

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:



Once the PCs take the hook, they are introduced to the man, Jakar 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: Jakar 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	<table border="1"> <tr> <td>SPEED 7</td> <td>INIT 2</td> </tr> <tr> <td>ATTACK +3</td> <td>DMG REDUCTION 2</td> </tr> <tr> <td>DEFENSE +1</td> <td>DAMAGE +0</td> </tr> <tr> <td>REACH 1 foot</td> <td>TOP SAVE 5</td> </tr> </table>	SPEED 7	INIT 2	ATTACK +3	DMG REDUCTION 2	DEFENSE +1	DAMAGE +0	REACH 1 foot	TOP SAVE 5
SPEED 7	INIT 2								
ATTACK +3	DMG REDUCTION 2								
DEFENSE +1	DAMAGE +0								
REACH 1 foot	TOP SAVE 5								
ATTACK NOTES: If pressed; hired soldiers attack while Maraan flees.	WEAPON: dagger (2d4p)								
DEFENSE NOTES: Wears standard leather armor.	HITPOINTS: 26 [Progress bar]								
CARRIED: dagger, purse containing 100 silver, a treasure map	TOP CHECK @: 10 HONOR POINTS @: 25 EPV: 67								

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	<table border="1"> <tr> <td>SPEED 10</td> <td>INIT 4</td> </tr> <tr> <td>ATTACK +3</td> <td>DMG REDUCTION 3</td> </tr> <tr> <td>DEFENSE -2</td> <td>DAMAGE +1</td> </tr> <tr> <td>REACH 3'</td> <td>TOP SAVE 7</td> </tr> </table>	SPEED 10	INIT 4	ATTACK +3	DMG REDUCTION 3	DEFENSE -2	DAMAGE +1	REACH 3'	TOP SAVE 7
SPEED 10	INIT 4								
ATTACK +3	DMG REDUCTION 3								
DEFENSE -2	DAMAGE +1								
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)								
DEFENSE NOTES: Wears studded leather armor.	HITPOINTS: 30 [Progress bar]								
CARRIED: dagger, wooden sword, purse containing d4 copper	TOP CHECK @: 12 EPV: 30								

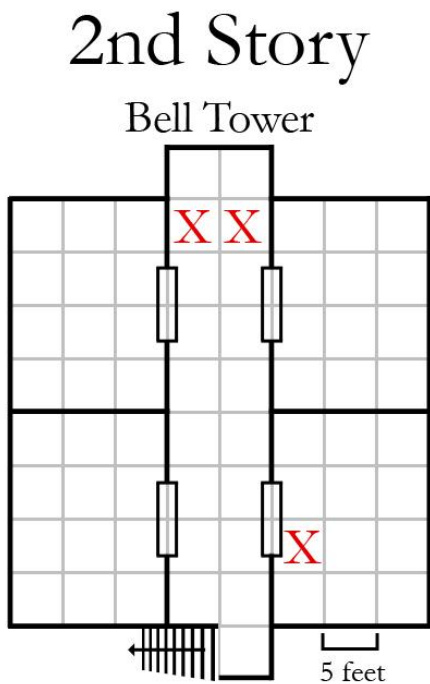
be introduced to a variety of skill checks, from Easy to Very Difficult and from Opposed to otherwise.



It may at first appear strange that Jakar would risk the lives of his potential hires in mortal combat – however, not all is as it seems. Maraan comforts any concerned PCs with an assurance that his soldiers are not armed with steel; instead, they are wielding wooden weapons. Likewise, he requests their compliance in one issue: that they leave their personal weapons with him, and instead take up arms with wooden approximations.

Once they have accepted this request, he offers an additional 10sp to the PC who reaches the tower first. Jakar then dispatches them to race through his home to the upstairs, where the bell tower may be reached. However, he neither tells them the number of his men nor their location, nor the reason Maraan’s men cannot perform the task which he requires.

Layout of the 2nd Story of Jakar’s Home



X=The location of a man-at-arms

Beyond the three soldiers stationed on the second story, three additional men-of-arms are located outside the house to stand between the bell tower and any PC who attempts to scale it from the outside.

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

Upon reaching the bell-tower:

Identifying the Trap: 20 EP; **Disarming the Trap:** 14 EP
 The bell tower itself is, in some ways, designed to serve as a trap. There are two ropes which reach up toward the loft. One – that which is on the right – is firmly affixed to the top of the tower and easily supports any PC who successfully climbs it, conditional on passing a Climbing Check, Average difficulty.

The other – the rope on the left – is connected directly to the bell. Any PC, even a halfling, who attempts to climb this rope only succeeds in dislodging the bell. In order to avoid this disaster, before attempting to climb a PC must pass an Identify Trap roll, Difficult (+0%). The bell is made of solid brass and deals 2d4p damage to the PC that it lands upon.

