

(GM ARTICLE)



## HOOK FOR A HACK "ALL RISE"

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:**  
"ALL RISE"

**Setting:** *Urban / Wilderness (Small Hamlet & a Forgotten Graveyard)*

**Plot:** *The PCs are staying the night in a small hamlet (in the barn or home of a*

*friendly peasant) When the hamlet is overrun by zombies and Tomb Beetle Swarms from a long forgotten graveyard in the woods a mile north of the village.*

**Hooks:** *The PCs are on the trail of or just finishing an adventure when they stop for the night in a sleepy little hamlet and gain quarters in a local's home or barn OR The PCs are seeking out the old graveyard because of some clue or treasure map that has led them to it. They spend the night in the hamlet and plan to investigate the graveyard in the morning.*

**Background:** *Three days ago two bands of Grave Robbers met while trying to loot the old graveyard in the woods a mile north of the hamlet of Second Chance (named so since the village was rebuilt here a after the*

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first hamlet burned in a terrible fire six years ago). The bands fought and managed to kill each other off. The bloodshed stirred long forgotten dark magic and the slain grave robbers raised as zombies along with the interned for the ten most recent graves (the others were far too old to have usable bodies). Now on a dark and stormy night (yes I went there) 25 Zombies shuffle towards the unsuspecting residents of *Second Chance*, luckily they have the PCs to help with this nasty threat.

**Adventure Layout / Tips:** The hamlet is only 8 buildings (7 homes and a barn) and a well; 18 peasants: ( 6 men, 8 Women and 4 children), Briar Fair Axe (human Forester) Briar's 16 year old daughter Brendla (human Archer), (4) mules and (6) goats. The only armaments the peasants besides Briar and his daughter have are tools (count as clubs)

The homes and barn are all wooden, The homes are one room cottages with a single door and one window on each of the other three sides, all have a small loft for sleeping or storage, the loft has a small round window (small size creatures can pass easily).

The barn has (6 stalls and a large loft that dominates the whole rear wall, two sets of double doors one to the front and one lead into the small corral) This is where the mules and the goats are kept. The loft is filled with hay.

