

One of a Kine

An International Fantasy Gaming Society Experience
by Eric M. Devlin

Guar the rancher has suffered numerous cattle rustlings over the past years.

Since Guar's ranch is not in the Hereford Kingdom proper, he receives no protection from the Hereford King against the rustlers. Now the rustlers have gone too far for they have taken the prize of the herd. Not any heifer this, but the most beautiful bull for leagues. The bull, which is closer to Guar's heart than his own wife Paddy, is being held for a 5000gp ransom by orc bandits. Guar has put out the call plus 1200gp to the brave and bold to bring back the bull.

A game for 4-6 teams of up to 6 players, 1-4 level, with the total levels per team not to exceed 17. Proposed run time for the game is 7 hours.

Risk 5 Fighting 5 Mental 5 Physical 6
Style: Humorous Heroic.

6.5 rules, Novices strongly encouraged, No touching, PC fairness,
Heroic Death Option is Available, White is a legal color.

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Table of Contents

HISTORY	3	Encounter 1 Guar's Ranch	4	Encounter 2. The Orcs Are Bullish		
	6	Encounter 3. Cow Paddies and Fairies	7	Encounter 4. Back to the Ranch		
	9	Encounter 5. Swap and Drop	12	Encounter 6. Lizard Men	15	Encounter 7. Quick
Sand Pit	16	Encounter 8. Sing For Your Life	17	Encounter 9. Vendy the Vicked Vitch		
of the Vamp	18	Encounter 10. Shrooms	20	Encounter 11. Feathers and Fish		
	21	Encounter 12. Hole of the Souls	23	Encounter 13. The BK Lounge		
	24	Appendix A Treasure Value	27	Appendix B Recoverable Items Description		
	28	Appendix C Boon/Bane Summary	30	Appendix D Lore Summary	31	Appendix E
Budget/Prop List	32	Appendix F Running Timeline	33	Appendix G NPCs/Staff		
	34					

One of a Kine

HISTORY Twenty years ago, the fairy, Booger King, in order to save his life enchanted Guar's bull. One day Booger King was trapped in a cow paddy which is lethal to fairies. Guar agreed to rescue Booger King from the cow paddy if Booger King enchanted the bull. Booger King said such a powerful enchantment would put him into a deep sleep. The sleep was necessary in order to renew Booger King's power. Booger King agreed to the enchantment provided that Guar would awaken him in ten year's time. Thus, Booger King enchanted the bull to be immortal and to sire immediate off spring which would always be juicy and tender no matter what age and condition. Booger King slipped into his magic tomb after giving Guar the artifact key.

Ten years ago, Guar was planning to awaken Booger King. This plan greatly scarred Paddy as she feared that the bull would no longer be enchanted when Booger King was awakened. Guar would not be persuaded by Paddy. Paddy confided her fear and the secret about Booger King and the bull to Anthony hoping he would talk Guar out of his plan. Anthony hid the artifact rock until the date was long past. Anthony later found the rock and drug the story out of Guar. Anthony played upon Paddy's fears and convinced Guar that it was too dangerous to release Booger King. It was better to stay with the status quo than risk the fairies wrath.

Twelve years ago, Guar had made his fortune on the bull. Thus, Guar's cattle have always demanded a stiff premium in the Hereford Kingdom. Guar suffered some small loss due to the orcs in the area, but the problem was never particularly severe. Guar's brother Anthony came dragging onto the ranch desperately looking for an opportunity. Guar hired Anthony to help on the ranch. Anthony could smell the money waiting to made, but bided his time as he insinuated himself into Guar's confidence.

Seven years ago, Anthony organized the orc bandits into effective rustlers to rustle his brother Guar's cattle. Anthony knew exactly where the cattle would be and what if any defenses were in place. Anthony would split the cattle with the orcs. The orcs eat their half and Anthony sells his half to black marketeers

Two years ago with Guar's herd having dwindled to almost nothing, Anthony came up with another scheme. Guar and his wife Paddy have been coerced by Anthony into a scheme to con adventurers. The scheme involves a bull for artifact for gold triangle. Thus, the call has gone out to the brave and the bold to bring back the bull.

Encounter 1. Guar's Ranch

Encounter Type: Informational.
Encounter Description: Guar hires PCs to recover his bull.
Good/Evil: None.
Magic: Artifact Rock.
Trap/Poison: None.
Boon/Bane: Boon to accept job.

Legend, Person Lore: Guar is a rancher of delicious cattle for 20 years.

Guar will offer the PCs 600gp in advance. Guar will tell the adventurer's that since he has fallen on hard times due to the incessant rustling the balance of the reward can only be paid by selling an artifact rock to a merchant who is stopping at the crossroads today and today only. The artifact is an inscribed magical rock which is actually the key to a burial chamber hid in a nearby swamp. Guar offers to let the PCs Savvy the artifact to verify his claims. Guar says he'll never come up with the 5000gp the orcs want for the return of his prized bull. If queried why Guar hasn't gone into the swamp to claim the treasures for himself, Guar will state that a low risk for a known return is much better than a high risk for an unknown return. Also, Guar says he doesn't know where the tomb is located, and a key without a lock is pretty worthless. Guar will give the PCs directions towards the last pasture in which the bull was seen. Guar says he will give the artifact to the PCs when the Bull is whole and hale in his yard.

Guar's wife Paddy can be heard moaning and kvetching in the back of the house. Paddy has thrown her back out and will not be left alone by Guar. Paddy is upset out about her back and will inform any character who stops by about the full range of her incapacity. When not complaining about her back, Paddy will complain that Guar never takes her anywhere, they never do anything, etc., etc.. Paddy can be cured with several days rest or 100 pts of healing. Any character who can heal can make this determination.

Guar

Class/Level: Ranger/4th.
Alignment: Neutral.
Life Points: 4/20/28.
Spell/Ability Points: 18.
Armor: Chain {NR} = 2.
Damage: Base = 5.
Special Attacks: None.
Special Defenses: None.
Gold: 600.
Treasure: Artifact Stone.

Description: Guar is self centered and somewhat slow. Guar does not possess much gumption when it comes to saying no to his older brother schemes. Guar married Paddy who is a full time whiner just like his mother. Guar is a real martyr whose only expectation is to be walked on by somebody.

Paddy

Class/Level: Fighter/1st.
Alignment: Neutral.
Life Points: 3/10/18.
Spell/Ability Points: N/A.
Armor: None = 0.
Damage: None = 0.
Special Attacks: None.

One of a Kine

Special Defenses: None.

Gold: 0.

Treasure: None.

Description: Paddy looks to Guar to provide the answers to the simplistic problems of her life. Paddy is self centered and somewhat slow. Paddy does not possess much gumption when it comes to saying no to Guar's schemes. Paddy married Guar who was well on his way to being a loser like her father when fate delivered the Enchanted Bull and seemingly changed everything.

