

(GM ARTICLE)



## HOOK FOR A HACK "HARD BOUNTY"

By Big E

**HOOK FOR A HACK** is our monthly article that gives a GM all the elements they need to throw a Hacktastic Adventure together with minimal effort. It gives you a setting, plot, hook, background, threats and reward. You just add a little creativity and you have INSTANT ADVENTURE!

This Month's **HOOK FOR A HACK:**  
**"HARD BOUNTY"**

**Setting:** *Wilderness (hardpan desert / ruined village)*

**Plot:** *The PCs must track down a trio of outlaws across a blasted waste and bring*

*them to justice before they can hook up with the rest of their band in a ruined village.*

**Hooks: (weak& easy)** *The PCs take jobs as bounty hunters to track down three outlaws that escaped from a prison wagon or (Hacktastic)The PCs happen upon an overturned prison wagon, three dead convicts inside, a trail heading deeper into the hardpan and a pair of guards, weapons and armor missing, one dead from the wagon accident, one just taking his last breaths as the PCs find him (he can be dying from whatever method you feel is appropriate) He tells of the convicts escape in breathy tones presses his badge into the hands of one PC, gives a death-rattle and expires spaghetti wester style, leaving the PCs amongst the dead looking off to the horizon as a hard wind blows and a handful of wanted posters crackle in*



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*the wind from where they are stuffed into the dead guard's belt. Now that is the start of an adventure!*

**Background:** Local constables from the borderfort town of **God's Tankard** (a fortified town built around the massive artesian wells that are the only source of clean water in a 100 mile radius) were transporting a wagon load of seven prisoners to the salt mines on the edge of the **Vulture Flats** (a hardpan desert choked with a shallow pools of Rating 20 Acid Effect and dust-storms of acid gas; Rating 5 ACID Effect), A snake panicked the horses of the prison wagon until it hit a gully before the driver could gain control, rolled, killing the driver and three of the seven prisoners. The other constable was mounted, went to check the driver and then the prisoners, the four surviving prisoners overpowered him and left him for dead. They took his horse all the weapons and supplies the could and headed out into the Acid Flats, bound for **Carrion's Bounty**, a long abandoned "ghost town" now used by thieves and outlaws on the lamb from the law.

**Adventure Layout / Tips:** It is four day trek (for a meduim-sized ceature) to the ruins of Carrion's Bounty from the site of the wagon. The outlaws have a two days head start. have them have a couple of encounters along teh way, (two or three environmental and one with a pack of Stink Dogs that number 1 more than the PCs) the PCs following the trail should first find 4 sets of shackles discarded along the trail, then the dead horse stolen from the constables, then an empty water bag, then the body of the fourth outlaw (not a member of the gang so he was killed to save water) and then they see the outskirts of Carrion's Bounty (set up old west style, about 10 to 12 buildings). (If you really want to amp it up give all the outlaws repeating crossbows! if you have access to the rules from the Equipment & Gear Expansion Pack 1)

**Threats:** *The Vulture Flats (Environment):Heat dangers, Acid pools, and Acid dust storms)*

*Sting Dog Packs (see this Months Creature Feature for Stats)*

*The Three Outlaws (Hugo The Hand, Hans Rickets and Cuchillo the mute elf) and their gang of 10 other outlaws should they reach Carrion's Bounty.*

**Reward:** *Hugo the Hand (2,000Ep), Hans Rickets (1,000Ep), Cuchillo (1,000 Ep), The other 10 outlaws (200 Ep each) all collected Dead or Alive*

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***at the town of God's Tankard. Other Loot to sweeten the pot if you so choose: I like a Reaver's Sword for Hugo and perhaps a single item for the other two, All three should have Trinkets of instant recovery to make them that much tougher.***

**Stat Blocks**

**Outlaw Archer** (Human/ humanoid)

(70 pts)/ Size: Medium /Move: 6" / Vigor Bonus: +13

B 10, A 15, E 10, M 5, S 15, C 5, L 5

PRSB +3

MRSB +2

Skills: Observe +12 (+17), Stealth +8

Talents: Eagle Eyed (+5 to Observe Tests); Ranged Combat Expert 1 (+1 to ranged combat modifiers); (Sp) Finding the Chink (As a Me may roll an observe vs Targets Defense to add +5 to next Ranged Combat Roll Modifiers)

Templates: The Archer

Gear: Sword (+4), Lt Armor (+1), Longbow ( 30" / +5), 40 Arrows

Special Abilities / Attacks:

DefB (16 w/ bow, 20 w/ sword); MCB ( +14)/ RCB ( +21)/ IM+ 15

**Outlaw Tough** (Human/ humanoid)

(70 pts)/ Size: Average /Move: 6" /Vigor Bonus: +20

B 20, A 10, E 15, M 5, S 5, C 5, L 5

PRSB +4

MRSB +1

Skills: Observe +6, Stealth +9

Talents: **Dirty Tavern Fighting Talent** (The thug adds and additional +5 bonus to his Melee Combat Bonus when doing a STAND & DELIVER action); **(Sp) Cheap Shot Talent** (Once per encounter the Thug may add a +10 bonus to a single Melee Attack and injury roll as a **(f)** action)