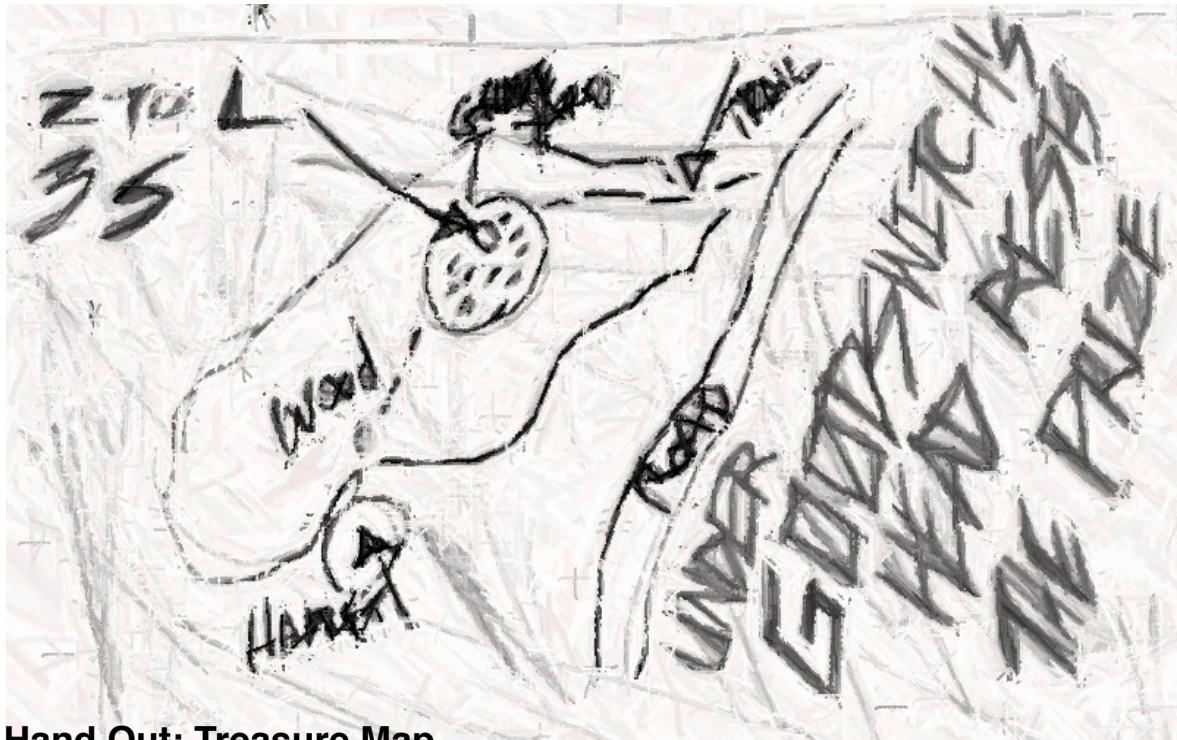
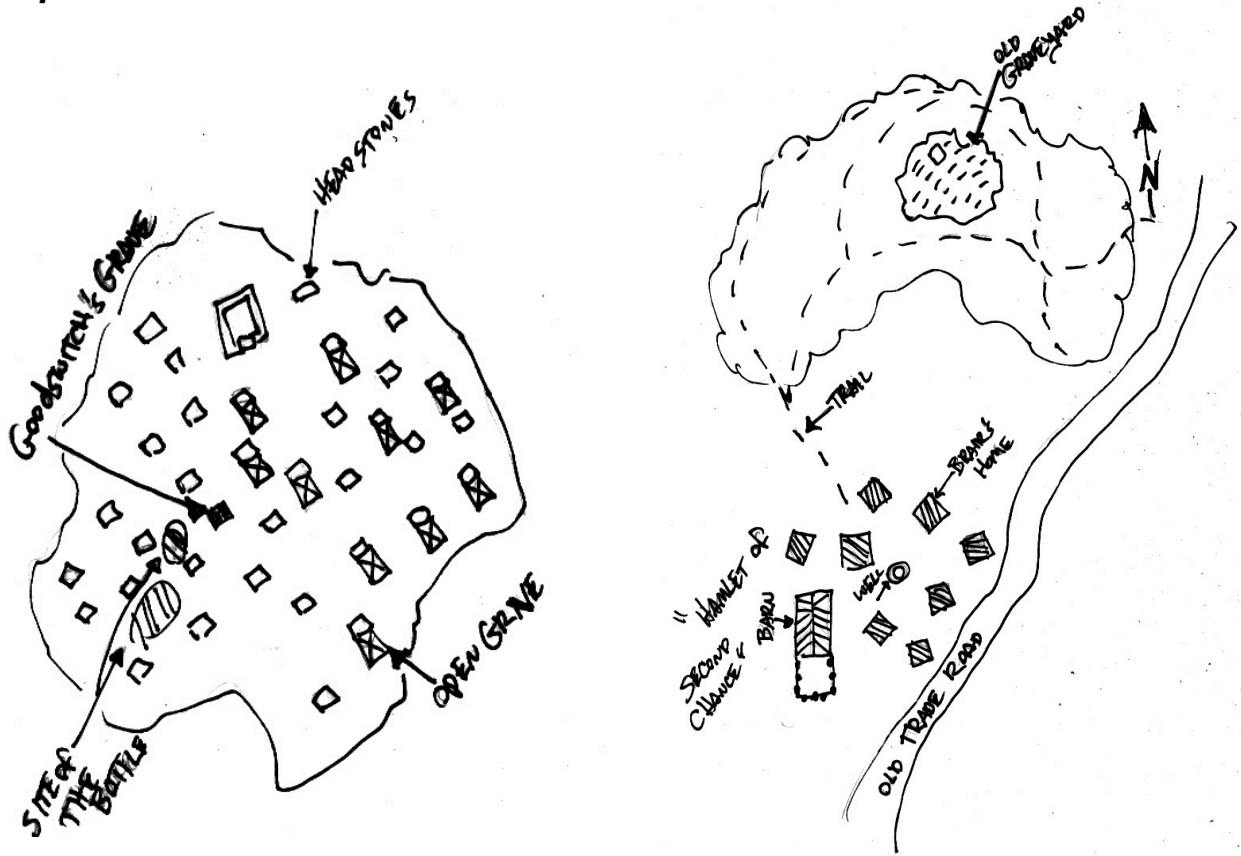
**Threats:** 15 Zombie Grave Robbers and 10 Zombie Peasants

