

# GRELK

NEW

- 10 GO TO FLOOR 36
- 20 FIND TROUBLEMAKER
- 30 ARM YOURSELVES
- 40 DESTROY GRELK

RUN



**JOB** Dhuraine has gotten a call about a patron in the Lending Library that no matter how many times the librarians tell them to, will not be quiet.

**GEAR** Baseball Bat, Baseball Bat, Baseball Bat.

## FLOOR 36

*"Probably some kid making a racket, would you mind giving them a word?"*

Dhuraine seems a bit annoyed at this call, as if it might not be worth his, nor the Crew's time. Another hardship for the front of house it seems. He takes a shot of whiskey and offers one to the Crew, and then sends them on their way.

Upon entering the beautiful library, the Crew is surrounded with row upon row of books and high vaulted ceilings adorned with several floors of balcony walkways. A Blank Slate dressed in various layers of a bright knit dress is at the circular reception desk in the center of the lobby, her head sparkling with shimmering feathers.

*"I believe you folk are here to get rid of that grumpy sod eh?"*

As soon as she finishes her sentence, **A table laden with books is flung out over a balcony on the floor above and erupts into splinters as it hits the opposite wall.** It rains down upon the Crew as screams and guttural noises echo about.

*She points up, "If you get rid o' him I'll let ye take any book ya like out on permanent loan. At this rate with him in 'ere well have none left ane' way"*

Curved marble staircases lead up to the next floor. A Ratfolk in an oversized sweater and small round reading glasses comes barrelling down the steps, missing a few on the way down. He will stop if the Crew attempts to talk to him, but only for a moment to say *"That THING ate my thesis paper! Now I'm gunna flunk!"* And then continues to hurriedly stumble down the stairs, with pages flying out of his bundled arms.

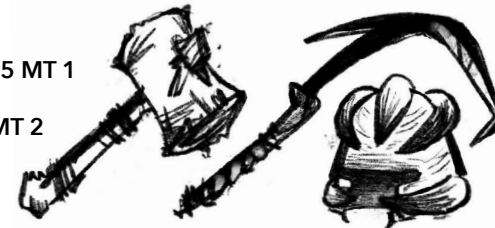
The next floor is in chaos. Now, there are many beasts here and about the Hotel that can be calmed instead of destroyed. **Grelk is not one of them.** A toadling sitting at a nearby table screams "I CANT READ WITH ALL THIS NOISE!" and then Grelk promptly devours her and the small table that she was sitting at all in one gulp, slamming his face against the ground in the process. **Grelk is a massive lumpy mass of grey flesh with no eyes and a gigantic mouth stretching halfway across what is assumed to be his head. He is incredibly strong yet uncoordinated.**

There are three glass display cases on this floor. Each has a different artifact.

**The Ketamine Mallet;** STR +1, WV 5 MT 1

**Berkin's BellyWho;** SPE+1, WV 4 MT 2

**Fangtooth's Helm;** Armor 3



Grelk has **4 meaty tentacles** erupting from its body. **If severed, they grow back to normal in 1d6 turns.** The Crew can observe this easily.

Bullets are quickly absorbed into Grelk; all projectile weapons do Half Wounds rounded down.

Grelk can only TOSS if he still has an intact tentacle. As soon as all of 4 of his tentacles are severed, he no longer regrows tentacles. Instead only Bullrushing the party with nothing but his bulbous body upon two frog-like legs.

GRELK	
10	SNIFFLES
20	SNUFFLES
30	SCREAMS
40	BULLRUSH
55	RUN AWAY
66	BULLRUSH
70	CLIMB
77	ERUPTS

	<b>SLAM</b> ■■ WV 2
	<b>BULL RUSH</b> ■■■ WV 4
<b>TOSS</b> Grapples a Crew Member. On next turn launches them over the balcony.	

In addition to Weapons, the Crew can easily use the environment to trap or harm Grelk. **Bookshelves can be pushed onto a distracted Grelk and do 2d6 wounds.**

If Grelk attempts to flee higher in the stacks, he may become cornered with exits blocked by the Crew. He will only then continue to fight. **When reduced to Wounds with BULLRUSH as an effect, Grelk will immediately BULLRUSH as an action.**

When Grelk **ERUPTS**, goo coats The Crew and everything nearby. The poor souls devoured before the Crew showed up are flung about, dazed but unharmed. The Ratfolk's thesis paper, a tad soggy, is ejected along with **Black Ore; When carried - Nullify all Item Malfunctions.** Any book lent out on permanent loan by the Lending Library is: **Old Reference Book on XXXXX; +1 Magicks**

On return to the Fall Bar;

Dhuraine asks if they were too hard on loud-mouth, as well as if they were rolling around in Food Vat slop again. **He gives them 20 Gold each.**