor to ceiling with shelves. The room is cooler than usual, and the floor is dirt, rather than flagstone. Cured meats, fruit and vegetables, flour, spices, grains, etc.

A small room to the North serves as a fridge/freezer, wherein hangs fresh meat of dubious origin.

11 - RECORDS OFFICE / ALCHEMIST LAB

This room has a dual function – as a records lab, it holds an immense number of neatly filed scrolls outlining prisoner dossiers, financial documents, inventories, etc. The other function is a small alchemical lab, focusing on minor healing and basic first aid. (Amadar makes a successful healing potion 50% of the time, otherwise, it works as a minor poison.)

The room is jointly shared by Ferand Tamal, the prison accountant, and Amadar, 'The Red Wizard'. The two absolutely hate each other and often come close to blows over trivial matters, requiring stern words and threats by the Warden, Aurelian to cool them off again. There is a 50% better chance at any attempt to persuade either Ferand or Amadar to plot or act against the other.

12 - WARDEN'S OFFICE

Tucked beyond the Records Office / Alchemist Lab, Warden Aurelian relies on the magic of 'The Red Wizard', Amadar, to stop intruders from entering. Believing his office door to be magically protected (it isn't) and magical alarms are in place to inform him if attempts are made to enter (they aren't), Aurelian feels perfectly safe plying his trade – the cunning and often brutal justice required to run Daggerpoint Prison.

13 - SOUTHWEST TOWER

This room is sparsely furnished with a single chair, wherein a guard sits during yard time. The stairs lead down to Cell Block V.

PRISON JOBS

Prisoners are often given jobs, as the guards refuse to do the dirty work and would rather use the ample slave labor at their disposal. Time working helps garner friendships with other inmates (and guards) as well as allowing access to tools, etc. that may be used in 'other endeavors'. Jobs could include: Janitorial, cooking, masonry / repair, gardening, and grunt work (hauling from the supply ship to prison stores)

CELL BLOCKS

Each cell block is identical, consisting of 12 cells hewn into the rock. Each cell is lavishly furnished with an itchy wool blanket (10% chance of the blanket being infested with fleas or lice, DM's choice) and a foul smelling 6 inch hole in the corner for relieving oneself. Cells are double occupancy.

The southern wall of each cell block boasts a single, much larger cell, containing an actual bed, clean blanket, an actual privy in the corner, and some special allowances by the guards. Currently, those cells are occupied by Struntaah (Block I), Brutanax (Block II), Miska (Block III), and Elspaeth (Block V), the cell in Block IV is currently empty.

GAMBLING IN THE YARD

Prisoners and Guards often engage in gambling to pass the time in the Yard. Since hard currency is scarce, betting usually consists of items - or favors.

"SNAKE EYES"

2 Dice per player (made from bone of dubious origin)

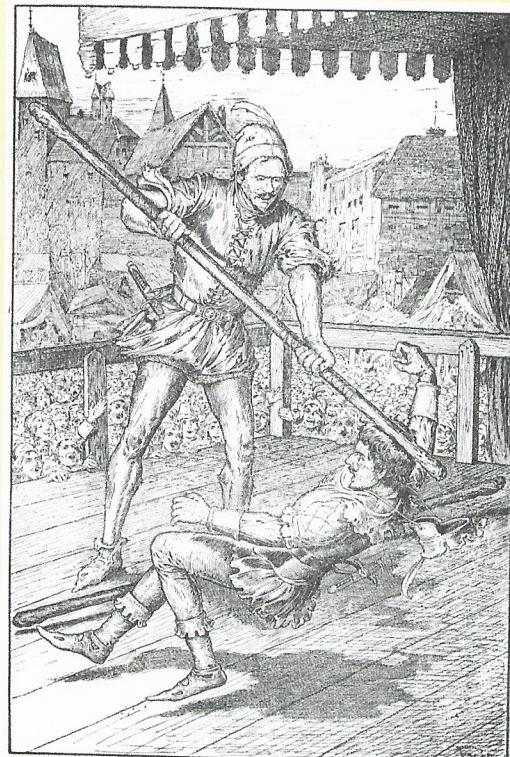
Roll and Hold '1's.

Both players roll together. 1st player to roll 2 '1's wins.

Betting occurs between each round.

"THREE PEAS AND A PEPPERCORN"

More a prison scam than a game, three peas and a peppercorn are hidden under shells, the positions of the shells are shuffled by the dealer, and the player guesses the placement of the peppercorn. This can be sorted via Slight of Hand, WIS vs. DEX, or a straight guess (25% chance)



RANDOM ENCOUNTERS

Daggerpoint "Wandering Encounters" Fate, particularly the cruel variety, is an all too common occurrence at Daggerpoint. No matter how hard one tries to keep their head down and maintain a low profile, there's always someone looking to cause trouble, exploit the unwary, or terrorize the weak. Inmates in the hell that is Daggerpoint must always be vigilant and ready! The following is a list of random "wandering" encounters that the Dungeon Master can use when needing to up the challenge, keep the players on their toes, or add a bit of maliciousness towards the player-characters. System: The DM has the option of either rolling randomly or can JUST arbitrarily choose based on the appropriateness of the situation and/or the current state of the PCs. This is a basic template of events that can occur. It is up to the DM to flesh out the encounter, and respond to PC counter-actions, accordingly.

FRAMED!

