

# Crestfallen

## August 6 2023





The scouting of the wilds near Boulderton has been going well. The Goblins and Gnolls have been scared from the area, though a few small groupings of them exist. There is an elemental influx near Port Jebbeddo that needs to be investigated, Undead gathering in the wilds near Boulderton, and a strange organization forming under the symbol of an arrow pointed skyward.

## Modules

**Opening** (1) Opening Swarm

**Mid Event** (4) Alfonse , Gnome , Storyteller , Traveling Salesman

**Ending** (1) Hunting Down the White Skull

## Jobs

**Craft Guild** (5) , Craft Alcohol , Craft Damaging Wand , Craft Weapon , Reclaim Stolen Resources

**Merchant Guild** (3) Locked Storage Shed , Rare Resource , Recover the Tools of the Forge

**Research Guild** (3) In Search of Authors , Magical Transportatoin , Undead Are Real

**Dwarf** (3) Arcane Art , Need Weapons , Smash the Competition

**Elf** (3) Craft a Rune , Making Wine , Song of Resting

**Haulfin** (3) Goblin Menace , Party Time , Protecting the Haulfin

**Human** (4) Elemental Growth , Interesting Development , Magical Goblins , Undead Panic

**Kinfolk** (4) , Fire and Brimstone , On the Hunt , Sniff Out the Problem

**Orc** (2) Honor and Valor , Looking for a Challenge

## Faction Goals

One days don't have faction goals that are tracked because the cast changes creatures more often than during full weekend events

## Pioneer Encounters

Cards in the Woods(0) These have not been introduced yet.

Stockpiles These have not been introduced yet.

## **Opening - Opening Swarm**

**Brief:** The meeting hall is assaulted by undead at the opening of the adventure day due to what had occurred during the previous adventure. This brings two to three waves of white skulled undead down upon the adventurers. The undead are tasked to take any magical items from the players or siphon off energy from a spell caster.

**Roles:** White Bone Undead

## **Mid Event - Alfonse**

**Brief:** Alfonse from the Shadow Brand will return for a second reading. If the reading goes well, Alfonse pays at least double and leaves happily. If the reading does not go well, he pays double and plans to send another to show his displeasure.

**Roles:** Alfonse

## Mid Event - Gnome

**Brief:** The helpful gnomes send one of their brethren into town with a puzzle to help answer a question the players may have. Complete the puzzle and ask the nature spirits for a response to something they are interested in. This spirit will discuss world knowledge or more specific local issues.

## **Mid Event - Storyteller**

**Brief:** If Forest is in attendance, he will go out as a performer and story teller.

## **Mid Event - Traveling Salesman**

**Brief:** A member of the Shadow Brand comes into town selling smelling salts for 3 leaves per and having 4 sets. The Shadow Brand has reverse engineered the concoction from purchasing a sample last event.

**Roles:** Van Mullins



## **Traveling Salesman - Van Mullins**

### **Acting Information**

**Backstory:** He's a member of the Shadow Brand. He is going to try to tank the economy.

### **Game Mechanics**

**Body:** 10

**Armor:**

**Stamina:** 5

**Energy:** 0

**Primary Attack:** 5 Damage with Firearm

**Killing Blow:** He's not above killing people but that is not a go to move for him.

**Defensive Abilities:** Cower 1 ST, Diplomacy 2 ST

**Healed By:**healing

**At Dying:**Remail until dead then disapate.

## **Ending - Hunting Down the White Skull**

**Brief:** If the players have not killed the white skull undead and the undead have not gathered any items or energy, then the only white skull undead is tracked down by the protectorate and the adventurers are lead on an assault of its location.