Upon returning to Jakar with the bag of silver:

Satisfied by the progress of the PCs, Jakar Maraan says, “Ah, I knew you were men of skill! Very well – here is my task which I give you: my nefarious brother Kadan has made off with a valuable piece of my inheritance from our dead father. He occupies a thieves-den of a guildhall on the other side of town. Sneak into his home tonight and bring back that which is rightfully mine. And should you find anything else of value, apart from the one item which I desire, you may certainly consider it a bonus!”

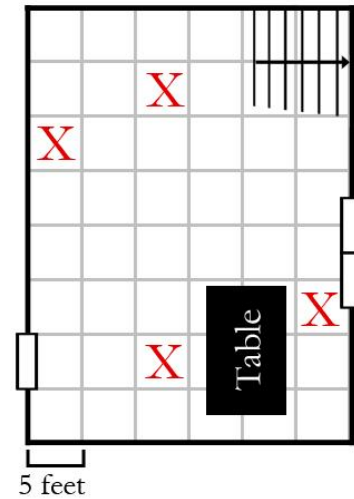
The Residence of Kadan Maraan

NPC: Kadan Maraan (45 EP)
Opponents: Based on party size - up to seven Brigands (238 EP)
Potential Award: 1 silver necklace (Jakar’s desired item, worth 25sp); the armor and items on the brigands, 1 chest containing 25sp and 72cp
 1 map (to some caverns located outside the village)

Kadan Maraan									
<p>Size: M/165 lbs. Move: 5/10/15/20 Alignment: NE Tenacity: Nervous Vision: Standard Intelligence: Smart Fatigue Factor: -3/-2 Saves: Phys: +0 Mental: +0 Dodge: +0</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>SPEED 7</td> <td>INIT 2</td> </tr> <tr> <td>ATTACK +2</td> <td>DIG REDUCTION 0</td> </tr> <tr> <td>DEFENSE -4</td> <td>DAMAGE 0</td> </tr> <tr> <td>REACH 2'</td> <td>TOP SAVE 7</td> </tr> </table>	SPEED 7	INIT 2	ATTACK +2	DIG REDUCTION 0	DEFENSE -4	DAMAGE 0	REACH 2'	TOP SAVE 7
SPEED 7	INIT 2								
ATTACK +2	DIG REDUCTION 0								
DEFENSE -4	DAMAGE 0								
REACH 2'	TOP SAVE 7								
<p>ATTACK NOTES: Is not expecting an attack, and therefore is only armed with a shortsword</p>	<p>WEAPON: shortsword (2d6p)</p>								
<p>DEFENSE NOTES: Is wearing his pajamas</p>	<p>HITPOINTS: 24 □□□□ □□□□ □□□□ □□□□ □□□□</p>								
<p>CARRIED: shortsword</p>	<p>TOP CHECK @: 10 HONOR POINTS: 16</p>								
EPV: 45									

Brigand													
Size: M/165 lbs. Move: 5/10/15/20 Alignment: NE Tenacity: Nervous Vision: Standard Intelligence: Average Fatigue Factor: -1/-2 Phys: +0 Mental: +1 Dodge: +1	<table border="1"> <tr> <td>SPEED 8</td> <td>INIT 2</td> </tr> <tr> <td>ATTACK +2</td> <td>DMG REDUCTION 6</td> </tr> <tr> <td>DEFENSE +7</td> <td>DAMAGE 6</td> </tr> <tr> <td>REACH 2'</td> <td>TOP SAVE 7</td> </tr> <tr> <td colspan="2" style="text-align: center;">6</td> </tr> <tr> <td colspan="2" style="text-align: center;">0</td> </tr> </table>	SPEED 8	INIT 2	ATTACK +2	DMG REDUCTION 6	DEFENSE +7	DAMAGE 6	REACH 2'	TOP SAVE 7	6		0	
SPEED 8	INIT 2												
ATTACK +2	DMG REDUCTION 6												
DEFENSE +7	DAMAGE 6												
REACH 2'	TOP SAVE 7												
6													
0													
ATTACK NOTES: Is equipped with 4 throwing knives and a shortsword; will throw from a range before engaging	WEAPON: shortsword (2d6p) throwing knives (d6p)												
DEFENSE NOTES: Will strategically rotate in and out of melee with other brigands	HITPOINTS: 27 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□												
CARRIED: shortsword, 4 throwing knives, medium shield, leather armor, 10 silver	TOP CHECK @: 11 EPV: 34												

1st Floor Thieves' Hall



X= The location of a brigand

- 2 Brigand □□□□ □□□□ □□□□ □□□□
- 3 Brigand □□□□ □□□□ □□□□ □□□□
- 4 Brigand □□□□ □□□□ □□□□ □□□□
- 5 Brigand □□□□ □□□□ □□□□ □□□□
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- 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.

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!

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