

Previous Event Recap: The adventurers battled a number of undead, including the white bone. This combat was difficult and almost killed some of the town. The adventurers feel the white bone is too powerful for them to deal with currently. A number of random townsfolk traveled to the outskirts to see what was going on. A traveling merchant, Van Mullins was found to be a merchant of "sniffle shits" a blatant rip off of smelling salts. Van Mullins was then determined to be a member of the thieves guild that created the doll golems to attack kinfolk and was interrogated. During the interrogation a spirit showed up behind him and murdered him through a tattoo on his back. The adventurers were able to fix a problem with the fire elementals (capturing lightning in a bottle) and an economic crisis by returning resources from a goblin camp to the craft guild.

Modules

Opening (1) Opening Swarm

Mid Event (3) Gnome, Poisoned Sniffle Shits, Storyteller

Ending (1) Hunting Down the White Skull

Jobs

Craft Guild (4) Craft Alcohol , Craft Damaging Wand , Craft Weapon , Gnoll Woodspeople

Thieves Guild (4) Bandit Camp , Rare Resources , Stealing From Thieves , Thieves Guild Jobs

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

Research Guild (3) In Search of Authors , Info on Elementals , Info on Gnolls

Dwarf (4) Arcane Art , Need Weapons , Rolling Stone , Smash the Competition

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

Haulfin (4) Bad Pups , Goblin Menace , Party Time , Protecting the Haulfin

Human (4) Crafting Anti Aquatic Powder , Elemental Growth , Interesting Development , Magical Goblins

Kinfolk (3) Brethren , Doll Hunt , Litany of the Trash

Orc (3) Battle the Unnatural , 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 Cards(6)

Stockpiles -- Small: 2 Medium: None Large: None

Modules

Opening Swarm

Schedule: Opening

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 red 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: Red Bone Undead

Opening Swarm - 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

Proprs: 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 these focus on dropping 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

Vulnerabilities: Takes damage from Healing (double damage from Healing Weapon Strikes, not spells)

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

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

Gnome

Schedule: Mid Event

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.

Roles:

Poisoned Sniffle Shits

Schedule: Mid Event

Brief: The Shadowbrand, knowing that the smelling salts recipe has been sold to the guilds are attempting to get Matthias in trouble.

Summary: The Shadowbrand, knowing that the smelling salts recipe has been sold to the guilds are attempting to get Matthias in trouble. They have poisoned their own product and put out rumors about Matthias being the inventor of this item. The townsperson has found a dead body and attempts to bring it to the players attention. Using Medicine or Research skills may find out appropriate information regarding what happened to this person.

Roles: Dead Body, Townsperson

Poisoned Sniffle Shits - Dead Body

Acting Information

Game Mechanics

Type: **ADD A TYPE !!!!!!**

Body: 5

Armor: None

Stamina: 0

Energy: 0

Healed By:Healing

At Dying:Remain until Dead, then dissipate

Poisoned Sniffle Shits - Townsperson

Acting Information

Game Mechanics

Type: **ADD A TYPE !!!!!!**

Body: 5

Armor: None

Stamina: 0

Energy: 0

Healed By:Healing

At Dying:Remain until Dead, then dissipate

Storyteller

Schedule: Mid Event

Brief: Sylvester Klaus tells stories and rumors to entertain and amaze.

Roles: Sylvester Klaus

Storyteller - Sylvester Klaus

Acting Information

Game Mechanics

Type: Human

Body: 10

Armor: None

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:Remain until dead then disapate.

Hunting Down the White Skull

Schedule: Ending

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: Red Bone Undead, White Bone Undead

Hunting Down - 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

Proprs: 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 these focus on dropping 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

Vulnerabilities: Takes damage from Healing (double damage from Healing Weapon Strikes, not spells)

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

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

Hunting Down the White Skull - 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

Props: white skull mask, 2 weapons, armor

Game Mechanics

Type: Undead

Body: 100

Armor: 40 or as worn

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 (suggested use is killing blow to lure targets)

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"

Vulnerabilities: Takes damage from Healing (double damage from Healing Weapon Strikes, not spells)

Healed By:Harming

At Dying:Crumbles and Explodes (By my voice 10 harming)

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"

Faction Level 4: Increase innate harm to 10x per day, Consume Energy creates 2 White Bone Undead rather than 1.