**props:** Treasure box found at location with at least one item.

**Roles:** White Bone Undead



## **White Bone Undead**

### **Acting Information**

**Backstory:** These are the greater undead that have returned to Katalossa following their exile. They have destroyed countless other planets, planes, and other living areas and have returned to consume the Energy and destroy the Essence of Katalossa

**Motivation:** Consume energy to gain power and destroy essence at every chance

**Speech:** High intelligence with brooding anger and resentment of all with essence

**Movement:** Fast ambling movement

**Intelligence:** High, a large number of minds of a greater hive mind being controlled

## Game Mechanics

Body: 100  
Armor: 10  
Stamina: 12  
Energy: 10

Spells Known: Elemental Bolt, Berserk/Remove Berserk, Healing/Harming Touch, Entangle Foot, Shatter, Silence/Remove Silence

Primary Attack: 8 Damage

Offensive Abilities: Favored Target +3 verses an inspired lineage, but half damage against others (1ST), Innate Harm 3x per day for attack or healing- "By Creeping Darkness 20 Harm",

Immunities: Bleed, Charm, Cower, Dazed, Poisoned, Silenced, Sleeping, Unconscious - "Immune Resist"

Healed By:Harm

At Dying:Crumbles

Special: By my voice, sense magic, Consume Energy "I consume an energy 1, 2, 3" - Upon consuming an energy, a White Bone Undead is formed, Teleport x4 per day "I teleport 1, 2, 3", Enchanting - Resist Talisman - "Resist" to one spell of choice

Faction Level 2: Increase innate harm to 5x per day, Innate fire 3x per day for attack only "By Flames Fury 10 Fire"

Faction Level\_3: Increase Body to 30, Innate stone 3x per day for attack only "By Crushing Earth 10 Stone", Increase innate harm to 5x per day, Innate fire 3x per day for attack only "By Flames Fury 10 Fire"

Faction Level 4: Increase innate harm to 10x per day, Consume Energy creates 2 White Bone Undead rather than 1., Increase innate harm to 5x per day, Innate fire 3x per day for attack only "By Flames Fury 10 Fire"



## **Craft Guild (5)**

### **Craft Guild - Craft Alcohol**

**Post:** Gather the resources and craft common alcohol to donate to the guild.

**Reward:** 10 leaves

**Props:** Bottle, resources, Approved Design Card

**Summary:** This job allows a player to craft an item for donation to the guild. The guild will lead the players through the process of acquiring the resources, using the approved project design card, acting out the production of the item and pricing.

### **Craft Guild - Craft Damaging Wand**

**Post:** Gather the resources and craft a damaging wand to donate to the guild.

**Reward:** 10 leaves

**Props:** Wand Prop, resources, Approved Design Card

**Summary:** This job allows a player to craft an item for donation to the guild. The guild will lead the players through the process of acquiring the resources, using the approved project design card, acting out the production of the item and pricing.

## **Craft Guild - Craft Weapon**

**Post:** Gather the resources and craft a weapon of your choice and donate to the guild.

**Reward:** 10 leaves

**Props:** Weapon Prop, resources, Approved Design Card

**Summary:** This job allows a player to craft an item for donation to the guild. The guild will lead the players through the process of acquiring the resources, using the approved project design card, acting out the production of the item and pricing.

## **Craft Guild - Reclaim stolen resources**

**Post:** A chest of stolen resources must be brought back, or no new items will be able to be created for next adventure day.

**Reward:** 20 leaves if all resources are returned. 10 if any resources are missing.

**Props:** Chest with treasure and resource cards

**Summary:** This job is a search and rescue style mission. A number of undead have stolen a large stockpile of resources from a caravan. The players must destroy the undead and safely return with the resources. This will allow all lineages/guilds to make new items for next event. If this is not completed, the lineages/guilds don't have the resources to build anything.



## **Merchant Guild (3)**

**Reward: a bottle of wine or 20 leaves**

**Post:** A local tradesperson stumbled across an old, abandoned shed that is locked in a strange way. They have given us the key of this building. Find a way to unlock the building and safely return what is found.

**Reward:** half of what is found in the building or 5 leaves, whichever is higher.

### **Merchant Guild - Rare Resource**

**Post:** We require a Rare Resource known as Nathanyal's Blood Iron. We have leads on the location of a piece of this Iron, but it is in a dangerous area inhabited by Gnolls. Travel to the area, acquire the Blood Iron, and return it for payment. If you do not have a Gatherer, one will be provided for you, but you must protect them.