Artifact Rock {NR}

Savvy #1: This key will release the riches held in the ancestral tomb of the fairies.
Fin

Legend Lore: This key will release the riches held in the ancestral tomb of the fairies.

Encounter 2. The Orcs Are Bullish

Encounter Type:	Fighting, Treasure, Physical, Informational.
Encounter Description:	Five orcs are lightly guarding a cow.
Good/Evil:	Evil: Orcs.
Magic:	Bull.
Trap/Poison:	None.
Boon/Bane:	Boon to attack the orcs.
Lore:	None.

Near the empty pasture the PCs will find some very plain orc tracks. The PCs will be able to ambush and recover the bull after an easy fight. If any orcs do survive the fight, they concoct a story that the chief orc, who is away, is arranging the ransom. Any surviving orcs will then claim they were just following orders to be guards. The orcs are all members of the Bloody Udder Clan who survive by rustling off and around the Hereford Kingdom. Any surviving orcs will sing songs to the Bloody Udder until freed or killed. If freed and able to fight, the orcs fight to the bloody end.

The bull is (temporarily) partially paralyzed from the neck down with a pinched nerve or something. Any character familiar with animals, druid or ranger, can make this determination. There doesn't seem to be any cure except for several days rest. The bull must be pushed and dragged back to Guar's ranch. The bull is very irritable from its imprisonment and mild punishment at the hands of orcs and will moo loudly to protest its miserable condition. The 'bull' will be made of heavy rocks on boards with ropes attached for pulling.

Orcs of the Bloodied Udder

Class/Level:	Fighters/2nd.
Alignment:	Lawful Evil.
Life Points:	3/12/20 + Battle Fever = 3/16/24.
Spell/Ability Points:	N/A.
Armor:	Leather {NR} = 1.
Damage:	Base = 5.
Special Attacks:	None.
Special Defenses:	None.
Gold:	50gp each.
Treasure:	Bull (1).
Description:	These five are slow witted and loyal orcs.

Enchanted Bull {NR}

Savvy #1: This bull is immortal unless its head leaves its shoulders or it travels more than ten miles from the Swamps of Death. There is more.

Savvy # 2 This bull's immediate offspring will always be tasty and delicious no matter what age or condition. Fin

Legend Lore: This bull sired all the cows that helped to establish Guar the ranchers former wealth and fame.

Encounter 3. Cow Paddies and Fairies

Encounter Type:	Informational, Treasure.
Encounter Description:	Cow excrement traps two fairies.
Good/Evil:	None.
Magic:	Fairies, Cow Paddy, Bull.
Trap/Poison:	None.
Boon/Bane:	Boon to free fairies. Boon to eat enchanted cow paddy.
Legend, Nature Lore:	Fairies must keep their vows and hate vow breakers.

Cow paddies which fall on fairies are magical.

While pushing the bull over hill and over dale, the bull accidentally defecates on two invisible fairies. The fairies, Thomas Dave and Krock are unable to help themselves out of this ridiculously foul mess, and offer a swap with PCs if the PCs will rescue them. The fairies offer to tell why that bull is so valuable to Guar the rancher. If the PCs agree and pull the fairies free, the fairies tell the PCs that a similar entrapment befell the great Booger King (quietly whispered Booooooger King). It was Guar who found Booger King, and Booger King who made the bull immortal and sire immediate offspring who would always be juicy and tender no matter what age and condition. The fairies will wail pitifully whether in or out of excrement. Eventually, the pair flies away to clean themselves.

The excrement will actually be a bowl of chocolate pudding. It is a well known fact that cow paddies which fall on fairies turn magical. This magical transference can only happen once for any fairy or cow paddy. The cow paddy is now a magical delicacy. The lucky PC who eats the Enchanted Cow Paddy will receive a magical benefit. The cow paddy can be eaten later.

Thomas Dave & Krock

Class/Level:	Fighter/1st.
Alignment:	Chaotic Neutral.
Life Points:	3/10/18.
Spell/Ability Points:	N/A.
Armor:	None = 0.
Damage:	None = 0.
Special Attacks:	None.
Special Defenses:	Fly like hummingbirds. Are as small as dolls. Helpless when covered with excrement.
Gold:	0.
Treasure:	None.

Description: Thomas Dave & Krock are always complaining about the quality and quantity of the local berries and nuts when they have nothing better to do.

Enchanted Cow Paddy

Savvy #1: Upon eating the entire cow paddy, the recipient gains +1 permanent L.P. Fin

Legend Lore: Those who eat enchanted cow paddies seem to gain more liveliness because they are full of it. Magical cow paddies become enchanted when a fairies trapped in said paddy are pulled out. The fairies give up part of their infinite and magical life to the cow paddy.

Value: 2,000gp

Encounter 4. Back to the Ranch

Encounter Type:	Reward.
Encounter Description:	Guar gives the PCs the Artifact Rock and a letter.
Good/Evil:	None.
Magic:	Rock, Bull.
Trap/Poison:	None.
Boon/Bane:	Boon to accept Artifact Rock as payment. Boon to seek merchant.
Lore:	None.

Upon arriving at the ranch, Guar is ecstatic about the return of his bull. Guar gives the artifact and a letter from the merchant to the PCs in exchange for the bull. Guar would offer to go to the crossroads and conduct the transaction himself, but his wife Paddy has thrown her back out and can not be left alone. Paddy can be cured with several days rest or 100 pts of healing. Any character who can heal can make this determination. Paddy is still complaining about her back, her do nothing life, etc., etc..

Guar will offer to give the bull to the PCs as final payment of 600 GP if the PCs can not get the price agreed upon in the merchants letter; however, the bull is not as portable as gold and gemstones nor is it recoverable. Guar offers to let the PCs **Savvy** the artifact to verify his claims. Guar's last attempt at convincing the PCs to take the artifact as payment is the fact that the ranch is home and ranching is his life, and he is not going anywhere. Guar will do everything to regain possession of the bull especially since it is nonrecoverable and it is the key to reestablishing his fortunes.

Guar

Class/Level:	Ranger/4th.
Alignment:	Neutral.
Life Points:	4/20/28.
Spell/Ability Points:	18.
Armor:	Chain {NR} = 2.
Damage:	Base = 5.
Special Attacks:	None.
Special Defenses:	None.
Gold:	0.
Treasure:	Artifact Stone.

Description: Guar is self centered and somewhat slow. Guar does not possess much gumption when it comes to saying no to his older brother schemes. Guar married Paddy who is a full time whiner just like his mother. Guar is a real martyr whose only expectation is to be walked on by somebody.

Paddy

Class/Level:	Fighter/1st.
Alignment:	Neutral.
Life Points:	3/10/18.
Spell/Ability Points:	N/A.
Armor:	None = 0.
Damage:	None = 0.
Special Attacks:	None.
Special Defenses:	None.

