

THE FORTRESS — MOB AUDIT · v12

LEGEND

- THE presentation format for new-mob proposals -- every field below is compiled from the live configs, never hand-typed.
- ☐ COMMON (common, weak)
- ☐ NAMED (tougher, distinct)
- ☐ BOSS (map/quest gate)
- ART -- one column per selection the art tree actually carries (walked live, never hardcoded): if we change the art, they change.
- ☐ MINIMAL
- ☐ PAINTERLY
- ☐ STORYBOOK
- ☐ COMMITTED = art present for that column
- ☐ DRAFT = unapproved candidate in testing/
- MISSING = no art yet in that column

PAGE ORDER

p02	bandit, rat
p03	wolf, alpha_wolf
p04	bandit_leader, fighter_duelist

MINIMAL	PAINTERLY	STORYBOOK		
 mob_bandit.png COMMITTED · world sprite (Minimal)	 mob_bandit.png COMMITTED · world sprite (Painterly)	 mob_bandit.png COMMITTED · world sprite (Storybook)	Bandit COMMONbandit ZONE Bandit Camp (4 fixed spawns) HP 20 DAMAGE 4 per hit · slash · every 1.5s (~2.7 dps) SPEED 56 · aggro radius 130 CURRENCY 5 gold, 10 xp DROPS 15% chance of: Chipped Shortsword (17%), Gnarled Club (17%), Worn Hunting Spear (17%), Frayed Shortbow (17%), Knotted Sling (17%), Rusty Hatchet (17%)	
 mob_rat.png COMMITTED · world sprite (Minimal)	 mob_rat.png COMMITTED · world sprite (Painterly)	 mob_rat.png COMMITTED · world sprite (Storybook)	Giant Rat COMMONrat ZONE scripted encounter, no fixed spawn HP 9 DAMAGE 2 per hit · pierce · every 1.5s (~1.3 dps) SPEED 48 · aggro radius 0 CURRENCY 2 gold, 5 xp DROPS no gear drops (scripted encounter)	

MINIMAL	PAINTERLY	STORYBOOK		
 mob_wolf.png COMMITTED · world sprite (Minimal)	 mob_wolf.png COMMITTED · world sprite (Painterly)	 mob_wolf.png COMMITTED · world sprite (Storybook)	Wolf COMMON wolf ZONE Builder's Wood, The Approach, The Meadow, The Wolf Den, Warrior's Glen (12 fixed spawns) HP 20 DAMAGE 4 per hit · slash · every 1.5s (~2.7 dps) SPEED 56 · aggro radius 150 CURRENCY 5 gold, 10 xp DROPS 15% chance of: Patched Hide Gloves (19%), Patched Hide Jerkin (19%), Patched Hide Leggings (19%), Tarnished Copper Band (19%), Patched Hide Cap (15%), Carved Bone Pendant (11%)	
MISSING no Minimal sprite	MISSING no Painterly sprite	MISSING no Storybook sprite	Alpha Wolf NAMED alpha_wolf ZONE The Wolf Den (1 fixed spawn) HP 45 DAMAGE 7 per hit · slash · every 1.5s (~4.7 dps) SPEED 52 · aggro radius 180 CURRENCY 15 gold, 25 xp DROPS 30% chance of: Patched Hide Gloves (19%), Patched Hide Jerkin (19%), Patched Hide Leggings (19%), Tarnished Copper Band (19%), Patched Hide Cap (15%), Carved Bone Pendant (11%)	

MINIMAL	PAINTERLY	STORYBOOK	
MISSING no Minimal sprite	MISSING no Painterly sprite	MISSING no Storybook sprite	Bandit Leader NAMEDbandit_leader ZONEBandit Camp (1 fixed spawn) HP80 DAMAGE9 per hit · slash · every 1.5s (~6.0 dps) SPEED54 · aggro radius 150 CURRENCY40 gold, 60 xp DROPS50% chance of: Chipped Shortsword (17%), Gnarled Club (17%), Worn Hunting Spear (17%), Frayed Shortbow (17%), Knotted Sling (17%), Rusty Hatchet (17%)
 mob_fighter_duelist.png COMMITTED · world sprite (Minimal)	 mob_fighter_duelist.png COMMITTED · world sprite (Painterly)	 mob_fighter_duelist.png COMMITTED · world sprite (Storybook)	The Fighter NAMEDfighter_duelist ZONEscripted encounter, no fixed spawn HP60 DAMAGE7 per hit · slash · every 1.5s (~4.7 dps) SPEED56 · aggro radius 2000 CURRENCY- DROPSno gear drops (scripted encounter)

