

(GM ARTICLE)



HOOK FOR A HACK **"Old Mc Ogre Ate a Farm"**

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 Mc Ogre Ate a Farm"**

Setting: (Wilderness) (Borderlands/ Tiny Homesteads)



Plot: A Band of Ogre Bruisers is .Raiding and Razing rural farmsteads along the borderlands.

Hooks: The PC hear rumors that a band of Ogres is raiding along the borderlands or they find survivors from on of the Ogre raids.

Background: A sizable band of Ogres lead by an Ogre wearing a Magic Helmet have started preying on the many small rural farmsteads that dot the borderlands near the Black Forest. The Ogres kill or eat everything they find then burn the place down after looting it of valuables. They attacked the Northern Most farm nearest a settlement (in hopes of facing any resistance early in their rampage) and then work their way south where the folk are farthest away from any help. After they slaughter everything in their path that head for their lair (a cave near the southern end of the forest) to count their loot and rest up for another ogreish endeavor). The Band

Sept 2009 HOOK FOR A HACK: "Old Mc OGRE Ate A Farm"

encountered a dwarven pedlar on their way north and took from him several magic items he had acquired (Minotaur Helm, now worn by their leader and (10) Potions of Instant Rest that they will use so they can keep raiding and killing instead of sleeping).

Rules: Once the PCs hear the rumor of happen upon a ruined farm and decide to pursue have them roll a Luck 35 test to over take the Ogres. Each failure has the PCs find yet another ruined farm and hall hands dead. After each Failure reduce the Luck Test by -5 until they overtake the Ogres in mid slaughter killing and destroying yet another farm and its owners.

Threats: (5) Ogre Bruisers plus one Additional Ogre per PC

Reward: The Minotaur Helm (FT#4), Perhaps a few potions if the PCs found them Quickly and 2,000 EP worth of coins and Trade gems.

Stats

Use The Ogre Bruiser Stats as listed in **The Creature Hacktannual page 80**. Give on the minotaur helm and max all his Core Abilities. You may also find the Ogre Bruiser in our Creature Features