1. There is a rumor that someone stole a dagger from Struntaah (leader of the Spiked Gauntlet)... and the gang leader is furious, looking for the culprit. In many ways, this dagger was his symbol of office and there is NO way he can tolerate the slight! Things for the PCs turn dire when confronted by a small crew out of Spiked Gauntlet gang members (4 members, armed with shanks and chains) who have been systematically shaking down prisoners for the dagger... and the dagger is found, unbeknownst to the PC, on their person (Lonnie "Lightfingers" stole the dagger, but when the heat was on, he "deposited" it on one of the hapless PCs).

THE RINGER

2. Ebbin, the guard who runs the officially unofficial gambling ring approaches the PCs with an offer (an offer they can't refuse). In 2 days time, there will be an arranged fight, one-on-one, in the Pit... against Brutanax! For most prisoners, including the unlucky PC, this would be a brutal, bloody death sentence. However, Ebbin has a scheme that involves betting on the PC (naturally, the odds are against the PC, so if the PC wins, Ebbin stands to make a tidy profit). Ebbin agrees to share a percentage (subject to negotiation, roleplay it) of the wins. And it must appear as if the PC won legitimately, or the gig is up! There really is no refusing the offer, unless they want to make their life a living hell by turning down the wily prison guard (Ebbin will be very "persuasive" in his efforts to gain the 'enthusiastic support' of the PCs). The PCs have three days to figure out how to win a fight against a fearsome opponent! Options include (but are not limited to) getting Brutanax drunk/drugged before the fight, hiring a gang to rough up (and reduce the hit points of) the Half-Orc, or convincing Alacade the Innocent to bless the PC, thus giving them an edge.

BLOW THE MAN DOWN

3. The ship, 'The Red Hound', is docked (for 96 hours) and delivering supplies and a fresh batch of prisoners to Daggerpoint. It is not uncommon for the crew to have some downtime at the prison (Aurelian treats Captain Attalan and his crew very well, always hosting a big party when they dock - alcohol, tobacco, prostitutes, gambling on Pit fights, etc.). However, this time, the PCs are approached by Ulrich Crawhak, the First Officer of 'The Red Hound', with a startling offer: Kill Ferand Tamal! Kill the Half-Elven Prison Chief-of-Staff before 'The Red Hound' departs and Crawhak will arrange for them to leave with him (claiming, rightfully so, that he can easily have them smuggled out). Crawhak only has two conditions: (1) It must either look like an accident or manage to frame someone else, (2) They have to acquire Tamal's book (where the Chief-of-Staff records the personnel, logistical, and financial information of Daggerpoint Prison. In essence, it is an extension of Tamal). Plot Twist: Amadar has hired Crawhak to dispose of his rival and obtain the book for himself. If, and how, this is discovered is up to the Dungeon Master.

THIRD PARTY POLITICS

4. The tense rivalry between the Nine Tails and the Spiked Gauntlet gang has sparked into a war! Brutal flights and assaults have left many dead on both sides. Even Erdowan is hard pressed to maintain control. Days of intense fighting have left both gangs depleted and it is at this time that the PCs are approached by the most unlikely of individuals, Maeloth Telvna, the Drow Elf! Months of being brutalized by both gangs, Telvna sees the opportunity he's been waiting for: To take advantage of the discord, form a new gang, and dispose of his rivals. He promises the PCs that they will be in positions of authority, under him, and they can be the penultimate power within the prison. The Drow Elf believes that between his innate spellcasting abilities, Drow cunning, and the PCs raw enthusiasm, They can strike while the iron is hot in rule the prison! The PCs will be tasked with recruiting other members to their gang and leading a simultaneous strike against both rival gang leaders: Struntaah and Miska. The PCs will go after one and Telvna's squad will go after the other. The DM wishes to add fuel to the proverbial fire, then have the PCs be approached by a very eager Jakovus, the insane serial killer, during the "recruitment phase" of their plan.

OTHER ENCOUNTERS

Daily life at Daggerpoint Prison is dangerous and unpredictable. At the DM's discretion and the players' actions, other plot lines and intrigue may form and play out. For example: A Prison Riot, A Lockdown, A Missing Prisoner or Prisoner Death, A vie for leadership of one of the rival gangs, an escape attempt by an NPC, New prisoner arrival, an exterior emergency (necessitating the rationing of food / water, loss of yard time, etc.), Tunnelling leading to a previously forgotten room or cavern, etc.

Let creativity reign supreme, and play up the fears and paranoia of the players!

APPENDIX 1 – NPCs



M Note: This list is to provide the basics for character interactions and encounters within the prison. It is the DM's responsibility to flesh out additional details, equipment/possessions, and attribute modifiers.

Keep in mind that each character has their own goals and objectives, and are willing to work with (or against) the PCs in order to accomplish them. Consider level 0 characters non-proficient in the use of weapons.

