



Faction Guide

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This section includes information on the factions, including acting information, basic costuming for each group, history, and monster cards. We update each group as needed to show growth or transformation.

The Gnoll, Goblin, and Undead factions will also have special abilities based on their faction level. This level is clearly shown on the schedule page for the event and determines extra abilities that the faction members receive.

During weekend events, factions that are not tied to the primary story will have a number of missions to accomplish. These factions will act as the “random encounters” of the weekend. The faction level for these groups will change depending on the success and failure rate of these missions. This gives NPCs that are combat oriented, goals to accomplish rather than just going out to die. The faction leads must ensure that these missions are handled fairly within the game. Sportsmanship is vital, so any out of character gloating or poking fun of players out of game is discouraged.



Gnoll

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 their own kind.

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.

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VALKAYAKI

Goblin

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.

Some goblins see the benefit with working with Inspired to achieve their goals. These alliances are always short lived due to the goblins inclination towards chaos and short term gain.

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 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 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.



Lizardfolk

These Lizardfolk are the guardians of Essence and the heralds of life on Katalossa. These are the creatures that bring those that return to life to the surface and may be bartered with to bring loved ones back from the dead.

Lizardfolk Shaman

Acting Information

Backstory: The Lizardfolk are the protectors of Essence and life on Katalossa. As such, these creatures are dedicated to defense and history. The warriors are tactical but small in number. These are the main type of Lizardfolk found. They wield weapons, claws, and magic to protect the essence of the plane

Motivation: Defend the inner sea of Essence.

Speech: Intelligent and quiet. Use very few words and choose them wisely.

Movement: Normal movement

Intelligence: Average to Above Average

Props: Two Handed Weapon or Claws, armor

Game Mechanics

Type: Kinfolk (Lizard)

Body: 15

Armor: 10 as worn

Stamina: 5

Energy: 6

Spells Known: Berserk/Remove, Elemental Bolt, Healing/Harming Touch, Sleep/Remove Sleep, Silence/Remove Silence

Primary Attack: 4 Damage with 2h, 2 with claws

Killing Blow: Only when defending home/essence

Offensive Abilities: Specialization must chose one "By Arctic Wind 3 Ice, By Thunders Crash 3 Lightning, By Natures Light 3 Healing"

Defensive Abilities: Block 4ST (claws) or Parry 4ST (2H)

Immunities: Ice/Lightning Half Damage

Vulnerabilities: harming x2 damage

Healed By: Healing

At Dying: Remain until Dead, then melts into essence

Special: Search Area 1St, Magical Research 1ST,

Lizardfolk Warrior

Acting Information

Backstory: The Lizardfolk are the protectors of Essence and life on Katalossa. As such, these creatures are dedicated to defense and history. The warriors are tactical but small in number. These lizardfolk are odd as they shun magic in order to focus on martial practices

Motivation: Defend the inner sea of Essence.

Speech: Primal but intelligent. Use very few words and choose them wisely.

Movement: Normal movement

Intelligence: Average

Props: Two Handed Weapon or Claws, armor

Game Mechanics

Type: Kinfolk (Lizard)

Body: 20

Armor: 10 as worn

Stamina: 8

Energy: 0

Primary Attack: 6 Damage with 2h, 4 with claws

Killing Blow: Only when defending home/essence

Offensive Abilities: Quarry 1 ST (2h), Breakthrough 1 St (claws)
Florentine (claws) Ambidextous (claws)

Defensive Abilities: Block 4ST (claws) or Parry 4ST (2H)

Immunities: Ice/Lightning Half Damage

Vulnerabilities: harming x2 damage

Healed By: Healing

At Dying: Remain until Dead, then melts into essence

Special: Search Area 1St, Historical Research 1ST, Analysis 1St



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Undead

The undead have returned to Katalossa following their exile among the stars. They have destroyed countless other planets, planes, and living areas and have returned to consume the energy and destroy the essence of every other living source. The undead seem to have a gathered consciousness that drives them forward and link them in purpose. Undead will never willingly turn on each other.

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

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 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

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.

