

## ledger export

## Kinfolk

### Jobs

**Destroy Doll Storage** We have sniffed out the remaining storage shed holding a number of the clay dolls. We need a way to destroy the dolls and anyone that may remain in the area! **Reward** 30 leaves

**Garbage Sorting** We found a big bunch of trash and need your help sorting it all out. Let us know if you find anything good and thanks for helping us recycle. **Reward** 5 leaves

**Gnoll Hunting** The gnolls are a blight upon our people and should be cleared from the area. There is a small encampment that needs wiped out. Please help. **Reward** 20 leaves

**Kill the Cold** The ice elemental creatures have grown heavy and are running mad in the area. A mass of them have formed in the wilds and the local area has gotten extremely cold. Go and destroy these sentient energies and let them disperse to allow the balance to reform. **Reward** 15 leaves

**Litany of the Trash** We have a bunch more trash that we have a good feeling on. Feel like sorting it out? Might have something good inside. **Reward** 5 leaves

### Resources

**Basic** *Sell(4x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Buy* 4 leaves

**Common Alchemy** *Buy* 4 leaves

**Common Enchanting** *Buy* 4 leaves

**Rare** *Buy* 8 leaves

### Goods

The kinfolk goods list is unique as they find all of these items partially used from the trash and scavenged from the dead. The only ones that are not scavenged are items donated to them or crafted by them.

**Entangle Body Bag** *Sell(1x - 2) durability )* 1 Leaves *Buy* Leaves

**Wind Up Mouse** *Sell(1x - 4) durability )* 8 Leaves *Buy* Leaves

**Common Alcohol** *Sell(1x - 4) durability )* 4 Leaves *Buy* Leaves

**Common Armor** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common Healing Potion** *Sell(1x - 6) durability )* 6 Leaves *Buy* Leaves

**Common Ice Wand** *Sell(1x - 6) durability )* 6 Leaves *Buy* Leaves

**Basic Lock** *Sell(1x - 3) durability )* 4 Leaves *Buy* Leaves

**Potion of Stabilization** *Sell(1x - 6) durability )* 6 Leaves *Buy* Leaves

**Fire Charm** *Sell(1x - 8) durability )* 20 Leaves *Buy* Leaves

**Ice Charm** *Sell(1x - 8) durability )* 20 Leaves *Buy* Leaves

### Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

- Billy - 3
- Vito - 4

## Craft Guild

### Jobs

**Craft Alcohol** Gather the resources and craft common alcohol to donate to the guild. **Reward** 10 leaves

**Craft Damaging Wand** Gather the resources and craft a damaging wand to donate to the guild. **Reward** 10 leaves

**Craft Weapon** Gather the resources and craft a weapon of your choice and donate to the guild. **Reward** 10 leaves

**Gnoll Woodspeople** 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

### Resources

**Basic** *Sell(5x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Common Alchemy** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Common Enchanting** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Rare** *Buy* 8 leaves

### Goods

**Common One Handed Weapon** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Common Two Handed Weapon** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Common Armor** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Common Shield** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Potion of Healing** *Sell(2x)* 10 Leaves *Buy* 8 Leaves

**Potion of Stabilization** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Common Spellbook** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common Incense** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

Project Library

The Craft Guild maintains the Project Library which houses all publicly available Approved Project Designs. When a member of the Craft Guild develops an Approved Project Design, they may sell the rights of the design to the guild. The guild will buy designs that use Basic and Common resources for 10 leaves and designs that use Rare resources for 20 leaves. Additionally, the guild will rent out designs in the Project Library for 5 leaves for Basic and Common resource designs and 10 leaves for rare resource designs. Advancement in the guild will grant members reduced costs on these rental rates. These amounts may change, but will be detailed in the Craft Guild folder.

- Common One Handed Weapon
- Common Armor
- Common Shield
- Potion of Healing
- Potion of Stabilization
- Common Spellbook
- Common Incense
- Smelling Salts

Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

Dwarf Jobs

Jobs

**Arcane Art** 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.

**Find Runes** There are four old dwarven runes that have gone missing from a family forge in the local area. We will pay for the return of the family heirlooms **Reward** 10 leaves

**Kill Ice Goblin** There is a goblin channeling the power of ice in a small encampment not far from here. This caster must die. **Reward** 15 leaves

**Need Weapons** Craft a hammer or axe and have it judged by craftsman of Zarn. **Reward** 5 leaves per rating from 1 to 5.

