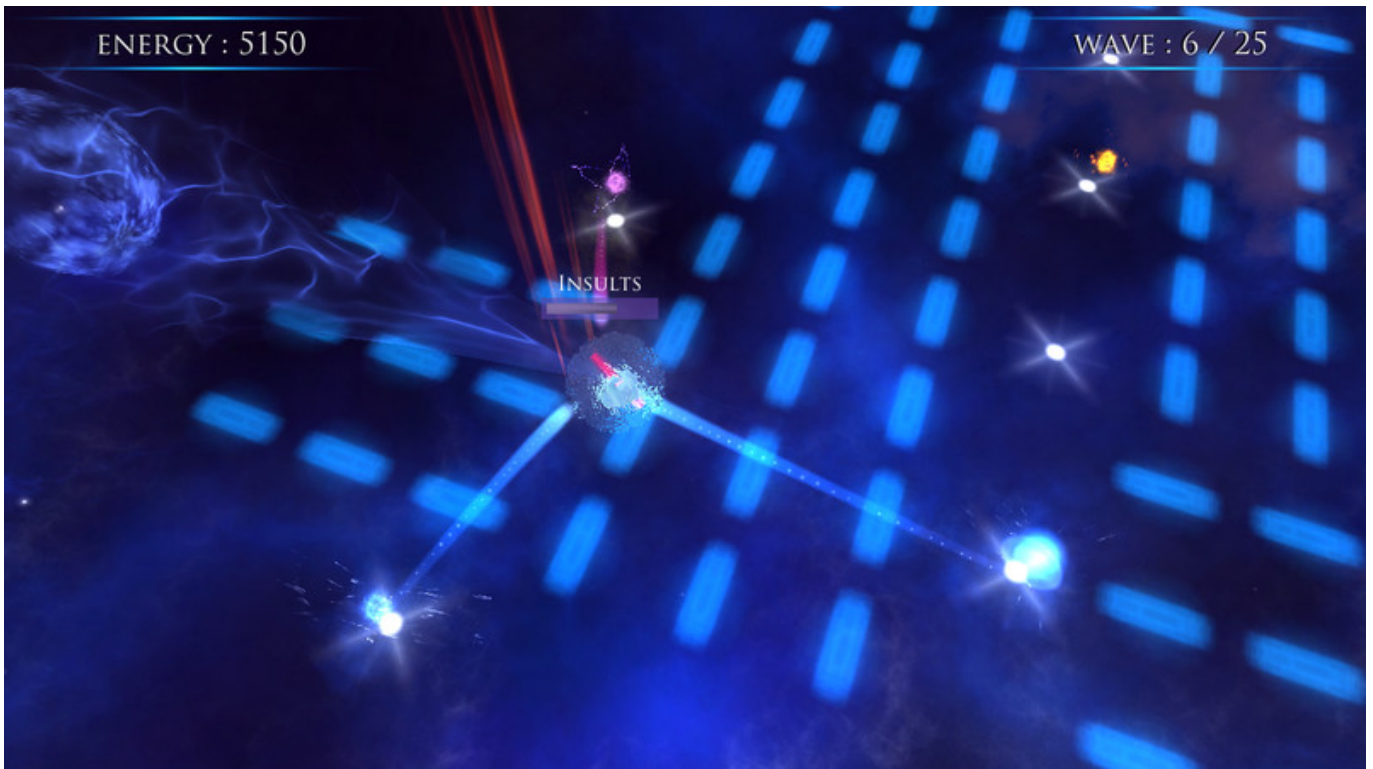

Hide And Seek - Mobile Turret Activation Code [addons]



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About This Content

A turret you can equip as a hat as Hider and Seeker.
All hats override default map-specific hats.
3d preview available in the Hat Gallery

Title: Hide and Seek - Mobile Turret
Genre: Casual, Free to Play, Indie
Developer:
Llama Software
Release Date: 31 Aug, 2017

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Minimum:

