

(GM ARTICLE)



HOOK FOR A HACK
“To Have and To Hold”

by BigE



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:**
“To Have and To Hold”

Setting: *Urban (Small Hamlet)*

Plot: *A band of Adventures violently interrupts a wedding and tries to make off with the bride.*

Hooks: *One of the male PCs is getting married (All Players roll 1d20, highest is the groom). Hook as many of the PCs into the plot as possible, Maybe one is give the bride away, perhaps a PC with several ranks in God Lore is performing the ceremony, maybe one is the best man or maiden of honor.*

November Hook For A Hack: “To Have and To Hold”

Background: The lovely peasant maid Wendella is to be wed to her beloved (insert PC name here). The two met and had a sudden yet passionate love affair and decided to get hitched. So after hasty preparations the hamlet has come together to throw a nice wedding for the lovebirds, but all is not well, it seems the beautiful Wendella had another suitor some months ago. Now word of Wendella’s upcoming nuptials has reached Kragarr The Indomitable, a rather nasty and very jealous warrior. So Kragarr and his band of adventures The Brotherhood of the Blue Shield plan to crash the wedding and get Kragarr his bride, wether she likes it or not.

Adventure Layout / Tips: The wedding is being held at quaint cottage, near a babbling brook on a small stone bridge, 40 or so local peasants as well as the PCs are gathered for the happy occasion. The Brotherhood of the Blue Shield are a foul bunch of ruffians, first they will threaten and bully until it all comes to violence. They will gladly kill anyone who is not Wendella if they get in the way, Kragarr will insist on fighting the groom one on one if possible so he can have the pleasure of killing him. If the Band of The Blue Shield can disable or incapacitate all the PCs they will make off with the lovely Wendella, so the PCs can then track them down and rescue the damsel in distress. now how is that for good CHEEZE.

Threats: “The Brotherhood of the Blue Shield”
Kragarr the Indomitable (Human Brute / Berserker)
Bartinni The RED (Human Brute / Berserker)
Timmrik Tankard Tipper (Dwarf Warlock)
Brookull Kidney Splitter (Human Thief)
Philock Spite Tongue (Human Minstrel)

Reward: *A grateful Wendella and the Loot off the Brotherhood of the Blue Shield.*

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Stat Blocks

Kragarr The Indomitable (Human/ Humanoid)

(209pts)/ Size: Medium / Move: 6" / Vigor Bonus: +32

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

PRSB +5

MRSB +4

Skills: Intimidate +25, Observe +5, Survival +10. World Lore +5

Talents: Hearty (+5 Vigor Bonus); Improved Punch 1, Heavy Hitter 1-7, (Sp) Burst of Strength 5, Death Blow, (Sp) Furious Blow, (Sp) Battle Frenzy, Hardened Soul, Steely Mind, Fearless

Templates: The Brute, The Berserker, Boss template

Gear: Heavy Armor, Enchanted Chain mail (Ft 1), Exquisite +1 Blue Buckler, Mage-Craft Battle Axe (FT1)

Special Abilities / Attacks: +7 to all Melees attack and Injury rolls, fearless, battle Frenzy, furious blow, Burst of Strength 5

DefB (+31); MCB (+36 battle Axe) (+56 furious Blow) (+66 furious blow w/ burst 5) / RCB (+10 base) / IM +15

Lore Rating: Everyman (+0)

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

Bartinni The RED (Human/ Humanoid)

(194pts)/ Size: Medium / Move: 10" / Vigor Bonus: +32

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

PRSB +6

MRSB +4

Skills: Intimidate +16, Survival +10.

