

HackMaster Basic

AS1 - A Simple Task

For the GM - About this Adventure Scenario:

This supplement is designed to serve as an introductory scenario for HackMaster Basic™. Provided within are roleplay opportunities, contests of skill and more than a dozen NPC opponents with whom your PCs may both parlay and battle with.

How to introduce this adventure to your PCs:

A tavern is a well-established RPG meme that has served GMs well for decades. It serves as a meeting place, where new groups form and adventure hooks are delivered. It is also a cliché on par with the worst of them, although, in this case, the tavern is not likely to play a large part in the scenario.

One option which the GM may find useful is to incorporate the Rusty Mule Tavern, a bar which is explored in epic detail in *HackJournal* #34. Included in the Rusty Mule article is a map of the tavern's basic layout, information on the most prominent NPCs who reside there and half a dozen Bait and Tackles which may serve any GM well throughout the course of a campaign.

In this case, the Rusty Mule as a brief introductory location, where the PCs may introduce themselves and where they can conveniently be delivered the plot hook.

Once the PCs are in the tavern and have introduced themselves to one another, they immediately see a finely dressed man post a sign on the bulletin board which reads:

Soldiers of Fortune Wanted!

Come promptly to the home of Jakaar Maraan for an opportunity for administering hard knocks and receiving easy money!

Once the PCs take the hook, they are introduced to the man, Jakaar Maraan. He welcomes them into his home, where he explains that he is seeking some bold men who are risk takers and unafraid of death. He tells the party that he needs them to return an object to him, but first he wishes to test their abilities. To wit - half of the payment (which he issues up front) is located at the top of the bell tower within his house, which the PCs can only acquire through defeating Maraan's men-at-arms.

The First Battle Scenario

NPC: Jakaar Maraan

Opponents: Six Men-at-Arms

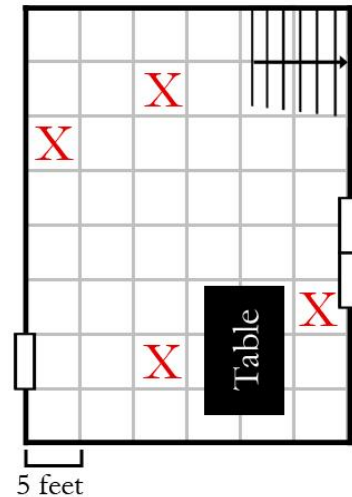
Potential Award: 40sp as up-front payment; plus 10sp to the PC who reaches the tower first (as well as a 50 EP bonus)

Jakar Maraan	
Size: M/165 lbs. Move: 5/10/15/20 Alignment: NE Tenacity: Nervous Vision: Standard Intelligence: Smart Fatigue Factor: -3 Saves: Phys: +0 Mental: +0 Dodge: +0	SPEED 7 INIT 2 ATTACK +3 DEFENSE +1 DAMAGE 2 REACH 1 foot TOP SAVE 5
ATTACK NOTES: If pressed; hired soldiers attack while Maraan flees.	WEAPON: dagger (2d4p) HITPOINTS: 26 [] [] [] [] [] [] [] [] [] [] [] [] TOP CHECK @: 10 HONOR POINTS @: 25 EPV: 67
DEFENSE NOTES: Wears standard leather armor.	
CARRIED: dagger, purse containing 100 silver, a treasure map	

Man-at-Arms	
Size: M/180 lbs. Move: 5/10/15/20 Alignment: LN Tenacity: Steady Vision: Standard Intelligence: Average Fatigue Factor: -3/-2 Saves: Phys: +0 Mental: +0 Dodge: +0	SPEED 10 INIT 4 ATTACK +3 DEFENSE -2 DAMAGE 3 REACH 3' TOP SAVE 7
ATTACK NOTES: Works well in tandem with the other men-at-arms. Will defend w/dagger if PCs attack with intent to kill.	WEAPON: wooden longsword (2d8p); steel dagger (2d4p) HITPOINTS: 30 [] [] [] [] [] [] [] [] [] [] [] [] TOP CHECK @: 12 EPV: 30
DEFENSE NOTES: Wears studded leather armor.	
CARRIED: dagger, wooden sword, purse containing d4 copper	

Note: this scenario is an excellent opportunity to introduce combat to new players of HackMaster Basic. It is a no-risk scenario. Further, PCs may

1st Floor 'Thieves' Hall



X= The location of a brigand

Where to go from here:

Beyond the standard loot which is discovered in the thieves' hall, the PCs also uncover a map to a system of caverns outside the village. These caverns will be elaborated upon in **AS2 – The Lost Merchant**; however, do not wait for us! This is an ideal opportunity for you, the GM to shine. What is located within the cavern? Monsters? Treasure? *Both!* The decision is in your creative hands.

Whatever you do, we only ask that you post your stories on the KenzerCo forums: www.kenzerco.com/forums Located there are dozens of HackMaster aficionados who not only share an intense love for the game, but are friendly and helpful. If you have a rules question, or are simply seeking opinions and feedback, visit the forums and post away!

Written and Developed by The Terminal Studios writing team:
Joseph Hooker, Kevin Golding and Kurtis Evans

Graphics by Kurtis Evans (with HoB templates created by Jolly R. Blackburn)

Playtested by The Terminal Gamers – Jai Pawlak, Trevor Lasher, Joseph Hooker, Ryan Topor and Rob Richler



2 Brigand 
3 Brigand 
4 Brigand 
5 Brigand 
6 Brigand 
7 Brigand 

To succeed in their task, the PCs must use some degree of scheming and strategizing. After all – thieves’ guilds are hardly successful for having the penchant to let just anybody in. The PCs may find themselves back at the Rusty Mule, or attempting to fast talk their way past the brigand who holds the responsibility of guarding the door, or perhaps they simply choose to climb the window into Kadan’s bedroom.

If the PCs attempt to go through the front door they meet a staunch resistance – there are four brigands who are quick to respond to any call of distress, with three more quickly coming down the stairs which lead to the 2nd floor (and Kadan's quarters). In this scenario, Kadan awakens and flees with his necklace.

Should the PCs attempt to scale the window, on the other hand, they meet little resistance at all – they only encounter Kadan and two of his men in a bedroom which stands 15x15 feet.

If the PCs are able to acquire the necklace, then Jakar pays them well. However, not all is as it appears – although Jakar hates his brother with a passion, he still loves Kadan in only a way that brothers could. Should the PCs kill Kadan Maraan, Jakar may seek them out with revenge on his mind.