One of a Kine

Gold: 0.

Treasure: None.

Description: Paddy looks to Guar to provide the answers to the simplistic problems of her life. Paddy is self centered and somewhat slow. Paddy does not possess much gumption when it comes to saying no to Guar's schemes. Paddy married Guar who was well on his way to being a loser like her father when fate delivered the Enchanted Bull and seemingly changed everything.

Artifact Rock {NR}

Savvy #1: This key will release the riches held in the ancestral tomb of the fairies.
Fin

Legend Lore: This key will release the riches held in the ancestral tomb of the fairies.

Guar the Rancher,

Sir, I have heard of the 'key' in your possession.

I would offer 600gp for the purchase of said item.

My offer is firm.

I will see you at the crossroads on the date we previously agreed.

**Your servant,
Antonio, the Merchant**

Encounter 5. Swap and Drop

Encounter Type:	Informational.
Encounter Description:	A merchant is leaning against a nearby tree.
Good/Evil:	None - Antonio (Using the Len's of Alignment Projection).
Magic:	Lens of Alignment Projection, Magic Beans.
Trap/Poison:	None.
Boon/Bane:	Bane to attack Antonio. Boon to buy map.

Legend Lore: Fairy Kings are buried with great wealth.

Antonio uses the Lens of Alignment Projection to mask his alignment as neutral when the PCs come into view. The merchant Antonio will actually be Anthony. Antonio / Anthony will tell the adventurers that it had been his intention to hire and outfit an expedition, but he's had some bad business of late and will not be able to finance an expedition let alone buy the artifact rock. Antonio says he does not have enough treasure in gold to cover the value of the artifact which is worth 600gp, but he does have a map to the location of a tomb where the artifact can be used to release fabulous wealth. Antonio is willing to sell the map for the reasonable sum of 1,000gp. Antonio will haggle to no lower than 900gp. If threatened, Antonio will state that the map is attached to flash paper which can instantly destroy the map which is true.

Although Antonio is loath to lose the opportunity to search the tomb, he desperately needs cash to refinance his Magic Trinket Traveling Resalers which is well known for its buy low sell high style of business. In fact, Antonio has five seeds of 1 pt healing for sale at 40gp per seed. That price is firm.

If asked about the tomb, Anthony will say that it was for a fairy king who has been dead for more than twenty years. If the adventurers are not interested, then Guar will swap the nonrecoverable bull for the artifact rock and the game is over. If the PCs attack, Antonio will destroy the map.

Antonio/Anthony

Class/Level:	Thief/5th.
Alignment:	Neutral Evil.
Life Points:	5/22/30.
Spell/Ability Points:	N/A.
Armor:	Leather = 1.
Damage:	Base = 4, Backstab = 15
Special Attacks:	None.
Special Defenses:	None.
Gold:	0.
Treasure:	Lens of Alignment Projection, (5) Magic Beans.

Description: Antonio\Anthony can not help flattering anyone. He's always fawning and making a pathetic worm of himself. Anthony/Antonio will use his Person Lore's to gain information about PCs to improve his fawning. Antonio is firm on his deals:"So sorry, I couldn't possible in good conscious go lower. An expert bargainer such as yourself thinks its possible to squeeze blood from a humble stone such as myself, but I'll not disappoint you in the hunt for the lowest price." Anthony secretly despises any who try to make an honest way through the world, and does his best to bring them to ruin. Anthony's mother always wanted him to join a good knight order. Anthony hates knights more than any other class.

Antonio uses the Lens of Alignment Projection to mask his alignment as neutral when the PCs come into view. The merchant Antonio will actually be Anthony. Antonio / Anthony

One of a Kine

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Antonio/Anthony

Class/Level:	Thief/5th.
Alignment:	Neutral Evil.
Life Points:	5/22/30.
Spell/Ability Points:	N/A.
Armor:	Leather = 1.
Damage:	Base = 4, Backstab = 15
Special Attacks:	None.
Special Defenses:	None.
Gold:	0.
Treasure:	Lens of Alignment Projection, (5) Magic Beans.

Description: Antonio\Anthony can not help flattering anyone. He's always fawning and making a pathetic worm of himself. Anthony/Antonio will use his Person Lore's to gain information about PCs to improve his fawning. Antonio is firm on his deals: "So sorry, I couldn't possible in good conscious go lower. An expert bargainer such as yourself thinks its possible to squeeze blood from a humble stone such as myself, but I'll not disappoint you in the hunt for the lowest price." Anthony secretly despises any who try to make an honest way through the world, and does his best to bring them to ruin. Anthony's mother always wanted him to join a good knight order. Anthony hates knights more than any other class.

Lens of Alignment Projection

Savvy #1: Upon uttering the phrase "I can see the One way to the Shortest Path" the owner can choose any one alignment to radiate for 30 minutes. The radiated alignment will take the place of the users original alignment for a 30 minute duration. The user is susceptible to spells which would affect the projected alignment. The lens can be used holds 1 charge and can be recharged with 1 spell/ability point or any thief/fighter ability. The lens can be discharged once/day. Fin

Legend Lore: Lens makes people see you in whole new moral and ethical light.

Value: 1170gp
Broadly Useful item (40GP+15GP/level @ 6th level *10). Requires one pt and lets negative effects work on you for a 10% crock.

Magic Beans

Savvy #1: Eating this bean will grant 1 pt of healing six seconds later. Fin
Legend Lore: Eating your beans makes you healthy.
Value: 12GP

