

Kidnapped!

By Martin Teasdale

A Basic Fantasy Role-Playing Game Adventure

Release 2

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Introduction

This adventure module is for use with the Basic Fantasy Role-Playing Game rules, and is intended for four to eight beginning player characters. If you don't have the Basic Fantasy RPG core rules, please visit www.basicfantasy.org and download a free copy.

Background

This module is meant to be an alternative way to start a campaign, replacing the common "you all meet up in a tavern" cliché. It is done by having each members of the party being knocked unconscious and captured by bandits. The adventurers wake up in a cell, with a vague recollection of what happened before, and must find a way to flee from their captors' hideout.

GM's Notes

Does the party was captured to be sold as slaves or mistaken for a rich and experienced group of adventurers? Are those bandits part of a larger organization or they're working alone? Is there a bounty on the head of Ragnar the half-orc, the leader of the band? Those details have been deliberately left out for the GM to decide.

This module can be played as a standalone adventure or be included in a campaign. In the latter case, the hideout can be located near any city, to the GM's choice. Finally, the module could also be modified with a bit for work to be used as a rescue mission or a bounty hunting adventure.

The party will probably try to use anything they can find as a weapon when starting up the adventure. Unless the GM decides otherwise, rocks, bricks, kitchen knives and other small improvised weapons inflict 1d3 points of damage, with a 10/20/30 range. A bottle can be thrown with a 10/30/50 range for 1d4 points of damage. Anything bigger should be treated as a club.

The Hideout Key

The Hideout have been dug at the base of a cliff. The ceilings are low and the floor is merely beaten ground. The walls are made from bricks and rocks of different sizes. The place is dirty and most of the construction seems pretty much botched.

1. PRISON:

You wake up and your head hurts badly. You open your eyes, but there isn't any light in the room. The air smells musty and the beaten earth floor is cold.

The party is kept on the west cell, and the east cell is empty. Alternatively, the GM may wants to place an hire-able NPC there, if there is less than four playing characters. In any ways, as the party will probably wants to flee from their cell, there's a few possibilities for them to do so :

1. The mortar holding the bricks from the north wall is starting to crumble. Any character looking for secret doors (1 on a d6, 1-2 on a d6 if the character have darkvision or found a way to light the room) will discover this. Pushing on the wall could make the wall collapse (1 on a d6, adjusted by the strength score).
2. The lock of the cell is old and of poor quality. A thief using improvised tools can manage to open it, with -10% penalty on his roll.
3. The cell bars are pretty distant, an halfling (or similar size) player could slip between them by a successful dexterity roll.

Kidnapped!

Release 2

4. After around an hour, the warden (see room #5) will come to the prison, bringing a meal to the party. If they appear to be still unconscious, he will enter the cell, but otherwise won't. If the party fled, the warden will alert the bandits from room #7, #8 and #10. The three leaders won't be informed, the rest of the bandits wanting to avoid their anger.

The chest is locked and contains items that the adventurers possessed before their kidnapping, but were of no use to the bandits. The exact content is up to the GM, but will probably include a holy symbol and the magic-user spellbook (if there is one playing the adventure).

2. SECRET PASSAGE:

Everything here is dusty; it looks like this passage have been sealed off a while ago. After a few seconds, you hear a soft hissing sound further down the alley.

The noise is made by the three giant cockroaches that live in this secret passage.

3 Giant Cockroaches: AC 15, HD 1*, #At 1 Bite, Dam 1d4, Mv 50', Sv F1 (C10 vs Poison), MI 6, XP 37

HP 3 □□□
6 □□□□□ □
4 □□□□

(For more a complete description of the giant cockroach, please check out **The Basic Fantasy Field Guide** available for free on www.basicfantasy.org.)

3. STORAGE ROOM:

Large half-empty shelves are covering the four walls. Those contains flour, beans and other types of dried food. Two large oak barrels have been put in the center of the room and a large cabinet occupy the northwest corner.

The party can take some food there for their escape. In the cabinet, the players may take a few waterskins, kitchen knives and similar stuff.

The secret passage to room #2 is hidden by the large cabinet, which need to be moved to enter the room. Two Characters having a total Strength of 25 or more can do this easily.