**Reward:** *LIFE!* and a pair of treasure maps that lead to a treasure cache buried in the old graveyard found on two of the zombie Grave Robbers.

*The cache: an old iron chest buried 7ft deep and under a moldy old of sack of bones at the grave maker inscribed with the name GOODSWITCH.*

**Iron Chest** (locked +20)/ contains: (2) +3 exquisite quality daggers, 200 loose Ep; (4) Earth Stones, (16) Moon Babbles and (8) Sky Diamonds.

Maps and Handouts



Hand Out: Treasure Map

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### Stat Blocks

#### **Zombie Grave Robber** (Undead/ Humanoid)

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

B 20, A 10, E 0, M 0, S 10, C 0, L 5

PRSB +3

MRSB +1

Skills: Climb +5, Observe (Life sense 24" +10)

Talents: **(Sp) Life Sense 10** (24" range): Uses Life sense rating in place of Observe Skill. Does not require LOS to use. This power is permanent and considered always on. (See Sense Life Spell for further details); **(Sp) Undead Immunities / Weaknesses** (Immune to Dazed and Down& Out injury results, Immune to all Mental Attacks / Effects including Fear, Immunity to Cold Attacks / Effects), (Vulnerability to Exalted Magic Attacks and Effects), (Mindless Flaw: may only follow simple commands, may not think on own), Magical Aura (dim, purple for Umbra Discipline); **(Sp) Dark Fury Talent**: Creature's unarmed strikes count as armed and gain a +2 Combat Bonus

Treasure Rating: **Haphazard**

Templates: Zombie

Gear: -

Special Abilities / Attacks: **(Sp) Life Sense 10** (24" range): Uses Life sense rating in place of Observe Skill. Does not require LOS to use. This power is permanent and considered always on. (See Sense Life Spell for further details)

**(Sp) Undead Immunities / Weaknesses** (Immune to Dazed and Down& Out injury results, Immune to all Mental Attacks / Effects including Fear, Immunity to Cold Attacks / Effects), (Vulnerability to Exalted Magic Attacks and Effects), (Mindless Flaw: may only follow simple commands, may not think on own), Magical Aura (dim, purple for Umbra Discipline)

**(Sp) Dark Fury Talent**: *Creature's unarmed strikes count as armed and gain a +2 Combat Bonus*

DefB (+14); MCB (+24 fist, claws or bite) / RCB (+10) / IM+10

Lore Rating: Limited (+10)

Max Ability Scores: B (By Race), Agility (By Race), E 0, M 0, S (By Race), C 0, L (By Race)

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### Swarm Infested Zombie Peasants (Undead/ Humanoid)

(90pts) Size: Medium / Move: 6" / Vigor Bonus: +20

B 20, A 10, E 0, M 0, S 10, C 0, L 5

PRSB +3

MRSB +1

Skills: Climb +5, Observe (Life sense 24" +10)