Jobs

Craft Guild (4)

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 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 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.

Gnoll Woodspeople

Post: Gnolls have been stealing my timbers. These are some of my favorite trees. If you can save them and drive the gnolls from my homestead, I would be grateful. Tobias Fen

Reward: 20 Leaves

Roles: Gnoll Warrior

Gnoll Woodspeople - 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

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, 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.

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 Spirit Shaman.

Thieves Guild (4)

Bandit Camp

Post: We have tracked down a group of bandits. They aren't part of our organization, and they are causing issues. They need dealt with in either a quiet or legal fashion. Its not our place to decide. Get them to go home, one way or the other.

Reward: 30 leaves.

Rare Resources

Post: We need them. Any rare resource will buy our friendship..... for a bit.

Reward: 12 leaves for the first that walks in our door.

Stealing From Thieves

Post: The undead are taking from everyone. They search for magic items. Why.

Reward: Figure it out and make 20 leaves.

Roles: Goblin Warrior, Goblin Shaman

Stealing From Thieves - 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

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 (Add 1 Damage if fighting a target with another ally)

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, Search (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level 3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Stealing From Thieves - Goblin Shaman

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: Medium

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: Healing/Harming or Elemental Bolt, Entangle/Remove Entangle Foot

Primary Attack: 2 Damage (Add 1 Damage if fighting a target with another ally)

Killing Blow: No these warrior focus on stealing

Offensive Abilities: Specialization "Element By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming", 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 (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level_3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Merchant Guild (3)

Locked Storage Shed

Post: A local tradesperson stumbled across an old, abandoned shed that is locked in a strange way. They have given us the 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.

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

Rare Resource - 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

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

Game Mechanics

Type: Gnoll

Body: 8

Armor: 5

Stamina: 9

Energy: 0

Spells Known: none

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)

Immunities: None

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.

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.

Roles: Goblin Warrior, Goblin Shaman

Recover the - 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

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 (Add 1 Damage if fighting a target with another ally)

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, Search (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level 3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Recover the Tools of the Forge - Goblin Shaman

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: Medium

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: Healing/Harming or Elemental Bolt, Entangle/Remove Entangle Foot

Primary Attack: 2 Damage (Add 1 Damage if fighting a target with another ally)

Killing Blow: No these warrior focus on stealing

Offensive Abilities: Specialization "Element By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming", 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 (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level_3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Research Guild (3)

In Search of Authors

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.

Info on Elementals

Post: We have noticed a number of strange globs of elemental energy. These energies were never sentient before except on their respective planes. We would like to learn more about these creatures.

Reward: 10 leaves or 5 resources for a 2 page report. Double if backed by research.

Info on Gnolls

Post: We know that the Gnolls are gluttons, but are unsure of the reasons why. We would like to know more.

Reward: 20 leaves or 10 resources for a 2 page report. Double if backed by research.

Roles: Gnoll Warrior, Gnoll Glutton

Info on Gnolls - 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

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, 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.

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 Spirit Shaman.

Info on Gnolls - Gnoll Glutton

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: Slower stalking movements. May dodge but cannot run.

Intelligence: Low intelligence but tactical creatures

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, 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.

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 two 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.

Dwarf (4)

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.

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.

Rolling Stone

Post: Someone stole my hammer and I need it back. I can't focus on my craft without my fathers hammer.

Reward: 10 leaves if you bring it back. 20 if you make the bastards that stole it pay and bring back proof.

