Walking Dead

Introduction

The Great Escape is a short adventure, designed to be played in only half an hour, in a session consisting of multiple such short adventures. I've been playing these with my D&D groups for a while now, and this is a favourite. Enjoy some great fun, and check out my other ones on DM's guild!

In this adventure, the party is a human mercenary security force of United Brawson Mines (emblem on the top right), a dwarven colony mine.

The party is checking the lower levels for breaches from the Underdark (the greatest mining danger, and the reason why the party was hired) when the alarm is rung: a horde of zombies is entering the mine, and they have to get out. Now. Success rate is about 80%, meaning that if the players don't hang around or start fighting too much, they should survive.

Adventure Build

This short adventure is built very simply. The characters start off 40 meters (131 feet) beneath the surface, with zombies springing out of every corridor above. Their goal is getting to the Crocheting Hall (**6**) and outside from there in as few time as possible.

On the way, they'll encounter many zombies, taking a high amount of damage. If they do it normally, they'll get away easily, so don't be worried of opportunity attacking them.

The party has 10 rounds to get to the top. Count them, starting when they first act. Their goal is to get to **E** before time runs out (although, of course, they don't know how much time they have left).

> Note: the party has no time to fight! In ten rounds, they will barely make it to the surface in time. They'll hopefully be running past the enemies. Otherwise, well, they're dead.

Stats

All creatures in this adventure have special stats, which are given at the end of this document. The characters have their own predetermined statistics, the **mine security**. The **zombies** are

also jotted down there. And that's the whole variety of creatures they'll encounter!

The Adventure

In this part, the whole adventure is described. The Map shows the place's layout, the Script tells you what is where, and Ending reads what you are supposed to tell the players at the end of the game.

Map
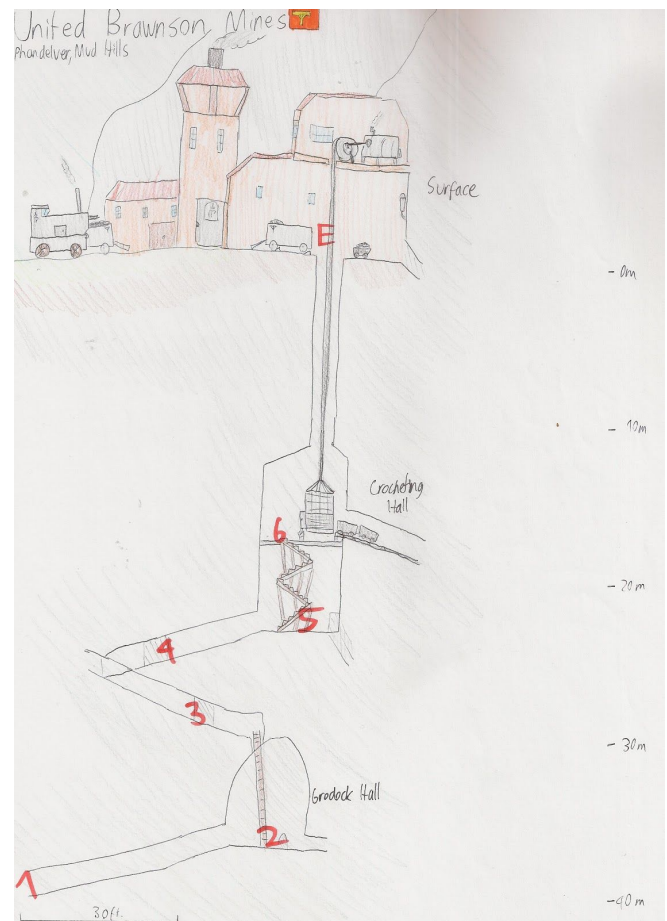
This here is the map of Brawson Mines Utd. These numbers **x** are area numbers. Refer to them in the script below to read what's going on in the respective places. The party starts off at **1**.

Script

1: The party notices the alarm when they are walking along down here. Four **zombies** are lumbering towards them from below. The party has to escape upwards.

2: **Grodock Hall.** Seven **zombies** ghoul around at the bottom of the ladder. It takes a turn to climb it, and only two creatures can be on it at once. Every two rounds, an additional zombie enters the room.

3: The way is filled with 4 **zombies**. One of their friends appears every round.

4: 6 **zombies** stand around in this corridor. An undead compatriot appears every round.

Crocheting Hall

5: At the bottom of the stairs, there are 13 **zombies**, with three more appearing every round. This is the point where the incursion hit hardest, it seems. The sturdy stairs can easily support them. However, the party must make a choice: go up in one or two turns. If they go up the stairs in two turns, they get to **6** safely. If they go up in one, they must succeed in a DC 15 Dexterity saving throw or or fall back to the ground, taking 1d6 bludgeoning damage as they land prone.

6: Next to the elevator are three **zombies** feasting on a dwarven corpse. It takes a turn for someone to operate the lift and a turn to enter it. The elevator can be made to go at any moment once it was prepared. It takes a round to zoom up.

E: It takes another turn for any creatures in the lift to run through the landing dock and into the fresh air outside. If at any moment the round count hits 10, they get locked inside and fail. In any case, read the outcome (Ending).

Ending

As the characters manage to get topside, they might find salvation, or death. Read:

Success: You run out just in time. Heavily armored dwarves bang the doors shut behind you, locking them securely. A steamcart (a self-propelled dwarven wagon mounted with machine-guns) lets out a haughty honk, as they are unhappy about not having be able to mow down some zombies. A dwarf walks up to you, gives you your loan, and announces that Brawnson is now closed. You are then chased away.

Failure: The lift's gears creak as you reach the top. You see shining light streaming out of the large opening, people bustling around. That is suddenly cut out in a great boom, as the heavy doors fall shut and are bolted. Behind you, groans fill the air as dozens of zombies fall upon you and feast on your flesh.

Appendix - Stats

Here's the stats you'll need for running this adventure!

MINE SECURITY
Medium humanoid

Armor Class 18
Hit Points 30
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Actions

Sword. +4 to hit, reach 5 ft., one target. *Hit:* 1d8+4 bludgeoning damage

ZOMBIE
Medium undead

Armor Class 8
Hit Points 22
Speed 30 ft.

Undead Fortitude. If the zombie drops to 0 HP and succeeds on a Constitution saving throw (+0) of a DC equal to 5+damage taken, it falls to 1 HP instead.

Actions

Attack. +3, 1d6+1 bludgeoning

Thanks to You!!

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It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

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Monster Stat Blocks made with the Homebrewery