

Inventory 1 of 7 – Weapons

How to use weapons:

- **Acquiring weapons:** Buy them at shops or acquire them. Items listed as ‘cannot be bought’ must be found.
- **Once weapon acquired:** Write down the name, level, P/S and E/F values on your character sheet.
- **Level:** you cannot wield weapons whose level is higher than your own.
- **P/S:** roll this or higher for your attack to be a pivotal success.
- **E/F:** roll this or lower for your attack to be an epic fail.

| Location | Name | Cost | Level | P/S | E/F |
|--------------------------|----------------------------|------------------------------|-------|-----|-----|
| Starting Shoppe | Axe of Virtue | 1 coin | 1 | 18 | 7 |
| Starting Shoppe | Simple Wand | 1 coin | 1 | 18 | 7 |
| Starting Shoppe | Common Garden Sword | 1 coin | 1 | 18 | 7 |
| Starting Shoppe | Rusty Goblin Dagger | 1 coin | 1 | 18 | 7 |
| Starting Shoppe | Peasant’s Bow | 1 coin | 1 | 18 | 7 |
| Any Shoppe | Common Goober Sword | 1 coin | 2 | 17 | 7 |
| Any Shoppe | Common Dwarven Axe | 1 coin | 2 | 17 | 7 |
| Any Shoppe | Common Elven Bow | 1 coin | 2 | 17 | 7 |
| Any Shoppe | Rhubarb Wood Bow | 2 coin | 3 | 17 | 6 |
| Any Shoppe | Silver Sword | 2 coin | 3 | 17 | 6 |
| Enchanted Forest | Rhubarb Master Wand | Cannot be bought | 3 | 17 | 6 |
| Thousand Crazy Hens | Gallinder’s Sword | Cannot be bought | 4 | 16 | 6 |
| Weak They Fall | St Hanthan’s Bow | Cannot be bought | 4 | 16 | 6 |
| Weak They Fall | Merry Bue Wand | Cannot be bought | 4 | 16 | 6 |
| Any Shoppe | Irgurhan Long Sword (LV5) | 2 coin | 5 | 16 | 5 |
| Rollin’ Fog Town | Axe of Environmentalists | Cannot be bought | 5 | 16 | 5 |
| Any Shoppe | Rare Golden Axe | 2 coin | 6 | 15 | 5 |
| Any Shoppe | Rhubarb Special Bow | 2 coin | 6 | 15 | 5 |
| Rusted Sword Inn | Irgurhan Long Sword (LV7) | Cannot be bought | 7 | 14 | 5 |
| Any Shoppe | Irgurhan Steel Sword (LV7) | 3 coin | 7 | 14 | 5 |
| Any Shoppe | Wand of the Willing | 3 coin | 7 | 14 | 5 |
| Any Shoppe | Irgurhan Steel Sword | 3 coin | 8 | 13 | 5 |
| Any Shoppe | Irgurhan Steel Bow | 3 coin | 8 | 13 | 5 |
| Rollin’ Fog Town | Mercenary’s Axe | Cannot be bought | 8 | 13 | 5 |
| Rollin’ Fog Town | Rivertrough Bow | Cannot be bought | 8 | 13 | 5 |
| Rollin’ Fog Town | Pagonda Long Sword | Cannot be bought | 8 | 13 | 5 |
| Strong They Rise | Gnarlington Wand | Cannot be bought | 8 | 13 | 5 |
| Strong They Rise | Dragonbone Axe | Cannot be bought | 8 | 13 | 5 |
| Alogir the Weaponsmaster | Carbarlax’s Sword | Cannot be bought | 9 | 12 | 4 |
| Alogir the Weaponsmaster | Alogir’s Sword | 3 coin only at this location | 9 | 12 | 4 |
| Alogir the Weaponsmaster | Alogir’s Axe | 3 coin only at this location | 9 | 12 | 4 |
| Alogir the Weaponsmaster | Alogir’s Bow | 3 coin only at this location | 9 | 12 | 4 |
| Alogir the Weaponsmaster | Alogir’s Wand | 3 coin only at this location | 9 | 12 | 4 |
| Irgurhan Armoury | Irgurhan Steel Sword (LV9) | 4 coin only at this location | 9 | 12 | 4 |
| Irgurhan Armoury | Irgurhan Steel Bow (LV9) | 4 coin only at this location | 9 | 12 | 4 |

