**Session/Game**: Deadly Ferrets, Starkpool OD&D 2 **Date:** August 28, 2024

**Episode 2:** **The Turnipville Raid**

**Campaign Date**: September 16-22 YN 1024

**The Principals:**

Captain Fortunato: man, fighting-man, level 2, neutral

Fergus, man, fighting-man, level 1, neutral

Morkar, man, magic-user (learned), level 1, neutral

Gnarley, gnome, scout/magic-user (empowered), level 1, neutral

Errando, wood-elf, druid/scout, level-1, neutral

Snake, man, scout, level 1, neutral

**The Bandits:**

**Bandits x2:** Regular; Bunt Hp 2, Bugs Hp 5

**Dogsbodies x2:** Green/Untrained; Doug Hp 4, Dave Hp 5

**Mules x3**

**Judge: Dave N. (Solo/Test Game)**

**Background:**

After losing 7 men to combat in Turnipville, Alvin, Abe and Angus quit the company, and Morkar needed a solid week to recover from a spear thrust. Captain Fortunato realized that he hadn’t even made enough money for basic maintenance and needed to up his game, and soon. Perhaps robbing wealthy merchants on the highway might be more profitable than robbing peasant farmers. However, since the most likely merchant routes are too far away from him to get any serious cash by the end of the month, he decides to take the dangerous but perhaps more lucrative course of exploring some ruins nearby. [You’ve often wondered why low-level dungeons have bandits running through them, well, here’s your answer.]

 The captain plans to head out to The Wreck of Fargus (R4), the haunted ruins of an ancient fortified town. This ruin is located in a patch of uninhabited badlands. Since the ruin is claimed by the Baron of Brant, the captain only has to pay the overlord share once. Fortunato buys 50 man/days of standard rations (5 days for the company).



**PART ONE: THE TRIP OUT**

*Day 1: September 16, 1024, Cross Country:*

The company plans to travel due north 3 hexes this day, through Brant farmland and the grassland beyond. They don’t get lost and they have no encounter. Eat 10 man/days of rations; 40 left.

*Day 2: September 17, 1024: The Badlands*

 The company plans to cross the Badlands to the Wreck, arriving at night and camping. I NEED TO RE-WRITE THE OD&D TRAVEL MATRIX, BECAUSE MY MAPS HAVE MORE TERRAIN TYPES THAN THE OD&D BOOK. They do not get lost, but do have an encounter. They run across a war-party of 18 berserkers from Tower Axe (T11) of the Barlburg Barbarians. The berserkers surprise the bandits and encounter distance is 30 yards (90 feet), not close enough for the berserkers to attack during the surprise round, but enough to prevent the bandits from evading or escaping. The berserkers, seeing the mules and their own numerical advantage, rush to meet the first rank of the Ferrets (Fergus and Fortunato) during the surprise round.

**Round 1:**

Initiative: Ferrets win, choose Move.

Move: Bugs and Bunt move up to keep the berserkers from swarming around the flanks. The rest of the party are either locked in melee or choose not to move.

Counter-Move: The berserkers surge forward, but the zones of control of the fighters and bandits prevent them from reaching the rear ranks of the company.

Missiles: Gnarley launches a sleep spell and drops 13 of the berserkers. Morkar launches a second sleep spell and drops the rest. Victory! Needless to say you don’t enchant and rob berserkers and let them live.

XP: 19x18=342. The berserkers have 5cp each in pocket change, rounded off to 1gp total, big deal. They do, however, have 1 battle ax apiece and 2 days’ rations apiece. The axes will fill the pack saddle of 1 mule. The rations are used to add to their food stores.

The company rests for the night and Gnarley and Morkar regain their spells. 10 man/days of food are eaten, but they now have 50 again from the berserkers’ 20.

*Day 3: September 18, The Wreck of Fargus*

The Deadly Ferrets entered the southern edge of the Wreck of Fargus around 8am. While the bulk of the company waits at the edge of the site, the three scouts (Gnarley, Errando and Snake) sneak into the block and look for trouble.

**PART TWO: UPPER GROUNDS OF THE WRECK OF FARGUS**

**ENCOUNTER 1: KOBOLDS**

There are 8 kobolds, lurking behind a stone fence. Both sides are surprised when the scouts peak over the fence.

**Round 1:**

Initiative: Ferrets win, choose Counter-Move

Move: The kobolds react positively to the Ferret Scouts, attempting to negotiate.

