

Kidnapping for Fun and Profit

([Damian May](#))

An agent of Earl Montombre will set up a meet at a townhouse in Ongus where they and two associates will meet with the group. They are willing to pay the princely sum of 100 crowns for the relocation of a sorceress studying at the Guild Hall of the Masterful Apothecaries and Alchemists Fellowship to Cynewulf Magister's private tower on Montombre's estate. They will collect her by dawn the day after tomorrow, from a flour mill some two hours outside Ongus to the east.

The basic requirements are as follows:

1. Kidnap Jana Gulfr from the Guild Hall of the Masterful Apothecaries and Alchemists Fellowship.
2. Take all of her information regarding her project on resurrection.
3. Destroy any other copies of her research in the university and burn down the laboratory.
4. Deliver Jana to a flour mill some hours away.

The Guild Hall of the Masterful Apothecaries and Alchemists Fellowship is located within the city proper (see [map of Ongus](#)). Jana's laboratory is on the second floor, guarded by two burly mercenaries. If the other apothecaries knew the truth of her research and methods, this might create some difficulties.

The flour mill is a stone tower with a wind sail and is located nearly twenty miles from the city.

Difficulties

Jana will be working with a close colleague and friend, Diana Pollard, her apprentice and occasional lover. Diana will defend Jana against the group. If she is killed, Jana will break her vow to do no harm, and attempt to kill each and every member of the group, not stopping until incapacitated.

Whereas Jana's notes are scattered around the bench-tops of the lab and easily collected, another copy of her compiled research sits within a strongbox hidden beneath the floorboards (STEALTH 20).

Once the adventurers torch the lab, a hue and cry will be raised almost immediately – no one wants to see the city's major source of healing burned to the ground.

Major Complications

For reasons that the Royal Family keeps close to their chests, they have taken an interest in Jana's research and dispatched people to keep her safe.

Karsten Marks is the leader of a detachment of three King's Agents stationed at the Guild Hall. Marks will be acting as an assistant within the lab having passed himself off as a dogsbody for the Guild some months ago.

Guild Hall

Doors (Lockpick chance 40%, Strength to break down: 16) First-Floor Guards (4) (PERCEPTION 7)
Second-Floor Guards (2) (PERCEPTION 8)

Personalities

Jana Gulfr (Rank 6 Sorcerer)

Wilful and headstrong, she's had to be to achieve what she has. If anybody does try to give her an order or force her to do anything against her will, she'll lash out at them with great fury, though she takes her duties as a healer seriously and will try not to do any permanent damage. She does not want to leave but will do anything to save Diana's life, including going with the adventurers as long as Diana can come too.

Diana Pollard (Rank 1 Sorcerer)

Jana's best friend and apprentice, she has a keen understanding of alchemy and has developed several new brews to improve the efficacy of potions.

Karsten Marks (Rank 5 Assassin; King's Agent)

Posing as a menial at the Guild, Marks has done such a good job at concealing his identity that even Jana doesn't realise that he is there to protect her. He is a skilled operative and wears a +2 maille shirt beneath his smock and wears a Ring of the Burning Halo. He will attempt to reach and ring a brass bell hanging from the ceiling of the laboratory once the group reveal themselves.

Aricia Lanewell (Rank 4 Knight; King's Agent)

A woman of amazonian proportions and dressed in plate and maille, with a huge greatsword that she puts through seemingly insane manoeuvres that would get a less skilled warrior very, very killed. She is stationed down the hall and will respond to the rung bell within two rounds if she hears it.

Darian Delven (Rank 4 Hunter; King's Agent)

Darian is lithe and handsome, carries a polished bow, and is dressed in dark leathers and an Elven Cloak. He is fiercely loyal to Marks.

Even if the companions succeed in the first step of their mission, there are still many things that can go awry: the Guard arrives quicker than expected, the fire is extinguished before it can fully take hold, one or both of the prisoners is injured, etc.

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