**Reward:** 30 Leaves or value in recipes.

### **Roles: Gnoll Warrior**

### **Merchant Guild - Recover the tools of the Forge**

**Post:** The Crafting Guild has reported a lost forge in the area. Many suspect that goblins near the mountains have taken it. Scout the local caves and return the tools if possible. This should include a crate, saw, and two pick axes.

**Reward:** 20 leaves or Forge Recipe to those who return the items.

### **Research Guild (3)**

#### **Reward: a bottle of wine or 20 leaves**

**Post:** Searching for authors for publication in the “All-Of Branch”. Any and all factual information that is fit to print. We are not looking for political, lineage, or guild biased information. The truth is what matters. Opinion pieces need not apply UNLESS specifically notated as such. We have a commitment to the people of Katalossa to bring only the truth.

**Reward:** Opinion pieces 5 Leaves, Fact Based Reporting 10 leaves, Personal Accounts 5 Leaves, Research Based Personal Accounts 10 leaves.

#### **Research Guild - Magical Transportatoin**

**Post:** A number of Travelers have been spotted in the forest around Boulderton. Please investigate for any possible reason for the influx of traffic and notate any information that may prove useful.

**Reward:** 10 leaves or 10 basic resources for a full report.

#### **Research Guild - Undead are Real**

**Post:** So now we know the truth but where do we go from here. We need research done on one of the undead to figure out our next move. Bring the remains of 20 of them for us to study.

**Reward:** 20 leaves, 40 leaves for detailed research (4 pages).

## Dwarf (3)

### Dwarf - Arcane Art

**Post:** Use technology to create a picture during the course of an adventure. This job is a non-combat mission.

**Reward:** 2 leaves per picture turned in to the research guild.

### Dwarf - Need Weapons

**Post:** Craft a hammer or axe and have it judged by craftsman of Zarn.

**Reward:** 5 leaves per rating from 1 to 5.

**Props:** Weapon Prop, resources, Approved Design Card

**Summary:** This job allows a player to craft an item for donation to the guild. The guild will lead the players through the process of acquiring the resources, using the approved project design card, acting out the production of the item and pricing.

### Dwarf - Smash the competition

**Post:** A number of goblins have been stealing resources. This has made it difficult to craft items. Take out an encampment for us and bring us whatever resources you find.

**Reward:** 30 leaves

**Props:** Treasure chest with at least one item

**Summary:** This is a seek and destroy mission. The goblins have a set number found within their encampment and must be killed off

## **Elf (3)**

### **Elf - Craft a Rune**

**Post:** We are looking for an artist to make a new runic symbol for us. Create a symbol that moves us.

**Reward:** 15 leaves

### **Elf - Making Wine**

**Post:** We need help to gather the appropriate resources to make our favorite drink. Bring the following items back to us and we will brew a wonderful batch of wine. - 5 basic resources - 2 common alchemy resources - The gift of a gnome - The ear of a goblin tied to ice

**Reward:** a bottle of wine or 20 leaves

### **Elf - Song of resting**

**Post:** Many in the area are tired and looking for hope. If the forest spirits hear a song, it may lift their spirits. Make sure to let the spirits know when you will be performing.

**Reward:** 10 leaves for a song. 20 leaves for a song that is truly moving

## **Haulfin (3)**

### **Haulfin - Goblin Menace**

**Post:** We need those goblins gone. They are almost out of town, but they have a healer and ice caster with a big crew. Get em taken care of.

**Reward:** 30 leaves

### **Haulfin - Party Time**

**Post:** We need booze and lots of it. 5 durability of any booze will keep us for a while.

**Reward:** 20 leaves

### **Haulfin - Protecting the Haulfin**

**Post:** We Haulfin are lovers, not fighters..... most of the time. We need 5 healing items.

**Reward:** 40 leaves

## **Human (4)**

### **Human - Elemental Growth**

**Post:** We have heard of additional elemental upheaval near Port Jebeddo. This time there appears to be an influx of lightning that must be rooted out and stopped. We will set up a portal to transport any who wish to investigate and eliminate the issue.