THE LAW

		Class &		Character Notes							
Name	Race	Level	HP	Str.	Int.	Wis.	Dex.	Con.	Cha.	Align.	
Aurelian	Human	0	4	7	16	15	6	14	15	LN	The Warden. Controls the prison through a combination of raw force, sheer brutality, and exquisite cunning (for example, Aurelian is aware of the rival gangs and, in fact, plays them off one-another). While seemingly corrupt, he is actually an efficient warden who keeps the criminal element both subjugated and isolated. Within the walls of the prison, Warden Aurelian's word is law!
Erdowan	Dwarf	F3	27	17	8	11	12	18	13	LE	The Warden's chief enforcer. Erdowan keeps order in the prison by means of a closed fist and a very sharp axe. A tough-as-nails fighter who even keeps Brutanax in check. Wears studded leather and wields a +1 Battle Axe. When Erdowan walks into the prison yard, EVERYONE gives him a wide berth!
Amadar	Human	0	3	3	11	5	14	4	17	CN	A failed Magic-User apprentice who is passing himself off as a majestic and powerful wizard. He dresses and acts the part (and is smart enough not to overplay his hand). Amadar knows 4 cantrips (but can only memorize 3 per day): Bluelight, Chill, Firefinger, and Smokepuff. Amadar possesses a Wand of Paralyzation with only 4 charges left (an item he stole from his teacher before leaving his apprenticeship). He also has a quarterstaff (which he uses as part of his act, but doesn't know how to properly wield it) and a dagger (for personal protection, but once again, isn't proficient in it). Amadar secretly covets the position held by Ferand Tamal and wants to replace him (although he is nowhere near as competent or capable as the Half-Elven chief of staff). Any viable opportunity for Amadar to undermine Ferand, he will jump on it.
Ferand	Half-Elf	0	4	5	17	14	14	10	14	LN	Ferand is the prison's accountant, quartermaster, and chief of staff. It is Ferand who keeps the books, pays the salaries, maintains the equipment, and counts inventory. There isn't a stone that exists in the prison that Ferand hasn't already catalogued. Ferand is also the chief of staff. If there is an order to be given in the prison, it is usually handed down from Aurelius, through Ferand. In many ways, Ferand is the face of the prison. Ferand is extremely intelligent and actually knows more as to the 'nuts and bolts' of the prison than Aurelius. While he lacks the political wiles and Machiavellian mindset that Aurelius has, he is more than capable of running the prison in Aurelius' absence. Together, the two make a very capable team. Furthermore, he is loyal to the Warden and would never betray him.

THE LAW CONT.

Class
&

Name Race Level HP Str. Int. Wis. Dex. Con. Cha. Align.

Character Notes

Average Human	0	4	11	9	9	10	11	11	Varies (Mostly Lawful)	Level 0 humans who wear padded armor and armed with either a short sword or short bow and dagger. While barely proficient, they are trained by Erdowan to be minimally competent in the performance of their duties. Most are loyal to the Warden or Erdowan, but several are corrupt and open to bribery and other forms of graft (short of letting anyone actually leave the prison).
Fergus	Human	F1	9	15	6	4	12	17	3	CN
Murvin	Human	0	3	6	13	9	11	10	10	CN
Ebbin	Human	0	4	11	14	9	11	10	13	N

WARDEN FAVORS

If the PCs manage to ingratiate themselves with key guards (or find themselves in trouble over their heads!), they might eventually find themselves being asked to do a favor for the Warden. These favours will invariably require planning, plotting, scheming, adapting to unforeseeable obstacles, danger, etc. Rewards might include moving the PCs to one of the larger cells, extra food, a free pass from the guards for some crime, the allowance of some key contraband item, etc. Favours might include:

- * Obtain an item not legally obtainable by the Warden
- * Kill another prisoner

- * Fight in the guard fights (win or lose a specific fight)
- * Kill a specific guard
- * Reclaim a stolen possession
- * Frame another inmate for something
- * Gain the ear of the leader of one of the gangs (and subsequently become a mole)
- * Cause a riot (to cover for some questionable guard action)

DM Note: This list is to provide the basics for character interactions and encounters within the prison. It is the DM's responsibility to flesh out additional details, equipment/possessions, and attribute modifiers.

Keep in mind that each character has their own goals and objectives, and are willing to work with (or against) the PCs in order to accomplish them. Consider level 0 characters non-proficient in the use of weapons.

THE INMATES

Name	Race	Level	Class &								Character Notes
			HP	Str.	Int.	Wis.	Dex.	Con.	Cha.	Align.	
Brutanax	Half-Orc	F2	18 (21)	18	4	3	9	17	3	CE	The massively muscular, but dull and dimwitted bully of the prison yard. Loves to pick fights and torment weaker inmates. Universally feared amongst the prisoners.
Alacade the Innocent	Human	C1	8	13	11	16	15	14	17	NG	Cleric who was wrongfully imprisoned by a rival church. Ministers to other inmates. Typically memorizes Cure Light Wounds, Create Water, and Sanctuary. Because of Alacade's compassion, willingness to cure injuries, and create water, no prisoner dares allow harm to come to him.
Finneger	Halfling	T1	5	8	10	9	17	10	12	CN	Thief who was caught red-handed stealing from the royal treasury. Desperately wants to escape (but has a ball & chain shackled to his left ankle to prevent this).
Struntaah	Human	F1	11	15	9	7	7	15	9	CE	Leader of the <i>Spiked Gauntlet</i> prison gang. Fairly tough and knows how to fight dirty. Always looking for new recruits (and doesn't take kindly to being told 'No').
Miska	Human	T2	9	7	17	5	12	6	14	CE	Leader of the <i>Nine Tails</i> prison gang. Physically small and scrawny, but makes up for it in cunning and deceptiveness. Believes brains, not brawn, wins battles.
Elspaeth	Half-Elf	O	3	6	16	14	11	9	17	LN	Eloquent and charming. A fixer who can seemingly acquire almost anything or any service for the right price (whether it be currency, information, or a service). Several guards are on his payroll, offering him protection and basic comforts (such as his own, personal prison cell). He honors his agreements to the letter. He maintains neutrality between the two rival gangs, but handsomely profits off of both of them.
Craggenmoor	Human	O	6 (69)	18	8	8	5	16	8	CN	A skilled blacksmith who was arrested for making counterfeit coins. Good at what he does. Craggenmoor is able to create small, makeshift wood and metal items (such as daggers) for the right price.
Jakovus	Human	O	5	8	18	3	16	16	18	NE	A serial killer who was caught, imprisoned, and seemingly dwells among the general population. Extremely intelligent and charismatic, but beneath the veneer of civility and learnedness is a sadistic, homicidal maniac. When he strikes, he does so deftly and secretly. Think Hannibal Lecter of the D&D world.
Oberath	Human	O	3	4	11	7	10	9	6	CE	A seemingly regular prisoner except for the fact he secretly works for Warden Aurelian (in exchange for being an informant, Oberath is given covert protection as well as the occasional creature comfort [such as better food, the occasional prostitute, etc.]).

