

# 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.