4. KITCHEN:

Cooking pots, plates and utensils are scattered everywhere on three wooden tables. A small fireplace is located near the east wall. A man is currently trimming a huge mutton leg for the next meal.

A few utensils could be used as improvised weapon. The cook will try to alert the guards in room #5 after a round of combat or two.

The Cook: AC 11, HD ½, #At 1 dagger, Dam 1d4, Mv 40', Sv NM, MI 7, XP 10

Equipment: Dagger, 4 cp.

HP 3 □□□

5. MAIN HALL:

A long 15 feet table occupy the center of the room, with a dozen of chairs around it. The table is covered by plates with food leftovers, playing cards and empty bottles. Between the two doors on the east, you can see an immense wooden cabinet, recovered with a old flaky green paint-job.

At any times, around five guards in total (from rooms #7 and #8) can be found there, plus the warden. They generally play cards or discuss while drinking. The warden is a huge man with greasy hairs that limps badly. His face is covered by smallpox scars. His responsibility in the hideout is to make sure that the prisoners don't escape or die from starving. He's the only one to have the keys to the two cells and to the chest of room #1.

The cabinet contains a hooded lantern, 8 flasks of oil, 36 torches and a Tinderbox, flint and steel.

Kidnapped!

Release 2

The Warden: AC 13, F2, #At 1 longsword, Dam 1d8, Mv 10', Sv F2, MI 9, XP 75

Equipment: Leather armor, Longsword, Set of three keys, 41 cp.

HP 9 ██████ □□□□

6. TRASH ROOM:

There is a horrible stench coming out of this room. Piles and piles of trashes are scattered everywhere on the ground.

Any character that want to search trough the debris for one turn have a 60% chance of finding one of these items (roll on a d8). Each of these can only be found once, re-roll any identical results.

1. Sling
2. Warhammer
3. 1d20 cp
4. 1d20 sp
5. 1d20 gp
6. Silver earring (worth 35 gp)
7. Small metal mirror
8. Party gets attacked by a spitting cobra (surprise the party on 1-4 on a d6)

Spitting Cobra: AC 13, HD 1*, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7, XP 37

HP 4 □□□□

7. BEDROOM:

This bedroom consists of piles of hay covered by blankets.

Five bandits live in this room. Usually, two of them will be here, the other three being in the main hall (room#5)

5 Bandits: AC 14, F1, #At 1 shortsword or dagger, Dam 1d6 or 1d4, Mv 30', Sv F1, MI 8, XP 25

Equipment: Leather armor, Shield, Shortsword, Dagger, 1d10 sp.

HP 6 ██████ □ 4 □□□□
3 □□□ 6 ██████ □
3 □□□

8. BEDROOM:

Two bunk beds, one of each side of the room, occupy this small bedroom.

This is the bedroom of four bandits. Two can be generally found here while the others are in room #5.

4 Bandits: AC 15, F1, #At 1 spear or dagger, Dam 1d8 or 1d4, Mv 20', Sv F1, MI 8, XP 25

Equipment: Chain Mail, Spear, Dagger, 1d6 gp.

HP 8 ██████ □□□ 2 □□
5 ██████ 4 □□□□

9. LARGE CAVE:

During the day, this cave will be full of sleeping bats. If the party awake them by entering the room, they will "attack" the party, which will make a lot of noise, alerting remaining guards from rooms #8 and #17.

47 Bats: AC 14, HD 1pt, #At 1 confusion, Dam N/A, Mv 30' Fly 40', Sv NM, MI 6, XP 10

HP 47 ██████ ██████ ██████ ██████ ██████
██████ ██████ ██████ ██████ ██████ ██████

10. BEDROOM:

This is the chamber of the three bandits charged of the outdoor watch. There is one of them sleeping there at any given time, the other pair being on duty at the watchtower (area #17).

Kidnapped!

Release 2

3 Bandits: AC 13, F1, #At 1 handaxe or light crossbow, Dam 1d6 or 1d8, Mv 30', Sv F1, MI 8, XP 25

Equipment: Leather Armor, Handaxe, Light Crossbow, 20 Light Quarrels, 1d8 sp.

HP 5 □□□□□ 5 □□□□□
3 □□□

11. STABLES:

These stables are surprisingly clean. Three horses, two mules and a donkey are kept in three different wooden boxes.