| Location | Name | Cost | Level | P/S | E/F |
|--------------------|-----------------------------|------------------------------|-------|-----|-----|
| Witch Queen's Cave | Witch Queen's Wand | Cannot be bought | 9 | 12 | 4 |
| Witch Queen's Cave | Pathonax Wand | Cannot be bought | 10 | 11 | 4 |
| Irgurhan Armoury | Irgurhan Ultra Steel Bow | 5 coin only at this location | 10 | 11 | 4 |
| Irgurhan Armoury | Irgurhan Ultra Axe | 5 coin only at this location | 10 | 11 | 4 |
| Irgurhan Armoury | Irgurhan Ultra Long Sword | 5 coin only at this location | 10 | 11 | 4 |
| Any Shoppe | Extremely Rare Golden Axe | 10 coin | 10 | 11 | 4 |
| Any Shoppe | Extremely Rare Rhubarb Wand | 10 coin | 10 | 11 | 4 |
| Any Shoppe | Extremely Rare Feather Bow | 10 coin | 10 | 11 | 4 |
| Any Shoppe | Extremely Rare Long Sword | 10 coin | 10 | 11 | 4 |

Inventory 3 of 7 – Shields

How to use shields:

- **Acquiring shields:** Buy them at shops or acquire them. Items listed as 'cannot be bought' must be found.
- **Once shield acquired:** Write down the name, level, deflect, half, and break scores.
- **Level:** You cannot wield shields whose level is higher than your own.
- **Deflect:** Roll this or higher to deflect an enemy's attack. You receive no damage.
- **Half:** Roll this or higher to halve an enemy's attack.
- **Break:** Roll this or lower to break your shield. It cannot be used again.

| Location | Name | Cost | Level | Deflect | Half | Break |
|------------------------------|------------------------------|---------------------------|-------|---------|------|-------|
| Starting Shoppe | Simple Wooden Shield | 1 coin | 1 | 18 | 14 | 9 |
| Starting Shoppe | Simple Metal Shield | 1 coin | 1 | 18 | 14 | 9 |
| Starting Shoppe | Common Rusted Shield | 1 coin | 1 | 18 | 14 | 9 |
| Starting Shoppe | Common Round Shield | 1 coin | 2 | 18 | 14 | 8 |
| Any Shoppe | Rhubarb Wood Shield | 2 coin | 3 | 17 | 14 | 8 |
| Any Shoppe | Common Iron Shield | 2 coin | 3 | 17 | 14 | 8 |
| Thousand Crazy Hens | Gallinder's Shield | Cannot be bought | 4 | 16 | 14 | 7 |
| Any Shoppe | Irgurhan Steel Shield (LV4) | 2 coin | 4 | 16 | 14 | 7 |
| Any Shoppe | Reenforced Shield | 2 coin | 5 | 15 | 14 | 7 |
| Valley of the One-Eyed Troll | Irgurhan Steel Shield (LV5) | Cannot be bought | 5 | 15 | 14 | 7 |
| Weak They Fall | Plain Ubu Shield | Cannot be bought | 5 | 15 | 14 | 7 |
| Weak They Fall | Irgurhan Steel Shield (LV5) | Cannot be bought | 5 | 15 | 14 | 7 |
| Weak They Fall | Baldan Shield | Cannot be bought | 6 | 15 | 13 | 7 |
| Weak They Fall | Badger Shield | Cannot be bought | 6 | 15 | 13 | 7 |
| Any Shoppe | Advanced Steel Shield | 2 coin | 6 | 15 | 13 | 7 |
| Any Shoppe | Advanced Iron Shield | 2 coin | 6 | 15 | 13 | 7 |
| Any Shoppe | Polished Steel Shield | 3 coin | 7 | 14 | 13 | 6 |
| Rollin' Fog Town | Shield of Environmentalist | Cannot be bought | 7 | 14 | 13 | 6 |
| Rollin' Fog Town | Pagonda Shield | Cannot be bought | 8 | 14 | 12 | 6 |
| Rollin' Fog Town | Mercenary's Shield | Cannot be bought | 8 | 14 | 12 | 6 |
| Rollin' Fog Town | Rivertrough Shield | Cannot be bought | 8 | 14 | 12 | 6 |
| Alogir the Weaponsmaster | Glowing Fear Shield | Cannot be bought | 8 | 14 | 12 | 6 |
| Alogir the Weaponsmaster | Weaponsmaster's Shield | Cannot be bought | 9 | 13 | 11 | 6 |
| Strong They Rise | Dragon Bone Shield | Cannot be bought | 8 | 14 | 12 | 6 |
| Irgurhan Armoury | Irgurhan Steel Shield (LV8) | 3 coin this location only | 8 | 14 | 12 | 6 |
| Irgurhan Armoury | Irgurhan Steel Shield (LV9) | 4 coin this location only | 9 | 13 | 11 | 6 |
| Irgurhan Armoury | Irgurhan Steel Shield (LV10) | 5 coin this location only | 10 | 12 | 11 | 5 |
| Any Shoppe | Rare Polished Steel Shield | 8 coin | 10 | 12 | 11 | 5 |
| Irgurhan Council Chambers | Urkedai Miner's Shield | Cannot be bought | 10 | 12 | 11 | 5 |
| Irgurhan Council Chambers | Urkedai Orc's Shield | Cannot be bought | 10 | 12 | 11 | 5 |