Resources

**Basic** *Sell(5x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Common Alchemy** *Buy* 4 leaves

**Common Enchanting** *Buy* 4 leaves

**Rare** *Buy* 8 leaves

Goods

**Common One Handed Weapon** *Sell(2x)* 8 Leaves *Buy* 6 Leaves

**Common Two Handed Weapon** *Sell(2x)* 8 Leaves *Buy* 6 Leaves

**Dwarven Ale** *Sell(2x)* 20 Leaves *Buy* 15 Leaves

**Common Shield** *Sell(2x)* 8 Leaves *Buy* 6 Leaves

**Basic Lock** *Sell(2x)* 5 Leaves *Buy* 2 Leaves

**Basic Barricade** *Sell(2x)* 5 Leaves *Buy* 2 Leaves

Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

- Stormhammer - 2

# Elf

## Jobs

**Arcane Research** We are researching the current batch of elemental creatures. These seem very odd compared to our previous dealings with similar creatures. Capture the essence of 10 elemental creatures in the elemental jug and return for us to review. **Reward** 30 leaves

**Craft a Rune** 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** 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

**Song of resting** 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

## Resources

**Basic** *Sell(10x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Common Alchemy**

**Common Enchanting** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Rare** *Buy* 8 leaves

## Goods

**Common One Handed Weapon** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Ranged Weapon** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Elven Wine** *Sell(2x)* 20 Leaves *Buy* 15 Leaves

**Common Shield** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Common Armor** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

## Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

# Hauflin

## Jobs

**Acting Up** A small group of strange goblins are held up in the woods and are pretending like they are Hauflin. They have been peaceful with folks, but we don't trust it. Find out what is going on and let us know ASAP! **Reward** 10 leaves

**Party Time** We need booze and lots of it. 5 durability of any booze will keep us for a while. **Reward** 20 leaves

**Protecting the Haulfin** We Hauflin are lovers, not fighters..... most of the time. We need 5 healing items. **Reward** 40 leaves

**Stones Throw Away** Just a small distance away, there are stone creatures that have been attacking the local farmers and harming their fields. We don't want a food shortage, so please help. **Reward** 20 leaves

## Resources

**Basic** *Sell(10x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Common Alchemy** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Common Enchanting** *Sell(5x)* 7 leaves *Buy* 4 leaves

**Rare** *Buy* 8 leaves

## Goods

**Tools of Repair** *Sell(2x)* 10 Leaves *Buy* 5 Leaves

**Common Spices** *Sell(2x)* 12 Leaves *Buy* 6 Leaves

**Common Meal** *Sell(2x)* 20 Leaves *Buy* 10 Leaves

**Common Spellbook** *Sell(2x)* 5 Leaves *Buy* 2 Leaves

**Common Incense** *Sell(2x)* 5 Leaves *Buy* 2 Leaves

## Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

- Jimbo - 2

## Human

### Jobs

**Follow the Flow** We have found the flow of an underwater river near Boulderton. It cannot be trusted. Scout the area and ensure that the populace of Briarwood remains safe. **Reward** 20 leaves

**Gnoll Surgery** We have been informed that the gnolls are not the same creatures as other kinfolk. This is very odd. We would like to pay a surgeon to remove a number of gnoll organs and diagnose how they may be different. We need a gnoll corpse or living specimen and a surgeon to do the work. **Reward** 25 leaves

**Interesting Development** 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

**Town Meeting** The human populace has done wonders for the Boulderton area. Some of the local townsfolk would like to have a meeting to discuss where we can go from here. All in attendance will be granted a stipend by the King. **Reward** 5 leaves

### Resources

**Basic** *Sell(10x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Buy* 4 leaves

**Common Alchemy** *Buy* 4 leaves

**Common Enchanting** *Buy* 4 leaves

**Rare** *Buy* 8 leaves

### Goods

**Common Firearm** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Common Alcohol** *Sell(1x)* 8 Leaves *Buy* 6 Leaves

**Weapon of Cowardice** *Sell(1x)* 20 Leaves *Buy* 15 Leaves

**Wand of 10 Stone** *Sell(1x)* 5 Leaves *Buy* 3 Leaves

**Wand of Charm** *Sell(1x)* 5 Leaves *Buy* 3 Leaves

**Wand of Natural Weapon** *Sell(1x)* 5 Leaves *Buy* 3 Leaves

**Wand of Weakness** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Wand of 10 Harm** *Sell(1x)* 5 Leaves *Buy* 3 Leaves

**Any Healing Item** *Sell(x)* Leaves *Buy* buy for 2 leaves per 5 points of healing Leaves

**Any 5 Damage Wand** *Sell(x)* Leaves *Buy* 2 Leaves

**Any 10 Damage Wand** *Sell(x)* Leaves *Buy* 3 Leaves

**All other wands** *Sell(x)* Leaves *Buy* 6 Leaves

### Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

- Oz - 10
- Mattias - 8

## Merchant Guild

### Jobs

**Locked Storage Shed** 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** 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.