OS: Windows 7 64-bit

Processor: AMD Phenom II X4 955 or Intel i5 2500 or better

Memory: 2048 MB RAM

Graphics: AMD Radeon R7 360 or Nvidia 750ti or better

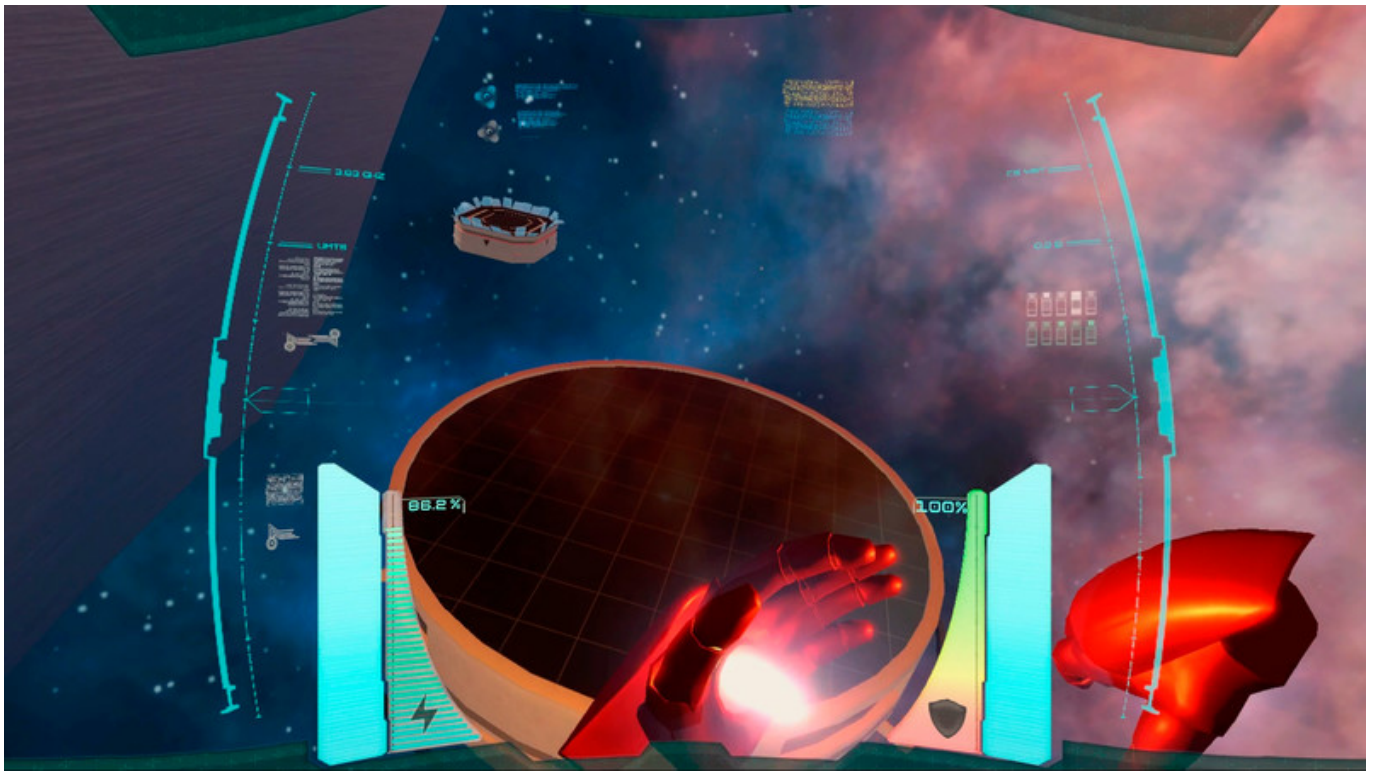
DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

Additional Notes: 64-bit OS is required. Minimum requirements target 720p at approximately 30 fps on lowest settings

English



Skennis

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form
Hit Points 36 (9d8 + 18)
Speed 30 ft. (40 ft. in wolf form)

STR 15 (+2) **DEX** 13 (+1) **CON** 14 (+2) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Perception +4, Stealth +3
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses passive Perception 14
Languages Common (can't speak in wolf form)
Challenge 3 **XP** 700

TRAITS

Shapechanger
 The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell
 The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multitattack (Humanoid or Hybrid Form Only)
 The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only)
 Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 4 piercing damage. If the target is a humanoid, it is also grappled (escape DC 12).

Werewolf Den (Area 2)

COMBAT TRACKER

| Name | Init | HP | Temp | Wind |
|---------|------|----|------|------|
| Wolf 5 | 22 | 12 | | |
| Wolf 9 | 22 | 7 | | |
| Wolf 6 | 20 | 14 | | |
| Xamot | 20 | 45 | | |
| Wolf 2 | 18 | 14 | | |
| Sarkan | 17 | 12 | | |
| Wolf 4 | 15 | 11 | | |
| Wolf 8 | | | | |
| Truddle | | | | |
| Wolf 7 | | | | |
| Wolf 3 | | | | |
| Skennis | | | | |

15.02.Z3. Wolf Den

Z3. Wolf Den

Nine wolves and a werewolf in human form are here. The werewolf, Skennis, has 36 hit points and is too old to hunt. Left undisturbed, he plays an electrum flute (see "Treasure" below), though not very well. The wolves are huddled behind him and go where he goes. Though well past his prime, he fights to the death to defend the den, and he takes umbrage at anyone who kills any of his wolf allies.

A five-foot-high stone ledge overlooks this large cave, with a small campfire at the far west end. The ledge is littered with gnawed bones.

When Kiril returns, he says to Skennis, "he'll skin you alive."

Wolves

Magical and worth 250 gp. Contains four 50 gp gemstones.

Contents



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