



D&D IS FOR NERDS
PRESENTS

JARREN'S OUTPOST

CBVIAN 22

JARREN'S OUTPOST

Jarren's Outpost is a bustling city located along the eastern coastline in the nation of Goldcrest, a nation that nobody cared about until the King was slain by a bunch of adventurers (don't worry, he had it coming). Unfortunately adventurers did what adventurers do and never once thought of the consequences of killing a powerful tyrant, promptly leaving the citizens of Goldcrest to figure it out for themselves.

Today, Jarren's Outpost is at best complicated and at worst fundamentally broken. One might compare it to a burst sewer pipe that has been inexplicably jammed by the bloated corpse of a dead rat. The rat acts as a plug to stop everything spilling out but it's not doing an incredible job ... because there's a worm slowly eating it from within, periodically causing sewer water to spill out of its mouth. Eventually the worm will finish eating the rat, the rat will collapse under the weight of sewer water, the pipe will completely explode and a torrent of sewage will flood out. But at this stage, everything is keeping everything else in check.

Jarren's Outpost is a melting pot of religions, criminals, politics and paranoia. A winning combination really. But for now, it works. And that's where you come in! Jarren's Outpost is a town where anyone can be anything, and the thing you want is to be known — by everyone in this town. Do small favours (i.e. murders) for halfling crime families! Visit every tavern in the city — and get banned from them all! Kidnap that aristocrat for that other aristocrat! Or just do odd jobs for your nan (these might also be murders). There are many ways to get Prestige, but it just comes down to one thing: What do you want Jarren's Outpost to remember you for?

Based on the popular podcast, *D&D is for Nerds: Jarren's Outpost Hustle & Rumble*, we bring you a game where you aim to earn Prestige in this vibrant and scummy city while also being a dick to your friends. Take control of one of the many outstanding citizens of Jarren's Outpost and compete with other like-minded citizens to be declared the Hero of Jarren's Outpost and maybe, just maybe, you'll bring peace to this town. (You won't.)

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COMPONENTS



8 X CHARACTER BOARDS



8 X CHARACTER STANDEES WITH BASES



1 X JIGGALUMP BOARD



1 X JIGGALUMP STANDEE WITH BASE



29 X LOCATION TILES



50 X QUEST CARDS



1 X TAVERN BOARD



1 X NOTICE BOARD



1 X TURN MARKER



8 X HEART MARKERS



8 X SWORD MARKERS



1 X FIRST PLAYER MARKER



5 X 2 REFERENCE CARDS



40 X NPC CARDS



44 X ITEM CARDS



72 X MANOEUVRE CARDS (8 per Character and Jiggalump)



8 X SEAL MARKERS



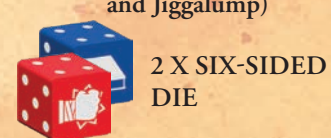
36 X PRESTIGE MARKERS



2 X ADVANTAGE/DISADVANTAGE MARKERS



25 X DAMAGE MARKERS



2 X SIX-SIDED DIE

OVERVIEW

The players have 7 days (rounds) to earn Prestige and make a name for themselves. At the beginning of each day, they will plan ahead for the day by selecting 4 of their Manoeuvre Cards. Then they will take turns revealing their leftmost Manoeuvre Card and using it to move around Jarren's Outpost, interact with various Locations, Items, and NPCs, and possibly fight some of them. Their aim is to gain Prestige by completing Quests and by defeating powerful NPCs. At the end of the seventh day, the player with the most Prestige will be declared the winner.

SETUP

1 Separate the 10 Location Tiles marked with a star next to their name and set them aside - these are used in every game. Find the **Jarren's Trading Post** tile among them and place it face-up in the centre of the play area.

2 Shuffle the remaining 19 Location Tiles and randomly select:

- 2 tiles for a 2-player game,
- 6 tiles for a 3-player game,
- 10 tiles for a 4-player game,
- 15 tiles for a 5-player game.

Return the unused Location Tiles to the box. Alternatively, players may choose which Locations to use instead of selecting them randomly.

Shuffle the selected Location Tiles together with the tiles set aside in step 1, then place them face-up in a grid around **Jarren's Trading Post**, following these rules:

A. The grid size is:

- 4x3 in a 2-player game,
- 4x4 in a 3-player game,
- 5x4 in a 4-player game,
- 5x5 in a 5-player game.

B. **Jarren's Trading Post** must be in the centre of the grid (or in one of the central spots if playing with fewer than four players).

C. If there are at least two **Sewers** tiles in play, make sure they are not orthogonally adjacent to each other (i.e. they must not share an edge).
You can easily tell them apart from the green "slimey" outline.

D. Similarly, if there are at least two Tavern tiles in play, make sure they are not orthogonally adjacent to each other.
You can easily tell them apart from the wooden outline and the word "-Tavern-" under their name.

NOTE: After you have played the game a few times, you can decide what board size you prefer to have regardless of the number of players. You can even try non-rectangular layouts! Go crazy and be the city planner you've always wanted to be. We don't recommend going smaller than 4x3 though.

3 Shuffle the Item cards. Place an Item face-up **on the left slot of each Location Tile** (except **Jarren's Trading Post** and both **Taverns**). Deal 4 Items face-up in the corresponding slots of the **Tavern Board** - these represent what is available at the **Jarren's Trading Post** Location. Place the remaining Item cards face-down on the **ITEM DECK** space.

4 Shuffle the NPC cards. Place an NPC face-up **on the right slot of each Location Tile** (except **Jarren's Trading Post** and both **Taverns**). Deal 4 NPCs face-up in the corresponding slots of the **Tavern Board** - these represent the NPCs currently visiting the two **Tavern** Locations. Place the remaining NPC cards face-down on the **NPC DECK** space.

5 Place the **Turn marker** on the "1" space of the turn track, at the bottom of the **Tavern Board**.

6 Shuffle the Quest cards. Deal a number of Quests face-up on the Notice board equal to **one more than the number of players** in the game (e.g. in a game with two players, deal three Quests). Place the remaining Quest cards face-down on the **QUEST DECK** space.

7 Give the **First Player marker** to the player who has committed the most real-life crimes (or whoever rolls the highest on the die, your choice).

8 Place the **dice**, the **Damage markers**, the **Prestige markers** and the **Advantage/Disadvantage markers** next to the board as a **Supply**.