One of a Kine



Orc Wastelands

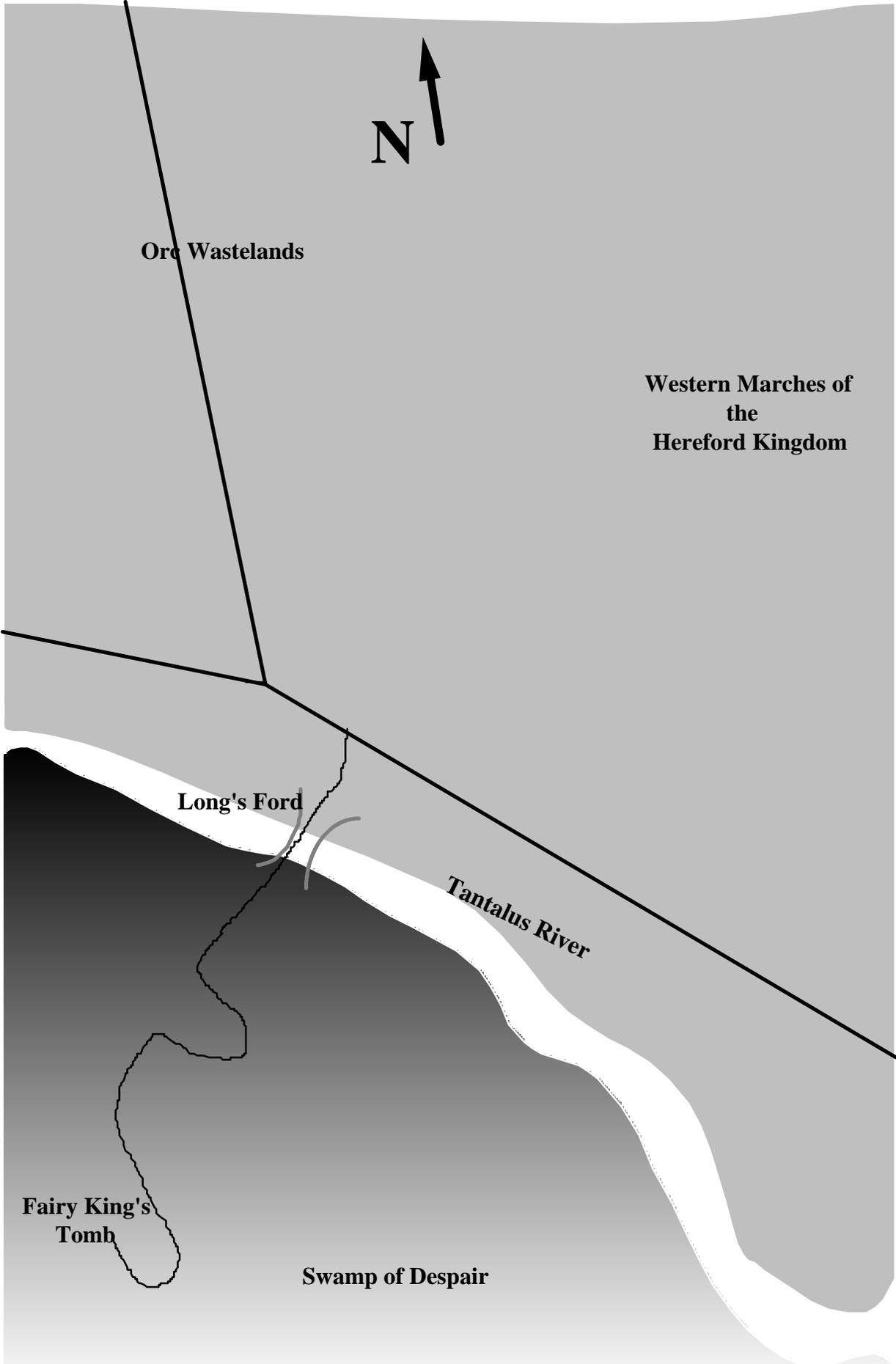
Western Marches of
the
Hereford Kingdom

Long's Ford

Tantalus River

Fairy King's
Tomb

Swamp of Despair



Encounter 6. Lizard Men

Encounter Type:	Fighting
Encounter Description:	Three lizard men ambush PCs
Good/Evil:	Evil - Lizard Men
Magic:	None.
Trap/Poison:	None.
Boon/Bane:	Boon to kill Lizard Men.
Legend, Religion, Nature Lore:	Reptus, a mostly extinct snake worshipping cult, artifacts turns normal humans into lizard men.

The lizardmen ambush the party giving them a hard fight but not hard enough to seriously incapacitate them.

Lizard Men

Class/Level:	Fighter/4th.
Alignment:	Neutral Evil.
Life Points:	4/22/30 + 4 Battle Fever = 4/26/34.
Spell/Ability Points:	N/A.
Armor:	+3 Enchanted Lizard Hide {NR} = 3.
Damage:	Base = 7.
Special Attacks:	None.
Special Defenses:	+2 LI Battle Fever .
Gold:	0.
Treasure:	None.

Description: These three lizard men are all mean, green and hungry. These Lizardmen have already used their recovery points for today. These lizardmen also do not fight florentine.

Encounter 7. Quick Sand Pit

Encounter Type:	Informational.
Encounter Description:	See below.
Good/Evil:	None.
Magic:	None.
Trap/Poison:	None.
Boon/Bane:	Boon to use Bog Shoes.
Nature Lore:	The swamp is very perilous.

Once the PCs are following the map into the swamp, the trail becomes more and more swampish to either side of the trail. Various alligators, lizards, toads, frogs and other swampy creatures permeate the swamp to either side of the trail. The trees begin to thin, and the ground is covered with grasses and other plants. There are lily pads growing everywhere with a frog on every one. After a while the very trail becomes covered with lily pads. GM make this description vivid. The trail is becoming narrower and narrower.

The GM should announce a time freeze and inform the PCs that they have broken through a layer of soft earth and lily pads into a quick sand pit and are slowly sinking. The accumulated vibration and weight of the PCs triggers the effect. Magical abilities and grappling hooks all seem to fail in helping the PCs escape from the quick sand (see inability to use hands in Quicksand Curse). Tell the PCs that they have been afflicted with severe mood swings and personality traits which can only be controlled with severe mental anguish and pain. Example moods and personality traits are happy, sad, angry, injured, twitching, drooling, etc., etc.. These are the final moods of previous victims as they perished in the swamp. The PCs are sinking up to their waists and lower and lower. Nobody can hear you scream for a pink sheet in the swamp..... especially not the GD.

Antonio/Anthony is following the adventurers into the swamp using Conceal Self. The quick sand pit typically spits up the bodies two to three days later which allows Anthony to search the bodies. Anthony comes into the swamp wearing his bog shoes (like snow shoes). This is where Anthony recovers the Artifact Rock for the next group of adventurers. Anthony then splits anything from the map sale 60/40 with Guar. Anthony keeps whatever items he finds from the bodies since he never tells Guar about this part of the con. Anthony will soon be arranging for more orc rustlers to act as kidnapers. Anthony would normally attempt to kill any remaining adventurers who survive the quick sand pit, but instead sees what happens in the next encounter, and goes to get Guar and some orcs to help him kill the PCs in fear of Booger King's wrath upon being awakened.

Quick Sand Curse: Causes recipient to violently switch moods once every 5 minutes or take 1 point of damage do to severe mental anguish and pain. Mood must be verbally and somatically role-played. Seventh level effectiveness. Groups of the accursed within 200 ft of one another all synchronize to the same mood. The GM will shout out a mood for groups. Also, makes the recipient unable to use his hands to free himself from quicksand.

ENCOUNTER 8. SING FOR YOUR LIFE

Encounter Type:	Mental
Encounter Description:	Fairy offers to save PCs from quick sand.
Good/Evil:	None.
Magic:	None.
Trap/Poison:	None.
Boon/Bane:	Boon to sing. Boon to believe Ronald.

Legend, Nature Lore: Fairies must keep their vows and hate vow breakers.