Counter Move: The Ferrets thing that this is an awesome result.

The two groups come together and have a discussion (Gnarley can act as an interpreter). They come to an agreement, the party gives them 4 man/days of food and in return the kobolds reveal that the old barrow entry to the south-east of them leads to a stairway downwards to a chamber where 3 zombies lurk. Not particularly trusting the kobolds as companions, and wanting to quit while ahead with them, Captain Fortunato does not try to recruit them into joining the expedition.

**After Action:**  XP—5x8=40.

**ENCOUNTER 2: GREMLIN**

The scouts continue their search, going to the sealed stone huts and the small cave between them. Gnarley uses a flask of oil from their supplies to attempt to open the door of the first hut silently. As a Gnome level-1 Scout he has a 4+ chance to open the seal without making alarm. He rolls a 6 and quietly opens the door. A single Gremlin is dancing around being annoying inside. No one is surprised.

**Round 1:**

Initiative: Gremlin wins, chooses Counter-Move

Move: Gnarley gets out his bow.

Counter-Move: Gremlin dances around and waves his bottom.

Missiles: Gnarley and Snake shoot at the Gremlin, they need 11, with +1. Each will shoot twice. However, the Gremlin “Aura of Chaos” is in effect. Gnarley makes his save, Snake does not. Snake shoots Errando once for 3 hp (3/6) and misses Gnarley. Gnarley hits the Gremlin once for 6 and kills it. Errando just swears a lot at Snake.

**After Action:** XP=16, 200sp in a large sack.

Errando tries to bandage his wounds. He needs 3+, gets a 3, so removes the arrows and hardly notices the sting.

**ENCOUNTER 3: OGRE**

Gnarley sticks his head in the smallish cave opening near the Gremlin hut. Neither is surprised (probably due to all Errando’s swearing).

**Round 1:**

Initiative: Ferrets win, choose move.

Move: Errando, Snake and Gnarley flee at full speed toward the rest of the company. Snake and Errando reach the rest, but Gnarley is somewhat behind them.

Counter-Move: The Ogre comes out of the cave. He’s a few inches behind Gnarley.

Missiles: Morkar throws a Charm Spell onto the Ogre and he fails the saving throw. Huzzah! Morkar has an Ogre pal named Bort.

**After Action:** XP=125. Treasure=250gp.

The scouts check the second sealed stone hut and find it empty. The brown-brick ruin is also empty. They move onto the larger cave, which also proves to be empty.

**PART THREE: BARROW UPPER LEVEL**

**ENCOUNTER 1: ZOMBIES:**

Seeing that the upper ruins of this section are clear, and knowing that zombies await at the bottom of the barrow-stair, the company assembles. Dave and Bunt wait with the mules. Doug and Morkar light torches and the company climb down the stairs. They spot the zombies, as promised, there is no surprise.

**Round 1**

Initiative: Ferrets win, because zombies always lose.

Move: Bort the Ogre charges into the middle of the zombies. Fortunato and Fergus each charge a separate zombie.

Counter-Move: all zombies are locked in melee.

Missiles: no one has a clear shot.

Melee: Bort attacks first, then Fortunato and Fergus, then the zombies. The zombies will not get multiple attacks from length, since they are using “natural” weaponry. Bort will attack twice since he is 4 HD and the zombies are 2. Bort needs 11, with a +5 for HD rating and +1 for charge HOW ABOUT CHARGE APPLIES TO ALL ATTACKS IN CHARGE ROUND, I LIKE IT. Bort hits once and fumbles the second, damaging his ogre-ax. Zombies has 11 hp, Bort does 7. Fergus charges the wounded zombie. He needs 11 with a +1 for charge. He hits for 5 and kills the zombie. Fortunato charges another zombie, also needing 11 with a +1. He hits, thanks to the charge. The zombie has 5, but the captain only does 4, welcome to the club. One zombies attacks Bort, needing a 12 and hits for 5 (15/20). The other attacks Fortunato, needing a 13 but misses.

**Round 2**

Initiative: Ferrets automatically win

Move: Fergus moves around and attacks one of the zombies from the flank (ZofC prevents him getting to the rear). Fortunato is joined by Bugs against the wounded one. The rest of the party advances slightly in the hall.

Counter-Move: all zombies locked.