Talents: **(Sp) Life Sense 10** (24" range): Uses Life sense rating in place of Observe Skill. Does not require LOS to use. This power is permanent and considered always on. (See Sense Life Spell for further details); **(Sp) Undead Immunities / Weaknesses** (Immune to Dazed and Down& Out injury results, Immune to all Mental Attacks / Effects including Fear, Immunity to Cold Attacks / Effects), (Vulnerability to Exalted Magic Attacks and Effects), (Mindless Flaw: may only follow simple commands, may not think on own), Magical Aura (dim, purple for Umbra Discipline); **(Sp) Dark Fury Talent**: Creature's unarmed strikes count as armed and gain a +2 Combat Bonus; **(Sp) Swarm Host Talent** (Creature is filled with a Swarm of equal size as the modified creature first time the creature is hit the swarm erupts forth and attacks any living creature. Swarm follows normal swarm rules there after. The swarms count as separate experience after they leave the infested corpse.) **Note: The undead may release the swarm if instructed or at will if it is a free willed undead creature**

Treasure Rating: **Haphazard**

Templates: Zombie , Swarm Infested Undead (infested with Medium Sized Tomb Beetle Swarms)

Gear: -

Special Abilities / Attacks: **(Sp) Life Sense 10** (24" range): Uses Life sense rating in place of Observe Skill. Does not require LOS to use. This power is permanent and considered always on. (See Sense Life Spell for further details); **Swarm Infested** ( Swarm erupts after first hit or at will see talent)

**(Sp) Undead Immunities / Weaknesses** (Immune to Dazed and Down& Out injury results, Immune to all Mental Attacks / Effects including Fear, Immunity to Cold Attacks / Effects), (Vulnerability to Exalted Magic Attacks and Effects), (Mindless Flaw: may only follow simple commands, may not think on own), Magical Aura (dim, purple for Umbra Discipline)

**(Sp) Dark Fury Talent**: Creature's unarmed strikes count as armed and gain a +2 Combat Bonus

DefB (+14); MCB (+24 fist, claws or bite) / RCB (+10) / IM+10

Lore Rating: Limited (+10)

Max Ability Scores: B (By Race), Agility (By Race), E 0, M 0, S (By Race), C 0, L (By Race)

(45 points) **Medium-Sized Tomb Beetle Swarm (vermin): Swarm Rating +5 / Speed 4" land (4" Climb) (2" Fly)**

Skills: -

Talents: **Clumsy Flyer** (gains Fly speed half of base land speed) (5 pt base), **Night Eyes 12"**, **Natural Climber Talent** (Climb Speed same as Land Speed) (10pts base), **(Sp)Self Gang-Up Talent** (swarm only) (If allowed a Stand & Deliver Combat tactic **Swarm Rating is Doubled for attacks and injuries only**)(10pts base)

Treasure Rating: **Haphazard**

Special Attacks and Abilities: **Swarm Traits, Self Gang-Up.**

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<b>Swarm Infested (Undead Modifier Template)</b>	<b>Point Cost: 5 Tiny, 10 Small, 20 Medium, 40 Large, 50 Giant, 60 Titanic</b>
<i>(Sp) Swarm Host Talent</i> (Creature is filled with a Swarm of equal size as the modified creature first time the creature is hit the swarm erupts forth and attacks any living creature. Swarm follows normal swarm rules there after. The swarms count as separate experience after they leave the infested corpse.) <b>Note: The undead may release the swarm if instructed or at will if it is a free willed undead creature</b>	This template may be used on ANY Undead Creature.

**Peasants (Human/ Humanoid)**

(70pts)/ Size: Medium / Move: 6" / Vigor Bonus: +15

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

PRSB +3

MRSB +2

Skills: Gossip +5, Observe +5, Survival +10. World Lore +3

Talents: Hearty (+5 Vigor Bonus)

Treasure Rating: none

Templates:

Gear: Peasants clothing and farm tools ( treat as club)

Special Abilities / Attacks: +5 to Vigor Bonus and Human +5 Luck bonus.