After wallowing for five minutes or so a fairy flies by singing “Old MacDonald Had a Swamp.” This is Ronald MacDonald the fairy, and he is willing to magically lift the PCs from the quick sand if they will sing a song. Ronald MacDonald will ask each PC to sing “Old MacDonald Had a Swamp”, but instead of using animals use the character class of the PC who went “help I’ve fallen in and I can’t get out.” or some animal noise. GM please be to sure to change moods and personality traits during the middle of each song. If Ronald isn’t completely convinced of the PC’s sincerity or feigned sincerity, the PC can keep on sinking.

Once having extracted the PCs, Ronald will point to a pool some distance away where characters filthy from quick sand may clean themselves with but a drop from the magical pool. Ronald should relate the following:

1. Do not wade in the pool or damage the hazel nut tree as it will upset Vendy.
2. The quick sand is cursed to cause insanity or death so they had better hurry. Seeing as how the PCs are not dead they must be insane for entering the swamp.
3. The curse of insanity can only be stopped by eating one of the hazel nuts which fall from the tree in the pond.
4. Do not attack Vendy the Vicked Vitch of the Vamp who guards the pool. She is extremely powerful and can not be killed.
5. Vendy will grant access to the pool to those who guess her charades.

Ronald MacDonald

Class/Level:	Fighter/1st.
Alignment:	Chaotic Neutral.
Life Points:	3/10/18.
Spell/Ability Points:	N/A.
Armor:	None = 0.
Damage:	0.
Special Attacks:	None.
Special Defenses:	Fly like a hummingbird. Move, via telekinetic powers, human beings. Immune to spells.
Gold:	0.
Treasure:	None.

Description: Ronald believes that he is a great opera singer. Ronald is not aware of the fact that Old MacDonald is not an opera. Ronald will attempt to edify human beings who are not aware of such a divine opera.

Encounter 9. Vendy the Vicked Vitch of the Vamp

Encounter Type:	Informational, Restorative
Encounter Description:	A witch is interrogating bodies on stakes placed around a pond in its center is a hazel nut tree.
Good/Evil:	Evil-Vendy (30 second Knockdown for detecting)
Magic:	Pool, Tree, Hazel Nuts, Witch
Trap/Poison:	None.
Boon/Bane:	Bane to damage the pond. Bane to damage the tree. Bane to wade in the pool. Boon to play charades. Boon to touch the water. Boon to eat the hazelnuts.
Legend, Religion, Nature Lore:	This is the Pool of Life and the Hazel Nut Tree which drops the Hazel Nuts of Inspired Madness.
Person Lore:	Vendy the Vicked Vitch of the Vamp guards this place from damage and is invincible.

The pool is guarded by “Vendy the Vicked Vitch of the Vamp”. Vendy has bodies of people who have tried to attack her stuffed on stakes set about the pool. The pool is twenty feet in diameter and has a hazel nut tree growing in the middle. There are hazel nuts floating in the pool within easy reach. On one of the bodies stuffed on a stake has a note from the Merchant Anthonio, map through the swamp to the underground cavern and the Commitment Ring on its Wedding Ring Finger. The body is one of Anthony’s former dupes who survived the quick sand but tried to attack Vendy. Vendy will not stop any PC from searching the bodies or removing the ring and papers.

Vendy’s routine is to go up to a body on a stake and slaps it back and forth, address the body as Neitsche in a slow harangue, curses the body for trying to damage the pond and hazel nut tree and asks it a question. This is all done in a heavy German accent. These questions are always metaphysical with no literal or exact answer. The questions are like: ‘What is the balance of Good and Evil in Gods, Goddess and other Spirits, Are Masculinity and Femininity polarized and separate, What is the meaning of life, What will we gain by dying, Does communion of spirit demand the death of isolation, Is God dead, indifferent, or just testing our faith, Does art mirror life or define our attempts to shape life, Does codification remove spirituality from the worship of Gods, Goddess, and Spirits’, Is light a particle or a wave, etc., etc.. Any attempt to **Detect Alignment** will result in a **30 second Knockdown**, but with no reaction from Vendy.

Once Vendy notices the party, she will talk to them. She says if you would touch the pond and eat the hazel nuts you must guess my charade. Vendy will then point to one PC who must give the correct answer.

Vendy will go through the following charades first (Big Mac Attack, Whopper with Fries, Large Coke No Ice, Strawberry Shake, Hamburger No Pickles, Big Bacon Classic); however, if the PCs are struggling use a new 3 to 4 word answer. Use the following charade conventions: Sounds Like => Pull on Ear, Number of Words => Hold up fingers, Number of Syllables => Hold correct number of fingers to forearm. Vendy will use **Repulse Living** to keep PCs away from the pond until the correct answer is given. The whole party may help which Vendy may

encourage but only the chosen can give the correct answer. The chosen can guess as often as desired.

Anyone who attempts to damage the pond, the hazel nut tree, wade in the pond, climb the Hazel Nut Tree of Inspired Madness, or attack Vendy will receive an **Autocast 40 pt Blast 5 second Knockdown** from Vendy repetitively until dead or unconscious. Vendy should use the **Autocast Gale 5 second Knockdown** and **Autocast 12 pt Lightning Strike 5 seconds Knockdown** to warn if possible. Eating the hazel nuts removes the insanity curse from the quick sand. One drop of water will completely clean any muck off a PC. There is a trail which leads away from the pond and deeper into the swamp.

Vendy the Vicked Vitch of the Vamp

Class/Level: Monster/10th.
Alignment: Evil.
Life Points: 20/100/100.
Spell/Ability Points: N/A.
Armor: None = 0.
Damage: None = 0.
Special Attacks: Autocast Repluse Living
Autocast **Gale** 5 second Knockdown.
Autocast 12 pt **Lightning Strike** 5 second Knockdown.
Autocast 40 pt **Blast** 5 second Knockdown.
Special Defenses: Regenerates 20pts/minute.
Immune to damage.
Immune to spells.
Immune to any effect generated by a PC or PC's magic items.
Gold: 0.
Treasure: None.
Description: Vendy is evilly fanged and hideous.

Commitment Ring

Savvy #1: This ring provides +1 protection, but it must be worn on wedding ring finger of the left hand. This ring can be the only ring on that finger. Fin

Legend Lore: In battle, This ring can protect you more than your spouse.

Value: 1,500gp

Magic Pond {NR}

Savvy #1: A touch of this water will remove any dirt or stain from the person who touched this water. A touch of this water will heal all wounds except for permanent missing life points. A touch of this water will restore lost or damaged limbs. A touch of this water restores all lost spell/ability points and used fighter recovery points. There is more.

Savvy #2: The pond is only effective once a day for any PC. This water has no effect if carried from the pond underneath the branches of the Hazel Nut Tree of Inspired Madness. Fin

Legend Lore: This pool heals all hurts.