Roles: Goblin Warrior, Goblin Shaman

Rolling Stone - 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

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 (Add 1 Damage if fighting a target with another ally)

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, Search (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level 3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Rolling Stone - Goblin Shaman

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: Medium

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: Healing/Harming or Elemental Bolt, Entangle/Remove Entangle Foot

Primary Attack: 2 Damage (Add 1 Damage if fighting a target with another ally)

Killing Blow: No these warrior focus on stealing

Offensive Abilities: Specialization "Element By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming", 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 (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level_3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

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

Roles: Goblin Warrior, Goblin Shaman

Smash the Competition - 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

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 (Add 1 Damage if fighting a target with another ally)

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, Search (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level 3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Smash the Competition - Goblin Shaman

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: Medium

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: Healing/Harming or Elemental Bolt, Entangle/Remove Entangle Foot

Primary Attack: 2 Damage (Add 1 Damage if fighting a target with another ally)

Killing Blow: No these warrior focus on stealing

Offensive Abilities: Specialization "Element By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming", 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 (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level_3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Elf (3)

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

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

Roles: Basic Wolf

Making Wine - Basic Wolf

Acting Information

Backstory: You are a wolf

Motivation: Defend the yourself and the pack while getting food

Speech: None (Growl, Howl, Bark, or Gnash Teeth)

Movement: Stay low to the ground and move quickly

Intelligence: Animal

Props: Grey Wolf Mask, Fur, Claws

Game Mechanics

Type: Animal

Body: 10

Armor: None

Stamina: 5

Energy: 0

Primary Attack: 2 Damage

Offensive Abilities: Grapple "Grapple Entangle Body" after hitting target with claws on both sides. May carry a grappled character at a walking pace, Shake After Grappling for 30 seconds may call "Shake 2 unblockable damage" to grappled target

Defensive Abilities: Bark make a threatening noise and then "By my voice characters Knockback". If grappling the call changes to "By my voice non grappled characters knockback".)

Healed By:Healing

At Dying:Remains until dead, then dissipates

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 (4)

Bad Pups

Post: So we leave our shoes out on the porch to dry and we come out in the morning to find our shoes all chewed up. We need someone to track down these pups and whoop em for us.

Reward: 10 leaves

Roles: Basic Wolf

Bad Pups - Basic Wolf

Acting Information

Backstory: You are a wolf

Motivation: Defend the yourself and the pack while getting food

Speech: None (Growl, Howl, Bark, or Gnash Teeth)

Movement: Stay low to the ground and move quickly

Intelligence: Animal

Props: Grey Wolf Mask, Fur, Claws

Game Mechanics

Type: Animal

Body: 10

Armor: None

Stamina: 5

Energy: 0

Primary Attack: 2 Damage

Offensive Abilities: Grapple "Grapple Entangle Body" after hitting target with claws on both sides. May carry a grappled character at a walking pace, Shake After Grappling for 30 seconds may call "Shake 2 unblockable damage" to grappled target

Defensive Abilities: Bark make a threatening noise and then "By my voice characters Knockback". If grappling the call changes to "By my voice non grappled characters knockback".)

Healed By:Healing

At Dying:Remains until dead, then dissipates

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

Roles: Goblin Warrior, Goblin Shaman

Goblin Menace - 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

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 (Add 1 Damage if fighting a target with another ally)

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, Search (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level 3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Goblin Menace - Goblin Shaman

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: Medium

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: Healing/Harming or Elemental Bolt, Entangle/Remove Entangle Foot

Primary Attack: 2 Damage (Add 1 Damage if fighting a target with another ally)

Killing Blow: No these warrior focus on stealing

Offensive Abilities: Specialization "Element By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming", 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 (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level_3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Party Time

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

Reward: 20 leaves

Protecting the Haulfin

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

Reward: 40 leaves

Human (4)

Crafting Anti Aquatic Powder

Post: His majesty Ezra Dayne is seeking adventurers to procure essences of fire globs to assist in creation of an Anti Aquatic Powder. 10 essences are needed.

Reward: Adventurers will be granted a copy of the recipe an 10 leaves for their assistance.

Roles: Elemental Glob

Crafting Anti Aquatic Powder - 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 "groarroaroar". Lightning says "bztet". Fire says "fraar".