Talents: Hearty (+5 Vigor Bonus); Improved Punch 1, Heavy Hitter 1-3, Improved Movement 1-4, (Sp) Burst of Strength 5, Death Blow, (Sp) Furious Blow, (Sp) Battle Frenzy, Toppling Blow, Blitz Charge, Bowling Charge

Templates: The Brute, The Berserker, Boss template

Gear: Heavy Armor, Medium Armor, Exquisite +1 Blue Buckler, Exquisite +5 Grim Flail, (2) javelins

Special Abilities / Attacks: +3 to all Melees attack and Injury rolls, battle Frenzy, furious blow, Burst of Strength 5, Toppling Blow, Blitz Charge, Bowling Charge

DefB (+32); MCB (+33 Grim Flail) (+53 furious Blow) (+63 furious blow w/ burst 5) / RCB (+20 base) / IM +20

Lore Rating: Everyman (+0)

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

November Hook For A Hack: "To Have and To Hold"

Timrick Tankard Tipper (Dwarf/ Humanoid)

(153pts)/ Size: Medium / Move: 4" / Vigor Bonus: +40

B 20, A 15, E 25, M 20, S 20, C 15, L 15

PRSB +6

MRSB +5

Skills: Magic Lore +25, Outer Realms Lore+10.

Talents: Hearty (+5 Vigor Bonus); Stout but Stumpy (-2 Move, +20 to MAX Encumbrance); Night Eyes (12" night vision); Dwarven Vigor (+5 Vigor Bonus); Mind Caster; (Sp) 1st Circle Arcane Mastery. Speaks StonCant, Low Speech, Barter Tongue

Templates: Warlock

Gear: Heavy Armor, Medium Armor, Exquisite +1 Blue Buckler, Exquisite +3 Battle Axe, Crossbow, 10 bolts. Arcane Explosion Scroll, Arcane Binding Greater Scroll, Potion of Vigor, Wand of Arcane Bolt (10 Charges)

Special Abilities / Attacks: All 1st Circle Arcane Spells, (2nd Circle) Arcane Burst, Arcane Binding Lesser, (3rd) Arcane Blast, Arcane Ward Lesser, Arcane Barrier

DefB (+26); MCB (+27 W/ Battle axe) / RCB (+19 crossbow) / IM+15

Lore Rating: Everyman (+0)

Max Ability Scores: B 20, A 20, E 25, M20, S20, C20/ VB +50

Brookull Kidney Splitter (Human/ Humanoid)

(178pts)/ Size: Medium / Move: 6" / Vigor Bonus: +28

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

PRSB +5

MRSB +4

Skills: Acrobatics +25, Filch +35, Stealth +35 (+55 Stealth w/ Cloak)

Talents: Hearty (+5 Vigor Bonus), (Sp) Quick Strike

Treasure Rating: none

Templates: The Thief

Gear: Exquisite +5 Short Sword, (5) throwing daggers, Light Armor, Exquisite Quality +1 Buckler, Shadow Cloak

Special Abilities / Quick Strike

DefB (+21 or +29 w/ Shadow Cloak); MCB (+23 sword or +28 w/ quickstrike) / RCB (+20 w/ throwing dagger) / IM+20

Lore Rating: Everyman (+0)

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

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Philock Sprite Tongue (Human/ Humanoid)

(175pts)/ Size: Medium / Move: 6” / Vigor Bonus: +22

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

PRSB +4

MRSB +5

Skills: Bluff +20, Gossip +8, Observe +10, Perform +35 Survival +13, Magic Lore +10 (+15), World Lore +6 (+11)

Talents: Hearty (+5 Vigor Bonus), (Sp) Vagabond’s Lore Talent, (Sp) Minstrel Song Talent

Treasure Rating: none

Templates: The Minstrel

Gear: Sword, Light Armor, Lute, +1 Exquisite buckler, (2) potions of Cure Ability Moderate, Wand of Arcane Bolt (10 Charges)

Special Abilities / Attacks: +5 to Vigor Bonus and Human +5 Luck bonus., Vagabond’s Lore (+5 to ALL LORE), Minstrel Songs: (S) Activate, (f) to maintain, Duration = Perform (Songs Known: Hymn of Battle, Lullaby of Deep Slumber, Ditty of Distraction, Dirge of Dread and Chant of Charming) See page 60 H/20 Fantasy Guidebook for song details.

DefB (+22); MCB (+14 sword) / RCB (+15 base) / IM+15

Lore Rating: Everyman (+0)

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