

(GM ARTICLE)



## HOOK FOR A HACK "DARK DEED"

By Just Jeff

**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:**  
"DARK DEED"

**Setting:** Urban / Dungeon (Manor House)



**Plot:** One PC has inherited a "Haunted" manor and the PCs must spend the night in the house to take possession.

**Hooks:** One of the PCs has Inherited a Manor House

**Background:** The story is a tragic tale. A greater Shadow born took up residence in the otherwise peaceful manor unbeknownst to the widow (of a successful adventurer) and her three children. Taking delight in the fear and terror he picked off the children slowly over time making them into his minions. He enjoyed terrorizing his victim so much that he decided to leave her alone so he could revel in her anguish and horror. She soon, to his dismay, died of grief leaving him without his entertainment. Not long after her death she transformed into a banshee and the hunter turned into the hunted. The Shadow born desperately sent his charges at their former

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mother as he fled to the cellar. To his surprise she was unable or unwilling to follow. The shadow born waited cautiously, ready to escape the shadow realm if necessary. Now the house is the lair of two separate horrors, the banshee in the house proper, and the Shadow born in the cellar. The Shadow born has been able to enthrall one of the bank agents that fled down to the cellar, but the other two were killed by the Banshee.

**Adventure Layout / Tips:** Pick a suitable player or give all of the humans, elves, and dwarves a luck test to determine who the player is. When you have the player you need then you can let them know that they have received legal papers telling them that a deed to a manor has been left to them by a distant great aunt. The aunt and her children all died under mysterious circumstances and the manor was laid claim to by a banking group. The banking group filed its claim and after no one came forward the law required an agent of the bank spend one night in the residence to establish their squatters claim. If after the night no one came forward in six months time, then the manor would default to the bank. The agent and two others after him disappeared. The rumors about the house and the agent's demises convinced the bank to drop the claim and the manor is now an abandoned home with an ill reputation with the locals. Recently, a local historian, and lawyer has uncovered that a distant relative of the manor's former owner is alive and more importantly an adventurer. As a risk taker who is not afraid to face the haunts of the home, perhaps he/she may prevail where the bank failed. This historian has learned of the player's location and sent a letter with his business proposal in it. He proposes that for a 200 ep fee he will do all the necessary paper work and all the player has to do is legitimize the claim by spending the night in the house.

For the house you can scratch out a map, use any of the tile sets that have the stock haunted mansion boards, or send your request for a special B.B.P. tile to Craig. The house should have numerous rooms, two floors or more and a cellar.

**Threats:** Banshee and Shadow Born

**Reward:** You can throw any treasure in the cellar that you see fit or just let the manor itself with its furnishings be the reward.

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**Stat Blocks**

The Banshee is available in Creature Pack #3 and is exactly as it appears there.

The Shadow Born (Greater) and ( Lesser) are also in Creature Pack #3.

The Greater is a 150 point Human with both the Shadow born lesser and greater Templates.

(250pts)/Size Medium/Move: 8" Fly / Vigor 45

B 20 A 30 E- M 20 S 20 C 2 L 10

PRSB + 4

MRSB +4

Skills: Intimidate 11, Lore Outer Realm 10, Stealth 22, Observe 27

Talents: Heavy Hitter 1,2,3 Magic resilient 1,2,3,4,5, Life Sense 20

24", Incorpororeal Form, Perfect Flyer, Improved Shadow Attacks +10,

Shadow Death, Shadow Gate Greater, Greater Shadow Born Immunities,

One with Darkness, Create Shadow Spawn, Shadow Quickness, Daylight

Weakness, Summoned Creature, No Land Move

Defb (+38 or 54 in the dark), MCB (+41),/ RCB - / IM +30

For the Lesser use the 150pnt peasant in the Creature Pack #3.

***Happy Halloween!***

***- J.J***