THE INMATES CONT.

Name	Race	Level	HP	Str.	Int.	Wis.	Dex.	Con.	Cha.	Align.	Class &	Character Notes
Maeloth Telvna	Drow Elf	F1	8	12	13	14	17	7	6	CE		A most curious prisoner: Telvna is without a doubt the most hated person in the prison (even more than Brutanax). This Drow Elf was captured during a raid and tossed into the prison where, out of xenophobia and racism, the other prisoners torment and beat him daily. He has no friends and is almost universally hated and feared (except by Alacade who is the only reason he hasn't been killed yet). Telvna can innately cast the following spells once per day Dancing Lights, Faerie Fire, Darkness. Being a Drow, Telvna avoids the sunlight and stays in shadows and darkness as much as possible. He only wants to escape and return to the Underdark.
"Light Fingers" Lonnie	Human	T2	7	9	10	14	17	15	13	CN		"Lightfingers" Lonnie is a petty thief that was caught in the act of attempting to relieve the local Baron of a sack of gold hanging from his belt. Instead of instantly executing the brazen thief, the Baron had him tossed into Daggerpoint (which many consider a fate worse than death). Surprisingly, "Lightfingers" has not only survived, but has somewhat prospered by the judicious application of his thieving skills. The daring thief has zero qualms with regards to robbing the guards and other inmates blind when the opportunity presents itself. There is a persistent rumor (one that Lonnie will neither confirm nor deny) that the former leader of the Spiked Gauntlet prison gang (a sleazy bully named Furstoon) met his fate as a result of "Lightfingers" thievery (after being harassed by Furstoon one too many times, Lonnie stole 2 apples from Brutanax during the night and left them in the former's possession... and then informed Brutanax of how Furstoon stole from him. In a rage, Brutanax killed 2 bodyguards and then crushed Furstoon's skull like an overripe melon). Lonnie is always looking for new inmates (as either gullible marks he can rob blind or wary allies that can further his own endeavors). Which will the PCs be when they meet Lonnie? <i>Thief Skills: Pick Pockets: 40%, Open Locks: 39%, Find/Remove Traps: 25%, Move Silently: 26%, Hide in Shadows: 20%, Climb Walls: 86%, Read Languages: 0%</i>
Average Prisoner	Human	0	2	9	8	4	11	9	8	Varies (Mostly Chaotic)		Level 0 humans who are filthy, underfed, and horribly brutalized whenever they get out of line. Several are infected with a communicable disease or parasite. Most believe that escape is impossible and are content to make the best of their grim situation. Many are in one of the two rival gangs (the Spiked Gauntlet or the Nine Tails).

PRISONER HIERARCHY

Within Daggerpoint Prison, the prisoner hierarchy is the unofficial official pecking order during the PCs stay. Their standing within this hierarchy determines how they react and interact with the various gangs within the prison.

* **Fresh Meat** (New prisoner. Gang leaders will arrange a meeting to assess the PCs' potential, and 'assign' them standing within the hierarchy)

* **Peon** (Gang leaders have found the PCs to completely useless, torturing them for entertainment. This results in -2 Init. when dealing with that gang)

* **Gen Pop** (General Population prisoners. Gang leaders have no interest in the PCs, but leave them to their own devices.)

* **Person of Interest** (Gang leaders have taken a wary interest in the PCs. They might further test them (arranging a brawl during yard time, etc.) before making a final decision)

* **Gang Member** (PCs have actively joined (or been pressed into) a gang. This results in +2 Init. in actions against the rival gang, but there is a 20% chance of being involved in a brawl with rival gang members during yard time. Expected to complete favors for Enforcers and the Gang Leader.)

(Continued on next page)

DM Note: These are the crew of the pirate ship, The Red Hound. As previously stated, is the DM's responsibility to flesh out additional details, equipment/possessions, and attribute modifiers. Keep in mind that each character has their own goals and objectives, and are willing to work with (or against) the PCs in order to accomplish them.

Level 0 "Average Pirate" NPCs are minimally trained in a single, chosen weapon and do not receive non-proficiency penalties if using it (e.g. If trained in a hand-axe, the individual receives no penalties, but if grabbing a dagger [or any other weapon], then the penalty will apply).