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

Props: Black blank mask, Color tabard, Claws, Spell Ammo

Game Mechanics

Type: Elemental

Body: 6

Armor: None

Stamina: 5

Energy: 5

Spells Known: Elemental Bolt (for healing only)

Primary Attack: 3 Element in both hands

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)"

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

Roles: Elemental Being, Elemental Glob

Elemental Growth - Elemental Being

Acting Information

Backstory: These humanoid 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 Glorp. Stone says Krumble. Lightning says Kerchaw. Fire says Crackle.

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

Intelligence: Instinct, group instinctual mindset

Props: Black blank mask, Colored tabard, Claw Weapons, Spell Ammo

Game Mechanics

Type: Elemental

Body: 30

Armor: None

Stamina: 5

Energy: 5

Spells Known: Elemental Bolt

Primary Attack: 4 Element in both hands

Offensive Abilities: Specialization Element "By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming"

Vulnerabilities: Double Damage from opposite element

Healed By:Element

At Dying:Dissipate

Special: Sense "By my voice sense element (or opposite element)"

Elemental Growth - 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 "groarroaroar". Lightning says "bziert". Fire says "fraar".

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

Props: Black blank mask, Color tabard, Claws, Spell Ammo

Game Mechanics

Type: Elemental

Body: 6

Armor: None

Stamina: 5

Energy: 5

Spells Known: Elemental Bolt (for healing only)

Primary Attack: 3 Element in both hands

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)"

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

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

Roles: Goblin Warrior, Goblin Shaman

Magical Goblins - 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

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 (Add 1 Damage if fighting a target with another ally)

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, Search (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level 3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Magical Goblins - Goblin Shaman

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: Medium

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: Healing/Harming or Elemental Bolt, Entangle/Remove Entangle Foot

Primary Attack: 2 Damage (Add 1 Damage if fighting a target with another ally)

Killing Blow: No these warrior focus on stealing

Offensive Abilities: Specialization "Element By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming", 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 (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level_3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Kinfolk (3)

Brethren

Post: Don't tell any other lineage folks about this. We need to keep this to ourselves. We have been hearing voices and we think others of our kind have too. They call to us. We want to know what they want and who they are. This is a solo mission. If you want to track them down, just follow your instincts. We need to know too. Write us a report about what you find.

Reward: 20 leaves for 2 pages. Not bad. If its something we can share, maybe you can sell it to the paper too!

Doll Hunt

Post: We have are tracking down more of the bandits and dolls. Most of the area is safe, but there is one area that is giving us the creeps. Its actually scaring most of us away! Can someone check it out and deal with those jerks!

Reward: 30 leaves

Roles: Ceramic Doll

Doll Hunt - 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 and Controlled

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

Game Mechanics

Type: Construct

Body: 25

Armor: 40 or as repped

Stamina: 10

Energy: 0

Primary Attack: 5 Damage with both hands

Killing Blow: No unless ordered

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

Immunities: Harming "Resist Immune"

Healed By: Fire

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

Special: If hit with Shatter or Destroy condition, reduce primary attack to 2 damage, Sense Kinfolk - "By my voice sense kinfolk"

Litany of the Trash

Post: We have a bunch more trash that we have a good feeling on. Feel like sorting it out? Might have something good inside.

Reward: none

Orc (3)

Battle the Unnatural

Post: There are undead around. These abominations need to be destroyed. They are stealing items and have them in a location close by. Perhaps you can fight them and acquire them.

Reward: 20 leaves for killing the undead, 40 if you kill the white bone undead if it is at this location.

Roles: Red Bone Undead, White Bone Undead

Battle the Unnatural - 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

Proprs: 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 these focus on dropping 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, Unconcious - Immune Resist

Vulnerabilities: Takes damage from Healing (double damage from Healing Weapon Strikes, not spells)

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

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

Battle the Unnatural - 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

Props: white skull mask, 2 weapons, armor

Game Mechanics

Type: Undead

Body: 100

Armor: 40 or as worn

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 (suggested use is killing blow to lure targets)

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"

Vulnerabilities: Takes damage from Healing (double damage from Healing Weapon Strikes, not spells)

Healed By:Harming

At Dying:Crumbles and Explodes (By my voice 10 harming)

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"

Faction Level 4: Increase innate harm to 10x per day, Consume Energy creates 2 White Bone Undead rather than 1.