How to use items:

- **Acquiring items:** Buy them at shops or acquire them. Items listed as 'cannot be bought' must be found.
- **Once item acquired:** Write down the name and basic information. Consult this page when you're ready to use item.
- **Using an item:** the item description will describe how to use it, including any dice rolls required.
- **Single-use vs multi-use:** some items can only be used once. The description will note if items are single-use.
- **Get inventive:** Items can be used in a variety of weird and wonderful ways. Get creative with how you use them.

| Location | Name | Cost | Description |
|------------------------------|---------------------------------|------------------|---|
| Starting Shoppe | Flint | 1 coin | Good for starting fires. GM decides success. |
| Starting Shoppe | Itching Powder | 1 coin | Creates uncontrollable itching. Be careful, use can backfire. GM decides success. |
| Starting Shoppe | Rope (10 goblin-lengths) | 1 coin | Rope that is 10 goblin-lengths long. Note: in the Plains, walking distance is measured in paces. Everything else is measured in goblin-lengths. |
| Starting Shoppe | Toothpicks | 1 coin | Short, sharp sticks. GM decides success. |
| Any Shoppe | Book of Friendly Orcish Sayings | 2 coin | Helpful to avoid confrontation with angry orcs. GM decides success (intelligence skill to be applied). |
| Any Shoppe | Soap | 1 coin | Hygiene is important. |
| Any Shoppe | Climbing Chalk | 1 coin | May improve your climbing ability. |
| Old Goat at Four Ways | Hermes Amulet | Cannot be bought | Roll higher than 10 to fast travel to any previously visited location. Roll under 7 and you epic fail. |
| Coin Phoenix's Retreat | Counter-Enchantment Piece 1 | Cannot be bought | Collect all six and chant 'finish the quest'. GM reads 'Final Quest'. |
| Coin Phoenix's Retreat | Elixir of Rejuvenation | Cannot be bought | Brings deceased Squad member back to life |
| Enchanted Forest Shoppe | Oil of Butterskin | 1 coin | Lube for all occasions. Flammable and slippery. |
| Enchanted Forest Shoppe | Noole Grain | 1 coin | Hallucinogenic grain. Could cause mayhem if drunk. |
| Enchanted Forest Shoppe | Essence of Rhubarb Bark | 1 coin | +2 awareness points for location. |
| Enchanted Forest | Invictus Tent | Cannot be bought | A tent for sleeping in. Roll higher than 10 to restore half HP. Can be used once per location. |
| Enchanted Forest | Counter-Enchantment Piece 2 | Cannot be bought | Collect all six and chant 'finish the quest'. GM reads 'Final Quest'. |
| Thousand Crazy Hens | Enchantment of Shrinking Shoes | Cannot be bought | Roll higher than 10 to shrink an enemy's shoes. Very painful and distracting. |
| Thousand Crazy Hens | Egg of Eternal Youth | Cannot be bought | Stops the user from ageing. Highly valuable and sought after item. |
| Valley of the One-Eyed Troll | Phallus of Doom | Cannot be bought | You smell it. It smells bad, really bad. You lick it. Why, dear Gurk, did you lick it? Item makes enemies so disgusted they throw up. GM decides success. |

Inventory 5 of 7 – Items (2 of 3)

How to use items:

- **Acquiring items:** Buy them at shops or acquire them. Items listed as ‘cannot be bought’ must be found.
- **Once item acquired:** Write down the name and basic information. Consult this page when you’re ready to use item.
- **Using an item:** the item description will describe how to use an item, including any dice rolls required.
- **Single-use vs multi-use:** some items can only be used once. The description will note if items are single-use.
- **Get inventive:** Items can be used in a variety of weird and wonderful ways. Get creative with how you use them.