Melee: order will be Bugs, Fergus, Zombies, Fortunato, Bort. Bugs rolls natural 20 and finishes the wounded zombie. Fergus attacks the other and hits for 6, the zombies has 10 (4/10). The last zombie attacks Fergus. It hits with a 19 and does 2 points, Fergus has 4 so keeps fighting (2/4). Fortunato, since he has no target can move the inch or two needed to attack the last zombie. He also roll 19 and does 9 points of damage and finishes it.

**After Action**: Morkar attempts to bandage Bort, but fails. Errando attempts to bandage Fergus and succeeds. Gnarley repairs Bort’s ax. No wandering monster. XP=60

**ENCOUNTER 2: CENTIPEDES**

Faced with doors left, right and center, Fortunato decides to check the right hand door first. The three scouts line up at the door while the rest hide around the corner in the entrance corridor. Gnarley spends a turn listening at the door and hears some bugs or other large vermin in the room beyond. Using a flask of oil, he attempts to open the door silently and does so. Alas, the 5 centipedes behind the door are not surprised. At least there are not wandering monsters creeping by.

**Round 1:**

Initiative: Ferrets win, choose move.

Move: Errando, Gnarley, and Snake move backwards, take a Split-Move and Shoot and continue moving out of the way. Errando needs a 7, +1 for DEX, hits for 3, killing a centipede. Gnarley and Snake each need a 9 with +1 for dex with short bows. Snake hits and kills, Gnarley misses. Bort moves to block the door, with the rest of the company filling in behind.

Counter Move: the three centipedes rush Bort.

Missiles: no clear shots.

Melee: Bort gets 4 attacks needing 10, but with a +5. He makes 3 hits killing all the centipedes, but fumbles and damages his ax again.

**After Action**: Gnarley again repairs Bort’s ax. XP=30. Snake searches the room and finds a sack with 300cp. Yay, 1gp. And it’s wandering monster time!

**ENCOUNTER 3 WANDERING SEERS AND BANDITS**

A pair of 2nd-level magic-users (empowered) and their 2 bandit bodyguards wander into view and surprise the Ferrets. They come upon Dave and Bunt and the three mules upstairs. They are uncertain at first, but outnumbering Dave and Bunt and some juicy looking mules packed with stuff, sure looks tempting.

Surprise Round:

Move: The two bandits rush to make rear attacks on Dave and Bunt

Missiles: the magicians hold their spells.

Melee: The first bandit stabs Dave for 8 points, killing him. The second bandit rolls a natural 20, scoring 10 points to Bunt, killing him.

**After action**: the enemy sneak off with the 3 mules, and the battle axes, food and the cash from Bort’s cave. Gnarley, who had the best chance, hears no noise from the attack so the company proceeds.

**ENCOUNTER 4: GHOULS**

Once again, the scouts line up, this time on the left door. Gnarley hears someone/thing shambling around behind the door. This time they Just get Bort to crash the door, needing 3+ to succeed. He fails, alerting the 2 ghouls beyond, but not attracting a wandering monster. He tries again and busts the door in, no wandering monster.

**Round 1**
Initiative: Ferrets win, choose move.

Move: Bort charges the rear ghoul, Fergus, Bugs and Fortunato charge the front ghoul.

Counter-Move: None

Missiles: None

Melee: Bort gets 2 attacks against his ghoul, needing 13, +5 for HD, +1 for charge: rolls a 4+6=10, missed, and 7+6=13, hit for 3+3=6 damage, but the ghoul had 7, so is in the club. Fortunato and Fergus each need 13, +1 for charge. Fergus missed, Fortunato hits for 1+2=3 damage of 11 (8/11). Bunt needs 13+1 as well and hits for 8, killing the ghoul. Ghoul makes three attacks on Bort, needing a 12 for a normal and a critical hit for 8 points of damage (7/20). Bort misses his saving throw and is paralyzed.

**Round 2**

Initiative: Ferrets win, choose move.

Move: Bugs, Fergus and Fortunato move into contact with the last ghoul.

Counter-Move: None

Missiles: None

Melee: The company men all attack first needing 13 (no charge this round). The ghoul is slain.

**After action:** XP= 50. Bort will be paralyzed for 8 turns and is far too big to carry anywhere. Errando tries to bandage him and does, bringing him back to 11 points. Meanwhile, Fergus pries open a treasure chest in the room and finds 300gp. Now, that’s what I’m talking about. Fortunato and Fergus guard the door while they wait for Bort to recover.

