

(GM ARTICLE)



## **HOOK FOR A HACK** **"Old Dogs, New Tricks"**

*By BigE*

**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: "Old Dogs, New Tricks"**

**Setting:** (Wilderness) (Small Forrest/ Main Trade Road)

**Plot:** *The PCs are ambushed by a band of Dingarn while traveling a main trade road through a dense forrest.*

**Hooks:** *This can be used as a side trek when the PCs are on their way to another adventure or the PCs can be hired to deal with the Dogmen bandits.*

**Background:** A recently freed pack of Dingarn have taken up camp near a main trade road and have been attacking any lone or small groups that travel the roadway. Being cowards they don't tangle with any group as large or larger than their own. These foul dogmen ended up here after a band of adventurers attacked and slew the fairly powerful warlock they worked for while the dogmen were out raiding. The Dogmen returned with the battle already in progress and turned tail and ran when they saw what



## ***July 2009 HOOK FOR A HACK: "Old Dogs, New tricks"***

they believe was the death of the warlock (If he is truly dead or not is up to you). Now they make a living as bandits.

**Threats:** (10) Dingarn along with Black Cur (A Dingarn Pyromancer) and Scar Maw (A Dingarn Brute, Berserker and Current Pack leader). Also swinging Log and Pit Traps.

**Reward:** At the Dogmen's camp not far off the road is a cache of ill-gotten loot (2,000 Ep and trade gems along with a couple of mage-craft items, most likely a ring or two). Also you can throw in crude map that leads to the tower of the dogmen's former warlock employer (perhaps the warlock is not dead or there is still loot to find and guard creatures to fight)

### **Stats**

#### **Black Cur**

Dingarn Pyromancer (142 Points)

Type: Humanoid / Subtype: Dingarn

Size: Small Move: 8" land Vigor Bonus: +30

B 15, A 15, E 20, M 15, S 25, C 5, L 5

PRSB + 4

MRSB + 4

Skills: Listen +9 (+14), Observe +14 (+19), Outer Realms Lore +6, Stealth +9, Survival +9 (+14)

**Talents:** *Group Tactics Expert Talent; Improved Movement (Land) 1&2 Talent; Keen Hearing Talent; Natural Weapon Attack (Bite)* (Dingarn gain a bite attack equal to a Great weapon for their size, may always add Bite bonus to defense); **Night Eyes Talent; Scent 5 Talent** (Adds rating to Observe test and to Survival test made while Tracking); **Speak Language: Dark Tongue; (Sp) Tooth and Steel Talent** (Dingarn may add their Bite Attack along with any weapon attack when doing a Stand& Deliver Combat Action); **Tough Bones 5 Talent** (Gains a Vigor bonus equal to rating); **Coward (Flaw)** (If outnumbered by more than 2 to 1 must pass a Taxing (+15) Savvy Test each round or flee); Mind Caster talent; (Sp) 1st Circle Fire Mastery

**Treasure Rating:** Moderate

**Templates:** The Pyromancer

**Gear:** Lt Armor/ Medium Armor layered, Med Shield, Sword, Horseman's Bow, (10) arrows

**Spells:** Cinder Smoke, Fire Bolt Lesser, Resist Fire Lesser, Shield of Fire, Summon Flame Elemental mini

**DefB (+30); MCB (+20 Bite or +19 Sword or Tooth and Steel +29) / RCB (+19 horseman's bow) / IM +15**

Max Scores: B20, A20, E20, M 15, S 25, C 20, L 20 / VB +40

## **July 2009 HOOK FOR A HACK: "Old Dogs, New tricks"**

### **Scar Maw**

Dingarn Brute Berserker (170 Points)

Type: Humanoid / Subtype: Dingarn

Size: Small Move: 8" land Vigor Bonus: +37

B 20, A 15, E 20, M 10, S 25, C 5, L 5

PRSB + 5

MRSB + 3

Skills: Intimidate +35, Listen +8 (+13), Observe +13 (+18), Stealth +10, Survival +8 (+13)

**Talents:** *Group Tactics Expert Talent; Improved Movement (Land) 1&2 Talent; Keen Hearing Talent; Natural Weapon Attack (Bite) (Dingarn gain a bite attack equal to a Great weapon for their size, may always add Bite bonus to defense); Night Eyes Talent; Scent 5 Talent (Adds rating to Observe test and to Survival test made while Tracking); Speak Language: Dark Tongue; (Sp) Tooth and Steel Talent (Dingarn may add their Bite Attack along with any weapon attack when doing a Stand& Deliver Combat Action); Tough Bones 5 Talent (Gains a Vigor bonus equal to rating); Coward (Flaw) (If outnumbered by more than 2 to 1 must pass a Taxing (+15) Savvy Test each round or flee), Improved Punch 1, Heavy Hitter 1, (Sp) Burst of Strength, Deathblow, (Sp) Furious Blow, (Sp) Battle Frenzy Talent. Hearty*

**Treasure Rating:** Moderate

**Templates:** The Brute, The Berserker

**Gear:** Heavy Armor, Lt Armor, Med Shield, Sword, Horseman's Bow, (10) arrows

**DefB (+31); MCB (+26 Bite or +25 Sword or Tooth and Steel +36) / RCB (+19 horseman's bow) / IM +15**

Max Scores: B20, A20, E20, M 15, S 25, C 20, L 20 / VB +40

**You can get the regular Dingarn Stats from this months Creature Feature.**