| Location | Name | Cost | Description |
|--|-----------------------------|------------------------------|---|
| Valley of the One-Eyed Troll | Exploding Arrows | Cannot be bought | Arrows that explode on impact. GM decides success scores. Be sure not to epic fail. |
| Valley of the One-Eyed Troll | Super Duper Healing Potion | Cannot be bought | Restores full HP |
| Weak They Fall | Volcano in a Box | Cannot be bought | Affects all enemies if successful. Pivotal success triples score with pyroclastic flow. All of Squad affected if epic fail. GM decides success values. |
| Little Hollow | Dead Finder’s Spell | Cannot be bought | Single-use spell. If Squad member dies, locate their spirit. Dead-Squad member gets 1 x spirit attack with their chilly spirit fingers. Spirit fingers weapon values are P/S of 11 and E/F of 4. 3x dice rolled for damage. |
| Little Hollow | Bone of Contention | Cannot be bought | Single-use spell. Causes an argument between characters, distracting them for one round. Success affects two enemies. Pivotal success affects all enemies. Epic fail affects squad. GM decides success values. |
| Little Hollow | Counter-Enchantment Piece 3 | Cannot be bought | Collect all six and chant ‘finish the quest’. GM reads ‘Final Quest’. |
| Rollin’ Fog Town Shoppe | Love Potion | 2 coin only at this location | Single-use spell. Makes characters fall in love. GM decides success values. |
| Rollin’ Fog Town Shoppe | Rope (30 goblin-lengths) | 2 coin only at this location | Rope that is 30 goblin-lengths long. |
| Rollin’ Fog Town Shoppe | Healing Potion | 2 coin | Restores half HP |
| Rollin’ Fog Town Shoppe | Potion of Magic Resist | 2 coin | Wand damage reduced by five for one round. |
| Rollin’ Fog Town Hanky Stanky Demolition House | TNT | 2 coin | Blows stuff up. GM decides success values. |
| Rollin’ Fog Town | Amulet of Environmentalists | Cannot be bought | Infused with the power of the majestic rhubarb tree. Grants wearer one reroll per location. |
| Rusted Sword Inn | Hard Boiled Egg | Cannot be bought | Rumour has it the Mayor of Irgurhan loves a hard-boiled egg. |

| Location | Name | Cost | Description |
|--------------------------|---|------------------------------|--|
| Alogir the Weaponsmaster | Dragonheart Locket | Cannot be bought | Roll higher than 15 to win the heart of Cadair Cegin. The dragon becomes your familiar for one round and will fight for you. |
| Alogir the Weaponsmaster | Chirus' Ring | Cannot be bought | Ancient power of lost love gives the ring a unique power. Reduces score needed for P/S by 1. |
| Strong They Rise | Counter-Enchantment Piece 4 | Cannot be bought | Collect all six and chant 'finish the quest'. GM reads 'Final Quest'. |
| Irgurhan - St Gondol's | Stink Bomb of Much Confusion & Bad Teamwork | 2 coin only at this location | Causes stinky carnage. GM determines success values. |
| Irgurhan - St Gondol's | Potion of Enormous & Uncomfortable Girth | 2 coin only at this location | Makes male characters very, very uncomfortable. GM decides success. |
| Irgurhan - St Gondol's | Dr Lovebutter's Magical Oil for All Sorts of Walking and Mischief, Too. | 2 coin only at this location | Stops chaffing. Used for slip n' slides all over the Plains. May be useful in attack. GM decides success values. |
| Irgurhan - St Gondol's | Bloaty Face Potion | 2 coin only at this location | Affected character cannot see or talk for a round. GM decides success values. |
| Irgurhan - St Gondol's | Enchanted Loin Cloth | 2 coin only at this location | Phosphorescent urine lights the way with the enchanted loin cloth. |
| Irgurhan | Knowitall's Spell | Cannot be bought | Single-use spell. Character remembers all information needed for pivotal success. |
| Irgurhan | Counter-Enchantment Piece 5 | Cannot be bought | Collect all six and chant 'finish the quest'. GM reads 'Final Quest'. |
| Irgurhan | Irgurhan Amulet | Cannot be bought | Enemies are intimidated by the wearer's affiliation with the famous Irgurhan Town Guards. Increases enemy's E/F by 1. |
| Witch Queen's Cave | All Powerful Shield Enchantment | Cannot be bought | Casts a temporary shield over characters or the squad, reducing damage by half. Can be used once per location. |
| Urkedai Shoppe | Mineworker's Fortitude | 2 coin only at this location | Grants 10HP boost for one location. |
| Urkedai Shoppe | Mineworker's Drink | 2 coin only at this location | Gets user drunk for location. Drunken fists reduce P/S by 2 but increase E/F by 3. |
| Urkedai | Phosphorian's Old Loin Cloth | Cannot be bought | Could distract Burden temporarily. |
| Urkedai | Council Chamber Key | Cannot be bought | You've got the key. You've got the secret. |
| Urkedai | Orb of Democracy | Cannot be bought | Convene an emergency vote. Roll higher than 15 to convert an enemy character to your cause. Can be used once per location. |
| Urkedai | Counter-Enchantment Piece 6 | Cannot be bought | Collect all six and chant 'finish the quest'. GM reads 'Final Quest' on page 70 |
| Final Quest | Cloak of Adormath | Cannot be bought | Grants user invisibility for one round. Roll higher than 10 to succeed. |

Inventory 7 of 7 – Armour

How to use armour:

- **Acquiring armour:** Buy it at shops or acquire it. Items listed as 'cannot be bought' must be found.
- **Once armour acquired:** Write down its name and effect on your character sheet.
- **Using armour:** Effect description will advise how to use armour.