PORTRAIT	MINIMAL	PAINTERLY	STORYBOOK	
 aldous-kegg.png COMMITTED · dossier portrait	MISSING no NPC art yet	MISSING no NPC art yet	MISSING no NPC art yet	Aldous Kegg CONVINCE builder ROLE The Builder LOCATION Unmapped (pos 20, 81) DOSSIER npc-dossier.md -- "Aldous Kegg — The Builder"
 perrin-quill.png COMMITTED · dossier portrait	 rescue_npc.png COMMITTED · world sprite (Minimal)	 rescue_npc.png COMMITTED · world sprite (Painterly)	 rescue_npc.png COMMITTED · world sprite (Storybook)	Master Perrin Quill RESCUE librarian ROLE The Librarian LOCATION Bandit Camp (pos 62, 6) DOSSIER npc-dossier.md -- "Master Perrin Quill — The Librarian"

PORTRAIT	MINIMAL	PAINTERLY	STORYBOOK	
 doran-gryme.png COMMITTED · dossier portrait	 rescue_npc.png COMMITTED · world sprite (Minimal)	 rescue_npc.png COMMITTED · world sprite (Painterly)	 rescue_npc.png COMMITTED · world sprite (Storybook)	Doran Gryme NOT YET FRAMED quarryman ROLE The Mason LOCATION The Quarry (pos 43, 20) DOSSIER npc-dossier.md -- "Doran Gryme — The Mason `[stub]`"
 old-hollis.png COMMITTED · dossier portrait	 rescue_npc.png COMMITTED · world sprite (Minimal)	 rescue_npc.png COMMITTED · world sprite (Painterly)	 rescue_npc.png COMMITTED · world sprite (Storybook)	Old Hollis NOT YET FRAMED thresher ROLE The Thresher LOCATION The Fields (pos 12, 40) DOSSIER npc-dossier.md -- "Old Hollis — The Thresher `[stub]`"

PORTRAIT	MINIMAL	PAINTERLY	STORYBOOK	
 bram-thorne.png COMMITTED · dossier portrait	 rescue_npc.png COMMITTED · world sprite (Minimal)	 rescue_npc.png COMMITTED · world sprite (Painterly)	 rescue_npc.png COMMITTED · world sprite (Storybook)	Bram Thorne TRADE woodsman ROLE The Woodsman LOCATION Builder's Wood (pos 33, 85) DOSSIER npc-dossier.md -- "Bram Thorne — The Woodsman"
 dying-soldier.png COMMITTED · dossier portrait	 rescue_npc.png COMMITTED · world sprite (Minimal)	 rescue_npc.png COMMITTED · world sprite (Painterly)	 rescue_npc.png COMMITTED · world sprite (Storybook)	The Dying Soldier STORY dying_man ROLE - LOCATION The Awakening (pos 37, 99) DOSSIER npc-dossier.md -- "The Dying Soldier"

PORTRAIT

MINIMAL

PAINTERLY

STORYBOOK

Sgt. Garrick Vane

NOT YET WIRED garrick_vane

ROLE The Old Fighter

LOCATION Not yet placed (roadmap roster only)

DOSSIER npc-dossier.md -- "Sgt. Garrick Vane — "The Old Fighter""



garrick-vane.png
COMMITTED · dossier portrait

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no NPC art yet

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no NPC art yet

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no NPC art yet



wren-cassel.png
COMMITTED · dossier portrait

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no NPC art yet

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no NPC art yet

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no NPC art yet

Wren Cassel

NOT YET WIRED wren_cassel

ROLE Dead-Eye

LOCATION Not yet placed (roadmap roster only)

DOSSIER npc-dossier.md -- "Wren Cassel — "Dead-Eye""

PORTRAIT

MINIMAL

PAINTERLY

STORYBOOK

Piper Fenn

NOT YET WIRED

piper_fenn

ROLE The Scout

LOCATION Not yet placed (roadmap roster only)

DOSSIER npc-dossier.md -- "Piper Fenn — The Scout"

Sela Emberlyn

NOT YET WIRED

sela_emberlyn

ROLE The Smith

LOCATION Not yet placed (roadmap roster only)

DOSSIER npc-dossier.md -- "Sela Emberlyn — The Smith `[stub]`"



piper-fenn.png

COMMITTED · dossier portrait

MISSING

no NPC art yet

MISSING

no NPC art yet

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no NPC art yet



sela-emberlyn.png

COMMITTED · dossier portrait

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