

(GM ARTICLE)



HOOK FOR A HACK **"Mission of Mercy"**

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:**
"Mission of Mercy"

Setting: *Wilderness / Dungeon (deep forest / small cave system)*

Plot: *The PCs are hired to obtain the venom sacks from Coma Spiders.*

Hooks: *A hand bill found on a post or tavern wall or rumors of gossip drummed up by the PCs themselves*

Background: A local town has fallen ill due to a break out of **Neverdream Fever** (A disease that does not allow those infected to sleep, slowly wearing them down until they go mad or die from lack of sleep), An Alchemist claims he can make a sleeping remedy from the poison glands take from a Coma Spider that will let the infected sleep and cure the disease. The PCs are hired to travel into the deep forest to a small cave system where a gaggle of Coma Spiders are said to dwell and acquire at least 3 Coma Spider Poison Glands.



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Threats: 3 more Coma Spiders than are PCs playing the adventure.

Special Rules: Each spider has (2) Poison Glands. To remove a gland requires both a Creature Lore +10 and A Survival +15. If either roll fails the gland is destroyed.

Reward: The town offers to pay the PCs 100 EP per gland they can bring back as well as 200 EP each for taking the journey.

Additional Reward: In the Spider's cave is an **Enchanted Short Sword** and a **Potion of Instant Recovery** (Both must be located **Observe Test +20** as they are tangled in webs amongst the bones of the spiders previous victims).

Stat Blocks

Coma Spiders
(160 Points Each)

Type: Vermin

Size: medium

Move: 12" land & climb

Vigor Bonus: +15

B 10, A 25, E 15, M 3, S 15, C2, L 1

PRSB +5

MRSB +2

Skills: Acrobatics +20, Climb +30, Observe +12, Survival +7

Talents: **8 Legged** (+6" to Base Land Move); **Agility Fighter Talent** (creature may use Agility in place of Brawn for Melee Attacks); **Natural Climber Talent** (Climb Speed equal to land Speed, may Charge, Stand & Deliver or Fight on the Defensive while Climbing); **Poison Attack (bite)** (Rating 20 Injury Slumber Poison / Failed Endurance test results in Coma-like sleep for 1 hour. Affected creature may not be woken until 1 hour has passed or poison is cured) **Web Slinger (bolt)** (Rating 10 24" LOS STICKY/ ENTANGLE Attack as a (S) action)

Treasure Rating: haphazard

Templates: none

Gear: none

Special Abilities / Attacks: Rating 10 24" LOS STICKY/ ENTANGLE Attack as a (S) action / No Damage / Negative Penalty to All Brawn, Agility, Movement and all Physical Skills equal to Rating / Break Free with Brawn opposed by rating / Creature gains rating bonus to all Grapple Attacks); Poison Attack (bite) (Rating 10 Sleep Injury / 1 hour coma-like sleep) and (see talents)

DefB (+30); MCB (+30 w/ Bite plus poison); RCB (+25); IM (+25)

Lore Rating: Scarce (+15)

Max Scores: B 20, A 30, E 20, M 5, S 20, C 5, L 20 / VB +40

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Enchanted Short Sword: (General)

(weapon) / Wielded / Always On / Permanent Effect Duration (weapon counts as magical)

Game Effects: (Melee weapon, Short Sword counts as magical)

*Description: This finely made short sword has a mystic rune forged along its blade. The rune glows with a pale white mage-light (the equivalent light shed by a candle). The pommel is wrapped in black leather and the blade is polished to a high shine. **Price: 1,500 Ep***

Instant Recovery Potion: (General)

(potion) / Carried / One-Use Limit / (S) Action to drink / Imbiber recovers 5 OCC (As the 1st Circle Exalted spell of the same name page 157 H/20 Fantasy guidebook)

Game Effect: Imbiber instantly recovers 5 OCC (as spell), requires (S) action to drink, one use only.

*Description: This tiny vial of luminous Yellow liquid is sealed with a brown wax stopper. (Vial contains enough liquid for a single dose) **Price: 100 Ep***