**Reward:** 30 leaves

### **Human - Interesting Development**

**Post:** With the firearms that were recently acquired we have made a few wonderful discoveries. We require an old relic of one of our great kings. Find a rare resource named Ezra's Epiphany and return it to us so that we may continue our research.

**Reward:** 25 leaves

### **Human - Magical Goblins**

**Post:** There are two Goblin leaders who are running amok and are bringing new Goblins into the area. Our scouts can give you directions towards where they are hiding.

**Reward:** 20 leaves

### **Human - Undead Panic**

**Post:** A mass of red skeletal undead have been seen pushing through the area. They have taken over an old fortification not far from Briarwood. Rumor has it that a strong skeleton made of white bone has been teleporting across the area and gathering magical items and energy.

**Reward:** Scout for 20 leaves, wipe out the area for 40 leaves, destroy the white bone undead for 100 leaves.

**Roles:** White Bone Undead

## **Kinfolk (4)**

### **Kinfolk - Fire and Brimstone**

**Post:** We have found an area close by that is just radiating heat to a wild degree. We need someone to check it out and make sure it is ok before we use it for warm naps.

**Reward:** 10 leaves

### **Kinfolk - On the Hunt**

**Post:** We have found a lead on a location where those creepy doll things may have come from.

**Reward:** Scout it out for 10 leaves or clean the place out for 40 leaves.

### **Kinfolk - Sniff out the Problem**

**Post:** We don't have any resources and the craft guild doesn't either. We haven't been able to make or find anything to sell. Bring us or the crafting guild 40 resources and we will all be able to bring new wares to the table.

**Reward:** 20 leaves

## Orc (2)

### Orc - Honor and Valor

**Post:** The Goblins in the local area have been weakened by a group of armored constructs. This bodes well for the local people. We want to see the Goblins driven from the local area for a while. Due to some scouting, we believe we know where their main encampment is. Scare them off to reduce their prominence in the area.

**Reward:** 20 leaves or 10 basic resources or 3 common resources.

### Orc - Looking for a Challenge

**Post:** There are few challenging creatures to battle in Imshcran. We hear tale of a dangerous monster known as a troll. Please battle, subdue, and return the creature to us. We wish to judge its prowess ourselves.

**Reward:** 40 leaves to the group that captures and returns with the creature. leaves, destroy the white bone undead for 100 leaves.





**Name:** Elemental Glob

### **Acting Information**

**Backstory:** These small masses of elemental energy act on instinct alone, with no set goal or motivation in mind. They attempt to destroy their elemental opposite at all costs.

**Motivation:** Reduce the power of opposing element, attack those that would harm the element or empower the opposing element.

**Speech:** These creatures speak nonsense gibberish sounds. Ice says "blorp". Stone says "groarroar". Lightning says "bziert". Fire says "fraar".

**Movement:** These gatherings of energy can move very quickly by coasting or rolling along the ground.

**Intelligence:** Instinct, group instinctual mindset

**Society:** Singular, gatherings, nodes

**Standard Props:** Color appropriate tabard, claws, spell ammo, black faceless mask

### **Game Mechanics**

**Type:** Elemental

**Body:** 6 **Armor:** 0 **Stamina:** 5 **Energy:** 5

**Spells Known:** Elemental Bolt (used for healing self only)

**Primary Attack:** 3 Element both hands

**Killing Blow:** No, these creatures do not understand life and death

**Offensive Abilities:** Specialization: Element (By Flames Fury 1 Fire, By Arctic Wind 1 Ice, By Crushing Earth 1 Stone, By Thunders Crash 1 Lightning, By Natures Light 1 Healing, By Creeping Darkness 1 Harming)

**Vulnerabilities:** Double damage from opposite element

**Healed By:** Element

**At Dying:** Dissipate

**Special:**

Sense - "By My Voice Sense Element (or opposite element)"

**Name:** Goblin Warrior

## **Acting Information**

**Backstory:** Goblins have been pushed from civilized society due to their cruel nature and disgusting features. Due to having no morality, these creatures are always trying to take things that aren't theirs and to cause pain in any way possible.