**Recover the tools of the Forge** 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.

**Robbed Caravan** A caravan has been lost on the way to Briarwood and includes a number of goods for the townsfolk that are necessary for our survival such as medicines and food. Please get rid of the raiders and get back what crates you can. **Reward** 30 leaves.

### Resources

**Basic** *Sell(25x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Sell(10x)* 6 leaves *Buy* 4 leaves

**Common Alchemy** *Sell(10x)* 6 leaves *Buy* 4 leaves

**Common Enchanting** *Sell(10x)* 6 leaves *Buy* 4 leaves

**Rare** *Buy* 10 leaves

### Goods

**Tools of Repair** *Sell(2x)* 10 Leaves *Buy* 5 Leaves

**Alchemy Lab** *Sell(1x)* 20 Leaves *Buy* 10 Leaves

**Enchanting Lab** *Sell(1x)* 20 Leaves *Buy* 10 Leaves

**Shield of Harm Protection** *Sell(1x)* 20 Leaves *Buy* 10 Leaves

**Troll Skin Armor** *Sell(1x)* 20 Leaves *Buy* 10 Leaves

The Bank

The Merchants Guild maintains the Bank. Characters can store their leaves in the Bank to ensure its safety. In addition to this service, the Bank offers loans to characters. The bank will loan leaves in increments of 10 at the rate of 1 leaf interest per event. (example: Your character borrows 30 leaves from the bank. If you pay this loan back during the same event, you must repay 33 leaves. If you repay the following event, you must repay 36 leaves....39...42...45, etc.) If a character ever reaches an amount owed of two times what was borrowed, the character may be put up for bounty to the Thieves Guild. These amounts may change, but will be detailed in the Merchants Guild folder.

**Total Available Investments** - 606 Leaves

**Maximum Available Individual Loan Amount** - 303 Leaves

**Current Loans Outstanding**

- Oz (#5a)
  - Original Loan Amount: 358 leaves
  - Interest this event: 35 leaves
  - Total Remaining: 393
  - Bounty Commencement Total: 716

Ranks

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Orc

Jobs

**Ceramic Dolls Challenge** There are also Ceramic Doll creatures near Boulderton. Judge their combat abilities and let us know what they can do. **Reward** 15 leaves

**Clockwork Challenge** There are constructs made of clockwork that have been sighted near Boulderton. We want to know if they are are challenge and would like to learn more about them. **Reward** 15 leaves

**Goblin Cowards** There is a cowardly magic goblin that can heal its friends. This thing must not be allowed to live. Kill it and all of its associates at a cave that we can direct you to. **Reward** 20 leaves

**Looking for a Challenge** 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.

Resources

**Basic Buy** 2 leaves

**Common Forging Buy** 4 leaves

**Common Alchemy Buy** 4 leaves

**Common Enchanting Buy** 4 leaves

**Rare Buy** 8 leaves

Goods

**Common One Handed Weapon Sell(1x)** 8 Leaves *Buy* 6 Leaves

**Common Two Handed Weapon Sell(1x)** 8 Leaves *Buy* 6 Leaves

**Potion of Healing Sell(2x)** 10 Leaves *Buy* 8 Leaves

**Potion of Remove Entangle Sell(1x)** 10 Leaves *Buy* 8 Leaves

**Potion of Remove Hex Sell(2x)** 15 Leaves *Buy* 12 Leaves

**Potion of Mended Limb Sell(1x)** 15 Leaves *Buy* 12 Leaves

**Potion of Remove Charm Sell(1x)** 10 Leaves *Buy* 8 Leaves

**Potion of Stabilization Sell(1x)** 8 Leaves *Buy* 6 Leaves

Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

- Orgim - 2
- Toulash - 2
- (Zach) - 1



## Research Guild

### Jobs

**Images** We are searching for artists and technologists to provide us images for use in the All-Of-Branch and other future endeavors. We will pay 5 leaves per image and more for incredible artistry.  
**Reward** 5 leaves

**In Search of Authors** 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.

**Interview with a Lizardman** We would love to hear more about the Lizardfolk and their history. Can someone interview one and get us a scoop? **Reward** 20 leaves or 10 resources for a 2 page report. Double if backed by research.

**Paragon Report** We would love to hear more about the Paragons and their history. We need as much information as we can get! **Reward** 20 leaves or 10 resources for a 2 page report. Double if backed by research.

