

(GM ARTICLE)



HOOK FOR A HACK "Chasing Shadows"

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:**
"Chasing Shadows"

Setting: (Wilderness) (Forested Hills/
borderland settlement)

Plot: Something is slaughtering shepherds and their herds, the PCs are hired to stop it.

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 hunt down and stop the creatures responsible.

Background: Recently something has been stalking and killing sheep and shepherds alike. It is believed to be an exceptionally large mountain cat. All attempts to hunt down the creature have failed, the creature seems much more intelligent than a normal animal. The truth is it is not a mountain cat, but a Gloom Cat and it is not just one but two of the foul creatures.

Tips: Stalk the players, use hit and run tactics, always attacking at night. Perhaps let them find an abandoned layer filled with heaps of bones. Don't



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reveal that there are two until the PCs corner the first beast them attack with the other from behind!

Threats: (2) *Gloom Cats* (you can find stats for these creatures in the *Creature* feature or in the *Creature Hacktannual*)

Reward: The Shepherds are poor only able to afford to pay 50 Ep per PC, but will give them each an *Exquisite +5 set of Adventurer Clothing* (granting +5 equipment bonus to resist environmental dangers) made of fine wool. Also is the PCs have the skill they can gain a pair of *Shadow Cloaks* by skinning the *Gloom Cats* and several vials of *Shadow Weapon Oil* (see page 54 ***Creature Hacktannual*** for rules)