Hazel Nuts {NR}

Savvy #1: Eating these nuts removes the **Quick Sand Curse**. Fin

Legend Lore: These nuts restore purpose and direction to life.

Encounter 10. Shrooms

Encounter Type:	Mental.
Encounter Description:	Magic mushrooms in the tunnel underground.
Good/Evil:	None.
Magic:	Mushrooms.
Trap/Poison:	None.
Boon/Bane:	Boon to take some of the mushroom.
Legend, Nature Lore:	Magic mushrooms have different properties depending where they are used underground.

They have no properties in the real world.

Following the map and trail lead to an underground tunnel. This cavern proceeds easily downwards and is lit by phosphorescent lichens. The tunnel winds to a section which is chunk full of large mushrooms. The mushrooms have portions missing from them. These are in fact magic mushrooms which radiate magic while underground. There is nothing else in this encounter except the mushrooms and the tunnel which leads onwards and downwards.

Magic Mushrooms {NR}

Savvy #1: These mushrooms and portions have different **Savvies** depending on where they are underground. A mushroom may have no magical application in a particular setting even though it still radiates magic. **Savvy** elsewhere for a different savvy. There is more.

Savvy #2: You must eat a whole mouth full to gain the magical effect. Fin.

Legend Lore: Magic Mushrooms are known to have strange and varied effects underground.

Encounter 11. Feathers and Fish

Encounter Type:	Fighting, Informational.
Encounter Description:	Five vicious, foul smelling harpies circle the crevasse. There is a fast flowing river at the bottom of crevasse. The tunnel continues on the other side of the crevasse.
Good/Evil:	Evil - harpies.
Magic:	Fish Eyes, Talking Fish & Mushrooms.
Trap/Poison:	None.
Boon/Bane:	Boon to eat the mushrooms. Boon to kill the harpies. Boon to put the talking fish in the river.
Legend Lore:	Harpies are evil foul smelling creatures with no love for any other living creature.

The talking fish knows many secrets.

The tunnel eventually leads to a crevasse with a fast running river at the bottom. The ceiling is 100 feet above the tunnel, the river 10 feet below and the other side 100 feet away. The walls are made of a soft limestone which does not look safe. There are harpies circling overhead. The crevasse is guarded by harpies who live off of fish in the river. The magic mushrooms will allow the PCs to fly across the crevasse and the river. Any PC who falls into the river is whipped away underground is pounded into unconsciousness and drowns to death. Any PC who has eaten the magic mushrooms and is knocked unconscious floats in mid air.

On the other bank is the harpies nest. In the nest is a pair of fish eyes and a talking fish which is gasping for breath. The fish offers to tell the PCs a secret about Booger King if the PCs will put him in the water. If the PCs argue with the talking fish, the talking fish taunts the PCs with humorous tales from the days travel (pulling the cow, eating the cow paddy, singing Old MacDonald, etc., etc.). The talking fish will not tell until put into the river, and the gasping sounds just become more insistent.

If put in the river, the talking fish tells the PCs that Guar promised to free Booger King after ten years of sleep, but Guar is ten years late. Anthony hid the Artifact Rock when it was time to release Booger King, and Guar has been afraid to face the consequences of being late. Anthony, who you may know as Antonio, is Guar's older brother. This fish then swims upriver not to be seen again in this game. If the PCs have been mean, the Talking Fish will spit water on the PCs after having told them the secret.

Harpies

Class/Level:	Fighters/2nd.
Alignment:	Lawful Evil.
Life Points:	3/12/20 + Battle Fever = 3/16/24.
Spell/Ability Points:	N/A.
Armor:	Leather {NR} = 1.
Damage:	Base = 5.
Special Attacks:	None.
Special Defenses:	None.
Gold:	0.
Treasure:	Talking Fish(1), Fish Eyes.

One of a Kine

Description: These are slow witted and chaotic harpies who never miss a chance to hurl an insult or some excrement (bean bags). They fight to the death.

Talking Fish

Class/Level: Monster/10th.
Alignment: Neutral Good.
Life Points: 30/30/30.
Spell/Ability Points: N/A.
Armor: +3 Magic Scale Mail {NR} = 3.
Damage: 0.
Special Attacks: Spit water for 200 ft without missing.
Special Defenses: Hears every sound which touches water and then runs underground.
Gold: 0.
Treasure: None.

Description: The ultimate "I've got a secret character." The talking fish hears every sound which touches water and then runs underground. The talking fish could gossip for hours, but finds the affairs of anyone but fish dull. The talking fish knows all the latest on flipper and shamoo.

Fish Eyes

Savvy #1: These fish eyes when together act as a 2pt spell point generator. In order to transfer the spell pts from the fish eye to the bonded owner, invoke the following phrase: "I only have eyes for you." Fin

Legend Lore: Fish eyes allow you to cast more spells and that's no fish tale.

Value: 1,000gp

Magic Mushrooms {NR}

Savvy #1: These mushrooms and portions have different **Savvies** depending on where they are underground. A mushroom may have no magical application in a particular setting even though it still radiates magic. **Savvy** elsewhere for a different Savvy. At the crevasse, these mushrooms will allow the user to fly for 30 minutes. There is more.

Savvy #2: You must eat a whole mouth full to gain the magical effect. Fin.

Legend Lore: Magic Mushrooms are known to have strange and varied effects underground.

Encounter 12. Hole of the Souls

Encounter Type:	Mental.
Encounter Description:	The tunnel gets smaller and smaller until it is only six inches in diameter. The tunnel which has leveled off continues for quite some distance.
Good/Evil:	None.
Magic:	None.
Trap/Poison:	None.
Boon/Bane:	Boon to eat the Magic Mushrooms.
Lore:	None.

Magic Mushrooms {NR}

Savvy #1: These mushrooms and portions have different **Savvies** depending on where they are underground. A mushroom may have no magical application in a particular setting even though it still radiates magic. **Savvy** elsewhere for a different savvy. At the small tunnel, these mushrooms will allow the user to shrink to six inches in height for several hours. There is more.

Savvy #2: You must eat a whole mouth full to gain the magical effect. Fin.

Legend Lore: Magic Mushrooms are known to have strange and varied effects underground.

Encounter 13. The BK Lounge

Encounter Type:	Fight, Treasure, and Comedy.
Encounter Description:	A full sized tomb appears ahead which is full size. The sarcophagus is glowing just slightly.
Good/Evil:	Evil - Anthony , Orcs
Magic:	Tomb
Trap/Poison:	None.
Boon/Bane:	None.
Legend Lore:	This is the ancient burial place of fairy kings.

