

Key:

Enter new area

Speech challenge

Player interaction

Combat challenge

Wake up in prison cells

Investigate cell door to find weaknesses, use athletics on door

Wild shape into cat/ use Find Familiar

Use Misty Step to teleport out of cell

Call over guard to open the door

Speak to other prisoner

Should the player fail three different attempts, prisoner will offer to pick their lock if they cause a distraction

Use Mage Hand

Persuade/charm guard to step closer to the cell

Other prisoner calls over guard and uses distraction

Convince prisoner to give up lockpicks

Break door off hinges

Steal spare key in prison office

Pickpocket key off guard and unlock door

Unlock the cell door with lockpicks

Nature check to recognise potted plant is powerful sedative (1 use)

Enter prison office

Let other prisoner free

Prisoner informs player of secret entrance in statue

Guard is alerted

Put in guards wine

Kill/knock out/incapacitate guard

Recover equipment

Sneak past guard

Fail

Enter corridor 1

Perception check to determine what is beyond the doors

Pick the lock on the central gate

Use Speak with Animals to talk with rat to learn which route is which

Enter guards quarters

Enter kitchen

Persuade/charm/feed rat to learn of the secret escape behind the statue in staircase corridor

If they fail, chef alerts guards

Kill/knock out/incapacitate guards

Insight/Detect Thoughts to learn that chef is infiltrating castle

Persuade/intimidate/charm chef to let you pass

Sneak past chef



