

# A Ransom Paid



Wizards Of The Coast  
Dungeons & Dragons v3.x Core Rules  
Is Required To Use This Supplement

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**After resting from your last adventure, your group is approached by a page from the Village Elder's Guild with an invitation for drinks later at the West Side Inn. The page has no other information to offer the party.....**

**(later that day....)**

**as you approach the inn, you see the same page you seen earlier standing outside the doors. He then notices you and motions to you for you to follow him. As soon as your eyes adjust to the common rooms darkness, you notice that the room is completely empty except for an elderly looking man wearing important looking robes. The page motions for you to sit down. Once you have been seated, the page quietly walks over to the robed man and whispers something in his ear.....**

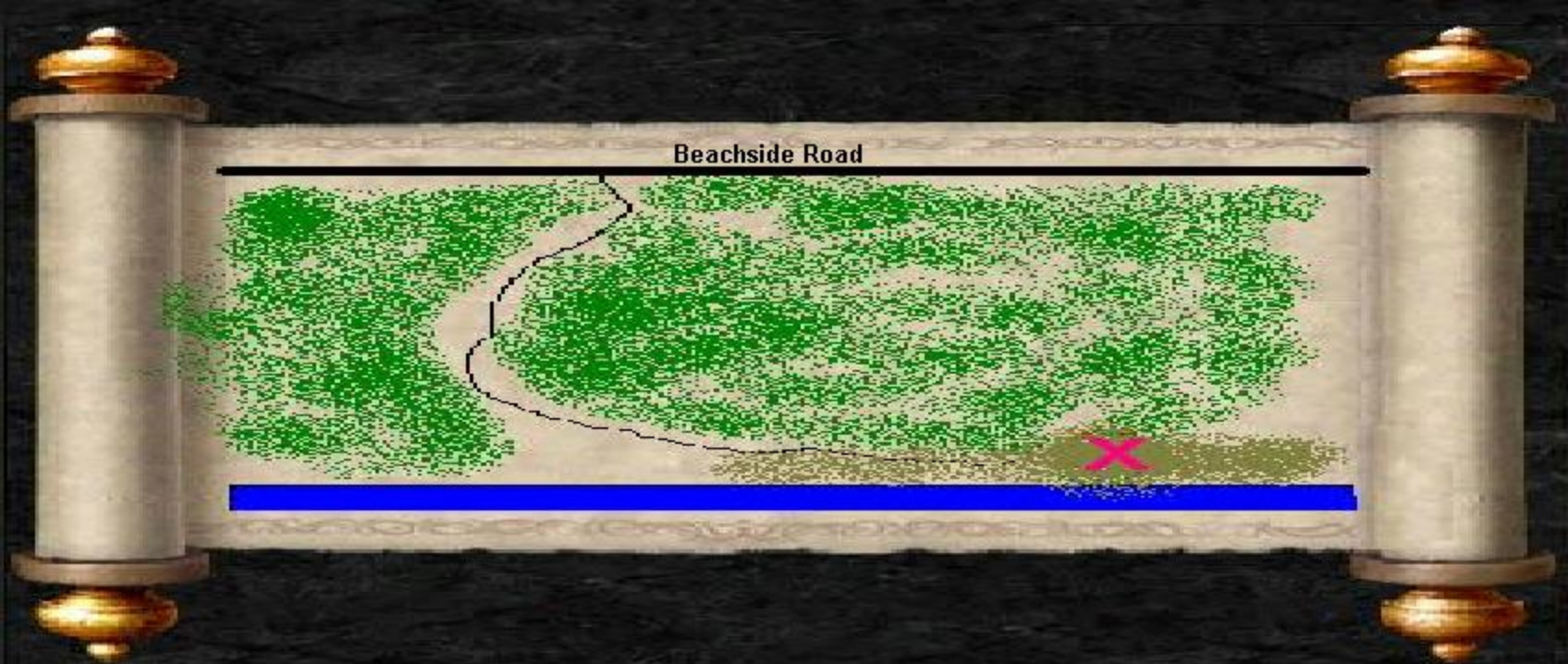
***"Greetings, My name is Elder Antar ... Let me get right to the point of this meeting if I may ... The son of a very close friend of mine has been kidnapped ... He has been contacted by them with ransom demands ... My friend has decided that it might be wise to pay the ransom ... I have convinced my friend to offer you this job ... Of course there are conditions to what we are willing to pay for such services ...***

***"Your payment is as follows, 800gp if the son and the kidnappers are returned alive along with the ransom, 700gp if the kidnappers was killed, 600gp if the kidnappers escape with nothing, 400gp if the kidnappers escape with the ransom, and anything else is just plain unacceptable ... I cannot offer you any more since this is the only offer being made ... Of course there is a bonus if you have complete success ... I personally will give each of you 1 Favor Token usable only by the person it is given to. "***

Once the party has accepted this job , the page will give the party a leather scroll case with a map to the pay-off site along with 6 Elder Guards with the ransom payoff in a locked chest. If the party doesn't want the guards, the Elder will point out that they are not an option. He will also point out that the guards will only fight to defend the ransom and are not retainers of the party, but have been retained by the Village Elder's Guild. The party is then instructed that they have the rest of the day to prepare for the trip.....