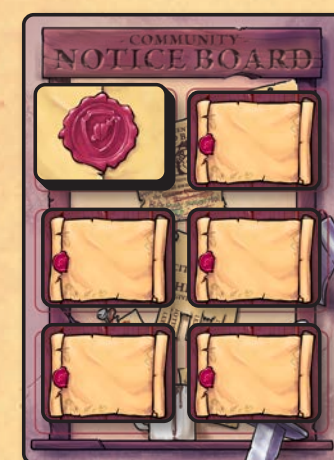
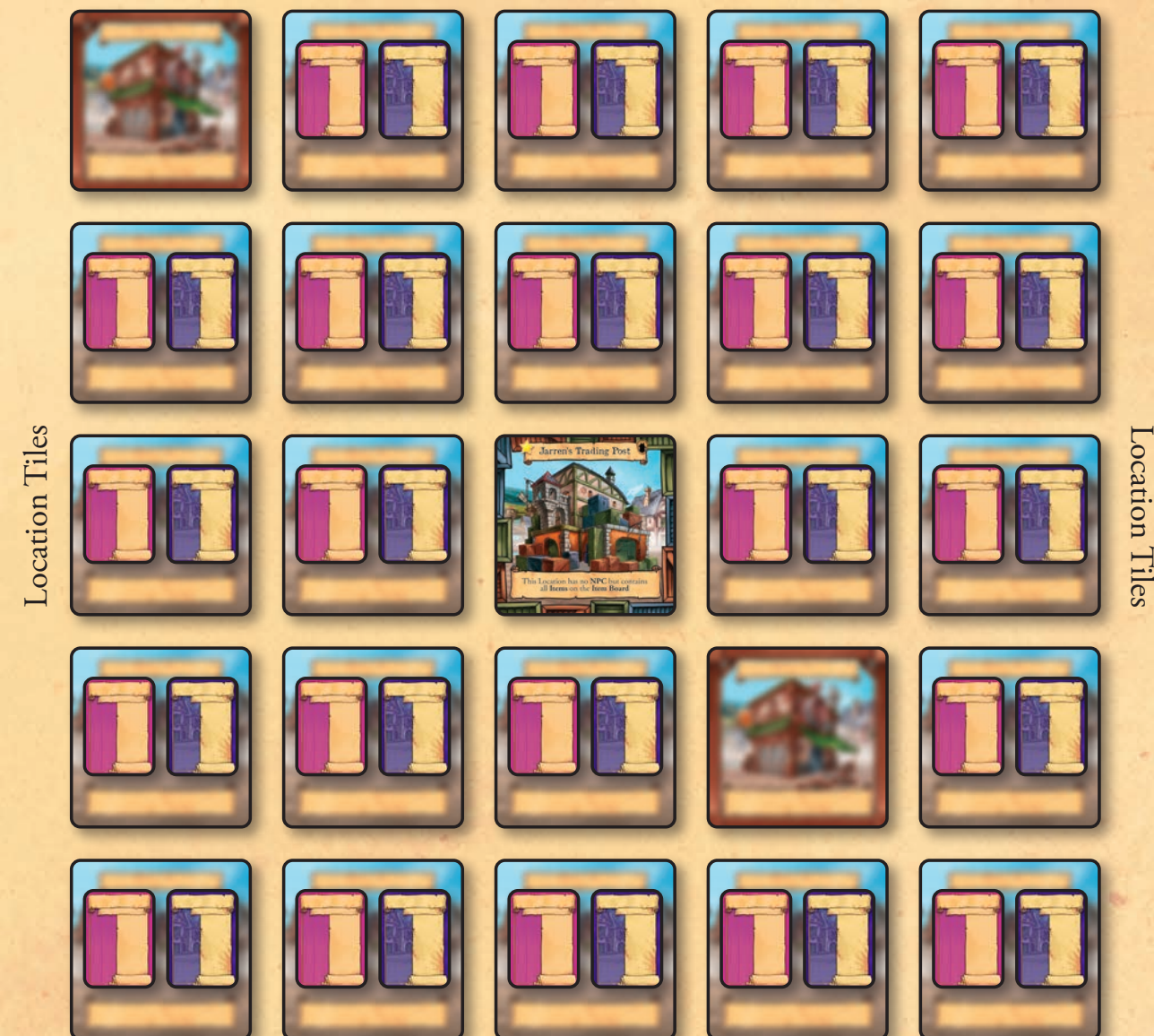
9 Starting with the player with the First Player marker and continuing clockwise, **each player**:

- Selects a Character and takes the corresponding Character board, standee, and Manoeuvre Cards.
- Places their Character standee on one of the **Taverns**, facing towards any adjacent Location Tile they choose.
- Chooses a colour and takes the corresponding Heart token, Sword token, and Seal token.
- Place their Heart token on the rightmost **Health** space on their Character board and the Sword and Seal markers next to their Character board.

You are now ready to start the game!

BOARD LAYOUT

(example)



Quest Board



Tavern & Trading Post Board

YOUR PLAYER BOARD



Each Character has its own Player Board. All Characters are unique when it comes to stats, abilities, backpack size, health, and movement.

1 SKILL VALUE

When performing a Skill Check, you need to roll equal to or higher than your Skill value to succeed; otherwise the Skill Check fails. (see also SKILL CHECK, page 10)

2 ATTACK VALUE

When attacking an NPC, you need to roll equal to or higher than your Attack value to succeed; otherwise the Attack misses. (see also ATTACK, page 10)

3 DAMAGE

This is how much Damage you deal following a successful Attack Roll.

4 CHARACTER ABILITY

Each character has a unique ability. These abilities may be passive or active. When using a once-per-day ability, flip your Seal token to the broken side to indicate that it has been used.

5 HEALTH

This represents your character's vitality. When you take Damage , move your Heart token from right to left the appropriate number of spaces.

If your health reaches 0 , you have been Defeated (see CHARACTER DEFEAT, page 11).

6 BACKPACK SLOTS

This is where you stash your Items and the NPCs that are following you.

As your Health decreases, you lose the capacity to carry as many cards. If your Health token moves past the last space connected to a Backpack slot, that slot becomes **unavailable** (i.e. a Backpack slot is **available** as long as your Health token is on or to the right of one of the spaces connected to it). If you ever have more Items and/or NPCs than your Backpack allows, you must discard the excess cards to the bottom of their respective decks.

7 MANOEUVRE SLOTS

This is where you plan your moves out for each day. They are resolved from left to right.

YOUR MANOEUVRE CARDS



Each Character has 8 Manoeuvre Cards to choose from when planning the Actions they will take during the day.

1 TITLE.....

The name of the manoeuvre.

2 ACTIONS (ICONS)

A visual representation of what your character does and where they move.

3 FACING ARROW

The arrow refers to where your character standee is facing.

4 WHITE ARROW(S)

This arrow or arrows indicate where your character standee ends facing after fully resolving the card.

5 ACTIONS (TEXT)

A description of what your character does and where they move.



GAMEPLAY

The game lasts 7 rounds, with each round representing one day. Each day is divided into 3 phases:

1 THE PLANNING PHASE

Here you'll make a plan and set yourself up for success (or embarrassment).

2 THE ADVENTURE PHASE

This is where the action happens!

3 THE CLEAN UP PHASE

Deal with the day that was and get ready to do it all again.





THE PLANNING PHASE

The people of Jarren's Outpost are a fastidious lot and like to plan their days ahead of time. You are no different.

At the beginning of the day, all players **simultaneously** select 4 of their Manoeuvre Cards and place them face-down in the 4 slots , , , and , at the bottom of their Character board. All of a player's Manoeuvre Cards are available every single day, regardless of which ones were used on the previous day.

NOTE: After this phase ends, players cannot replace their face-down Manoeuvre Cards or change their order. Players may look at their own face-down Manoeuvre Cards at any time though.

THE ADVENTURE PHASE

After everyone has planned their day, players take turns starting with the player with the First Player marker and proceeding clockwise. Each player will take four turns per day: Morning , Noon , Evening , and Night , corresponding to their face-down Manoeuvre Cards.

On their turn, a player reveals their leftmost face-down Manoeuvre Card, performs one Main Action, and resolves any Consequences.

There are 4 possible Main Actions:

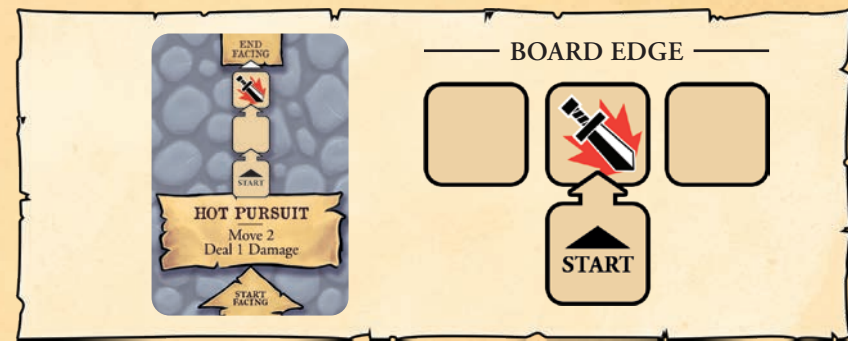
- 1 **RESOLVE THE MANOEUVRE CARD**
- 2 **REST**
- 3 **INTERACT**
- 4 **ATTACK**

In addition, a player may take any number of **Free Actions** at any time during their turn (see Free Actions section). After the player performs their Main Action and deals with any Consequences, play proceeds to the player on their left. When all players have revealed and resolved all of their face-down Manoeuvre Cards, proceed to the Clean Up phase.