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.

Roles: Goblin Warrior, Goblin Shaman

Honor and Valor - 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

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 (Add 1 Damage if fighting a target with another ally)

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, Search (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level 3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

Honor and Valor - Goblin Shaman

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: Medium

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: Healing/Harming or Elemental Bolt, Entangle/Remove Entangle Foot

Primary Attack: 2 Damage (Add 1 Damage if fighting a target with another ally)

Killing Blow: No these warrior focus on stealing

Offensive Abilities: Specialization "Element By Flames Fury 2 Fire, By Arctic Wind 2 Ice, By Crushing Earth 2 Stone, By Thunders Crash 2 Lightning, By Natures Light 2 Healing, By Creeping Darkness 2 Harming", 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 (leaves/basic resources) - Goblin Shaman may search and steal leaves/basic resources

Faction Level 2: Cheer now grants 10 temporary body, Run away now grants 2 resists per day, Taunt - Gain +1 to attack one character after taunting them

Faction Level_3: Cheer now grants 15 temporary body, Taunt now grants +1 vs all creatures taunted by it, Waylay Sleep (2ST)

Faction Level 4: Cheer now grants 20 temporary body, Run away now grants 3 resists per day, Search (visible item) - Goblin may search and steal a weapon, shield, or other visible item.

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.

Roles: Basic Troll

Looking for a Challenge - 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

Props: Troll Mask, Armor, Weapon, Claw Weapon

Game Mechanics

Type: Troll

Body: 25

Armor: 10

Stamina: 16

Energy: 0

Primary Attack: 8 Damage with weapons or claws

Killing Blow: Yes they love violence

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 and Regenerates if possible

Special: Regeneration Trolls do not die naturally. If the troll is not damaged with fire while in the bleed count or as part of the killing blow, the troll will complete its dying count and awaken with full Body and Stamina points.

1 Alive and Well

Non Combat

Post:The character has had their legs eaten by Gnolls and is trying to escape before they get back. Players can fix them, kill them, carry them, rob them, etc.

Reward:Injured person has 20 leaves to give or be stolen

Combat

Post:The gnolls, wolves, or other monsters are hidden in the cave and come out to investigate. There can be a treasure chest or just the creatures treasure.

Reward:Leaves from monsters.

2 Armed and Dangerous

Non Combat

Post:Talk down, bribe, lie to, or assault the young person.

Reward:Firearm and leaves from monsters

Combat

Post:Any monster group has found a firearm. Secure it and fight off the monsters.

Reward:Firearm and 20 leaves from elders

3 Assault and Battery

Non Combat

Post:The hauflin is making batteries and needs assistance. If players help, they will get a card for a battery or learn how to craft their own.

Reward:Battery or Battery Design

Combat

Post:The hauflin should have hired some guards. Their works are destroyed though a scientist could figure out what they were doing if they have enough time and questions. Sadly the monsters have run off with most of the supplies needed to create anything.

Reward:Resources and leaves from monsters

4 Beck and Call

Non Combat

Post:The wolf kinfolk is working on a project (poem, story, etc) and is looking for someone to assist. If the players help, they get paid

Reward:Up to 20 leaves paid for assistance

Combat

Post:The wolf is a disguised monster and its friends are lying in wait to ambush those who may attempt to help.

Reward:Leaves from monsters

5 Boom or Bust

Non Combat

Post:There is an alchemist testing out explosives and offers to give some to the players for assisting such as watching target practice, suggesting modification, etc.

Reward:[Leaves Bombs Bomb Design]

Combat

Post:A merchant has been killed and robbed and the monsters are running off with the goods.

Reward:[Leaves resources one item from monsters]

6 Bound and Determined

Non Combat

Post:A goblin is bound to a tree and left by his group to suffer and die. The goblin can be questioned.

Reward:Goblin has 5 leaves on it and possible information about the weekend

Combat

Post:The goblin is a ruse and meant to trap players. The goblins attack after being lured into the trap.

Reward:Leaves on monsters