Armour is rare and expensive in the Great Plains. Folk here like to be free and agile.

| Location | Name | Cost | Description |
|------------------------------|-----------------------------|------------------------------|---|
| Starting Shoppe | Basic Leather Armour | 3 coin | Reduce bladed weapon attack damage by 1 |
| Any Shoppe | Steel Armour | 6 coin | Reduce bladed weapon attack damage by 2 |
| Any Shoppe | Basic Enchanted Armour | 6 coin | Reduces spell damage by 3 |
| A Thousand Crazy Hens | Gallinder's Armour | Cannot be bought | Reduces Gallinder's Sword P/S score by 2 |
| Valley of the One-Eyed Troll | Iron Armour | Cannot be bought | Reduces bladed weapon attack damage by 1 |
| Rollin' Fog Town | Armour of Environmentalists | Cannot be bought | Reduces bladed weapon attack damage by 2 |
| Rusted Sword Inn | Armour of Invisibility | Cannot be bought | Makes user invisible for one round if higher than 14 rolled. Roll less than 7 and enemies are alerted to your presence. |
| Rusted Sword Inn | Irgurhan Leather Armour | Cannot be bought | Reduces bladed weapon attack damage by 2 |
| Any Shoppe | Rare Polished Steel Armour | 8 coin | Reduces bladed weapon attack damage by 3 |
| Irgurhan Armoury | Irgurhan Steel Armour | 8 coin only at this location | Reduces bladed weapon attack damage by 3 |
| Urkedai Shoppe | Miner's Armour | 8 coin only at this location | Reduces bladed weapon attack damage by 3 |

Main Quests. When all six are complete, chant 'finish the quest' and have GM read 'Final Quest'.

Main Quest 1: The Goat's Request

To complete this Main Quest the Squad must:

- defeat the Dorse at the Coin Phoenix's Retreat
- Rescue the Coin Phoenix

Quest active: Quest complete:

Old Goat at Four Ways

Main Quest 3: Goodbye Silly Old Death

To complete this Main Quest the Squad must:

- find and rescue the Dead Finder and the gnomes

Quest active: Quest complete:

Little Hollow

Main Quest 5: Mayoral Business

To complete this Main Quest the Squad must:

- defeat the Mayor's Guards and capture the Mayor
- escape the labyrinth of corridors to exit the Council building

Quest active: Quest complete:

Irgurhan

Main Quest 2: Fionogo's Strife

To complete this Main Quest the Squad must:

- find Fionogo in the forest behind the house with the well
- help Fionogo defeat the mutant hogs

Quest active: Quest complete:

Enchanted Forest

Main Quest 4: An Important Egg

To complete this Main Quest the Squad must:

- steal the egg from the sleeping wizard and dragon

Quest active: Quest complete:

Strong They Rise

Main Quest 6: Democratic Dilemma

To complete this Main Quest the Squad must either:

- fight and defeat the Troll King; or,
- complete the Troll Queen's obstacle course

Quest active: Quest complete:

Urkedai

Side Quests. When all five are complete, Squad get +1 level

Side Quest 1: A Whisper to the Feathers

To complete this Side Quest the Squad must:

- Retrieve the Egg of Eternal Youth from A Thousand Crazy Hens by 'whispering to the feathered ones the words upon the wall.'

Quest active: Quest complete:

Broken Bridge

Side Quest 3: Clearing Pipes

To complete this Side Quest the Squad must:

- help Old Wild Willy restore the supply of weedle juice to the inn

Quest active: Quest complete:

Rusted Sword Inn

Side Quest 5: Which Talent Witch

To complete this Side Quest the Squad must:

- compete in the Witch Queen's talent show

Quest active: Quest complete:

Witch Queen's Cave

Side Quest 2: Deforestation Demons

To complete this Side Quest the Squad must:

- destroy the furnace at Rollin' Fog Town

Quest active: Quest complete:

Enchanted Forest

Side Quest 4: Returning Goods

To complete this Side Quest the Squad must:

- retrieve Alogir's prized possessions from Carbarlax

Quest active: Quest complete:

Alogir the Weaponsmaster

Non-Player Characters

Dice rule summary

Skills

- Step 1: Compare skill points
- Step 2: Roll correct number of dice for Squad member's level
- Step 3: Roll correct number of dice for enemy's level
- Step 4: Compare scores. Highest wins.