Everything in this tomb is full size except for the PCs. The PCs are still six inches tall. As soon as the PCs get close to the tomb, the Artifact Rock begins to glow. After a few minutes, the sarcophagus begins to glow also. At this point Anthony leads four orcs of the Bloody Udder into the tomb. Anthony and the Orcs are also at six inches in height. Anthony will jabber with the PCs, and taunt them for falling for oldest con in the book. At some point Anthony desperate to stop Booger King from being released will attack the PCs hoping to regain and remove the Artifact Rock. Antonio and the Orcs fight to the death.

After the conclusion of the fight which the PCs should win, Booger King emerges from his sarcophagus in all of his two and half foot glory. The PCs should all be made to crawl about on their knees to simulate being six inches in height. Booger King should use his Awe 10th level Hold Being on the PCs. Booger King should then harangue the PCs for being tomb robbers and such. Booger King should say the day any tomb robber gets out alive and with Booger King's treasure is the day cows fly.

At this point, Guar should stumble into the tomb looking for his brother Anthony. Booger King should say "You, You who abandoned me here for 10 terrible years. Now you'll now a fate far worse than mortal being could possibly endure. I place on your being a **Random Curse** that has a different effect every decade starting now. At this point Guar turns into a flying cow and flies away back up the tunnel. Booger King goes "what do you know a flying cow", and snaps his fingers. This snap causes all the PCs, Anthony and the Orcs bodies, and Booger King's treasure to appear at the crossroads where Antonio was earlier today. Booger King's treasure is the Cut Begone Nut and the Wallop Weed.

Antonio\Anthony

Class/Level:	Thief/5th.
Alignment:	Neutral Evil.
Life Points:	5/22/30.
Spell/Ability Points:	N/A.
Armor:	Leather {NR} = 1.
Damage:	Base = 4, Backstab = 15
Special Attacks:	None.
Special Defenses:	None.
Gold:	900--1,000gp==> Map Price.
Treasure:	Lens of Alignment Projection.

Description: Antonio\Anthony can not help flattering anyone. He's always fawning and making a pathetic worm of himself. Anthony/Antonio will use his Person Lore's to gain information about PCs to improve his fawning. Antonio is firm on his deals: "So sorry, I couldn't possibly in good conscious go lower. An expert bargainer such as yourself thinks its possible to squeeze blood from a humble stone such as myself, but I'll not disappoint you in the

hunt for the lowest price.” Anthony secretly despises any who try to make an honest way through the world, and does his best to bring them to ruin. Anthony’s mother always wanted him to join a good knight order. Anthony hates knights more than any other class.

Orcs of the Bloodied Udder

Class/Level: Fighters/2nd.
Alignment: Lawful Evil.
Life Points: 3/12/20 + **Battle Fever** = 3/16/24.
Spell/Ability Points: N/A.
Armor: Leather {NR} = 1.
Damage: Base = 5.
Special Attacks: None.
Special Defenses: None.
Gold: 50gp each.
Treasure: None.
Description: These four are slow witted and loyal orcs.

Booger King

Class/Level: Monster/10th.
Alignment: Neutral.
Life Points: 20/100/100.
Spell/Ability Points: N/A.
Armor: +3 Magic Skin {NR} = 3.
Damage: None = 0.
Special Attacks: **Awe** 10th level Hold Being.
Random Curse.
Teleport PCs and treasure anywhere.
Special Defenses: None.
Gold: 0.
Treasure: None.
Description: BK is not too bright, keeps his word, knows when he’s been betrayed and takes it very personally.

Guar

Class/Level: Ranger/4th.
Alignment: Neutral.
Life Points: 4/20/28.
Spell/Ability Points: 18.
Armor: Chain {NR} = 2.
Damage: Base = 5.
Special Attacks: None.
Special Defenses: None.
Gold: 0.
Treasure: None.
Description: Guar is self centered and somewhat slow. Guar’s does not possess much gumption when it comes to saying no to his older brother schemes. Guar married Paddy who is a full time whiner just like his mother. Guar is a real martyr whose only expectation is to be walked on by somebody.

Lens of Alignment Projection

Savvy #1: Upon uttering the phrase “I can see the One way to the Shortest Path” the owner can choose any one alignment to radiate for 30 minutes. The radiated alignment will

One of a Kine

take the place of the users original alignment for a 30 minute duration. The user is susceptible to spells which would affect the projected alignment The lens holds 1 charge and can be recharged with 1 spell/ability point or any thief/fighter ability once per day. Fin

Legend Lore: Lens makes people see you in whole new moral and ethical light.

Value: 420gp

Cut Begone Nut

Savvy #1: Heals 10pts of melee or missile damage only in one burst once per day upon uttering the phrase: "Cuts are Nuts, Guts not Butts, Ruts are Shut." Fin

Legend Lore:. This nut can heal cuts.

Value: 1,200gp

Battle Berry

Savvy #1: Upon uttering the phrase "I yam what I yam" this weed will produce a berry which acts like **Strong Arm +2** The berry will only be potent for 1 hour or one game day which ever comes first. The weed will not produce more berries until it is recharged with 4 points. The weed can only produce one berry a day. Fin

Legend Lore: The berries eaten from this weed allow the eater to pack a wallop in combat.

Value: 1125 gp

Appendix A Treasure Value

Treasure Available

GDL 5, Average PC level 17/6, length 7 hours, 6 PCs:

Gold Per hour = $175 + 17.5 * 17/6$
224.58

Number of PCs * 6
1347 gp
Number of Hours * 7
9432 gp

Treasure Used

Guar's Advance 600gp
Orc Gold 250gp
Enchanted Cow Paddy 2,000gp
Commitment Ring 1,500gp
Fish Eyes 1,000gp
Lens of Alignment Projection 1170 gp
Orc Gold 200gp
Cut Begone Nut 1,200gp
Battle Berry 1,125gp
9045 gp

Appendix B Recoverable Items Description

xx-xx-xx-1 Commitment Ring

Savvy #1: This ring provides +1 protection, but it must be worn on wedding ring finger of the left hand. This ring can be the only ring on that finger. Fin

Legend Lore: In battle, This ring can protect you more than your spouse.

Value: 1,500gp

xx-xx-xx-2 Cut Begone Nut

Savvy #1: Heals 10pts of melee or missile damage only in one burst once per day upon uttering the phrase: "Cuts are Nuts, Guts not Butts, Ruts are Shut." Fin

Legend Lore: This nut can heal cuts.

Value: 1,200gp

xx-xx-xx-3 Enchanted Cow Paddy

Savvy #1: Upon eating the entire cow paddy, the recipient gains +1 permanent L.P. Fin

Legend Lore: Those who eat enchanted cow paddies seem to gain more liveliness because they are full of it. Magical cow paddies become enchanted when a fairies trapped in said paddy are pulled out. The fairies give up part of their infinite and magical life to the cow paddy.