These animals have been stolen in a nearby town by the bandits. A cabinet in the northeast corner contains four riding saddles, two pack saddles and an old rusty horseshoe.

12. LEADERS' MEETING ROOM:

A small round table with three chairs around are located in the middle of the room. A red carpet is covering the floor almost entirely.

This is the meeting room of Ragnar, chief of the hideout, and his two accomplices, Ansfriid and Tilmund.

Ragnar is a tall and bald half-orc. He's disfigured and blind in one eye, after a fight with elves. Still looking for vengeance, Ragnar will try to target any elf in the party. Furthermore, he will succeed any Morale test as long as one of his opponent is an elf, fighting to death if needed.

Ansfriid, a thin man with black hair and a goatee, wears a red velvet robe. If he finds the combat turning against him, he will cast a darkness spell and try to flee. In this situation, Tilmund, a short red-headed man wearing a black cloak, will probably try to escape too.

The three are generally in this room during the day, sometimes planning their next larceny or kidnapping. Most of the time though, they're just playing dice games and drinking wine.

At night, they will all be sleeping in their own chambers. Anyone entering the room at night will trigger a **Magic Mouth** spell on the opposite

wall by Ansfriid. The mouth will appear and yell "Intruders" six times. The leaders will enter the room 1d6 rounds after that, armed. Roll individually for each one.

Ragnar: AC 14, Half-orc F3, #At 1 greataxe +1/+2 vs Elves, Dam 1d10+3, Mv 20', Sv F3, MI 9, XP 175, S17 (+2), I 12, W 9, D 7 (-1), Co 11, Ch 5 (-2)

Equipment: Chain mail, **Greataxe +1/+2 vs Elves**, 86 gp.

HP 16 □□□□□ □□□□□ □□□□□ □

Ansfriid: AC 11, M2, #At 1 dagger or spell, Dam 1d4-1 or by spell, Mv 40', Sv M2, MI 9, XP 100, S6 (-1), I 15 (+1), W 14 (+1), D 10, Co 10, Ch 11

Spells: Darkness, Magic Missile.

Equipment: Silver dagger, **Scroll of Polymorph Self**, 23 gp.

HP 5 □□□□□

Tilmund: AC 16, T3, #At 1 shortsword or shortbow, Dam 1d6, Mv 40', Sv T3, MI 9, XP 145, S10, I 13 (+1), W 9, D 16 (+2), Co 14 (+1), Ch 7 (-1)

Equipment: **Leather Armor +1**, Shortsword, Shortbow, 20 arrows, Thieves' tools, 66 gp.

HP 11 □□□□□ □□□□□ □

13. RAGNAR'S CHAMBER:

This room contains only a dirty bed and a small wooden crate. On the surface, a humanoid skull pierced on the top serves as a candlestick.

There is nothing of interest here.

14. ANSFRID'S CHAMBER:

A small bed occupy the north wall, on the east wall is a dark wood desk. On the desk is a thick leather covered book.

The desk contains a drawer ink, an ink-pen, and a few sheets of paper. The tome is Ansfriid's spellbook, containing the following spells: Light*, Magic Missile, Magic Mouth, Read Languages, Mirror Image.

Kidnapped!

Release 2

The spell book is trapped by a poison dart. When opened, the dart will come from a small hole on the front. The dart rolls to hit as a 3rd level fighter. If hit, a character takes 1 point of damage and must succeed a saving throw versus poison, or die.

15. TILMUND'S CHAMBER:

This poor looking bedroom contains only a bed covered with wool blanket.

An amethyst worth 500 gp and 7 pp are sewn into the mattress.

16. SECRET TREASURE ROOM:

A wood panel covered with mortar and stones hides this secret room. The wall can be bashed down by rolling 1 on a d10, modified by the strength score. It may also be hacked down with an axe easily, but noisily.

The only thing in the room is a locked chest containing the following: 312 gp, 851 sp, 113 cp, pearl necklace (worth 150 gp), gold ring (worth 400 gp), opal (worth 40 gp) and a **Potion of Fire Resistance**.

