

(GM ARTICLE)



HOOK FOR A HACK "Love Fling"

By PEGGY

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:**
"Love Fling"

Setting: (Wilderness/ Urban) (Small forrest cave system/ rural village)

Plot: The PCs must stop a pair of lustful Gutter Gnomes from besmirching the reputation of the Farmer's Daughter.

Hooks: The Pleas of a rather wealthy farmer when they are passing through town.

Background: The PCs encounter a rather irate farmer (Barley McCoy) offering, with hat in hand a 1,000 EP reward to protect the virtue of his fair daughter Abigail from 2 lecherous gutter gnomes that keep breaking into his home and trying to kidnap her. In truth the gutter gnomes are not trying to really kidnap the farmers daughter Abigail. One of the little sprites is head over heels in love with her! Snivel bloodstone the gutter gnome saw his fair Abigail one bright morning out near the entrance of the caves he lives in with his cousin Drivel, as she was out collecting mushrooms in the



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small woods the surround the cave. One look at her beauty and Snivel was struck with LOVE! Since that day he sneaks into her room late at night almost weekly, bringing his love gifts of gems and misc items (mostly stolen from the village, sometimes even minor magic items) and leaves them, along with badly written poetry in her room after he spends a few moments gazing at her beauty he departs. Abigail, having no notion of where the gifts come, but being a bit on the dim side has searched the two for her secret admirer, many times wearing or speaking of the gifts to all she meets. This causes quite a bit of a stir in the village as most are stolen! Recently one night Farmer McCoy caught the pint-sized romeo as he was departing and chased him him off (though when Abigail awoke she did not see the gnome). Now The village is up in arms accusing his daughter as a thief and his home has been invaded by gnomes, a fact that none in the village believe. This is why he seeks the PCs help and will gladly pay the PCs the large sum to run off the sprites, keep his daughter;s vertue in tact and clear his family name.

Threats: (2) *Gutter Gnomes (see Stats) plus several crude or playful traps if encounter in their lair.*

Reward: *1,000Ep reward from Farmer McCoy for killing or running off the Gutter Gnomes, plus the loot on the Gutter Gnomes.*

Stats

Snivel and Drivel Bloodstone

Gutter Gnome (300 Points)

Type: Sprite / Subtype: humanoid

Size: Small Move: 4" land Vigor Bonus: +14

B 10, A 25, E 10, M 15, S 18, C

15, L 8

PRSB + 4

MRSB + 4

Skills: Acrobatics +12, Climb +10, Filch +34 (+44), Magic Lore +10, Observe +24, Perform +18, Pick Lock +14 (+19), Set/ Remove Traps +14 (+19) Stealth +30 (+55) and (one has +24 more ranks in Pick Lock for a total of +34 (+39) the Other has +24 more ranks in Magic Lore (for a total of +34 Magic Lore)

Talents: *Innate Charm Caster Talent* (uses Charm Core Ability to cast spells); *Innate Spells*

Talent (If you are already a caster you may cast 3 spells for your choice from any discipline); *Natural Spell Weaver (1st Circle) Talent* (Caster is never more injured than Dazed when casting ANY 1st Circle spell from ANY discipline); *Night Eyes & Improved*

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Night Eyes Talents (18" Night vision); **Sneaky Talent** (+5 talent bonus to all Stealth Tests); **Speaks:** Barter Tongue, Dark Tongue and Under Speak, **(Sp) Quick Strike Talent, Deft Hands, Long Ranged Expert, Rapid Reaction, Two-Fisted Fighting, Quick Draw, (Sp) Flinger's Quickdraw Talent** (You may use your Quickdraw talent to draw a number of Flinger's Weapons equal to you PRSB), **(Sp) Fusillade of Flying Steel Talent** (As a **(S*)** action The Blade Flinger may make a Single Ranged AOE Attack using Flinger Weapons. Use the 12" AOE Cone marker. The Flinger may Target a number of opponents under the marker equal to his PRSB. Roll A single Attack roll, each target test its defense vs your roll. Injury Test are made separately. You use a number of Flinger's Weapons equal to Targets. Each Target may only be struck once per use.), **(Sp) Sink it to the Hilt Talent** (As a **(Me)** action the Blade Flinger's attack with a Flinger's weapon counts as an ARMOR PIERCING ATTACK)

Treasure Rating: Greedy

Templates: The Thief, The Blade Flinger

Gear: Suit of Light Armor, Short Sword or dagger and a Repeating Crossbow w/ 2 Clips, 18 Throwing Knives, Lock-picks & Traps-springer Tools , Each Also has (1st Circle Scroll, (1) Potion (1)Trinket, (1) Wand, Both have a Shadow Cloak)

Spells: *Arcane senses, Aura of Safety, Cure Ability Damage Minor, Instant Recovery, Instant Rest, Summon Arcane Assistant,*

DefB (+26 plus weapons); MCB (+12 short sword or dagger or +27 Quick Strike with either, Two-Fisted +14) / RCB (+28 W/repeating crossbow or +27 w/ throwing knives)/ IM +35

Max Scores: B15, A25, E15, M 20, S 20, C 25, L 20 / VB +30