Combat

- Step 1: Speed skill roll to determine who goes first
- Step 2: Check for defending character's armour benefits
- Step 3: Attacking character rolls 3x dice to see if attack strikes opponent
- Step 4: Attacking character rolls dice to determine attack damage
- Step 5: Defending character rolls 3x dice for shield (if shield equipped)
- Step 6: Remove HP from character

Tired of flicking between pages? Download and print this section at www.thepartyrpg.com/downloads.

| | | | |
|------------------------------|--------------------|---|--------------------|
| Explosive Fields of Urberlax | 3 x Goblins | Health 10 | Shield |
| | | Level 1 | Deflect damage: NA |
| | | Armour Character has no armour equipped | Half damage: NA |
| | | Weapon P/S 18 E/F 7 | Break: NA |
| | | Skills | |
| | | Stealth | 0 |
| | | Awareness | 2 |
| | | Strength | 0 |
| | | Intelligence | 0 |
| | | Speed | 3 |

| Battle HP tracker. Return to page 15 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Goblin 1 | | | | | | | | | | |
| Goblin 2 | | | | | | | | | | |
| Goblin 3 | | | | | | | | | | |

| | | | |
|------------------------|------------------|---|--------------------|
| Coin Phoenix's Retreat | 1 x Dorse | Health 20 | Shield |
| | | Level 2 | Deflect damage: 18 |
| | | Armour Dragon Scale – bladed weapon damage reduced by 1 | Half damage: 14 |
| | | Weapon P/S 17 E/F 7 | Break: 8 |
| | | Skills | |
| | | Stealth | 0 |
| | | Awareness | 3 |
| | | Strength | 3 |
| | | Intelligence | 0 |
| | | Speed | 0 |

| Battle HP tracker. Return to page 21 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Dorse | | | | | | | | | | |

| | | | |
|---------------|---------------------|---|--------------------|
| Broken Bridge | Pitient Tiny | Health 10 | Shield |
| | | Level 1 | Deflect damage: NA |
| | | Armour Character has no armour equipped | Half damage: NA |
| | | Weapon P/S 18 E/F 11 | Break: NA |
| | | Skills | |
| | | Stealth | 2 |
| | | Awareness | 0 |
| | | Strength | 0 |
| | | Intelligence | 2 |
| | | Speed | 1 |

| Battle HP tracker. Return to page 23 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Pitient Tiny | | | | | | | | | | |

| | | | |
|------------------|--------------------|---|--------------------|
| Enchanted Forest | Angry Local | Health 30 | Shield |
| | | Level 3 | Deflect damage: NA |
| | | Armour Beer Shield – attack damage reduced by 1 | Half damage: NA |
| | | Weapon P/S 16 E/F 12 | Break: NA |
| | | Skills | |
| | | Stealth | -2 |
| | | Awareness | -2 |
| | | Strength | 3 |
| | | Intelligence | -2 |
| | | Speed | 1 |

| Battle HP tracker. Return to page 26 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Angry Local | | | | | | | | | | |

| | | | |
|------------------|------------------------|---|--------------------|
| Enchanted Forest | Angry Old Woman | Health 10 | Shield |
| | | Level 1 | Deflect damage: NA |
| | | Armour Character has no armour equipped | Half damage: NA |
| | | Weapon P/S 18 E/F 11 | Break: NA |
| | | Skills | |
| | | Stealth | 1 |
| | | Awareness | 2 |
| | | Strength | 0 |
| | | Intelligence | 2 |
| | | Speed | 0 |

| Battle HP tracker. Return to page 28 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Angry Old Woman | | | | | | | | | | |

| | | | |
|------------------|----------------------------|---|--------------------|
| Enchanted Forest | 3 x Mutant Hogs | Health 30 | Shield |
| | | Level 3 | Deflect damage: NA |
| | | Armour Character has no armour equipped | Half damage: NA |
| | | Weapon P/S 17 E/F 6 | Break: NA |
| | | Skills | |
| | | Stealth 0 | |
| | | Awareness 1 | |
| | | Strength 3 | |
| | | Intelligence 0 | |
| | | Speed 3 | |

| Battle HP tracker. Return to page 30 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| MH1 | | | | | | | | | | |
| MH2 | | | | | | | | | | |
| MH3 | | | | | | | | | | |

| | | | |
|---------------------|---------------------|---|--------------------|
| Thousand Crazy Hens | Mega Chicken | Health 50 | Shield |
| | | Level 5 | Deflect damage: NA |
| | | Armour Character has no armour equipped | Half damage: NA |
| | | Weapon P/S 16 E/F 5 | Break: NA |
| | | Skills | |
| | | Stealth 0 | |
| | | Awareness 6 | |
| | | Strength 3 | |
| | | Intelligence 0 | |
| | | Speed 0 | |

| Battle HP tracker. Return to page 32 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Mega Chicken | | | | | | | | | | |

| | | | |
|------------------------------|---------------------|---|--------------------|
| Valley of the One-Eyed Troll | Cantankerous | Health 60 | Shield |
| | | Level 6 | Deflect damage: 15 |
| | | Armour Character has no armour equipped | Half damage: 13 |
| | | Weapon P/S 15 E/F 5 | Break: 7 |
| | | Skills | |
| | | Stealth 0 | |
| | | Awareness 2 | |
| | | Strength 7 | |
| | | Intelligence 0 | |
| | | Speed 2 | |

| Battle HP tracker. Return to page 35 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| C'rous | | | | | | | | | | |