1 RESOLVE THE MANOEUVRE CARD

The player follows the instructions on their Manoeuvre Card as much as possible and any steps that cannot be followed are ignored (e.g. if a standee is instructed to move outside of the board, it will instead remain on the last Location Tile, on the edge of the board).



FACING

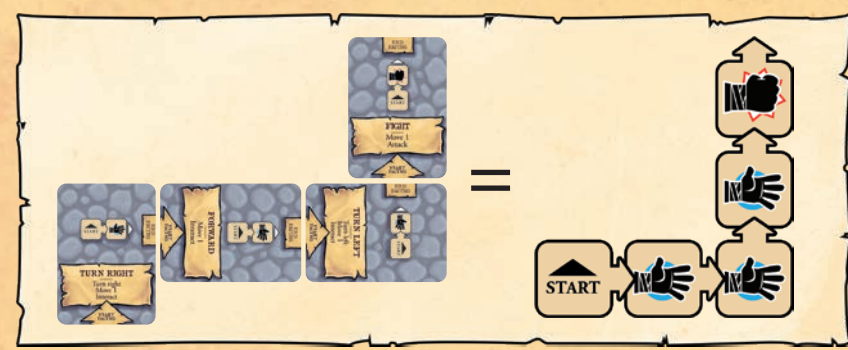
The player's standee is rotated, changing facing, according to the Manoeuvre Card. The **START FACING** arrow at the bottom of the Manoeuvre Card refers to the standee's current facing. The **END FACING** box (or boxes) around the edges of the card shows the new direction where the standee should be facing.

MOVEMENT

There are 2 different movement instructions.

MOVE X: The standee is moved X steps forward **in the direction it is facing**.

SIDESTEP 1: The standee is moved **sideways** 1 step to the left or right, **without changing its facing**.



Manoeuvre cards can be lined up to help give you a visual representation of where your character will go.

OTHER EFFECTS

Manoeuvre Cards may include other effects like Heal, Interact and Attack (see Interact and Attack sections below), dealing direct Damage to NPCs, etc. For the full list of icons, see page 12.

2 REST

The player can ignore their Manoeuvre Card and instead turn their standee to face any direction and Heal 1.

3 INTERACT

The player can ignore their Manoeuvre Card and instead Interact with their current Location, or with an Item or NPC in their current Location (see Interact section below).

4 ATTACK

The player can ignore their Manoeuvre Card and instead Attack an NPC in their current Location (see Attack section below).

INTERACT

INTERACTING WITH LOCATIONS

If you are in a Location with an effect, you may use an Interact ability to activate it. In a Location with an effect, you also need to **pass a Skill Check** (see Skill Checks section, page 12) in order to activate it.

INTERACTING WITH ITEMS

If there is an Item in your current Location, you may use an Interact ability to pick it up and **add it to your Backpack**. **Do not refill the Location**.

INTERACTING WITH NPCs

If there is an NPC in your current Location, you may use an Interact ability to coerce them to follow you and **add them to your Backpack**. **Do not refill the Location**.

Friendly NPCs will happily follow you no questions asked, but the same cannot be said for Hostile NPCs. When you pick up a **Hostile NPC** , make a **Skill Check** .

If you fail, they **deal their damage to you** .

NPCs are always considered **Large** and take up **two slots** of your Backpack, unless stated otherwise.

ATTACK

You may only attack NPCs, not other players. You can attack any NPC in your Location, including one that is on the Location Tile (if any), one you are carrying in your Backpack, or one that is in another player's Backpack, provided they are in the same Location as you.

To Attack an NPC, roll a die, and add any attack modifiers you might have (e.g. from Items you are carrying). **If the result is equal to or higher than your Character's value, the attack is successful** and you deal Damage to the NPC equal to your value.

If the Damage equals or exceeds the NPC's Health, the NPC is defeated and returned to the bottom of the NPC deck. **Do not refill the Location.**

If you don't defeat the NPC, place Damage markers on them equal to the Damage dealt and then they counterattack you: Take Damage equal to their value.

NOTE: An unmodified roll of 6 is always a success, while a roll of 1 is always a failure, regardless of modifiers.

NOTE: NPCs do not recover health so every hit leaves them weaker for the next assault.

ADVANTAGE & DISADVANTAGE: When performing an Attack roll with **Advantage**, roll 2 dice and keep the highest. Conversely, if you have **Disadvantage** roll 2 dice and keep the lowest.

Example: You are playing as Greg Piss, who has 5 and 1. You also have The Quietknife in your Backpack, which has +1 and +1. You decide to attack an NPC and roll a 4. Because of the Quietknife your modified total is 5, which makes your attack successful. You deal 1 Damage to the NPC plus an additional 1 Damage from the Quietknife, for a total of 2 Damage.

SKILL CHECK

When you want to Interact with a Location with, you must first pass a Skill Check. Roll a die, and add any skill modifiers you might have (e.g. from Items you are carrying). If the result is equal to or higher than your Character's value, you pass the Skill Check and you can activate the Location's effect, but if it fails, the Interact ability is still spent.

Note: An unmodified roll of 6 is always a success, while a roll of 1 is always a failure, regardless of modifiers.

Advantage & Disadvantage: When performing a Skill Check with Advantage, roll 2 dice and keep the highest. Conversely, if you have Disadvantage, roll 2 dice and keep the lowest.

Example: You are playing as Leo, who has 4. You also have the Gold Nugget in your Backpack, which has +1. You attempt a Skill check and roll a 3. Because of the Gold Nugget, your modified total is 4, so you pass the Skill check and activate the Location's effect.



CONSEQUENCES

After performing your Main action, resolve the following consequences in order:

- If there is a Hostile NPC you **did not attack this turn** on your Location Tile, they will attack you anyway! Take Damage equal to their value. (A Hostile NPC that you attacked this turn and has counterattacked will not attack you again — they can only attack once per turn.)
- If your current Location Tile has a effect, activate it.

FREE ACTIONS

Free Actions can be performed any number of times and at any time during your turn. The following are Free Actions:

- Drop an Item or NPC** from your Backpack. The card is discarded to the bottom of the corresponding deck.
- Use a Item** from your Backpack. The Item is then discarded to the bottom of the Item deck.
- Use certain Character abilities**, as specified on the Character boards. If a Character ability can only be used once per day, flip your Seal token to the broken side to indicate that it has been used.

THE CLEAN UP PHASE

In the Clean Up phase, the First Player marker is given to the next player clockwise, the Turn marker advances one space to the right, each player returns all of their Manoeuvre Cards back to their hand, and the Taverns and Trading Post Locations are restocked.

RESTOCK

- Discard the rightmost NPC in the Tavern row (if any) to the bottom of the NPC deck.
- Slide the remaining NPCs in the Tavern row to the right.
- Draw new NPCs from the NPC deck to fill all empty spaces in the Tavern row, if possible.
- Repeat the same procedure with Items in the Trading Post row.

REPOPULATE

On Wednesdays and Saturdays, the citizens of Jarren's Outpost like to wander back out into the streets and grab anything with them on their way out.

