



# shadows for an empty world

A FIELD GUIDE FOR RUNNING  
A POSTAPOCALYPTIC SHADOW WORLD

BY NIK VINTER



The sun kept getting bigger and bigger. It wouldn't stop.

The shadows are now long, distorted, unnatural. The sense of dread and uneasiness is unavoidable and the living creatures don't last long.

It's been 3 years since the first **Shadows** appeared. At first it was the birds. They just stopped flying and fell down. Then, vague shapes made of darkness took their place in the sky.

Everything that had a shadow couldn't remain under the sun for too long. Even inanimate objects started losing theirs. And once lost, it's forever: you can't regain it back and you slowly start getting weaker, both physically and mentally.

Most people resist a couple of weeks before attempting to kill themselves.

*Welcome to Earth. Enjoy your stay.*



# The Shadows



# the hyena

Since the genesis of the Shadows there was always the fear of the thing lurking below and the hyena is such fear. It is not the thing, as that is way worse.

Living creatures will never stop fearing the unknown, and sometimes, even the known is scary. The minds are made in such a way that the living fears to protect itself. Fear wakes us up and makes us strong. But

sometimes it kills us.

Hyenas are humanoid shapes that appeared when people started being distressed. They tend to exist close to living settlements.

They're generally harmless, despite the appearance, but when creatures stop fearing for their lives, hyenas become unstoppable beasts. They can

sense living matter up to a mile and when they reach their prey they never kill it.

They supposedly learnt torture from humans, and now they employ it whenever they want to feed.

Getting captured by one of them is never a pleasant experience since the chances of escaping are very slim.

Hyenas usually live by themselves as sharing the fear between multiple individuals is impractical. They choose old and abandoned houses or dark caves as their lairs, but they despise humidity.

**WHAT IT WANTS:** a memory of yourself written with ink on a piece of paper (a true memory)

- **HIT DICE:** 6
- **ARMOR:** 1d3
- **MOVEMENT:** standard
- **DAMAGE:** 1d8
- **ENCOUNTERED:** 1
- **XP:** 250
- **FEARSOME SCREAM:** The Hyena emits a chilling noise that resonates around it. The target must make a Save vs Mind or get paralyzed for 2 rounds.
- **SMELLS:** Like coal
- **SOUNDS:** Like rubble on a cement street, slowly moving in total silence