**Robot Schematics** We have heard that there are additional types of robots in use in the local area. We would love detailed notes or schematics of them. 2 pages of notes would suffice. Additional pay for research based information up to 40 leaves. **Reward** 20 leaves

**Wolf Changes** The wolves in the area are being very peculiar. We would like additional medical information regarding them. A 2 page writeup is requested. 25 leaves if the information is backed by medical research. 40 for surgical notes. **Reward** 10 leaves

### Resources

**Basic** *Buy* 2 leaves

**Common Forging** *Buy* 4 leaves

**Common Alchemy** *Buy* 4 leaves

**Common Enchanting** *Buy* 4 leaves

**Rare** *Buy* 8 leaves

### Goods

**Common Spellbook** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common One Handed Weapon** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common Two Handed Weapon** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common Armor** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common Shield** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common Spellbook** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Common Incense** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

### Services

- Assist with Trap/Puzzle - 5 leaves
- Analysis of Item - 10 leaves
- Remove Condition - 20 leaves
- Heal Wounds/Stabilize - 5 leaves

### Research Library

The Research Guild maintains the Research Library which houses all publicly available Research Documents granted via the Research Skills as well as Plot In Game Documents and Character created documents. Some documents found in this Library are confirmed to be accurate with the game world by the plot staff and will be clearly marked as such. Characters may submit documentation to the Research Library for payment as well as possible advancement with the guild. Researchers will be paid 2 leaves per page (8.5x11 paper, double spaced, 12 font standard) submitted. This price will be doubled for any document that is verified as accurate from plot prior to submission. The Research Library may be rented at 5 leaves per hour, with the rental cost being reduced by guild membership and rank within the guild.

- Ice Motes

### Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

- Oz (#5) - 10

# Thieves Guild

## Jobs

**Bandit Camp** 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.

**Job Went Poorly** We had a mission go bad. An extremely powerful goblin spellcaster took out a few of our associates. Take out the caster and his crew. You can keep what you find. **Reward** 30 leaves and a special gift.

**Rare Resources** We need them. Any rare resource will buy our friendship..... for a bit. **Reward** 12 leaves for the first that walks in our door.

**Secrets** Share a secret, get paid. Must be written. **Reward** 5 leaves if worthy. 20 leaves if juicy.

## Resources

**Basic** *Sell(15x)* 3 leaves *Buy* 2 leaves

**Common Forging** *Sell(10x)* 7 leaves *Buy* 4 leaves

**Common Alchemy** *Sell(10x)* 7 leaves *Buy* 4 leaves

**Common Enchanting** *Sell(10x)* 7 leaves *Buy* 4 leaves

**Rare** *Buy* 8 leaves

## Goods

**Entangle Foot Bag** *Sell(2x)* 10 Leaves *Buy* 5 Leaves

**Entangle Body Ba** *Sell(2x)* 15 Leaves *Buy* 7 Leaves

**Repair Limb** *Sell(1x)* 5 Leaves *Buy* 2 Leaves

**Entangle Foot Bag** *Sell(2x)* 10 Leaves *Buy* 5 Leaves

**Entangle Body Bag** *Sell(1x)* 15 Leaves *Buy* 7 Leaves

## Services

- Remove Bleed - 5 leaves
- Poison Blade - 15 leaves
- Repair Limb - 5 leaves

## The Reserve

The Thieves Guild is in charge of handling the Reserve which houses emergency Resources and items. The Reserve has different items, availability, and rates depending on the skills and/or rank within the guild. Additionally, members may donate or sell items to the Reserve in order to advance within the guild. Rare Resources will NEVER be sold by plot unless they are found here.

## Bounties

Bounties are also handled by the Thieves Guild. These are contracts against player characters who have either failed to repay their debts to the Merchants Guild or broke an In Game Law (see The Laws Of The Inspired Of Katalossa for more details). These bounties are always optional to players (No PVP will intentionally be forced). These bounties are always structured in order to repay the characters debt and to prevent grief to the character at all costs. A member of the Thieves Guild will be authorized to subdue (never kill) the target character and retrieve the amount of leaves owed on the characters debt or a specific fine amount from their person. This amount is then returned to the Thieves Guild. The member may not keep any additional money from this bounty, otherwise they may lose access to the Bounty system and may lose status within the guild. A character will always be notified that a bounty is active against them prior to the bounty being available to members of the guild.

## Ranks

Character advancement within each organization is based on donations and modules completed. Every 10 leaves, 10 resources, 5 items or 1 module brought to a satisfactory completion will grant a character 1 point within the guild.

- Valen - 2