

(GM ARTICLE)



## HOOK FOR A HACK "Skin & Bones"

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:**  
"Skin & Bones"

**Setting:** Wilderness/ Urban (forested hills / roadside Inn at a crossroads)

**Plot:** A pair of Gloom Cats are terrorizing road travelers and running off business for

a road side inn, the PCs are hired to destroy the beasts. As added incentive a traveling alchemist offers to pay the PCs for the dead gloom cats, since he can make shadow cloaks from their pelts and shadow weapon oil from their bones.

**Hooks:** Rumors from road travelers, a post found in a tavern or just happenstance when they visit the inn.

**Background:** Lately a pair of Gloom Cats have been attacking travelers near the Sleeping Serpent Inn, located at the crossroads of two main trade routes. The once prosperous inn is starting to fall on hard times because of the nasty beasts. Trade caravans have started taking an old route further south to reach the frontier and the Inn's owner Brum Hardbarter (a retired



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*Thief and smuggler) is started to fear that his retirement plans are slipping away from him. He has spread word that he will pay well for the destruction of the two creatures.*

**Threats:** (2) Gloom Cats

**Reward:** *The Innkeeper will pay the PCs 1,000Ep for killing each of the two cats, the alchemist will give 200EP per dead gloom cat carcass or 300EP worth of potions of the PCs choice.*

### **Stats**

See Creature Feature #20 for the Gloom Cat Stats.

**"The Sleeping Serpent":** *a Two story, Exquisite Quality Inn serving a fine selection of ales, wines and liquors, as well as a large menu including the famous " Black Adder Stew". Also has a vast collection of snakes in jars behind the bar.*

**Services:** *Stabling of mounts and carts (5Ep per mount, 2 EP per cart per night); Rooms 10EP per night (includes 1 meal), Horse Shoeing (1EP per leg), Baths (5EP) and sells a fair amount of basic adventuring gear (at book Prices)*

### **Staff**

**Brum Hardbarter** (Human age 45 Thief/ Tomb Raider/ turned Innkeeper, Max ranks Bluff and Negotiate): *Description: White hair and bushy mutton chops, beer-gut, smiles a lot and loves jokes. Wears an **Everwatchful Eye Patch** and carries a **Mage Jaunt Dagger** hidden under a fancy vest.*

**Nellie, Bren and Jaba** (Brum's Three Triplet daughters age 19) *Waitresses, all comely with black hair and green eyes, Nellie has taken after her father and is a Thief and dreams of being off on the trail of adventure.*

**Rooster** (wizget Trapspringer/ Tomb Raider retired/ turned cook) *Rooster is Brum's Old adventuring buddy and a fine cook, he also makes a few extra coins as a Locksmith when the need arises)*

**Garven and Gret** (human Brutes/ Bouncers/ Stable hands) *Large dumb and strong, Gret is very good with horses and Garven knows a bit of survival and doubles as a hunter when fresh meat is hard to come by)*

*Brum and Rooster are wanted in a far off kingdom for tomb robbing, they fled authorities and took their ill gotten loot and opened this Inn, Brum's wife Merta died in childbirth of his three girls. Brum has ties with a thieves guild and will hide outlaws from the law, other wise he runs an honest inn and tries to keep his nose clean)*