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|----------------|------------------------------------|--|--------------------|
| Weak They Fall | Aca-Roth & Adu-Roth | Health 70 | Shield |
| | | Level 7 | Deflect damage: NA |
| | | Armour Hardened Shell – attack damage reduced by 2 | Half damage: NA |
| | | Weapon P/S 14 E/F 5 | Break: NA |
| | | Skills | |
| | | Stealth 1 | |
| | | Awareness 1 | |
| | | Strength 2 | |
| | | Intelligence 2 | |
| | | Speed 4 | |

| Battle HP tracker. Return to page 37 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Aca-Roth | | | | | | | | | | |
| Adu-Roth | | | | | | | | | | |

| | | | |
|------------------|----------------------------|---|--------------------|
| Rollin' Fog Town | 3 x Mercenaries | Health 80 | Shield |
| | | Level 8 | Deflect damage: 15 |
| | | Armour Leather soldier armour Attack damage reduced by 2 | Half damage: 10 |
| | | Weapon P/S 13 E/F 5 | Break: 7 |
| | | Skills | |
| | | Stealth 3 | |
| | | Awareness 2 | |
| | | Strength 2 | |
| | | Intelligence 1 | |
| | | Speed 4 | |

| Battle HP tracker. Return to page 45 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| M1 | | | | | | | | | | |
| M2 | | | | | | | | | | |
| M3 | | | | | | | | | | |

| | | | |
|------------------|-------------------|---|--------------------|
| Rollin' Fog Town | 2 x Trolls | Health 60 | Shield |
| | | Level 6 | Deflect damage: NA |
| | | Armour Character has no armour equipped | Half damage: NA |
| | | Weapon P/S 15 E/F 5 | Break: NA |
| | | Skills | |
| | | Stealth 0 | |
| | | Awareness 1 | |
| | | Strength 7 | |
| | | Intelligence 0 | |
| | | Speed 2 | |

| Battle HP tracker. Return to page 45 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Troll 1 | | | | | | | | | | |
| Troll 2 | | | | | | | | | | |

Non-Player Characters

Dice rule summary

Skills

- Step 1: Compare skill modifiers
- Step 2: Roll correct number of dice for Squad member's level
- Step 3: Roll correct number of dice for enemy's level
- Step 4: Compare scores. Highest wins.

Combat

- Step 1: Speed skill roll to determine who goes first
- Step 2: Check for defending character's armour benefits
- Step 3: Attacking character rolls 3x dice to see if attack strikes opponent
- Step 4: Attacking character rolls dice to determine attack damage
- Step 5: Defending character rolls 3x dice for shield (if shield equipped)
- Step 6: Remove HP from character

Tired of flicking between pages? Download and print this section at www.thepartyrpg.com/downloads.

| | | | |
|------------------|-------------------|----------------------------------|--------------------|
| Rusted Sword Inn | Gangruthan | Health 70 | Shield |
| | | Level 7 | Deflect damage: 14 |
| | | Armour | Half damage: 13 |
| | | Character has no armour equipped | Break: 6 |
| | | Weapon | Skills |
| P/S 14 | Stealth 0 | | |
| E/F 5 | Awareness 3 | | |
| | Strength 3 | | |
| | Intelligence 2 | | |
| | Speed 3 | | |

| Battle HP tracker. Return to page 48 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| G'than | | | | | | | | | | |

| | | | |
|--------------------------|------------------|--|--------------------|
| Alogir the Weaponsmaster | Carbarlax | Health 90 | Shield |
| | | Level 9 | Deflect damage: 14 |
| | | Armour | Half damage: 11 |
| | | Northern Horde Armour – damage reduced by 2 | Break: 6 |
| | | Weapon | Skills |
| P/S 12 | Stealth 0 | | |
| E/F 4 | Awareness 2 | | |
| | Strength 5 | | |
| | Intelligence 1 | | |
| | Speed 5 | | |

| Battle HP tracker. Return to page 51 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Carbarlax | | | | | | | | | | |

| | | | |
|------------------|----------------|---|--------------------|
| Strong They Rise | Cegin | Health 80 | Shield |
| | | Level 8 | Deflect damage: 14 |
| | | Armour | Half damage: 12 |
| | | Necromancer Cloak – Spell damage reduced by 5 | Break: 6 |
| | | Weapon | Skills |
| P/S 13 | Stealth 2 | | |
| E/F 5 | Awareness 1 | | |
| | Strength 0 | | |
| | Intelligence 5 | | |
| | Speed 4 | | |

