

Part 1 – Regale the PCs about the caravan they were all a part of. It was 5 carriages, during the ambush many were killed. Hobgoblins came from all sides after they collapsed the bridge South of Verge. The players were captured and bound and hooded. They know the following facts between them

* The hobgoblins numbered over 20, but it was difficult to tell in the fog of war once the violence began.

* A few hobgoblins were killed, but the surprise as well as the chaos of the civilians running about made it difficult to form defensive ranks.

* They had a clear leader, a larger hobgoblin with a crossbow.

* The dwarf speaks goblin, the elf speaks hobgoblin. The elf speaks hobgoblin and recalls the leader shouting in the aftermath to leave the horses be as they can be sold in the West. It was unclear but he was barking out orders to sort the prisoners to be sent to different places. One group was to be sent, to “the caves”, another group “to the hill” and your group “to the castle”.

* There were a few halflings in your group, but they didn’t end up in this cell. There is also another dwarf imprisoned in Mistamere, Rithbone recalls making small talk with him on the road when they encountered his party of miners scouting for ore. His name is (or was) Kass Stonecarver.

* You think as a group you’ve been in this cell for 2 days. You are fairly certain you descended only 1 set of stairs after being led in through a courtyard.

Part 2 – When will then be now? The party is imprisoned in room 60 on the 2nd level. This is where Aribel, Furnok and Geoff were imprisoned. They’re now being held up on the ground floor in 37, they’ll be moved off and sold tonight under cover of dark to slavers from the Iron Ring.

The room is mostly dark, with a low glow peeking under the wooden door. There are several items left behind by the prior occupants.

- Aribel’s hairpin wedged in between two floor stones, these can be used as a makeshift lockpick but will break after 3 attempts. The floor stones have the words ‘Look’ ‘Pin’ in Traladaran scratched in.
- A ceramic chamber pot fouled with waste, however Geoff hid a piton under it. The piton is a poor dagger that deals 1d3 damage. It could also be used to wedge a door open or closed.
- Furnok wrote several notes in the stone wall using another stone. “Furnok, Geoff and Aribel Boros were here”. “Been here since (2 weeks ago). Captured just North of Verge. So close to Threshold”. “Jailers come twice a day”. “Aribel taken below, she memorized the layout. The leader is a shaman. Keeps a ledger. Zombies!” “Two rooms up the slime is in the ceiling.” “6 from the door, middle of floor” “Being moved soon to ‘The Hill’ (current date – 2 days)”

The riddle is the flagstone 6 back from the door in the middle. The party can see it’s loose. If they pull it up they’ll find a small hole dug. A makeshift wooden club from a burned log (1d3 damage, breaks on a 1 or 2), a flask of oil, a small leather sack with some wood shavings and flint, 10’ of good rope. All items they scavenged while being beaten or used as labor on this floor.

Part 3 – The party has about an hour until the guards return with spears and clubs in good numbers. They’re having new shackles made and will have N pairs with them where N is the number of PCs. After that the players will be beaten and shackled and used for the time being as labor in 64 and 48 to dig. Once shackled it will be significantly harder to escape. 1d6+1 guards will show up, but no less than the number of PCs minus 1. The hobgoblin guards are as described in the guide. Shackles can be used a makeshift flail, 1d6 damage but on a 1 will swing back and injure the wielder.