If the Turn marker is on Day 3 or Day 6 (marked red in the Turn track to remind you of this), shuffle the NPC and Item decks and deal a face-up Item card to each Location Tile with an empty Item slot and a face-up NPC card to each Location Tile with an empty NPC slot, similar to the game setup.

CHARACTER DEFEAT

If your Health ever drops to 0, you have been bested by one of the many fine citizens of Jarren's Outpost and have fallen unconscious. Return all of your Manoeuvre Cards to your hand and skip your remaining turns for the day. In addition, return all Items and NPCs in your Backpack to the bottom of their respective decks, replenish your Health to full, and place your standee at a Tavern of your choosing, facing any direction.

Drown your sorrows, lick your wounds and get ready for tomorrow.

END OF GAME

At the end of the seventh day, players total the Prestige earned from their Quest cards and any Prestige markers gained during the game. The player with the most Prestige wins and is loved and respected by all the people of Jarren's Outpost — as well as by their fellow players. In the case of a tie, all tied players win together.

APPENDIX

GAMEPLAY ICONS

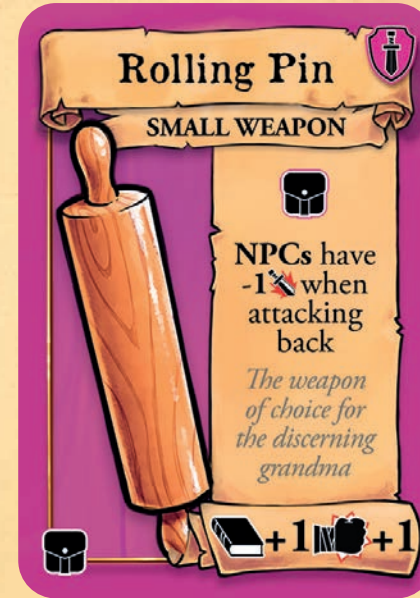
	Skill		Backpack Slot / "Backpack" effect
	Damage		"Exhaust" effect
	Attack action		"Discard" effect
	Interact action		"Defeated" effect
	Interact action with Skill Check		Advantage
	"Consequences" effect		Disadvantage
	Health		Cursed (Item/NPC)
	Prestige		Jiggalump's action (determined by a die roll)

COMPONENT ICONS

	Location		Item - Consumable
	Item		NPC
	Item - Accessory		Friendly NPC
	Item - Weapon		Hostile NPC



ITEMS



There are three types of **Items**:

- WEAPONS**
- ACCESSORIES** , and
- CONSUMABLES** .

Items provide various useful effects or abilities. Each Item card shows an **Activation icon** that indicates how it is used:

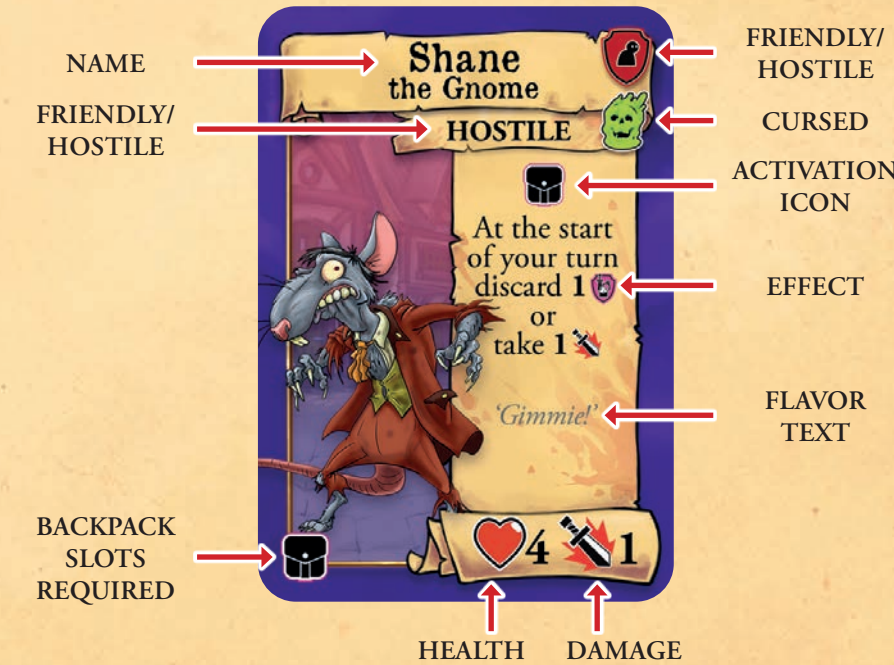
- These are passive effects that are always active while the Item is in your Backpack.
- These effects can be used once per day. Rotate the card 90° to indicate that it has been used that day.
- These usually powerful effects can only be activated once. After use, the card is discarded to the bottom of the Item deck.

Items also come in two sizes: **Small** and **Large** . **Large Items** take up two slots in the **Player's Backpack** whereas **Small Items** only take up one slot.

NPCs



Jarren's Outpost is populated by many bright and colourful folk. They're more than happy to follow you around, be the recipient of a nice gift, start a fight or finish one! They hate to use their own legs though, so they will clamber into your backpack taking up precious inventory space.



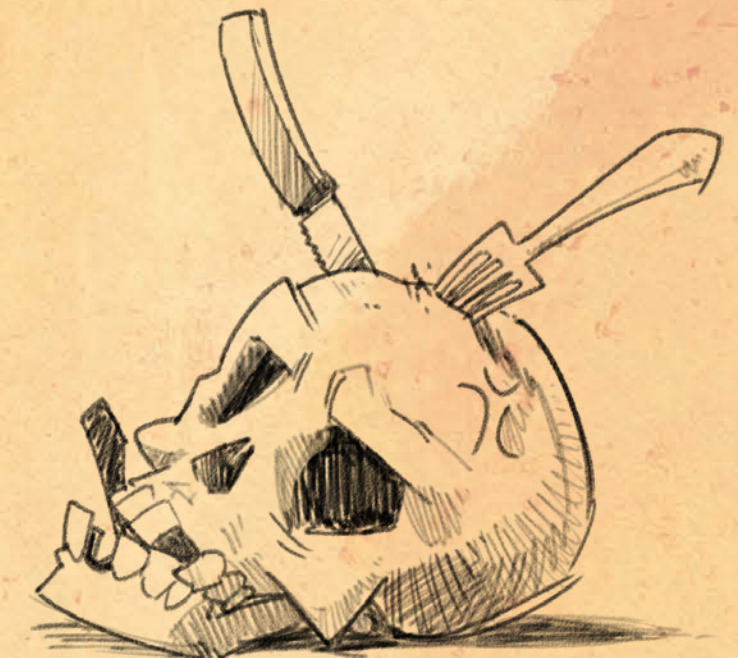
All **NPCs** take up two Backpack Slots (same as Large Items), unless otherwise specified.

There are two types of **NPCs**; **Friendly** and **Hostile** . They have two major differences:

- When you Interact with a Hostile NPC to pick them up, they deal their Damage to you unless you pass a Skill Check. Friendly NPCs are simply picked up without any penalty.
- Both Friendly and Hostile NPCs will counterattack if you attack them first, however Hostile NPCs will attack you during the Consequences step even if you did not provoke them!

NPCs can have the following special effects:

- Cursed** : When you move into a Location Tile with a Cursed NPC on it (except a Tavern), the NPC will latch on to you! You must pick up the NPC and place them in your Backpack, even if you need to drop other Items or non-Cursed NPCs to make space. Hostile Cursed NPCs do not Damage you when you pick them up. **Cursed NPCs cannot be dropped or discarded voluntarily!** The only ways to get rid of them are:
 - If you drop them off as part of a Quest.
 - If you attack and defeat them.
 - If you are defeated, in which case all Items and NPCs you are carrying are discarded — see **CHARACTER DEFEAT**, page 11.
- "Backpack" effect** : These are passive effects that are always active while the NPC is in your Backpack.
- "Defeated" effect** : These effects must be performed by a player when they defeat the NPC.



