

(GM ARTICLE)



HOOK FOR A HACK **"Watch Tower of Woe"**

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:**
"Watch Tower of Woe"

Setting: *Wilderness (rolling hills, sparse forest / small ruined watch tower on a high pinnacle)*



Plot: *The PCs are hired to clean out a watch tower so that it may be once again utilized as a guard post.*

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

Background: Rumors of Orc raids has prompted the settlers of *Blue Sparrow Downs*, a small town to see to its defenses and again utilize an old watch tower in the northern hills. They need Adventures to clear it of any threats so that they may make the need repairs to the tower, before the orcish threat assails their settlement. The problem is the orcs are already scouting the town for a raid and are using the tower as their base camp.

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Threats: Mountain (2) Orc Scouting parties of (5) Orcs and a Small Mountain Orc Advanced Force at the tower (8) Orcs (1) KAWG Orc Brute and (1) Yellow Claw The Orc Shaman (see stat blocks).

Needed Materials: A copy of Primal Magic is required to use the Orc Shaman in this hook. If you don't have access to Primal magic you can make the leader a warlock with a little effort. You can find a fully detailed version of the **Mountain Orc** in **Creature Feature #5** on this site. A copy of *Fantastic Treasures #1* for the magic items.

Reward: The town offers to pay the PCs 200 Ep plus any treasure they might find in the tower ruins (The Orcs have 1d20 X200 EP from Previous raids stored in chest in the tower), Also a **Cloak of The Northlands**, **Store Spell Ring** and **Gauntlets of Might** on the two main Orc Leaders.

Stat Blocks

Mountain Orc

(85 Points)

Type: Humanoid, Subtype (orc)

Size: Medium

Move: 6" land

Vigor Bonus: +25

B 25, A 10, E 20, M 3, S10, C 2, L 5

PRSB + 5

MRSB + 1

Skills: Climb +9, Jump +6, Observe +5

Talents: Hearty (+5 Vigor Bonus); Night Eyes (12" night vision), (Sp) Orcish Furious Blow (Once per encounter creature may double it's BRAWN on all it's melee attack and injury rolls for a single round, This talent stacks with all other talents including Furious Blow gain from the Berserker Template); Heavy Hitter 1&2 (Gains bonus equal to rating to Melee Attack and Injury Rolls)

Treasure Rating: Moderate

Templates: none

Gear: Gear: Lt. Armor (+1 DefB), Medium Shield (+3 DefB), Battle axe (+4), (3)Javelins (18" range, +3, useable for defense)

Special Abilities / Attacks: (See Talents)

DefB (+13 w/ armor & shield) (+17 w/ battle axe or +16 w/ javelins) ; MCB (+31 w/ battle axe or +30 w/ javelin) (+56 w/ battle axe using Orcish furious blow)/ RCB (+13 w/ javelin)/ IM+10

Lore Rating: +5 Common

Max Scores: B 30, A 20, E 25, M 10, S 20, C 10, L 20

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Yellow Claw Mountain Orc Shaman

(180 Points)

Type: Humanoid, Subtype (orc)

Size: Medium

Move: 6" land

Vigor Bonus: +33

B 25, A 10, E 23, M 3, S20, C 2, L 20

PRSB + 5

MRSB + 2

Skills: Climb +9, Intimidate +7, Jump +6, Observe +6, Survival +14

Talents: Hearty (+5 Vigor Bonus); Night Eyes (12" night vision), (Sp) Orcish Furious Blow (Once per encounter creature may double it's BRAWN on all it's melee attack and injury rolls for a single round, This talent stacks with all other talents including Furious Blow gain from the Berserker Template); Heavy Hitter 1&2 (Gains bonus equal to rating to Melee Attack and Injury Rolls); Savvy Caster; (SP) Assume Animal Form Talent (Assume Animal Form BEAR +40 Endurance as a (S*) action); (Sp) 1st Circle Primal Mastery Talent, Tough, Double Tough, (Sp) Heroic Creature Talent (may use Luck of Heroes Chart)

Treasure Rating: Moderate

Templates: Shaman, Boss

Gear: Gear: Lt. Armor (+1 DefB), Medium Shield (+3 DefB), Battle axe (+4), (3)Javelins (18" range, +3, useable for defense), Cloak of The Northlands (FT1) (+5 Resistance COLD and ICEWALKER), STORE SPELL RING (FT1) With 3X Summon Swarm Rats cast in it.

Special Abilities / Attacks: (See Talents) Spells: All 1st Circle Primal Spells, (2nd Circle: Primal Scream, Summon Primal Guardian Badger)

DefB (+13 w/ armor & shield) (+17 w/ battle axe or +16 w/ javelins) ; MCB (+31 w/ battle axe or +30 w/ javelin) (+56 w/ battle axe using Orcish furious blow)/ RCB (+13 w/ javelin)/ IM+10

Lore Rating: +5 Common

Max Scores: B 30, A 20, E 25, M 10, S 20, C 10, L 20

Yellow Claw in Bear Form Modifiers

Size Becomes Large (1" reach)

Move 8" Land

Vigor +53

Def +31 (+10 Agility, +5 Natural Armor, +6 Bite, +5 / 2 claws)

Bite +41

Claws +40

+5 natural Armor

Observe +11 Scent

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Kawg Mountain Orc Brute

(105 Points)

Type: Humanoid, Subtype (orc)

Size: Medium

Move: 6" land

Vigor Bonus: +35

B 30 (40), A 11, E 25, M 3, S10, C 2, L 5

PRSB + 7

MRSB + 1

Skills: Climb +11, Intimidate +8, Jump +8, Observe +5

Talents: Hearty (+5 Vigor Bonus); Night Eyes (12" night vision), (Sp) Orcish Furious Blow (Once per encounter creature may double it's BRAWN on all it's melee attack and injury rolls for a single round, This talent stacks with all other talents including Furious Blow gain from the Berserker Template); Heavy Hitter 1&2 (Gains bonus equal to rating to Melee Attack and Injury Rolls), Improved Punch 1, Heavy Hitter 1, (Sp) Burst of Strength 5

Treasure Rating: Moderate

Templates: The Brute

Gear: Gear: Hvy. Armor (+3 DefB), Medium Shield (+3 DefB), Battle axe (+4), (3)Javelins (18" range, +3, useable for defense), GAUNTLETS OF MIGHT (FT1) (+10 BRAWN)

Special Abilities / Attacks: (See Talents)

DefB (+21 w/ armor & shield) (+21 w/ battle axe or +17 w/ javelins) ; MCB (+45 w/ battle axe or +44 w/ javelin) (+75 w/ battle axe using Orcish furious blow or +95 w/ Burst of Strength)/ RCB (+13 w/ javelin)/ IM +10

Lore Rating: +5 Common

Max Scores: B 30, A 20, E 25, M 10, S 20, C 10, L 20