"THE RED HOUND" - SUPPLY SHIP

Name	Race	Level	Class &		HP	Str.	Int.	Wis.	Dex.	Con.	Cha.	Align.	Character Notes
			Human	F2									
Captain Syrus "Silvertooth" Attalan	Human	F2	16	12	15	11	17	16	16	CN	A pirate who frequently docks his ship The Red Hound to trade, barter, recreate, etc. He occasionally supplies goods and services to the prison (and attempts to haggle every copper piece he can, much to Aurelius' chagrin). He is an experienced seaman, navigator, leader, and can hold his own in a fight (Syrus is armed with a scimitar, dagger, and 6 throwing knives). Syracuse is attractive, eloquent (as pirates go), and speaks with a silver tongue. For a pirate, he is surprisingly loyal to his crew.		
Ulrich Crawhak	Human	F1/T1	9	10	10	6	16	16	12	CE	The First Mate of The Red Hound who is loyal to Captain Syracuse partially out of fear and partially out of greed. So far, Syracuse has been a rather successful captain and as long as the gold keeps flowing, Ulrich has no reason to change things (he's greedy, but not stupid). If offered a significant amount of money or if things on the ship went seriously southward, he would consider betraying his Captain and staging a mutiny (in fact, he even has a couple of deckhands who are on his personal payroll and will follow his every order). Ulrich is armed with a shortsword and a throwing axe. He is missing his left eye and receives a -1 penalty on all 'to hit' missile rolls and a 5% penalty on the following thieving rolls: Find & Remove Traps, Open Locks, Read Languages.		
Average Pirate	Human	0	3	9	5	4	10	14	4	Varies	Level 0 Humans who each possess a unique skill and (Mostly) role on the ship (quarter master, boatswain, deck hand, Chaotic, cabin boy, etc.). Syracuse keeps them happy with grog and tends to silver (he keeps the gold for himself). While not towards trained fighters, they are a capable fighting force when evil) under the direction of Captain Syracuse. Each is armed with either a dagger, shortsword, or hand-axe.		

PRISONER HIERARCHY CONT.

(Continued from last page)

Within Daggerpoint Prison, the prisoner hierarchy is the unofficial official pecking order during the PCs stay. Their standing within this hierarchy determines how they react and interact with the various gangs within the prison.

* **Enforcer** (PCs have been inducted to the inner circle of the gang. They have the leader's ear, and enjoy favors from other gang members. +5 Init. in actions against the rival gang, but there is an 80% chance of being involved in a brawl with rival gang members during yard time.

* **Gang Leader** (PCs have successfully taken over one of the prison gangs **The Spiked Gauntlet** or **The Nine Tails** (or possibly their own fledgling gang!). The Gang Leader is in complete control of the gang - orders to gang members are followed without question, backed up by your enforcers. In addition, a Gang Leader enjoys a +5 Init. +2 atk. AND +1 dmg. in actions against the rival gang. There is an 80% chance of being involved in a brawl with rival gang members during yard time. In addition, there is a cumulative 5% chance per day of being directly attacked in an assassination attempt by a rival gang member some time during the day.

APPENDIX 2 – PRE-GENERATED PLAYER CHARACTERS



lory Awaits! **DM Note:** All “pregen” PCs are level 0. However, unlike most level 0 modules, Escape from Daggerpoint seeks to create interesting characters with a set of decent skills and abilities that set them apart.

Not only will this increase survivability of the characters, but it will make them more enjoyable for the players. This set-up is designed for each player to receive a character that is geared towards a desired class (e.g. If a player states prior to play that they wish to play a cleric, then they would be assigned Janatis).

PLAYER CHARACTER ROSTER

Name	Race	Str.	Int.	Wis.	Dex.	Con.	Cha.	HP	Confiscated Mundane Items	Notes
Vargo	Dwarf	17	8	13	6	18	7	7	Wineskin, small helm, low-hard boots, hand-axe, pick-axe, backpack.	<p>Racial abilities: Infravision 60'. Within 10' feet of a particular phenomenon, receives the following detection bonuses: {Detect grade or slope in passageway (upwards or downwards)} = 75% Detect new construction or passage/tunnel = 75% Detect sliding or shifting walls or rooms = 66 2/3% Detect traps involving pits, falling blocks, and other stonework = 50% Determine approximate depth underground = 50%} +1 saving throw vs magic wands, staves, rods, and spells. +1 bonus for every 3 1/2 points constitution. +1 saving throw vs poison. +1 for every 3 1/2 points constitution. +1 'to hit' bonus vs half-orcs, goblins, hobgoblins, or orcs. Ogres, trolls, ogre magi, giants, and/or titans receive -4 penalty 'to hit' Dwarven characters. Secondary skill(s): Miner</p>
Janatis	Human	10	9	15	17	12	15	3	Hiking stick (quarterstaff), belt, small leather belt pouch (nice quality), tunic (high quality), prayer beads, wooden holy symbol, tallow candle	<p>A lowly servant who recently entered the clergy and is in training. Although not fully ordained, Janatis can pray and cast 2 of the following 3 known “weaker” spells per day (player is free to select at the start of each day): Cure Minor Wounds (same as Cure Light Wounds, but only cures 1-2 HP). Grace (same as Bless, but only affects 1 individual and lasts only 1-2 rounds). Fortify (same as Remove Fear, but only affects those who are already affected by fear with a +1 saving throw bonus [does not confer any additional protection against future fear effects]). Also, as this “cleric in training” is not yet fully ordained, Janatis possesses no undead turning abilities. Secondary skill(s): Fisher (net), Yeoman</p>
Davlannan K'lestra	Elf	15	10	17	4	16	9	5	Cloak (forest green), low-soft boots, dagger, hunting bow + quiver of 4 arrows, 50 foot rope, small sack, tinderbox + flint	<p>Racial abilities: +1 'to hit' for bow (other than crossbow) or longsword. Infravision 60'. 90% resistant to sleep and charm spells. Detect secret doors 1-in-6 chance (passing by) or 2-in-6 chance (actively searching). Detect concealed portal 3-in-6 chance. If alone (90' + of party) and not in metal armor, can surprise a monster. {If door must be opened: 33 1/3% chance of surprise. If door does not have to be opened: 66 2/3% chance of surprise.} Secondary skill(s): Hunter, Trapper/Furrier</p>

PLAYER CHARACTER ROSTER CONT.