**Motivation:** Goblins are always looking for resources to make their own. They will steal any leaves or resources that aren't locked down. They give these items as offerings for some greater unknown power.

**Speech:** These creatures speak in garbled sentences. They hurl insults and mockeries at every chance.

**Movement:** Goblins walk with hunched backs and a staggering gate due to living in small caves and other underground dwellings.

**Intelligence:** Low

**Society:** Packs or Hordes

**Standard Props:** Goblin Mask, One handed weapon, buckler shield, leather armor rep

## **Game Mechanics**

**Type:** Goblin

**Body:** 8   **Armor:** 5 (if repped)   **Stamina:** 5   **Energy:** 0

**Primary Attack:** 2 Damage (+1 if fighting a target with another character)

**Killing Blow:** No, these warriors focus on stealing

**Offensive Abilities:** Stagger Daze (2ST), Search, Search (harvesting)

**Defensive Abilities:** Flesh Wound Resist (4ST), Resist Entangle (2ST),

**Healed By:** Healing

**At Dying:** Remain until Dead, then dissipate

## **Special:**

Cheer - Gain 5 temporary body when cheering after dropping an opponent.

Run Away - May use 1 resist per day but only while fleeing

**Name:** Goblin Shaman

## **Acting Information**

**Backstory:** Same as Goblin Warrior

**Motivation:** Goblins are always looking for resources to make their own. They will steal any leaves or resources that aren't locked down. They give these items as offerings for some greater unknown power.

**Speech:** These creatures speak in garbled sentences. They hurl insults and mockeries at every chance.

**Movement:** Goblins walk with hunched backs and a staggering gate due to living in small caves and other underground dwellings.

**Intelligence:** Medium

**Society:** Packs or Hordes

**Standard Props:** Goblin Mask, One handed weapon, buckler shield, leather armor rep

## **Game Mechanics**

**Type:** Goblin

**Body:** 25   **Armor:** 5 (if repped)   **Stamina:** 5   **Energy:** 0

**Spells Known:** None

**Primary Attack:** 2 Damage (+1 if fighting a target with another character)

**Killing Blow:** No, they focus on stealing

**Offensive Abilities:** Stagger Daze (2ST), Search, Search (harvesting)

**Defensive Abilities:** Flesh Wound Resist (4ST), Resist Entangle (2ST),

**Healed By:** Healing

**At Dying:** Remain until Dead, then dissipate

**Special:**

Cheer - Gain 5 temporary body when cheering after dropping an opponent.

Run Away - May use 1 resist per day but only while fleeing

Search (visible items) - Goblin Shaman may search and steal a weapon, shield, or other visible item OR leaves/basic resources

**Name:** Ceramic Doll

### **Acting Information**

**Backstory:** These dolls have been fashioned by the Shadow Brand, an evil thieves guild organization that dislikes kinfolk and do not believe they should be part of the Inspired. These dolls have been made to seek out and destroy all kinfolk and anyone who protects them.

**Motivation:** Destroy kinfolk, protect itself, protect members of the Shadow Brand

**Speech:** None

**Movement:** Slow and robotic. Do not actively defend

**Intelligence:** Mindless, Controlled

**Society:** None

**Standard Props:** Doll Mask, 2 one handed weapons, metal armor rep

### **Game Mechanics**

**Type:** Construct

**Body:** 25   **Armor:** 40 (if repped)   **Stamina:** 10   **Energy:** 0

**Primary Attack:** 5 Damage both hands

**Killing Blow:** Only Kinfolk

**Offensive Abilities:** Haymaker 20 Damage (2ST), Unblockable 5 Damage (1 ST)

**Immunities:** Harm attacks "Immune Resist"

**Healed By:** Fire

**At Dying:** Deactivates, This construct has an arrow etched on its spine if investigated during dying/dead. If ignored, construct crumbles.

