

NPC Speech

Take Care of Yourself: The most important thing is your health. You are probably not used to this level of activity.

- **Stretch:** Yes it looks lame. Yes you should still do it.
- **Drink Water and Eat:** Try to drink a glass of water before you go on a module.
- **Pace Yourself:** A weekend is a long time. There is no shame in taking a break.

Keep a positive energy in the NPC Shack

- Don't talk about the good old days.
- Don't compare yourself to other running teams.
- Take a break or take a nap. If you can't keep good spirits excuse yourself.

We are the face of the event. We hold ourselves to a higher standard.

- Be respectful to both the players and to the other cast members.
- Don't enable or condone bad behavior. If you see something say something.
- Focus on the small stuff. Make the small roles sing. Make the ordinary sets special.
- Be dramatic when playing your roles. Don't phone your performance.

Tour of NPC Shack: Everyone is going to need to know the organization of the NPC Shack and help keep it organized. This organization is a work in progress and after the event we should discuss any improvement ideas you have. The stuff here was donated please be considerate and help make it last.

- **Clock:** We have a large clock set up in the shack. If you can please wear a watch.
- **Computer:** This is someone's personal computer. Please be kind to it. All the writeups are on it as well as a local copy of our website. Show that it works to print.
- **White Head Band:** Have one on your person. If you see a player that does not have one offer to give them one and replace it when you get back to shack.
- **Pencils:** Carry a golf pencil with you.
- **Costumes:** When you are done make sure the costume is put away.
- **Belts:** When you are using a tabard wear a belt.
- **Masks:** When you are done using a mask wipe it down so it does not get anyone sick.
- **Packets:** After fights don't mix wet packets back in with the fresh packets. it will cause them to decompose.

Secrecy: You will learn things while running that are intended to be secret from the players. It will also need to be firewalled in your brain from the knowledge you have when you PC. Sometimes you will need to "Play Dumb" when you PC.

- Some of what you learn will be common knowledge and will be fine to know as your character. If you have any questions speak to an event director and they can help you sort this out.

Overview of writeups: This event may be different than many of you are used to, we have a lot more structure and writing than you have probably seen in the past. This might seem stifling, but we hope that we can convince you that can make for great experience for both you and the players.

Introductions: Go around in a circle and everyone introduces themselves and states the following.

- What is your name?
- What about the event they are you excited about?
- What roles do you not want to do?

Overview of Campsite: Map, Module Sites, Dangers

Rewards: Thank you for doing this. Giving back like this to enable people to have a fun time is a very generous thing to do. We hope that some baubles and tokens will show our gratitude.

- **Goblin Stamps:** You get 100 Goblin Stamps per day.
- **Magic Item Draw:** We will raffle off a magic item. I don't know the specifics of how this works but I guess it comes from the treasure pool.