LOCATIONS



There are 29 **Location Cards** that make up the town of Jarren's Outpost: 1 **Trading Post**, 2 **Taverns**, 3 **Sewers** and 23 other locations with various effects.

TAVERNS

All face-up **NPCs** in the **Tavern Board** are accessible from both **Taverns** (after a few drinks, details are a bit hazy on who was where) but they are not considered to be on the Tavern tile. **NPCs** in the **Tavern** are on their best behaviour; even **Hostile NPCs** don't deal **Damage** during the Consequences step unless they're attacked first.

TRADING POST

All face-up **Items** in the **Tavern Board** are accessible from **Jarren's Trading Post**. Here you can use your **Interact** action to pick up one **Item** in the **Trading Post**.

SEWERS

The sewers are the closest the citizens of Jarren's Outpost have to Public Transport — they provide a unique, fast and efficient way to travel across the city!

Any player can use an **Interact Action** on a Sewer tile to place their **standee** on any Sewer tile facing any direction, including the sewer you are currently on.

LOCATIONS WITH ABILITIES



These locations are eager to help you and just require an **Interact** action to receive the listed benefits.



These locations require both skill and effort. You must use an **Interact** action AND pass a Skill Check to gain the listed benefits.



These locations activate automatically... for better or worse! If you end your turn on such a Location, you must resolve its effect during the Consequences step.

KEVIN'S STABLES

Horses (or Gryphons) make everything quicker.

By ending your turn at **Kevin's Stables**, you are blessed with the speed of a horse and may play a Manoeuvre Card from your hand to gain an additional Main Action (effectively taking an extra turn). If you end the extra turn at **Kevin's Stables**, you **do not activate this effect again**. If you cannot play a Manoeuvre Card, you do not gain an additional Action.



JIGGALUMP

AN AUTOMATED YET VICIOUS ADVERSARY

Mistreated, abandoned, left for dead and thrown in a well, Jiggallump has come a long way from being the reluctant familiar of a dumpy wizard.

Following the scent of those once close to him, Jiggallump has found himself in Jarren's Outpost with a broken memory of something called a Krifpump Pumkriff and a horse called Cartmichael. Or was it Cartwright? On second thought it might have been a mule.

None of that really matters though. After surviving, thriving and then fleeing the Pirate City of Gnarr, a place like Jarren's Outpost is what we in the industry like to call 'easy pickins': An endless stream of dimwitted and gullible folk to provide treats, little scratches behind the ears and the occasional rube to be the fall guy. Not to mention the many fancy and precious little trinkets and baubles littering the streets that are anyone's for the taking.

But now a bunch of idiots are running around. Being unruly. Touching his things. Talking to his staff. This. Will. Not. Stand.

This module can be used as an automated adversary to play the game solo, but it could also be used in games with 2 or even 3 players that are looking for more thrill. It is not recommended to use it with 4 or 5 players — but who are we to tell you what to do?

COMPONENTS



SETUP

First perform the standard setup steps in page 4. (If playing solo, setup a 4x4 or smaller board.)

Draw 4 Quests for Easy Difficulty, 3 Quests for Normal Difficulty, 2 Quests for Hard Difficulty or 1 Quest for Impossible Difficulty

Then continue with the following:

Place Jiggallump's Board to the side of the play area.

Shuffle and place Jiggallump's Manoeuvre Cards on the designated space on his Board.

Place Jiggallump's standee on The Dying Wish (Tavern) location, facing away from the nearest edge of the board.

GAMEPLAY

The game flows according to the standard rules with the following additions.

1 THE PLANNING PHASE

Draw four cards from Jiggallump's Manoeuvre deck and place them face down on the Manoeuvre track without seeing them.

2 THE ADVENTURE PHASE

At the start of each of the four turns, before the player(s) take their action, the leftmost face-down card from Jiggallump's Manoeuvre track is revealed and Jiggallump takes the corresponding action.

JIGGALUMP'S MOVEMENT

Follow the instructions on Jiggallump's Manoeuvre Card.

If Jiggallump enters a Location with a player, he attacks the player for 1 Damage.

If Jiggallump is instructed to move off the board, Jiggallump turns to face the other way (180°) and continues moving in that direction.



If used in a 2-player game and Jiggalump is instructed to rotate toward the player, choose the closest player. If the players are at the same distance, roll a die to choose which one Jiggalump will follow.

If there are multiple path options for Jiggalump to move towards his target, the targeted player chooses which path Jiggalump takes.

JIGGALUMP'S ACTION

For Jiggalump's action, roll a die and consult the "Action" table on Jiggalump's Board.

The Action options are the following:

- A. Jiggalump purrs menacingly and takes no further action (for now!).
- B. Jiggalump discards the item in its Location (if any).
- C. Jiggalump picks up the item in its Location (if any).
- D. Jiggalump discards the NPC in its Location (if any).
- E. Jiggalump picks up the NPC in its Location (if any).
- F. Jiggalump picks up both the item and the NPC in its Location (if any).

- When Jiggalump discards a card, place the card at the bottom of the corresponding deck.
- When Jiggalump picks up a card, it is placed in the leftmost slot in his Backpack and any cards there slide to the next Backpack slot to the right. Jiggalump treats all Items and NPCs as small, meaning they only occupy one of its backpack slots. If any card slides off the rightmost slot, the card is discarded to the bottom of the corresponding deck.
- If Jiggalump is in a Tavern or Jarren's Trading Post, his action will be applied to the rightmost card there.

PLAYER TURNS

Jiggalump is **not** considered an NPC and **cannot** be picked up.

INTERACTING WITH JIGGALUMP

A player can perform a Skill Check to try to appease Jiggalump. Passing or failing the Skill Check has no effect though. He will still attack you. You will still take 1 Damage.

ATTACKING JIGGALUMP

A player in the same Location as Jiggalump can attack him as if he were an NPC (taking 1 Damage if the Attack Roll fails as

usual). If a player defeats Jiggalump they earn no Prestige — he is a cat after all.

If Jiggalump is defeated, any cards he is carrying are discarded to the bottom of the corresponding decks and his standee is removed from the board. At the start of the next turn, before Jiggalump's Manoeuvre Card is revealed, place his standee on The Dying Wish (Tavern) location facing -threateningly- towards the player that defeated him.

CONSEQUENCES

Jiggalump is Hostile: he will inflict 1 Damage to any player(s) that end their turn at his Location.

REPOPULATE PHASE

If playing solo, when Repopulating at the start of the 3rd and 6th round, you may discard any face-up Quest cards on the Quest Board and replace them with new ones.

END OF GAME.....

If Jiggalump defeats a character, the player loses the game in shame. Otherwise the game ends after 7 days as usual.

SOLO SCORING

If playing solo, your efforts to gain Prestige in Jarren's Outpost will now be evaluated:

- **0-4 Prestige:** *No one will remember your name next week... even the chickens look unimpressed. Did you actually do anything, or were you just loitering with flair?*
- **5-9 Prestige:** *A few folks nod politely when they see you. Wasn't your name... Darren? Derrick? Something with a D?*
- **10-14 Prestige:** *People acknowledge your efforts with a hesitant thumbs-up. A farmer claims you once saved his donkey (though the donkey strongly disagrees) and the local baker says your face "seems familiar... probably."*
- **15-19 Prestige:** *Your deeds have earned you a tiny footnote in the town gossip. Not quite fame yet, but at least the bartender has stopped calling you 'hey you' ... usually.*
- **20+ Prestige:** *You have become a local legend! Children imitate your heroic poses, tavern songs butcher your exploits nightly, and someone is definitely selling a poorly carved wooden figurine of you at the market.*

FAQS

What happens if my Manoeuvre Card takes me off the board?