**Special:** If hit with Shatter or Destroy condition, reduce primary attack to 2 damage

Sense Kinfolk - "By my voice sense kinfolk"

**Name:** Armor Golem

**Acting Information:** An armor golem is a mindless ordered construct. They may have a number of orders and are smart enough to remember the orders, but are not smart enough to make their own decisions. These are made by the Robot Librarian to guard his home and himself.

**Backstory:** These are suits of armor and weapons that are animated to defend an area determined by the robot librarian or other creator.

**Motivation:** Defend

**Speech:** None

**Movement:** Fast but deliberate. Make sure your joints snap when available to do so.

**Intelligence:** Low, follows orders from creator.

**Society:** As created

**Standard Props:** Armored construct mask, any weapon and any shields, armor rep

### **Game Mechanics**

**Type:** Construct

**Body:** 25   **Armor:** 40   **Stamina:** 10   **Energy:** 0

**Primary Attack:** 5 Damage, both hands with claws or weapons, 5 unblockable damage with firearms

**Killing Blow:** No, drop targets and leave them be. LET PEOPLE PRETEND TO BE DOWN

**Immunities:** Harm attacks "Immune Resist"

**Healed By:** Lightning

**At Dying:** Shuts Down

**Special:** If peace is called for, the robot will stop all combat for 3 second (Internal count), If hit with Shatter or Destroy condition, reduce primary attack to 2 damage as attached weapons are broken.

**Name:** Librarian Robot (LEX)

**Acting Information:**

**Backstory:** LEX the Librarian Robot has been locked away in their library for as long as they can remember. The books have lost all of their ink and the knowledge is gone, but the building remains. Sentient

**Motivation:** Defend, Input, Make Friends

**Speech:** Robotic sounding voice, but very intelligent,

**Movement:** Fast but deliberate. Make sure your joints snap when available to do so.

**Intelligence:** High, well read but the books have gone.

**Society:** As created

**Standard Props:** Armored construct mask, any weapon and any shields, armor rep

**Game Mechanics**

**Type:** Construct

**Body:** 80 **Armor:** 40 **Stamina:** 10 **Energy:** 5

**Spells Known:** Elemental Bolt, "May lightning fry your circuits x lightning"

**Primary Attack:** 5 Damage

**Offensive Abilities:** "Haymaker 20 Damage" (2ST), Breakthrough "Unblockable 5 Damage" (1 ST), Firearm, Specialization Lightning "By Thunders Crash 2 Lightning"

**Killing Blow:** If threatened to be killed

**Immunities:** Harm attacks "Immune Resist"

**Healed By:** Lightning

**At Dying:** Shuts Down

**Special:** If peace is called for, the robot will stop all combat for 3 second (Internal count), If hit with Shatter or Destroy condition, reduce primary attack to 2 damage as attached weapons are broken. Basic Forging

**Name:** Basic Troll

**Acting Information:**

**Backstory:** Trolls are marauders that are found in the dark places of the world. They hide in caves, dark woods, and even the caverns that worm their way under the ground. It is said that they have found the source of essence thus giving them a stronger hold of their essence than other creatures.

**Motivation:** Mayhem. These creatures are stupid, brutish, and destructive. They love violence and cruelty.

**Speech:** Slow and dumb slurred speech

**Movement:** Slow and ambling with hunched backs

**Intelligence:** Low

**Standard Props:** Troll Mask, rough armor, weapon, claw rep

**Game Mechanics**

**Type:** Troll

**Body:** 25   **Armor:** 10   **Stamina:** 16   **Energy:** 0

**Primary Attack:** 8 Damage with any weapons or claws

**Killing Blow:** Yes

**Offensive Abilities:** "Slam Knockback" (2 ST), "Break Weapon" (4ST), Breakthrough "Unblockable 8 Damage" (1ST),

**Defensive Abilities:** Parry "Resist"(4ST), Strength 2 (Rip Free from Entangle Arms or Legs, hold door, break lock, break baracade on 3 count)

