

(GM ARTICLE)



HOOK FOR A HACK **"The ROOT of the Problem"**

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: "The ROOT of the Problem"**

Setting: *Urban (Alchemist Shop)*

Plot: *The PCs are hired to take out a rather nasty plant and save the alchemist*

trapped in his basement.

Hooks: *The PCs are out on the town when a panicked apprentice or several city folk beg for their assistance.*

Background: *Gomez a rather clumsy, yet hardworking apprentice to Master Hymick Smokebottle, alchemist and sage has gone and had an accident. Gomez, while cleaning up around the shop, tripped and knocked over an entire shelf of magical potions onto a small Hydra Stalk seedling his master has been studying. The result is a massive mutated Hydra Stalk that has taken over the small shop (even reaching out onto the streets through windows and doors) and has begun eating anything it can get a hold of, all the while a mixture of spilt potions are affecting the carnivorous plant creature. While this was going on Master Smokebottle who was in the*



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cellar getting more ingredients and now is trapped (since the trapdoor that leads to the cellar is under the Hydra Stalk. Gomez escaped and is running about the streets trying to get help when he runs into the PCs (or they are drawn towards the disturbance by the fleeing towns folk who are trying to escape the hungry plant)

Threats: (1) *Potion Mutated Hydra Stalk* (see this month's Creature Feature for stats) Roll once at the beginning of each round on the **Hydra Stalk Potion Mutation Chart** (see below) to see what kind of effects the crazy plant has affecting it.

Reward: 500 EP worth of Potions or Alchemical items per PC. Give the PCs experience for Master Smokebottle if they save him as if they defeated him and a bonus of +5 Build points per PC at the end of the adventure for the added threat of the potion mutations

Hydra Stalk Potion Mutation Chart (1d20)

1-2 IMMUNE TO COLD

3-4 +10 VIGOR Rolls

5-6 IMMUNE TO MAGIC

7-8 +10 BRAWN

9-10 IMMUNE TO FIRE

11-12 +4" REACH

13-14 IMMUNE TO SONIC

15-16 +10 DEFENSE

17-18 IMMUNE TO SHOCK

19 CREATURE IS INVISIBLE (counts as in full soft cover a +8 Defense bonus, cannot be seen with observe tests, including those of magical means (such as Arcane Senses) in addition all Melee Attacks made against wearer suffer a -10 modifier and all Ranged Attacks made against wearer suffer a -20 penalty to Attack and Injury Rolls while spell is active)

20 ROLL TWO RESULTS

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Stat Blocks

Gomez The Clutz (Human/ Humanoid)

(80pts)/ Size: Medium / Move: 6" / Vigor Bonus: +15

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

PRSB +3

MRSB +3

Skills: Alchemy Lore +13, Gossip +6, Magic Lore +7 Observe +6. World Lore +3

Talents: Hearty (+5 Vigor Bonus)

Treasure Rating: none

Templates:

Gear: Robes and broom (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

Master Hymick Smoke Bottle (Human/ Humanoid)

(240pts)/ Size: Medium / Move: 6" / Vigor Bonus: +24

B 5, A 10, E 13, M 20, S 20, C 15, L 10

PRSB +2

MRSB +5

Skills: Alchemy Lore +25, Ancient Lore +15, Creature Lore +15, Forbidden Lore +10, God Lore +25, Gossip +14, Magic Lore +25, Observe +10, Outer Realms Lore +10, Treat injury +17 World Lore +15

Talents: Hearty (+5 Vigor Bonus); Savvy Caster, (Sp) 1st Circle Exalted Mastery; Steely Mind Talent; (Sp) Sagely Advice Talent, (Sp) Sagely Insight Talent

Treasure Rating: none

Templates: The Healer The Sage

Gear: Robes , Quarter staff

Special Abilities / Attacks: +5 to Vigor Bonus and Human +5 Luck bonus, All 1st Circle Exalted Spells

DefB (+16); MCB (+8 Quarter Staff) / RCB (+10 base) / IM+10

Lore Rating: Everyman (+0)

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