The ransom site is near the beach at a ruined beach shack made of stone. The trip takes about a day's ride down Beachside Road where they must leave their horses along with 2 of the Elder Guards to watch the horses. From this point the party and 4 guards must walk for another half day through marsh to get to the beach shack. At the shack, there are 10 kidnapers. Depending on how the party decides to approach the shack will determine how prepared the kidnapers will be. Some options the party may take is as follows (but these are just examples as with most gamers, they are hard to second guess ... )



**The map above is what the page hands the party. Like all maps, the true accuracy is fair at best. The party should contain at least 1 PC with the tracking skill. If by chance the party does lose their way, the DM could create an encounter with some vile swamp dweller.**





## The Stone Shack

- (1) 4 half-orc's remain inside the shack keeping a look-out for any intruders.
- (2) 5 half-orcs patrol the parameter

Since there are many different actions that the PC's may take, I can only offer a few ideas. One thing for certain is that if the PC's decide an all out attack, the prisoner will most definitely die at some point. Without a well thought out plan, this mission will most likely end in failure or even death.

The kidnapers will be more than happy to do a trade of the prisoner for the chest of gold. If the party tried diplomacy, the child will be turned over and the leader and 5 of his half-orcs will retreat to the woods while the half-orcs with crossbows will guard their escape. If the PC's try to pursue, they will open fire upon the PC's to try to stop them.

Stealth may be another option. The only problem with stealth is that on the third turn after the first kidnapper is killed or subdued, there is a base 15% per turn he will be missed. With each additional half-orc being killed or subdued, the DM should add another 10% each turn. Once they are missed, the leader will try to flee to the woods.

## Village Elders' Guard Stat Block

Male Human War1; Medium Humanoid ; HD 1d8 (Warrior) ; hp 8; Init + 0; Spd 30; AC 10; Atk + 1 base melee, + 1 base ranged; AL LN; SV Fort + 2, Ref + 0, Will + 0; STR 10, DEX 10, CON 10, INT 10, WIS 10, CHA 10.

### Possessions:

Weapons: Longsword.

Shields: Shield, small, wooden.

### Skills:

Heal + 1, Move Silently + 2, Ride + 2, Sense Motive + 2.

### Feats:

Armor Proficiency: medium, Combat Reflexes.

## Favor Token



**This token bestows a minor favor from the Village Elders. Only the person it was presented to can use it. To use it, one must seek audience with at least 3 of the Village Elders, Then, and only then, may you request a favor. Some favors might include a visit to their ancient library, a nights stay, future tasks that they may need done, and the like. In all reality, it is up to each DM to set the limits of this item.....**

## Master Villian List

**Leader:** Eirik, male human Rog10: CR 10; Size M (5 ft., 4 in. tall); HD 10d6+10; hp 46; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +11/+6 melee, or +11/+6 ranged; SV Fort +4, Ref +11, Will +4; AL NE; Str 18, Dex 18, Con 12, Int 19, Wis 13, Cha 12.

Languages Spoken: Aquan, Common, Gnoll, Terran.

Skills and feats: Appraise +12, Decipher Script +16, Disable Device +17, Escape Artist +17, Forgery +15, Hide +17, Intimidate +13, Knowledge (Local) +17, Listen +1, Move Silently +15, Open Lock +17, Search +13, Sense Motive +5, Spot +1, Survival +5, Use Magic Device +14, Use Rope +18; Combat Expertise, [Evasion], Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Use Rope).

Possessions: 16,000 gp in gear.

**Henchmen:** Half-Orc, Male; Ftr1; Medium Humanoid ; HD 1d10+1 (Fighter) ; Init + 3; Spd 30; AC 13; Atk + 5 base melee, + 4 base ranged; SQ: Darkvision (Ex); AL CN; SV Fort + 3, Ref + 3, Will -1; STR 18, DEX 16, CON 12, INT 7, WIS 8, CHA 6.

Possessions:

Weapons: Bolts, crossbow (20); Crossbow, repeating; Morningstar.

Armor: Chainmail.

Shields: Shield, small, wooden.

4 Half-Orcs are armed with crossbow and 2 morningstars

5 Half-Orcs are armed with 2 morningstars only

Skills:

Move Silently + 3.5.

Feats:

Armor Proficiency: medium, Two-Weapon Fighting.



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**All maps was created with Dungeon Crafter v1.4 - [www.dungeoncrafter.com](http://www.dungeoncrafter.com)**



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RPG Game Supplements  
For Use With The Popular  
D20 Game System



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*The Village Elders Need  
Your Help ... A Child Has  
Been Kidnapped ... They  
Wish To Hire Your Party*

*With the help of the Village Elders' Guards.....  
you are expected to deliver a ransom in exchange for  
the child ... of course they trust that if an opportunity  
pops up, you will react accordingly.....*