| Battle HP tracker. Return to page 53 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Cegin | | | | | | | | | | |

| | | | |
|------------------|---------------------|--|--------------------|
| Strong They Rise | Cadair Cegin | Health 80 | Shield |
| | | Level 8 | Deflect damage: NA |
| | | Armour | Half damage: NA |
| | | Dragon Scale – bladed weapon damage reduced by 3 | Break: NA |
| | | Weapon | Skills |
| P/S 16 | Stealth 0 | | |
| E/F 12 | Awareness 3 | | |
| | Strength 4 | | |
| | Intelligence 3 | | |
| | Speed 2 | | |

| Battle HP tracker. Return to page 53 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Cadair Cegin | | | | | | | | | | |

| | | | |
|----------|------------------|----------------------------------|--------------------|
| Irgurhan | Knowitall | Health 70 | Shield |
| | | Level 7 | Deflect damage: 14 |
| | | Armour | Half damage: 12 |
| | | Character has no armour equipped | Break: 6 |
| | | Weapon | Skills |
| P/S 14 | Stealth 3 | | |
| E/F 5 | Awareness 3 | | |
| | Strength 0 | | |
| | Intelligence 3 | | |
| | Speed 2 | | |

| Battle HP tracker. Return to page 57 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Knowitall | | | | | | | | | | |

| | | | |
|---------------|-------------------------------|-----------------------|--------------------|
| Irgurhan | 5 x Mayor's Guards | Health 80 | Shield |
| | | Level 8 | Deflect damage: 14 |
| | | Armour | Half damage: 12 |
| | | Irgurhan Steel Armour | Break: 6 |
| | | Bladed weapon | Skills |
| | | damage reduced by 3 | Stealth 0 |
| Weapon | Awareness 3 | | |
| P/S 13 | Strength 3 | | |
| E/F 5 | Intelligence 2 | | |
| | Speed 4 | | |

| Battle HP tracker. Return to page 59 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| MG1 | | | | | | | | | | |
| MG2 | | | | | | | | | | |
| MG3 | | | | | | | | | | |
| MG4 | | | | | | | | | | |
| MG5 | | | | | | | | | | |

| | | | |
|--------------------|--------------------|----------------------------------|--------------------|
| Witch Queen's Cave | Witch Queen | Health 90 | Shield |
| | | Level 9 | Deflect damage: 14 |
| | | Armour | Half damage: 11 |
| | | Character has no armour equipped | Break: 6 |
| | | Weapon | Skills |
| | | P/S 12 | Stealth 0 |
| E/F 4 | Awareness 3 | | |
| | Strength 0 | | |
| | Intelligence 5 | | |
| | Speed 5 | | |

| Battle HP tracker. Return to page 62 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Witch Queen | | | | | | | | | | |

| | | | |
|---------|--|----------------------------------|--------------------|
| Unkedai | Troll King & 2 x Troll Guards | Health 100 | Shield |
| | | Level 10 | Deflect damage: NA |
| | | Armour | Half damage: NA |
| | | Character has no armour equipped | Break: NA |
| | | Weapon | Skills |
| | | P/S 11 | Stealth 0 |
| E/F 4 | Awareness 3 | | |
| | Strength 4 | | |
| | Intelligence 4 | | |
| | Speed 3 | | |

| Battle HP tracker. Return to page 67 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Troll King | | | | | | | | | | |
| Guard 1 | | | | | | | | | | |
| Guard 2 | | | | | | | | | | |

| | | | |
|-------------|----------------|---|--------------------|
| Final Quest | Burden | Health 100 | Shield |
| | | Level 10 | Deflect damage: 12 |
| | | Armour | Half damage: 11 |
| | | Enraged armour – attack damage reduced by 4 | Break: 5 |
| | | Weapon | Skills |
| | | P/S 11 | Stealth 2 |
| E/F 4 | Awareness 3 | | |
| | Strength 10 | | |
| | Intelligence 3 | | |
| | Speed 5 | | |

| Battle HP tracker. Return to page 70 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Burden | | | | | | | | | | |

| | | | |
|-------------|------------------------------|----------------------------------|--------------------|
| Final Quest | People of the Village | Health 100 | Shield |
| | | Level 10 | Deflect damage: 12 |
| | | Armour | Half damage: 11 |
| | | Character has no armour equipped | Break: 5 |
| | | Weapon | Skills |
| | | P/S 11 | Stealth 2 |
| E/F 4 | Awareness 4 | | |
| | Strength 1 | | |
| | Intelligence 3 | | |
| | Speed 5 | | |

| Battle HP tracker. Return to page 70 when complete. | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|
| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Billius | | | | | | | | | | |
| Gilmun | | | | | | | | | | |
| Slark | | | | | | | | | | |