The entire 8 turns (1 hour and 20 minutes) pass without a wandering monster.

**THE STAIRS DOWN**: They open the center door finding an empty room with a set of stairs heading to a lower floor of the barrow.

**PART FOUR: THE LOWER FLOOR OF BARROW**

**ENCOUNTER 1—THE CLUMSY CRAB SPIDERS**

The company steps off the stairs in a 20x20’ room where 2 crab spiders lie in wait. They surprise on a 1-4 and surprise the company.

**Surprise Round**:

Move: One spider drops onto Bort, another onto Fergus.

Melee: One attacks Bort; it needs a 12 +2 for rear attack, rolls a 1and fails its save so the spider falls prone on its back. The second attacks Fergus, needing a 13 with +2 for rear attack. It also rolls a 1 and fails its save, falling on its back.

**Round 1**

Initiative: The Ferrets win, choose move.

Move: the company swarm around the 2 spiders.

Counter-Move: None

Melee: The spiders must give up their attacks to right themselves from the prone position, doing so last. Bort attacks twice, needing 12, +5, +2 for prone enemy. 12+7=19, 7+7=14, two hits for 18 points of damage, the spider is dead. Fergus and Fortunato each attack once needing 12+4 for sword vs prone: Fortunato hits for 3 points of damage out of 10 (7/10), Fergus rolls a 1 and fails his save so his sword is damaged. Snake attacks with a dagger, needing a 12, +4 for dagger vs prone, rolls a 9, and daggers get 3d4 damage against the prone, doing 9 damage and finishing the second spider.

**After Action:** Xp=50. Gnarley spends a turn fixing Fergus’ sword. Snake searches for treasure, finding 400gp! Right on! No wandering monster.

**ENCOUNTER 2: RATS**

The company, feeling slightly invincible because the point an ogre at everything, just bash in the next door. Bort smashes the door and the party rushes in, but are surprised by a swarm of 14 giant rats.

**Surprise Round**

Move: The rats swarm into close contact.

Melee: 5 rats attack Bort. They need 14’s, but all miss. 1 rat attacks Fortunato and hits for 3 (8/11). 1 rat attacks Gnarley and hits for 2 (2/4). Two attack Doug but both miss. 1 attacks Bugs and misses. Two attack Fergus both miss. 1 attacks Errando and hits for 3 (3/6).

**Round 1**

Initiative: Rats win, doesn’t really matter.

Move: none

Counter-Move: none

Missiles: only Morkar is not engaged. He decides throw his sleep spell, since several of his comrades are in danger from another bite. He puts 8 rats to sleep, focusing on the rear of the party. The rats aren’t perceptive enough to need a morale check.

Melee: the rats, at length 0, will attack first. 5 attack Bort again. One hits for 3 points (8/20). One attacks Fortunato and hits him for 2 (6/11). Snake and Errando move 10’ to get a target and attack with daggers, both hit and both kill. Fergus and Fortunato move 10’ to get a target. Fortunato rolls twice, hitting and killing once. Fergus hits once and kills another. Bugs uses a spear from the second rank, behind Bort, but misses. Bort attacks 4 times hitting all 4 times and killing the last rats. DO ½ HD CREATURES COUNT AS 1 OR ½ FOR SLEEP SPELL AND FOR MULTIPLE ATTACKS?

**After Action:** XP 5x14=70. No treasure

**ENCOUNTER 3 MORE RATS**

They enter the burial chamber and again are swarmed by rats (13 this time). Both sides are surprised.

**ROUND 1**

Initiative: Rats go first.

Move: Rats swarm up; Gnarley, Errando and Snake do pass-through shots. Gnarley and Snake both hit, killing 1 rat apiece.

Counter Move: None

Missiles: None of the shooters have a shot, Morkar is out of spells.

Melee: Bort (x4), Fortunato (x2), Fergus (x1), Rats. Bort kills 3, but once again damages his ax. Fortunato kills 1. Fergus misses. 4 rats attack Bort (whoops, didn’t bandage after last battle). 2 hits for 2 points (6/20). 1 each attack Fortunato and Fergus. Both are hit. Fortunato takes 3 (3/11—double whoops). Fergus is missed.