Templates: The Thug

Gear: Lt armor (+1 DefB), Sword (+4), Crossbow (24"/ +4) and 10 bolts

Special Abilities / Attacks:

DefB (15 w/ Sword and armor ); MCB (+24 )/ RCB (+10 )/ IM+10

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### Hugo The Hand (human/ humanoid)

(203 pts)/ Size: Medium / Move: 6" / Vigor Bonus: +36

B 20, A 15, E 20, M 14, S12, C 14, Luck 20

PRSB +5

MRSB +4

Skills: Intimidate +25, Observe +11, Survival +16

Talents: **Death Blow** (if any melee attack results in either a DOWN & OUT injury result or a KILL, you may make an immediate additional attack vs any foe within range of your melee weapon. This attack must be a Melee Attack); **(SP) Curtain of Steel Defense** (when using the FIGHTING ON THE DEFENSIVE combat tactic, Add an additional +5 to your Defense Roll Modifier as well as the normal doubling of your Shield and Weapon bonuses); **Hardened Soul**: +5 to all Savvy Test; **Hearty**: +5 Vigor; **Powerful Brawn** (+5 to Brawn, besides combat); **Steely Mind** (+5 to all Mind Test); **Fearless** (Immune to Fear Effects and Attacks); **Night Eyes** (12" Night Vision); **(Sp) Furious Blow Talent** (Once per encounter double brawn on a melee attack); **(Sp) Battle Frenzy Talent** (Ignores Dazed or Down & Out Injuries, once per encounter lasts for 20 combat rounds, (f) action to activate, May not Fight on the Defensive or use Mental Skills)

Templates: Man-at-Arms, Boss (Allows Luck of Heroes rolls); Berserker (Advanced Template)

Gear: Exquisite Quality (+5) Sword (+9), Horseman's Bow (+3), 20 Arrows, Med Armor, Medium Shield.

Special Abilities/ Attacks: Furious Blow, Battle Frenzy, Curtain of Steel Defense

DefB (+29 w/Sword & shield), (+17 w Bow); MCB (+29 W/ Sword); RCB (+18 w/Bow)

### Hans Rickets (Humanoid / Human)

(105pts)/ Size: /Move:6" land /Vigor Bonus: +17

B 20 , A 15, E 15, M 5, S 10, C 5, L 5

PRSB +5

MRSB +2

Skills: Acrobatics +15, Intimidate +10, Observe +4, Stealth +25

Talents: **Light Weapon Expert 1** (+1 to Melee & Ranged Combat Roll Modifier with ANY light weapon/ light ranged melee weapon); **Quickdraw**(may draw a weapon as a f action); **Two Fisted Fighting** (may fight with two weapons as long as they are Medium of smaller, Adds both weapons to Melee Combat Roll Modifier and Defense as a (Me) action); **(SP) Fangs of The Adder** (When using the STAND AND DELIVER combat tactic and wielding only a Light Melee Weapon you add an additional +5 to your Melee Combat Roll Modifier); **Night Eyes** (12" night vision)

Templates: The Daggerman

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Gear: Light Armor (+1), (2) daggers (+3); (2) throwing knives (18" range / +3)

Special Abilities / Attacks: (see talents)

DefB (+24 w/ armor and 2 daggers); MCB (+24 w/ dagger, +28 w/ 2 daggers, +34 w/ fangs of the adder ) / RCB (+19 w/ dagger or throwing knife)/ IM+15

**Cuchillo the Mute** (Humanoid / Elf)

(180 pts)/ Size: /Move: 6" land /Vigor Bonus: +27

B+20 , A +20, E 20, M 15, S 15, C 15, L 15

PRSB +6

MRSB +4

Skills: Acrobatic +16, Jump +12, Observe +12, Stealth +25

Talents: **Natural MIND Caster, Innate Spells, Hearty** (+5 Vigor); **Light Weapon Expert 1-5** (+5 to Melee & Ranged Combat Roll Modifier with ANY light weapon/ light ranged melee weapon); **Quickdraw**(may draw a weapon as a f action); **Two Fisted Fighting** (may fight with two weapons as long as they are Medium or smaller, Adds both weapons to Melee Combat Roll Modifier and Defense as a (Me) action); **(SP) Fangs of The Adder** (When using the STAND AND DELIVER combat tactic and wielding only a Light Melee Weapon you add an additional +5 to your Melee Combat Roll Modifier); **Night Eyes** (12" night vision); Understands: Elffinnin & Barter Tongue (may not speak)

Templates: The Daggerman

Gear: Light Armor (+1), (6) daggers (+3); (12) throwing knives (18" range / +3)

Special Abilities / Attacks: Spells: *Arcane Senses, Arcane Weapon Enchantment, Instant Rest, Arcane Speed* and (see talents)

DefB (+37 w/ armor and 2 daggers); MCB (+28 w/ dagger, +36 w/ 2 daggers, +38 w/ fangs of the adder ) / RCB (+28 w/ dagger or throwing knife)/ IM+20

Max Ability Scores: B 20, A 20, E 20, M 25, S 20, C 20, L 20; VB +40