Value: 2,000gp

xx-xx-xx-4 Fish Eyes

Savvy #1: These fish eyes when together act as a 2pt spell point generator. In order to transfer the spell pts from the fish eye to the bonded owner, invoke the following phrase: "I only have eyes for you." Fin

Legend Lore: Fish eyes allow you to cast more spells and that's no fish tale.

Value: 1,000gp

xx-xx-xx-5 Lens of Alignment Projection

Savvy #1: Upon uttering the phrase "I can see the One way to the Shortest Path" the owner can choose any one alignment to radiate for 30 minutes. The radiated alignment will take the place of the users original alignment for a 30 minute duration. The user is susceptible to spells which would affect the projected alignment. The lens can be used holds 1 charge and can be recharged with 1 spell/ability point or any thief/fighter ability. The lens can be discharged once/day. Fin

Legend Lore: Lens makes people see you in whole new moral and ethical light.

Value: 1170gp

Broadly Useful item (40GP+15GP/level @ 6th level *10). Requires one pt and lets negative effects work on you for a 10% crock.

One of a Kine

xx-xx-xx-6 Magic Beans Savvy #1: Eating this bean will grant 1 pt of healing six seconds later. **Fin Legend Lore:** Eating your beans makes you healthy. **Value:**

12 gp **xx-xx-xx-7 Quick Sand Curse:** Causes recipient to violently switch moods once every 5 minutes or take 1 point of damage do to severe mental anguish and pain. Mood must be verbally and somatically role-played. Seventh level effectiveness. Groups of the accursed within 200 ft of one another all synchronize to the same mood. The GM will shout out a mood for groups. Also, makes the recipient unable to use his hands to free himself from quicksand.

xx-xx-xx-8 Battle Berry

Savvy #1: Upon uttering the phrase "I yam what I yam" this weed will produce a berry which acts like **Strong Arm +2** The berry will only be potent for 1 hour or one game day which ever comes first. The weed will not produce more berries until it is recharged with 4 points. The weed can only produce one berry a day. **Fin**

Legend Lore: The berries eaten from this weed allow the eater to pack a wallop in combat.

Value: 1125 gp

Appendix C Boon/Bane Summary

Encounter 1	Boon to accept job.
Encounter 2	Boon to attack the orcs.
Encounter 3	Boon to free fairies.
Encounter 4	Boon to eat enchanted cow paddy.
	Boon to free fairies.
Encounter 5	Boon to eat enchanted cow paddy.
	Bane to attack Antonio.
Encounter 6	Boon to buy map.
Encounter 7	Boon to kill Lizard Men.
Encounter 8	Boon to use Bog Shoes.
Encounter 9	Boon to sing.
	Boon to believe Ronald.
	Bane to damage the pond.
	Bane to damage the tree.
	Bane to wade in the pool.
	Boon to play charades.
Encounter 10	Boon to touch the water.
	Boon to eat the hazelnuts.
Encounter 11	Boon to take some of the mushroom.
	Boon to eat the mushrooms.
	Boon to kill the harpies.
Encounter 12	Boon to put the talking fish in the river.
	Boon to take some of the mushroom.
Encounter 13	

Appendix D Lore Summary

Encounter 1

Person Lore:

Guar is a rancher of delicious cattle for 20 years.

Legend Lore:

Guar's bull was magically enchanted by a fairy to be immortal and to sire off spring would who would always be juicy and tender no matter what age and condition.

Encounter 2

Encounter 3

Legend, Nature Lore:

Fairies must keep their vows and hate vow breakers.
Cow paddies which fall on fairies are magical.

Encounter 4

Legend, Nature Lore:

Fairies must keep their vows and hate vow breakers.
Cow paddies which fall on fairies are magical.

Encounter 5

Legend Lore:

Fairy Kings are buried with great wealth.

Encounter 6

Legend, Religion, Nature Lore:

Reptus, a mostly extinct snake worshipping cult, artifacts turns normal humans into lizard men.

Encounter 7

Nature Lore:

The swamp is very perilous.

Encounter 8

Legend, Nature Lore:

Fairies must keep their vows and hate vow breakers.

Encounter 9

Legend, Religion, Nature Lore

This is the Pool of Life and the Hazel Nut Tree which drops the Hazel Nuts of Inspired Madness.

Person Lore:

Vendy the Vicked Vitch of the Vamp guards this place from damage.

Encounter 10

Legend, Nature Lore:

Magic mushrooms have different properties depending where they are used underground.
They have no properties in the real world.

Encounter 11

Legend Lore:

Harpies are evil foul smelling creatures with no love for any other living creature.

The talking fish knows many secrets.

Encounter 12

Legend, Nature Lore:

Magic mushrooms have different properties depending where they are used underground.
They have no properties in the real world.

Encounter 13

Legend Lore:

This is the ancient burial place of fairy kings.

Appendix E Budget/Prop List

Income:

6 PCs/Team * 4Teams * \$12/PC=	\$288.00	
8NPCs-Staff * \$7/NPC	=	<u>\$56.00</u>
Total		\$344.00

Expenses

Society Fees 6 PCs/Team * 4Teams * \$2/PC	=	\$48.00
Chapter Fees 6 PCs/Team * 4Teams * \$2/PC	=	\$48.00
Foam Padding		\$25.00
Tabbards		\$25.00
Cow		<u>\$50.00</u>
Total		\$196.00

Revenue = Income - Expenses = \$344.00 - \$196.00 = \$148.00

Appendix F Running Timeline

	<u>Team 1</u>	<u>Team 2</u>	
Encounter 1	8:00	8:30	
Encounter 2	8:30	9:00	
Encounter 3	9:00	9:30	
Encounter 4	9:30	10:00	
Encounter 5	10:00	10:30	
Encounter 6	10:30	11:00	
Encounter 7	11:00	11:30	
Encounter 8	11:30	12:00	
Encounter 9	12:00	12:30	Lunch
Encounter 10	1:00	1:30	
Encounter 11	1:30	2:00	
Encounter 12	2:00	2:30	
Encounter 13	2:30	3:00	

One of a Kine

Appendix G NPCs/Staff

Encounter 1	Guar & Paddy (GM)	
Encounter 2	1,2,3,4,5 Orcs	
Encounter 3		GM
Encounter 4	Guar & Paddy (GM)	
Encounter 5	Anthony (5 Orc)	
Encounter 6	1,2,3 Lizardmen (1,2,3 Orcs)	
Encounter 7		GM
Encounter 8	Ronald MacDonald (4 Orc)	
Encounter 9	Vendy (5 Orc)	
Encounter 10		GM
Encounter 11	1,2,3,4,5 Harpies (1,2,3,4,5 Orcs)	
Encounter 12		GM
Encounter 13	Anthony (5 Orc) & 1,2,3,4 Orcs Booger King(1 Orc) & Guar	

6NPCs + 2GMs + 1GD = 9 Staff