**ROUND 2**

Initiative: Rats go first

Move/Counter Move: None

Missiles. Gnarley decides he needs to end this before one of the fighters goes down. He throws his sleep spell and sleeps the rest of the rats.

**After Action**: XP=65. Treasure: 425gp. Yes! They take 1 turn to bandage F,F and Bort (they can’t bandage wounds from the last battle) ADD NOTE SAYING THAT BANDAGING ONLY CAN MEND WOUNDS FROM A BATTLE THAT HAS JUST ENDED—NEVER MIND, ALREADY IN THERE. No wandering monsters. All 3 bandage attempts fail!

**PART FIVE: REVENGE!**

*Day 3 Continued, September 18, afternoon and evening, The Badlands*

 The Captain decides that the barrow looks cleared out. They climb back to the surface to the horrid realization that Dave and Bunt are dead and their mules, with all their food and a fair amount of treasure have been stolen. The enemies have several hours’ head start (an hour and 20 minutes from waiting for Bort to unparalyze by itself).

 They spend a moment to fix broken weapons, see what supplies they have (precious little) and try to find the tracks of those thieving bastards who bandited them, when they themselves are the ones who are supposed to do the banditing. Errando is the best tracker (wood-elf scout) and so makes the check (1d6+2=4+). Thank the stars, he rolls a 4 and finds the trail. The Thieving Mages actually get lost and wander around a bit, squandering their head start, but the Ferrets have an encounter close to night fall.

**ENCOUNTER 1: BRIGANDS**

A raiding party of 170 chaotic brigands are marching through the badlands. Using the OD&D UWAWA book to check evasion: since the Ferrets are 6 members strong, and the brigands are over half of possible numbers, there’s a 50% chance for the Ferrets to evade them. Also, the Ferrets surprise the brigands, doubling the chance to 100% and so the brigands are none the wiser that the Ferrets are nearby.

**FIND THE JERKS:**

The company has tracked the Thieving Mages who have lost their lead by getting lost. I am just going to rule, out of my hat, that there’s a 50% chance that the Ferrets will catch the Thieving Mages in the evening of the 18th. If they don’t they will need to make a tracking roll again and the next day will have another 50%. They do not catch the T.M.’s tonight. But, Errando does find their tracks and they can keep going. NEED TO CLARIFY TRACKING AND PURSUIT FROM PLAYERS’ END.

**HARD NIGHT:**

Injured, exhausted and out of food. Errando suggests that they gather the nastiest bugs, carrion and mud that they can and he will cast Purify Food and Water. There will be no chance that they’ll get sick, but they each need to roll CON or less on d20 to avoid a -1 due to insufficient food. Errando fails, Snake fails, Fortunato fails, Doug fails, Bugs passes, Bort passes, Fergus passes. Gnarley passes and Morkar passes. If Morkar would have failed, he could not have gotten proper rest and couldn’t renew his spells. Gnarley and Errando could either way because of their spell casting type. But score a partial victory for Druid spells. NEED TO CODIFY LACK OF FOOD RULES

*Day 4--September 19—The Grasslands*

The Thieving Mages emerge on the grasslands north of the badlands. They don’t get lost, but have an encounter. They are spotted by a traveling Necromancer, bad news. But, they manage to evade him. Today, the Deadly Ferrets do manage to catch up with them. The Thieving Mages have a 30% chance to evade this small group of bandits, but don’t. The Thieving Mages do not know that the Deadly Ferrets are the ones they robbed.

**ENCOUNTER 2: THIEVING MAGES**

The encounter distance is 190 yards. NEED TO CLARIFY MOVE RATES IN OUTDOORS—1 INCH EQUALS 5 YARDS FOR MOVEMENT, MISSILE RANGES BUT NOT SPELL RANGE OR AOE. While briefly considering shouting out “Get ‘Em”, Captain Fortunato forbears and orders Gnarley, Errando and Snake to head off to the east and slowly circle around. He makes the rest of the company pretend to be panicky idiots and flee from their foes. The mages result in a hostile fashion and begin to charge after the company.

**Surprise Check**: The three scouts will surprise the Thieving Mages on 1-3. But a 4 is rolled and they are spotted.

**Round 1**

Initiative: Ferrets win and choose Counter Move.

Move: The two mages stand still and the two bandit guards stand in front of each of them.

Counter-Move: The main party of the Ferrets rush forward. The scouts remain still.