Name	Race	Str.	Int.	Wis.	Dex.	Con.	Cha.	HP	Confiscated Mundane Items	Notes
Brandgal	Human	8	15	16	9	16	8	4	Hooded lantern, low-soft boots, backpack, leather backpack	A young, untrained petty street criminal (breaking & entering, simply thievery, etc.) who was able to smuggle in several unpolished gemstones in a manner that will not be detailed in this module (players are encouraged to use the power of imagination). While these gemstones are uncut, their value will be doubled (even tripled) if polished by a skilled jeweler. The gemstones smuggled are as follows: <i>Tiger Eye (5 gp), Opal (8 gp), Tourmaline (9 gp), Amethyst (16 gp)</i> The value of possessing actual currency at Daggerpoint cannot be understated. While not a fully trained thief, Brandgal's years as a youthful street criminal has taught him the following thieving skills: Pick Pockets: 15%, Move Silently: 7.5%, Hide in Shadows: 5%, Climb Walls: 42% Secondary skill(s): Fencer
Larian	Human	3	17	17	12	6	17	3	Hat, robe, cloak, high-hard boots, dagger, leather scroll tube (empty), small leather belt pouch, belt	Magic User Apprentice. Larian's training allows him to cast 3 of 5 known cantrips per day (player is free to select at the start of each day): Distract, Bluelight, Rattle, Color, Ravel Secondary skill(s): Scribe
Loravy	Halfling	6	10	18	9	15	13	3	Cap, cloak (brown), 2 daggers, 3 spikes, wineskin, small metal mirror, small sack	Racial abilities: Infravision 60'. +1 saving throw vs magic wands, staves, rods, and spells. +1 bonus for every 3 1/2 points constitution. +1 saving throw vs poison. +1 for every 3 1/2 points constitution. Detect passage down grade 75% chance (if actively concentrating on that task). Detect direction 50% chance (if actively concentrating on that task). If alone (90' + of party) and not in metal armor, can surprise a monster. {If door must be opened: 33 1/3% chance of surprise. If door does not have to be opened: 66 2/3% chance of surprise.} A young, impetuous Halfling "thief-in-training". While not a fully-fledged thief, Loravy does possess the following rudimentary thieving skills: Pick Pockets: 30%, Move Silently: 20%, Hide in Shadows: 25%, Climb Walls: 27% Secondary skills(s): Gambler

At the successful conclusion of the adventure, it is recommended that if these PCs reach level 1 (or higher), the character should receive full starting HP in addition to what is possessed at level 0. For example, if Vargo ends the adventure and reaches level 1, then his new HP would be calculated as follows:

1. Start with 7HP (already possessed at level 0)

2. Roll 1d10 and add Constitution bonus (if any)

So, if Vargo's player rolls 1D10 for HP and rolls a 9, then final HP is 20 (7 for level 0, 9 for level 1, +4 HP Con bonus. 7+9+4=20).

THERE ARE ADDITIONAL PERKS FOR EACH CLASS UPON REACHING LEVEL 1. THESE PERKS ARE AS FOLLOWS:

Class Perk

Fighter Fighters are granted a bonus weapon proficiency. So instead of starting with a proficiency in 4 weapons, the surviving fighter would start with a proficiency in 5 weapons.

Thief Thieves would begin level 1 with their full complement of thieving skills with an additional +5% bonus to their level 0 skills (pick pockets, Hide in Shadows, Move Silently, Climb Walls).

Cleric / Magic User The Cleric and Magic User classes are permanently granted 1 additional level 1 spell. For example, a Magic User normally starts with 1 level 1 spell per day. After completion of the module and successful levelling up, the Magic User will be permitted 2 level 1 spells per day.

APPENDIX 3 – SIMPLIFIED UNARMED COMBAT

Daggerpoint is a prison setting. As such, though easy enough to obtain, weapons **are** illegal. Prisoners will go through lengths to hide weapons, using them only when absolutely required (or if there's reasonable chance that they won't get caught). Prisoners found to be hiding weapons will find themselves in 'The Hole'. With this in mind, the overwhelming majority of the MANY fights and brawls between individual prisoners or gangs will be conducted unarmed. The following are simplified rules for unarmed combat.

THIS SYSTEM HAS THREE STEPS:

1 - ATTACKER CHOOSES ACTION TO BE ATTEMPTED, EITHER:

Pummeling (hitting),

Grappling (grabbing), or

Overbearing (knocking down)

2 - ATTACKER MAKES ROLL "To Hit".

3 - IF ATTACK HITS, DM ADMINISTERS THE RESULT OF THE SHOSEN ACTION.

The roll "to hit" is based on the standard chance of the character striking the opponent according to class, modified only for strength (if applicable), the defending character gains any benefits for armor, dexterity, and magical protection that may apply.