You have to follow the Manoeuvre Card to the best of your capabilities without moving your standee off the board. If your Manoeuvre Card has an additional action that would be done in a Location Tile that is inaccessible, you do the action in the Location Tile that is accessible.

My Manoeuvre Card wants me to attack; do I have to?

Yes. You have to follow the Manoeuvre Card to the best of your capabilities.

Can I use a Sewer to move to the Sewer I'm on but face a different direction?

Yes. You can use a Sewer to move to any Sewer, including the one you are on.

If I attack a Friendly NPC are they now Hostile forever?

No. Once they've gotten their licks in they'll revert to their friendly selves.

I've dropped off a dagger for a Quest, but I love that dagger and have formed an attachment. Can I keep it?

No. When you drop off an Item for a Quest, it goes on the bottom of the Item Deck. This is the same for an NPC.

I've used Leo's Hit and Run Manoeuvre Card so I do Damage to the Patrons in a Tavern; do I do Damage to all the NPCs in the Tavern?

No. While Leo is a poorly trained assassin, he does know how to pick a target. You do 1 Damage to a specific NPC in the Tavern.

What if I use Leo's Hit and Run Manoeuvre Card so I do Damage at Jarren's Trading Post?

Nothing happens. You can't physically hurt Items, only emotionally, and Leo lacks the emotional maturity to do that.

When can I play an additional Manoeuvre Card from my hand if I have the Boots of Speed or Coffee in my Backpack?

Anytime before, during or after your regular Manoeuvre Card. Get creative with it.

Can I use another Action instead of my Manoeuvre Card when I use Kevin's Stables, Boots of Speed or Coffee?

Yes. You effectively take an extra turn, so instead of what's on your Manoeuvre Card you can Rest, Interact or Attack as usual. You must still play a Manoeuvre Card from your hand though.

On my Action I chose to Attack. I'm on Kevin's Stables and want to Attack again; does the NPC hit me twice?

No. An NPC only hits you once on a turn unless otherwise specified.

I moved to Kevin's Stables and want to play a Manoeuvre Card to leave the Location but there's a Hostile NPC there; do they still hit me?

No. You're too zippy. Usually the Location Effect resolves after the NPC has taken a swing at here, but at this Location, you've been blessed by Horse.

I have gathered so many Items that increase my Skill Roll that I can't possibly fail; do I still have to roll for a Skill Check?

Yes. Because no matter the Items in your Backpack, rolling a 1 is always a fail.

I've just been Hit by an NPC; can I use the Health Potion in my Backpack before I take Damage?

Yes. A Free Action can be taken at any point during your turn.

Do Weapons that increase Damage increase Leo's Hit and Run Manoeuvre Card?

No. Weapons that increase Damage only increase the Damage you do after you're successful on your Attack Roll.

The Quest says I have to drop an Item off to an NPC, can I drop the NPC off to the Item instead?

Yes. This is the kind of out-the-box thinking that the citizens of Jarren's Outpost love.

Another Player has the Item I need to drop off to Erky, and Erky's in MY backpack. How do we resolve this?

Consider the Item or NPC in someone's backpack on the same Location Tile the Player is in. If you can get to them, quickly drop off what's needed as a Free Action.

Can I fight an NPC in my or someone else's Backpack?

Yes. They are considered in the same Location Tile the Player is in but will only attack back if you attack them first.

Will I have to drop the NPC if I fight them while they're in my backpack?

No. This is now a kidnapping and assault. You only have to drop them if you lose the appropriate bag slots or they've taken enough Damage to be defeated.

Does an injured NPC remain injured when picked up?

Yes. Damage markers only get removed once they return to the NPC Deck.

What if they're Damaged and have been summoned to a location?

They will arrive with the Damage markers they had.

The location effect wants me to swap the NPC that's here with another NPC. However, last turn I defeated the NPC that was here and now I'm all alone. What do I do?

Move the desired NPC to your location. You are still swapping the NPC, it just happens to be that the NPC you're swapping is no one.

I only have enough space in my Backpack for a Small Item; can I still pick up a Large Item and immediately drop it?

Yes. If you can't have it this will ensure no one can.

If I pass a Skill Check at the Orc Tent and move a Hostile NPC there, do they Damage me?

Yes. They don't like to be summoned.

Can I use Leo's Apartment or Littlelow's Estate to get Items from Jarren's Trading Post?

Yes. Items on the board include the Items in Jarren's Trading Post.

Can I use Leo's Apartment or Littlelow's Estate to get Items from other player's backpacks? Technically they are on the board.

No. That is stealing and we don't condone or encourage that. Go to the Surefoot School for Wayward Children if you want to participate in that kind of behaviour.

I've just defeated Commander Tolton; it says on defeat I gain Silver Steel but one of the other jerk players has it in their inventory, why did I waste my time?

Well do we have good news for you and bad news for your jerk other players—Silver Steel is now rightfully yours! By the powers of let's say city magic, the item goes from their backpack into yours.

If I have the Hat of Trickery in my Backpack can I use City Gates to move a Hostile NPC?

Yes, and you can still use the Orc Tent to move a Hostile NPC.

I've been defeated during the Night Action; do I lose my entire round for the next day?

No. This is the perfect time to be defeated! Drag yourself to a Tavern, heal up and prepare for the next day.

I keep walking over cursed NPCs but I'm very weak and only have one backpack slot available, so I'm uncurseable right?

No. If anything you're the most cursed. They care not for your potential lower back injury. The only way to get rid of them is if one of you is defeated, or they're used for a quest.

What are these little advantage/disadvantage markers for?

Some items grant advantage, some disadvantage, so you can use these as a simple reminder if you have advantage or disadvantage.

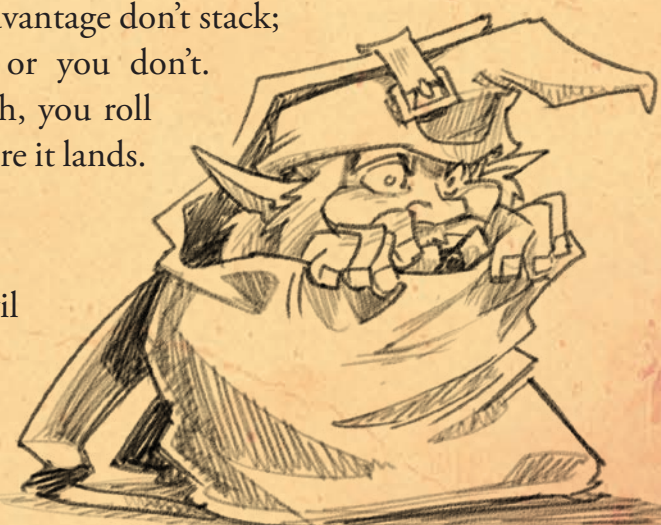
I have Erky in my backpack giving my attack rolls disadvantage, someone gave me disadvantage from Rock of Whoops, I'm going to use my Short Swords ability to give me advantage on attack rolls AND I have Silver Steel that's always giving me advantage when I swing my sword. What is happening?

Advantage and disadvantage don't stack; you either have it or you don't.

When you have both, you roll 1 die and accept where it lands.

Can I Attack another Player?

No. This is a civil competition. If you must, take your aggression out on the NPCs.