Missiles: Sleep spells are way out of range. So are the short bows and slings.

Melee: None

**Round 2**

Initiative: Ferrets Win, Choose Counter Move

Move: The Thieving Mages stay put.

Counter Move: The scouts rush forward, splitting up. Morkar, guarded by Doug and Bugs move forward 6”. Bort, Fortunato and Fergus move 9”, roughly catching up to Morkar’s crew.

Missiles: The mages on both sides are too far to cast spells (sleep has a range of 8” outside). However, Gnarley and Snake are just close enough to get a long-range shortbow shot at one of the bandit guards. However, they must roll 4+ on 1d6 first, because they moved over half. Gnarley can’t shoot, Snake can. Snake rolls a 1 and fails his save, so his bow string breaks.

Melee: none

**Round 3**

Initiative: Ferrets win and choose Move

Move: Morkar, Doug, Bunt, Gnarley and Errando do not move. Snake draws his dagger and rushes forward. Bort, Fortunato, and Fergus also rush forward.

Counter Move: None

Missiles: Thieving Mage #1 is out of range, Thieving Mage #2 is in range of a sleep spell, but fears to waste it on 1 scout.

Melee: None

**Round 4**

Initiative: Thieving Mages win and choose Counter-Move

Move: Snake closes with TM #2 and his guard, locking them both. Gnarley advances . Fergus and Bort charge the bandit guarding TM#1. Morkar, Doug, Errando and Bugs all stay still.

Counter-Move: None.

Missiles: TM #1 throws a sleep spell, but both Errando and Morkar attempt to Counter Spell it. Morkar succeeds in counter-spelling the sleep spell, expending his own Charm Person in the process. Errando expends his Detect Danger spell.

Melee: TM #2 attempts a Refuse Melee but fails. The bandit guard in front of him gets first strike against Snake, but rolls a 6 and misses. Snake decides to attack TM#2 hitting him for 3 (4/7). Fergus and Bort attack before bandit guard 1. Bort gets 4 attacks, hits once and fumbles again, damaging his ax, but his hit did kill the bandit.

**Round 5**

Initiative: Ferrets win, choose move

Move: Fortunato charges bandit guard 2. Bort moves forward engage TM1. Gnarley charges Bandit 2. Fergus engaged TM 2. No other moves.

Counter Move: None

Missiles: None

Melee: Bort smears TM1 all over the pavement. Fortunato makes 2 charge attacks against BG 2, missing both. Gnarley misses too. Snake hits TM2 again for 1 point (3/7). Fergus attacks TM2 but misses. Morale Check, the guard fails and starts to flee, Snake stabs him in the back and kills him. TM2 passes, but needs to roll again since the force is down to 25% he fails and is chopped to bits as he flees.

**After Action**: XP=70. Treasure: their stuff! And 1300sp more.

**PART SIX: THE RETURN**

Day 5: September 20—Badlands

After a good night’s rest with some proper food, the company sets out across the badlands again, as it is the fastest way home. They are not lost, getting ¾ of the way across, but do have an encounter with dervishes. There is a 70% chance of evading them, since there are so many, which they do. They eat 10 man/days of food. 30 m/d are left (the Thieving Mages ate some).

Day 6: September 21—Grassland

Leaving the badlands, they cross 2 hexes of grassland, getting very close to home. They don’t get lost, but do have an encounter with a band of berserkers. These jerks again. There are 13 of them, but they are surprised which in this case doubles evasion to 100%.

Day 7: September 22—HOME!

Finally, a chance to heal, rest and eat some decent food!

Butcher’s Bill: lost 1 dogsbody (Dave) and 1 bandit (Bunt). They are left with only 1 of each.

The take and the split:

XP total: 918 divided by 6 leveled characters=153 plus gold

Cash: 1527gp

Loot: 18 battle-axes: 3.5gp each=63gp more

Total: 1590gp

Captain’s Share: 530 of which 177gp is given to the baron, leaving Fortunato: 353gp

5x1 share each (leveled characters)+1/2 for Bugs and ¼ for Doug=5.75 shares which is rounded up to 6 shares with the remaining quarter share being used to buy meat for Bort.

Each of the 5 principals gets 177gp, Bugs gets 88.5gp, and Doug gets 44.25gp.

 Bugs does not advance. Both Bugs and Doug are pleased with their take and stay in the company.