A successful pummeling attack delays the opponent's action for 1 segment, successfully distracting concentration and negating spell casting. Damage is 1-2 points, with a strength bonus added only if the attacker is using a weapon. There is no further delay for multiple successful pummels in the same round.

A successful grappling attack inflicts no damage but holds the opponent for 1 round. While held, the grappled character is +2 to be hit and -2 to hit. A grapple is automatically broken at the start of the next round.

A successful overbearing attack will inflict no damage but will knock the opponent into a prone position. Opponents in a prone position are +4 to be hit until they regain their feet.

A character attempting weaponless combat makes initiative rolls at a penalty of -2. If a character suffers any damage before making a weaponless combat attack, the attack is spoiled and cannot be made.

(Unarmed Combat system from Unearthed Arcana, Page 106)

Note: Guards will step in and break up a fight in 1D4+2 rounds unless bribed or otherwise distracted. Punishment for brawling during yard time is simply the loss of yard time and the escort of prisoners back to their individual cells. This punishment serves very little deterrent and tends to only delay fights between prisoners to the end of yard time.

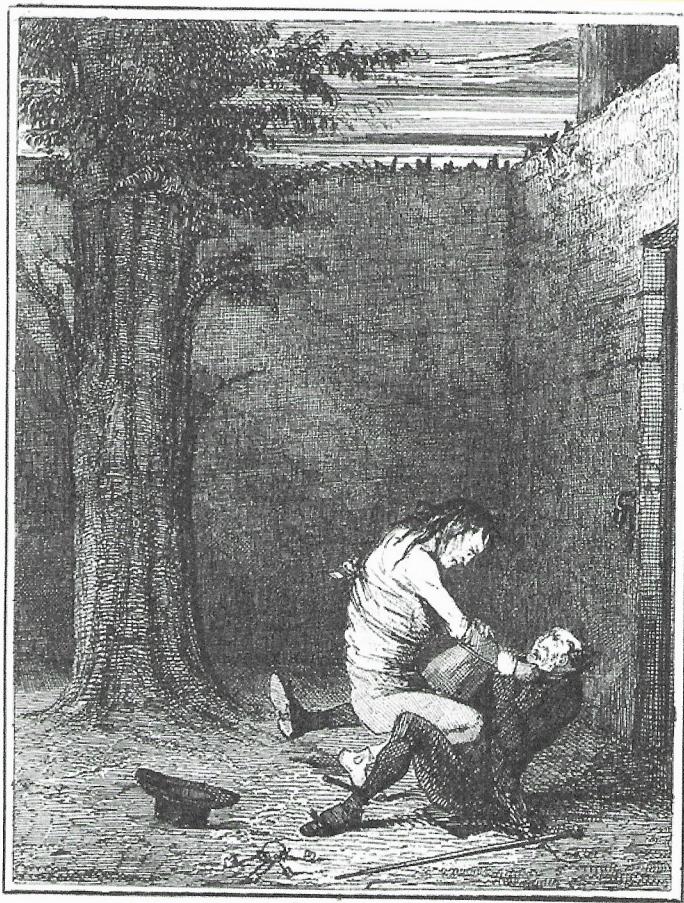
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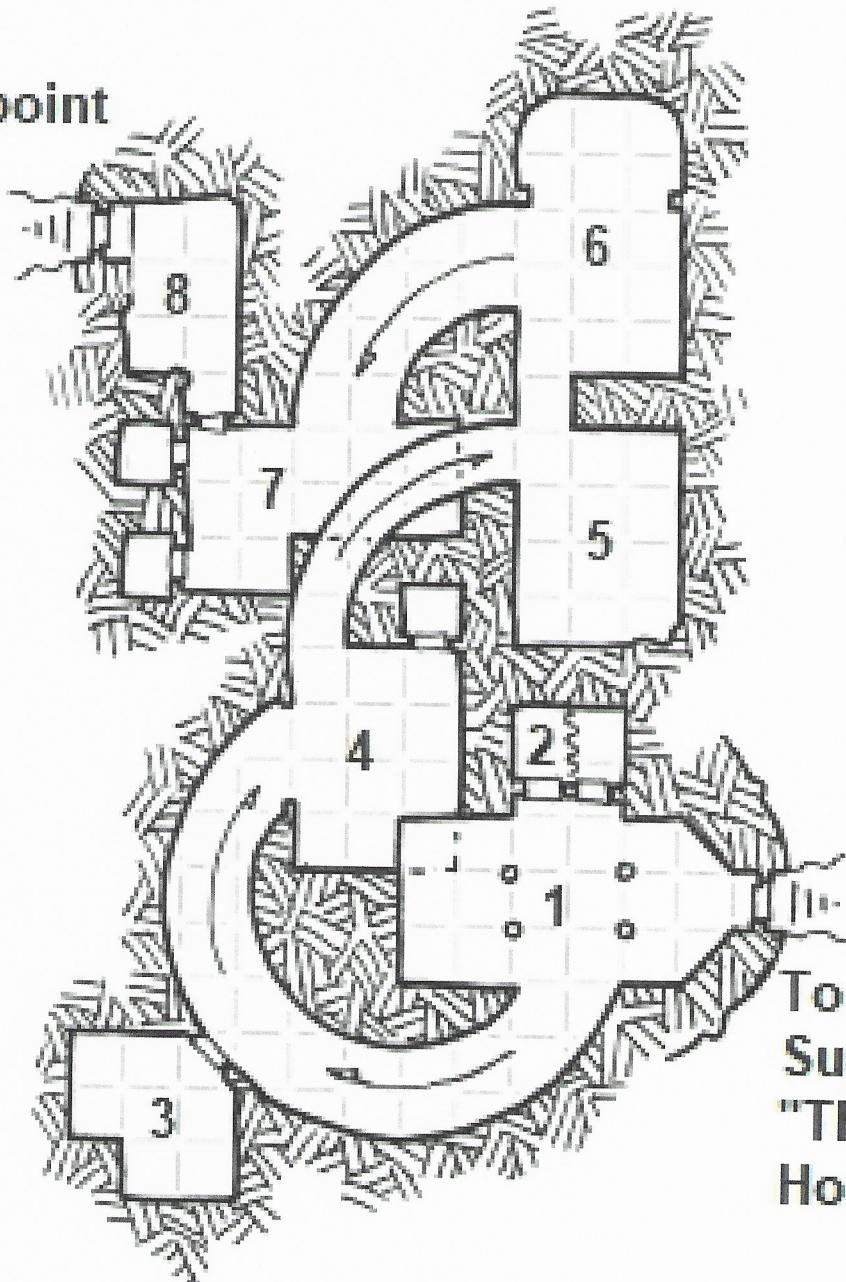
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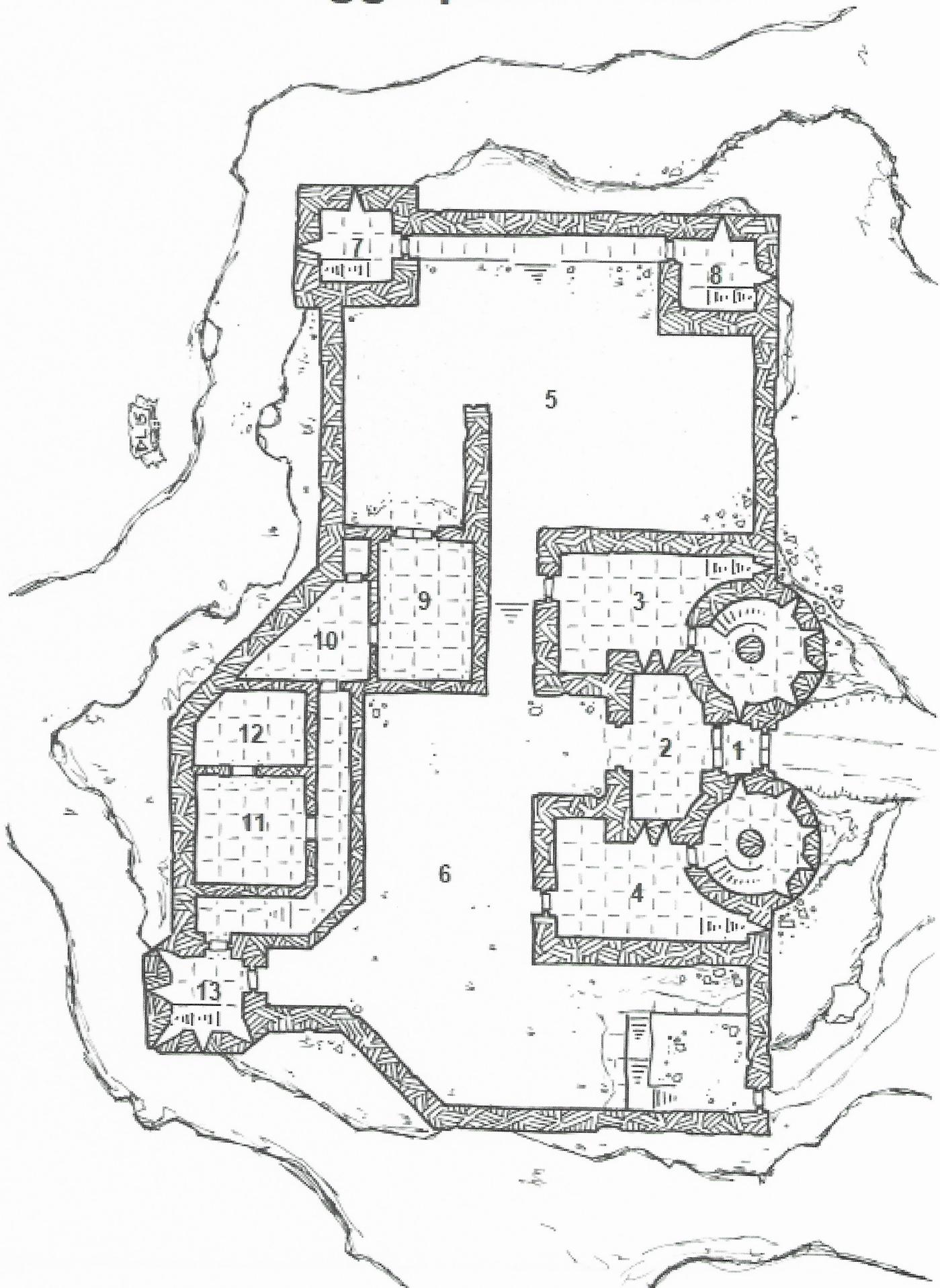
Daggerpoint Maintenance and Prisoner Intake Corridors

To
Daggerpoint
Prison



To Wharf and
Supply Ship
"The Red
Hound"

Daggerpoint Prison



CELL BLOCK LAYOUT