DefB (+14); MCB (+14 club) / RCB (+10 base) / IM+10

Lore Rating: Everyman (+0)

Max Ability Scores: B 20, A 20, E 20, M20, S20, C20/ VB +40

**Peasant Children (Human/ Humanoid)**

(40pts)/ Size: Small / Move: 6" / Vigor Bonus: +10

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

PRSB +2

MRSB +1

Skills: Gossip +3, Observe +4

Talents: Hearty (+5 Vigor Bonus)

Treasure Rating: none

Templates:

Gear: Peasants clothing and farm tools ( treat as club)

Special Abilities / Attacks: +5 to Vigor Bonus and Human +5 Luck bonus.

DefB (+13); MCB (+8 club) / RCB (+10 base) / IM+10

Lore Rating: Everyman (+0)

Max Ability Scores: B 20, A 20, E 20, M20, S20, C20/ VB +40

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### **Briar Fair Axe (Human/ Humanoid)**

(130pts)/ Size: Medium / Move: 7" / Vigor Bonus: +28

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

PRSB +5

MRSB +2

Skills: Gossip +5, Observe +10, Sense Truth +12, Stealth +10, Survival +15. World Lore +5

Talents: Hearty (+5 Vigor Bonus); Improved Movement 1 Talent ( base speed +1 '); (Sp) Mobile

Combatant Talent ( May move before and after and attack, may be use on charge); Night eyes (12" night vision); Expert Tracker Talent (+10 bonus to survival while tracking)

Treasure Rating: none

Templates: The Forester

Gear: +5 exquisite quality War Axe (+9 /+10), Light Armor (+1), Dagger (+3), Long Bow (+5 30" range) (20 Arrows)

Special Abilities / Attacks: +5 to Vigor Bonus and Human +5 Luck bonus and SEE Talents

DefB (+16 or 21 w/Axe); MCB (+30 w/ Axe) / RCB (+15 w/ long bow) / IM+15

Max Ability Scores: B 20, A 20, E 20, M20, S20, C20/ VB +40

Description: Briar is a short, stocky man in his mid forties, he has coal black hair and beard, deep set brown eyes and sun tanned skin. He dresses in tanned leathers, clothing in shades of green and a vest made from a wolf pelt. He is rarely seen without weapons and never without his trusty war axe "Shaver". The axe, a gift to him from a dwarf craftsmen whom he saved from a pack a wolves. He is gruff voiced, but pleasant. He likes adventurers, but is very protective of the folk of Second Chance. He is Leader, and protector of these simple peasants.

### **Brendla (Human/ Humanoid)**

(90pts)/ Size: Medium / Move: 6" / Vigor Bonus: +18

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

PRSB +3

MRSB +2

Skills: Observe +13(+18), Survival +10. World Lore +3

Talents: Hearty (+5 Vigor Bonus), Ranged Combat Expert 1 Talent (+1 to ALL Ranged Combat); Eagle Eyed Talent (+5 talent bonus to Observe Tests); (Sp) Find The Chink Talent ( As A (Me) Action may roll observe vs Target's Defense, if successful adds + to next Ranged Combat Roll)

Treasure Rating: none

Templates: The Archer

Gear: Light Armor (+1), (2) Daggers (+3), Long Bow (+5 30" range), 40 arrows

Special Abilities / Attacks: ; Find the chink (see talent), Eagle Eyed (see talent)+5 to Vigor Bonus and Human +5 Luck bonus.

DefB (+16 or +19 w/ dagger); MCB (+13 dagger) / RCB (+21 w/ bow or +19 dagger) / IM+15

Max Ability Scores: B 20, A 20, E 20, M20, S20, C20/ VB +40

Description: A slim girl with a complexion and eyes like her father's, her hair is straw yellow and worn in a long braid. Brendla is a bit of a tomboy, since her father has raised her alone. She is quiet and shy among strangers. She has undying loyalty to her father and follows his orders without question.