OUTSTANDING CITIZENS



**PERIWINKLE
O'ROURKE**

The last thing you smell is the sweet scent of honey; it reminds you of home, of baked goods cooling on the window. And then a giant fist collects your nose and teeth, and a half-orc is towering over you. Periwinkle is trying to be a good dad. Mostly. A member of the Town Militia, he gets results — the method isn't always moderate, but the outcome makes that less important. But lately he's been wondering — maybe it's time to change? Maybe he's got to start setting an example for his girls? But there are so many rude idiots out there, and someone needs to make sure Jarren's Outpost doesn't fall to ruin. And that someone smells like honey. Honey and blood.



NOK NOK

Nok Nok put down her battleaxe a long time ago, surprisingly long ago when you count it in orc years. She became the perfect grandmother, a woman who moved away from blood and turned to baking and caregiving. She decided to be the Nok Nok kids read about in stories, the one with the gingerbread and the wry wink doling out wisdom. But deep down (maybe not that deep) this orc wants to dole out more than a tidbit over tea. Her battleaxe hand is getting itchy. Someone's gotta save this stinking town. Maybe it should be her.



**LEO SHADOW
& MEATPIE**

How does a master thief, sometime assassin and wannabe mage find some peace and quiet? That's all Leo wants — somewhere peaceful he can smoke and take the edge off the world. Because, to be fair, Leo Shadow's world has been full of edges. Considering retirement, Leo and his trusty magpie familiar, Meatpie, are doing some kitchen work for one of the halfling families. It's not entirely honest work, but baby steps are how Leo will get to redemption... only he's picked a terrible town to try it out in. Jarren's Outpost needs a hero. Leo Shadow is not a hero. But maybe he could be?



**CLARA
NORMAN**

Clara Norman loves this town. She really does. There are easier assignments, easier places to spread faith and light. But that's not what Clara does. She didn't come here because it was easy. Jarren's Outpost is hanging on a precipice — and the other churches putting their hand up to help aren't exactly noble. One of them is literally a blood cult. Clara will save Jarren's Outpost, by Penia. Because Clara is good at what she does. She has to be. The alternative is the Sabers' militaristic doctrine winning out — and she can't have that. They're assholes.

OUTSTANDING CITIZENS



GREGG PISS

Everyone knows Gregg Piss. You've caught him with your wife. Or you've caught him with your daughter. Or your son. Or your donkey. Or he was making away with your family heirlooms to sell for some magic beans he heard about, and oh, you want in on these beans? Okay, well that's easy — just give him some gold and he'll go clear it up. Honest. Gregg Piss is not a good man. He is a man who cares about one thing: Gregory Piss. But Gregg Piss has a lot of debts to a lot of people in Jarren's Outpost and maybe saving it can help him square the ledger. Or maybe it won't — but Gregg Piss never went in on anything that had good odds.



FLIPSHAM

Inventor, innovator, married to her work. Flipsham is a true optimist that happily overlooks her partner's clear criminal connections while working for the Gnomish government. She doesn't see this as a conflict of interest. But perhaps she should. One day she will have to pick between her employment, whose political machinations will have lasting impact for every non-Gnomish citizen in Jarren's Outpost and her beloved, the sweet good natured assassin Leo Shadow who's doing his best to do his best. But today's not that day! Afterall, it might just work itself out and then all that worrying was for nothing.



BUSTER KEATON

Nowhere in the holy scripts of Penia does it say you have to be nice. Buster Keaton certainly doesn't think so. Thank the Gods. Still, just because you're not smiling doesn't mean you're a bad guy. Buster, second in command to the Church of Penia, always wanted a quiet life. He was quite content being one of the Morning Lord's favoured sons and looking forward to meeting Him very, very soon. But now the city's in disarray. And someone needs to guide Clara. In his heart of hearts Buster wants what's best for the city, and despite his advanced age and surly demeanour, he intends to make it happen. Plus those Big Oggs hit really, really hard. Maybe the quickest way into the Morning Lord's arms isn't leading a quiet life.



DAMIEN EATON

Once Damien Eaton was King Goldcrest's Court Wizard. Respected. Powerful. Wealthy. ~~Loved. Liked. Not feared.~~ People didn't go out of their way to avoid talking to him. Damien misses the wild parties, fancy balls and extravagant feasts. Especially the little canapés. Now he hates clothes and can turn into a dragon. And he occasionally eats people. This has not made him popular and now people do go out of their way to avoid talking to him. With no one sitting on the throne someone needs to rule the city, and who better than Damien Eaton? At least that's what Damien thinks. While the citizens might disagree, it's hard to argue whilst being digested alive. And his "more hellfire" policy? What if it's good?

FACTIONS

THE GOOD

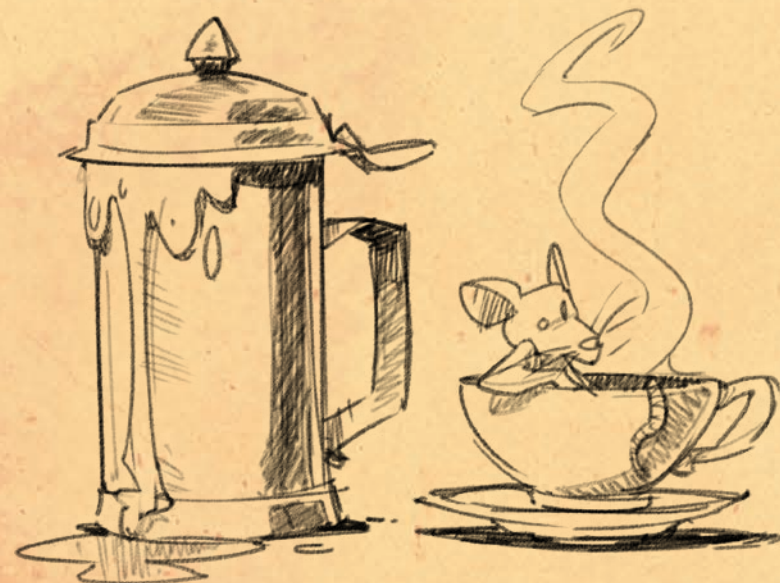


CHURCH OF PENIA:

They want what's best for Jarren's Outpost. Genuinely. It's shocking to everyone in town as well — surely there was an angle they are working? Nope. They just care. It's deeply upsetting.

GNOMES:

Mostly keep to themselves behind their big wall and massive gate, making devices like the one stolen by the orcs and currently being tracked by every interested party in the city. They want to be left alone but...



THE BAD

BIG OGG WARBAND:

Big Oggs. Violence is their love language, their commerce, their religion, their actual language and their pride and joy. These orcs' sole goal in life is to find new ways to wreak havoc and violence in honour of their god, Biggest Ogg. They are also not very clever.



DAMIEN EATON'S MINIONS:

Less of a faction and more a group of spectres loyal to one man. Damien Eaton rose to power when the kingdom fell and Jarren's Outpost became the mess it is today. Locked away in Rhodes Keep, his motivations are unclear but there are rumours of dark magic and a dragon... and where there's smoke (from a dragon) there's fire (also from a dragon). Avoid.



THE QUIETKNIVES:

The halfling families of Jarren's Outpost operate under a certain code, an old-school way of doing things. There's respect and violence in equal measure. The Quietknives decided the better way of doing things was violence and violence in equal measure. Wildly unpredictable and very, very dangerous.



GNOMES:

...but if they must, will become very aggressive and paranoid and dangerous. They also have war time inventions that beggar belief. A powerful enemy if wronged or...



