

(GM ARTICLE)



HOOK FOR A HACK "Here There Be Dragons"

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: "Here There Be Dragons"**

Setting: (Urban) (Small City)

Plot: Six new born Hatchling Dragons run amok in a crowded city. The PC must deal

with the mean, nasty and hungry babies!

Hooks: This can be used as a side trek when the PCs are visiting a town.

Background: A rather nefarious merchant "ACQUIRED" six dragon eggs and brought them to the trade city of Three Swords to sell them to the highest bidder. Just prior to the auction beginning the eggs HATCHED! Now there are six very angry and hungry baby dragons loose in the city. The dragon tikes are killing, eating and destroying everything in their path.

Threats: (6) Hatchling Brass Scale Drakes



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Reward: The grateful city will pay the PCs 5,000Ep per dragon they can kill or drive off. Also you could investigate where the Dragons came from (Dragons have hordes you know)

Stats

Brass Scale Drake Hatchling
(280 Points)

Type: Wondrous Beast

Sub Type: Dragon

Size: Small

Move: 6" Land / 10" Fly

Vigor Bonus: +35

B 20, A 25, E 20, M 10, S 15, C 10, L 10

PRSB + 6

MRSB + 3

DefB (+45); MCB (+24 Bite or +23 ClawsX2 or 30 Stack) / RCB (+25) / IM+25

Special Abilities / Attacks: See Talents

Skills: Listen +13 (+18), Observe +13 (+18), Survival +13

Gear: none

Treasure Rating: Hoarder

Lore Rating: +20 Rare

Talents: Basic Flight Talent (10" Fly Move); Dragon Vigor 10 (+10 bonus to all Vigor rolls and +10 to Vigor Max); Energy Breath Attack 10 (Sonic) Talent (breath Weapon): (6" Cone AOE, Rating 10 Sonic, May Breath as a (Me), may not attack with Bite same round Breath is used Avoid test equal to Power of Attack); **Immunity to Energy (Sonic) Talent (Immune to ALL Sonic attacks and Effects), Innate Spell-like Talent (Arcane Senses):** (Always active, no drain Same as Spell Effect Arcane Senses); **Multi Weapon Attack 3 Talent:** (may attack with number of natural Weapons = to talent rating separately each round); **Multi Natural Weapon Stack Talent:** (May as a (S*) Action Add ALL Natural Weapon Bonuses to a Single Attack Roll); **Razored Attack: Bite** (Creature's Bite Attack Counts as ARMOR PIERCING); **Razored Attack: Claws** (Creature's Claw Attacks count as ARMOR PIERCING); **Quadruped** (+2 to base land move, +10 Max encumbrance); **Scaly Armor (Dragon) 10 Talent:** (gains bonus to Defense equal to rating / Immune to non magical ranged attacks); **Tail Sweep Talent:** (As a (f) action Creature may try and hit all opponents within reach with a sweep of it's tail. Tail sweep bonus equal to BRAWN Vs Opponent's Agility or Opponents are knocked back a distance = to Creature's Brawn divided by 10 and are prone until opponents initiative), **Tough Bones 5 Talent** (+5 Vigor Bonus); **Night Eyes, Improved, Night Eyes& Delver's Eyes** (24" night vision)

Templates: none

Max Core Ability Caps: B 25, A 25, E 25, M 20, S 20, C 20, L 20 / VB +60 (These are the maximum values that you may increase the creature using Build Points)

You can get the full Creatures from Creature Feature #15.