**Healed By:** Healing

**At Dying:** Remains

**Special:** Regeneration - Trolls do not die naturally. If the troll is not damaged with fire or acid while in the bleed count or as part of a killing blow, the troll will complete its counts and awaken with full Body and Stamina Points (armor remains broken) May swing a two handed weapon with one hand (only if the player can swing safely)



**Name:** Gnoll Warrior

**Acting Information:**

**Backstory:** The gnolls were once hyena kinfolk, but for years have fallen into madness and darkness. The madness calls for the gnolls to consume any and all living creatures, sometimes even your own kind

**Motivation:** Consume the living to fulfill the hunger that never ends

**Speech:** Jabbering laughter and talk about killing and eating

**Movement:** Quick stalking movements. May run and dodge

**Intelligence:** Low intelligence but tactical creatures

**Standard Props:** Gnoll mask, fur shoulder piece, armor, claws

**Game Mechanics**

**Type:** Gnoll

**Body:** 8 **Armor:** 5 **Stamina:** 9 **Energy:** 0

**Primary Attack:** 3 Damage with both claws

**Killing Blow:** No, it loves its food living

**Offensive Abilities:** "Haymaker 20 damage" (2ST), "Intimidate Fear" (2ST), Breakthrough "Unblockable 3 Damage" (1ST)

**Healed By:** Healing

**At Dying:** Remain until Dead, then dissipate

**Special:** Eat Limb - 3 Count "I eat your [Limb Name], Break Limb" After the count heal 5 Body, Howl - May act out hyena laughter or chittering followed by "Howl Fear" and throw 1 spell ammo

**Faction Level 2:** Eat Limb now gives 10 temporary Body. Deal 1 additional damage with primary attack

**Faction Level 3:** Eat Limb - Add "Bleed" to the Eat Limb verbal, Use Howl 2x per day

**Faction Level 4:** Eat Limb now gives 20 temporary Body. Deal 1 additional damage with primary attack. Consume Essence - If all four limbs are eaten, the gnoll may consume one essence from the body followed by a killing blow. This may only be done to a character once. "I eat your essence 1,2,3" This allows the Gnoll Warrior to become a Gnoll Glutton.

**Name:** Gnoll Glutton

**Acting Information:**

**Backstory:** See Gnoll Warrior

**Motivation:** Consume the living to fulfill the hunger that never ends

**Speech:** Jabbering laughter and talk about killing and eating

**Movement:** Slower stalking movements. May dodge but cannot run

**Intelligence:** Low intelligence but tactical creatures

**Standard Props:** Gnoll mask, fur shoulder piece, armor, claws

### **Game Mechanics**

**Type:** Gnoll

**Body:** 25   **Armor:** 10   **Stamina:** 18   **Energy:** 0

**Primary Attack:** 5 Damage with both claws

**Killing Blow:** No, it loves its food living

**Offensive Abilities:** "Haymaker 30 damage" (2ST), "Intimidate Fear" (2ST), Breakthrough "Unblockable 5 Damage" (1ST)

**Healed By:** Healing

**At Dying:** Remain until Dead, then dissipate

**Special:** Eat Limb - 3 Count "I eat your [Limb Name], Break Limb" After the count heal 10 Body, Howl - May act out hyena laughter or chittering followed by "Howl Fear" and throw 1 spell ammo

**Faction Level 2:** Eat Limb now gives 20 temporary Body. Deal 1 additional damage with primary attack

**Faction Level 3:** Eat Limb - Add "Bleed" to the Eat Limb verbal, Use Howl 2x per day

**Faction Level 4:** Eat Limb now gives 30 temporary Body. Deal 1 additional damage with primary attack. Consume Essence - If all four limbs are eaten, the gnoll may consume one essence from the body followed by a killing blow. This may only be done to a character once. "I eat your essence 1,2,3" This allows the Gnoll Glutton to become a Gnoll Spirit Shaman