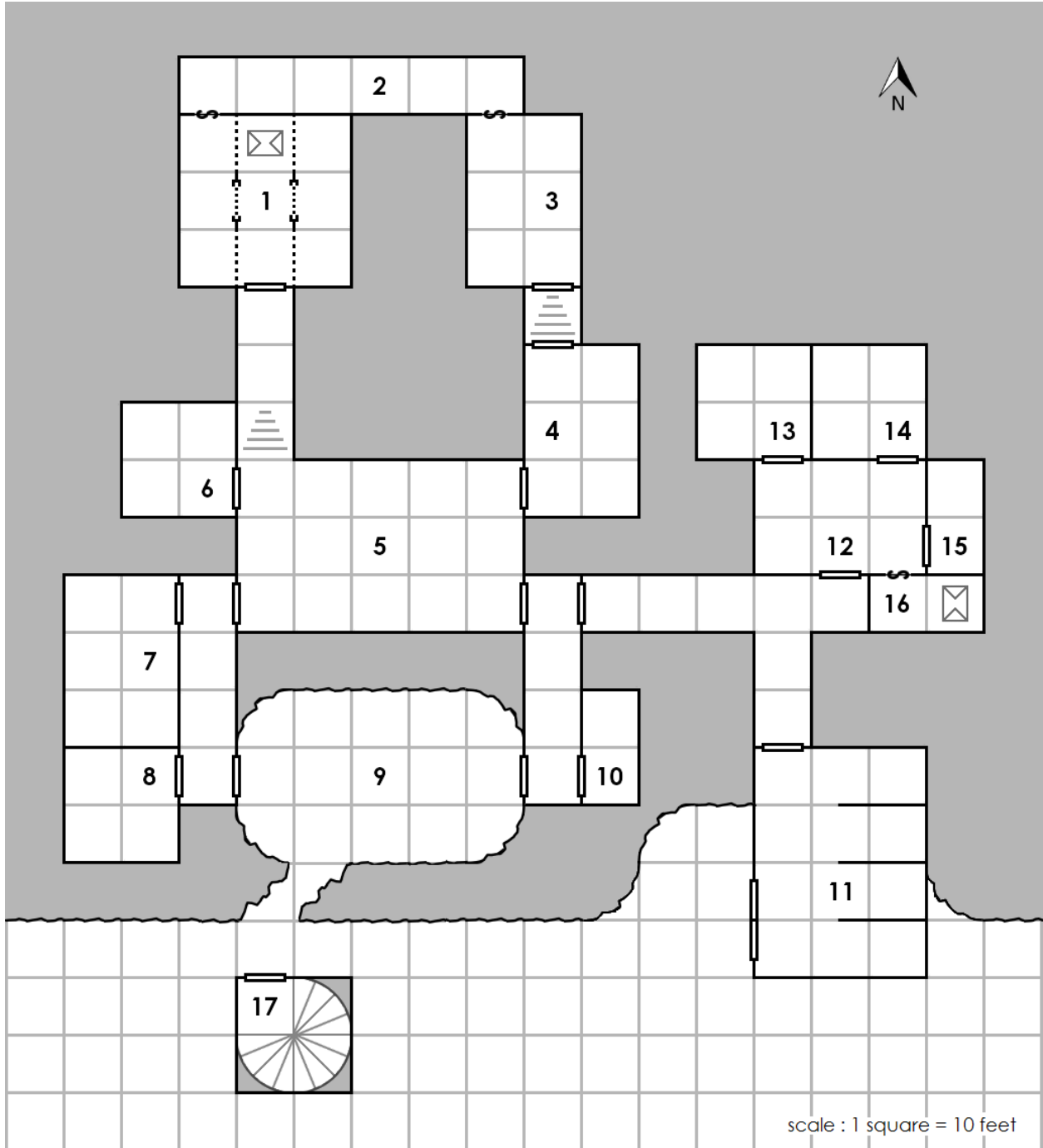
17. WATCHTOWER:

The watchtower is around 15 feet high. The lower part is built from stone while the platform on top is made from wood. The roof is painted green and you see two bandits up there, guarding the surroundings.

The two bandits are from room #10 and will shoot on sight with their crossbows. After their first shot, they will leave the tower and enter the hideout to alert the other bandits.

If the party flee from the cave (room #9), they will try to reach the stables (room #11), getting horses to follow the party.

The Hideout Map



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