**Name:** Red Bone Undead

**Acting Information:**

**Backstory:** These are the basic undead that have returned to Katalossa following their exile. They have destroyed countless other planets, planes, and other living areas and have returned to consume the Energy and destroy the Essence of Katalossa

**Motivation:** Consume energy to gain power and destroy essence at every chance

**Speech:** Low intelligence but brooding anger and resentment of all with essence

**Movement:** Slow ambling movement

**Intelligence:** Low, a small piece of a greater hive mind being controlled

**Standard Props:** red skull mask, 2 weapons, armor rep

**Game Mechanics**

**Type:** Undead

**Body:** 10 **Armor:** 10 **Stamina:** 6 **Energy:** 0

**Primary Attack:** 4 Damage

**Killing Blow:** No, just drop foes

**Offensive Abilities:** Favored Target +1 verses an inspired lineage, but half damage against others (1ST), Innate Harm 3x per day for attack or healing- "By Creeping Darkness 10 Harm",

**Immunities:** Bleed, Charm, Cower, Dazed, Poisoned, Silenced, Sleeping, Unconscious - "Immune Resist"

**Healed By:** Harm

**At Dying:** Crumbles

**Special:** "By my voice, sense magic". Consume Energy: "I consume an energy 1, 2, 3" - Upon consuming an energy, a white bone is formed

**Faction Level 2:** Increase innate harm to 5x per day, Innate fire 3x per day for attack only "By Flames Fury 10 Fire" Enchanting - Resist Talisman "Resist" to first spell

**Faction Level 3:** Increase Body to 30, Innate stone 3x per day for attack only "By Crushing Earth 10 Stone"

**Faction Level 4:** Increase innate harm to 10x per day, Consume Energy creates 2 white bone rather than 1.

**Name:** White Bone Undead

**Acting Information:**

**Backstory:** These are the greater undead that have returned to Katalossa following their exile. They have destroyed countless other planets, planes, and other living areas and have returned to consume the Energy and destroy the Essence of Katalossa

**Motivation:** Consume energy to gain power and destroy essence at every chance

**Speech:** High intelligence with brooding anger and resentment of all with essence

**Movement:** Fast ambling movement

**Intelligence:** High, a large number of minds of a greater hive mind being controlled

**Standard Props:** white skull mask, 2 weapons, armor rep

**Game Mechanics**

**Type:** Undead

**Body:** 100 **Armor:** 10 **Stamina:** 12 **Energy:** 10

**Spells Known:** Elemental Bolt, Berserk/Remove Berserk, Healing/Harming Touch, Entangle Foot, Shatter, Silence/Remove Silence

**Primary Attack:** 8 Damage

**Killing Blow:** Yes, may killing blow to lure targets or if in danger. DO NOT OVER DO IT

**Offensive Abilities:** Favored Target +3 verses an inspired lineage, but half damage against others (1ST), Innate Harm 3x per day for attack or healing- "By Creeping Darkness 20 Harm",

**Defensive Abilities:**

**Immunities:** Bleed, Charm, Cower, Dazed, Poisoned, Silenced, Sleeping, Unconscious - "Immune Resist"

**Healed By:** Harm

**At Dying:** Crumbles

**Special:** "By my voice, sense magic". Consume Energy: "I consume an energy 1, 2, 3" - Upon consuming an energy, a Silver bone is formed, Teleport x4 per day "I teleport 1, 2, 3", Enchanting - Resist Talisman - "Resist" to one spell of choice

**Faction Level 2:** Increase innate harm to 5x per day, Innate fire 3x per day for attack only "By Flames Fury 10 Fire"

**Faction Level 3:** Increase Body to 30, Innate stone 3x per day for attack only "By Crushing Earth 10 Stone"

**Faction Level 4:** Increase innate harm to 10x per day, Consume Energy creates 2 white bone rather than 1.