THE LARGELY NEUTRAL



JARREN'S MILITIA:

The Militia sprung from the ruins of King Goldcrest's reign. When he died and Jarren's Outpost started to collapse, they took charge of some of the city. And they're doing a pretty good job. Mostly. Do they take kickbacks? Yes. Do they raid evidence for personal use? Yes. Will they help you in your time of need? Maybe.



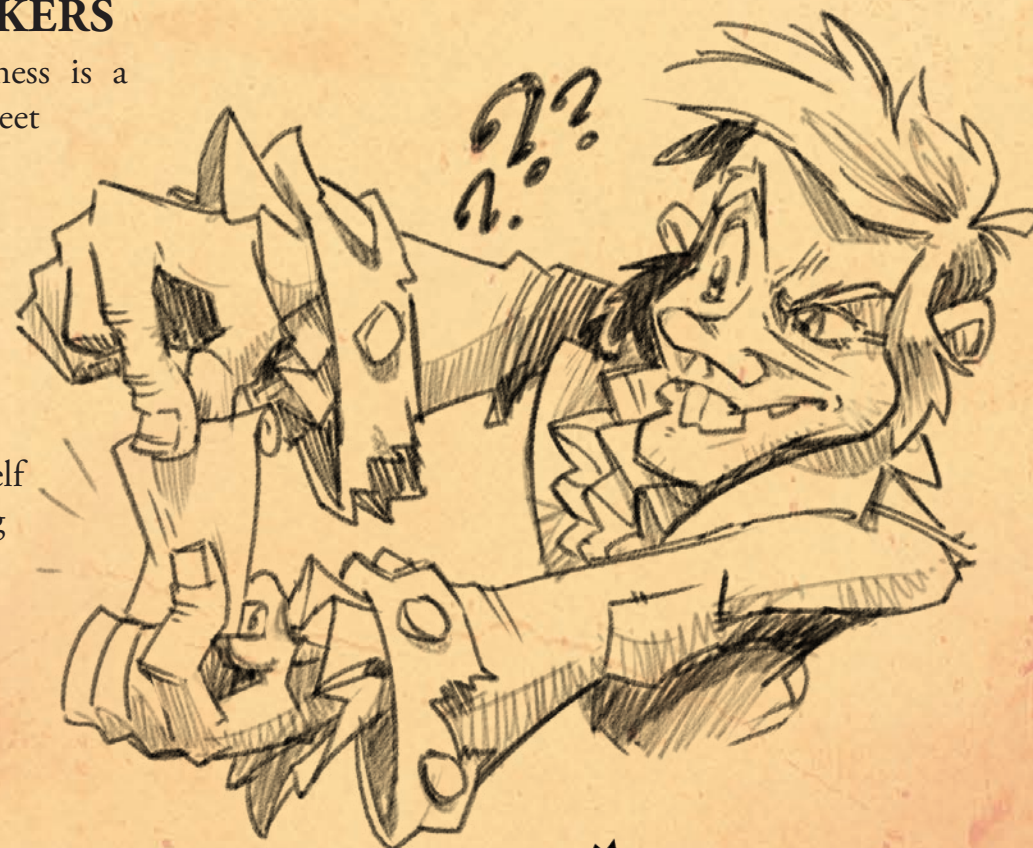
THE SUREFOOTS:

The final point in the halfling family triangle, The Surefoots are the new up and comers, aggressively seeking expansion. There is an uneasy truce amongst them and the other families but deep down The Surefoots are itching for an excuse for war. Until one presents itself they'll mind their own business.



GNOMES:

...or if handled the right way they'll leave everyone alone. If it's not gnomes' business it's not their business.



LITTLELOW'S WORKERS

They say the restaurant business is a service industry. Smile, greet the customers, remember everyone's orders. The good cunning folk running Littlelow's Restaurant possess a rather different, slightly less salubrious set of skills. Keeping secrets is one of them, knowing how to handle yourself in a fight is another, lockpicking and sleight of hand don't hurt either. They still make a mean spaghetti, and their meatballs are second to none. Nonetheless, best to stay on their good side.

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IDIOTS WHO HELPED US:

Many people have helped us in making Jarren's Outpost and getting it from our silly brains and onto the table. They have playtested many different versions, offered advice, suggested putting in walls and taking them out. They've read rulebooks, highlighted obvious spelling mistakes and stared at us in disbelief when they asked us about our marketing strategy while we stared right back at them dumbfoundedly. So to all the idiots that have helped us along the way, from the bottom of our very incompetent hearts, thank you. We honestly couldn't have done it without you. Below are some special mentions to the truly amazing people that went above and beyond in holding our hands through this whole endeavour, apologies if we missed someone, we are often not clever.

Cass Paige for helping write the rules then immediately forgetting them. Phi Dale for making the Tabletop Simulator version not only functional but adding an extremely useful set-up button. Sim and Micah for putting up with our hours and hours of discussing the latest rule change. Rachel for your incredible proofreading skills and elevating us above pre-school level writing. Cam who sat us down and did a powerpoint presentation on why our layouts were bad and that we should feel bad.

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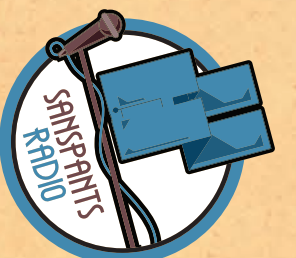
A special thank you to those that supported us on Kickstarter and beyond, to their ever lasting patience and understanding when life got in the way. A big thank you to all the D&D is for Nerds and Sanspants fans who've enabled us to get this far. Your support is truly unmeasurable and we cannot thank you enough.

And one last thank you to Kimchi and Tiramisu for stealing any pieces we left on the dining room table.



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QUICK GUIDE

ACTIONS

On your turn, reveal your pre-planned **Manoeuvre Card** for the turn. You can do one of the following:

- Resolve the **Manoeuvre Card**
- **Attack an NPC** in your **Location Tile**
- **Interact** with an **Item**, **NPC**, or **Location** in your **Location Tile**
- Rest: you **Heal 1** and/or **face** any direction

CONSEQUENCES

After your *Action*, resolve everything in your current **Location Tile**. These include taking **Damage** from **NPCs** and any **Location Effects**.

FREE ACTIONS

Free Actions are dropping an **Item** or an **NPC**, consuming **Items** or using your **Character** specific ability and can be done at any time during your turn.

ITEMS.....

There are three types of **Items**: **Consumables**, **Accessories** and **Weapons**. **Large Items** take up two spaces in your **Backpack** and **Small Items** take up one space. **Items** that are consumed are returned face-down to the bottom of the **Item Deck**. The same happens when you drop an **Item**.

NPCS.....

There are **Hostile NPCs** and **Friendly NPCs**. The main difference between the two is that **Hostile NPCs** will always inflict **Damage** if you end your turn in the same **Location Tile** and will **Damage** you if you pick them up (unless you pass a **Skill Check**). **Friendly NPCs** will only deal **Damage** if you **Attack** them first and don't **Damage** you when picked up. When you drop an **NPC** they are returned face-down to the bottom of the **NPC Deck**.

ATTACK.....

To **Attack** an **NPC** roll your **Attack**. If successful, place **Damage markers** on the **NPC**. Once the **Damage markers** equal or outnumber the **NPC's** health, then the **NPC** is defeated. Defeated **NPCs** get removed from the board and returned face-down to the bottom of the **NPC Deck**. If the **NPC** still has health, they fight back and deal you **Damage**.

TAVERNS.....

All face-up **NPCs** on the **Tavern Board** are accessible from both **Taverns**. All **NPCs** in the **Tavern** are on their best behaviour and won't inflict **Damage** unless you **Attack** them first.

JARREN'S TRADING POST

All face-up **Items** on the **Tavern Board** are accessible from **Jarren's Trading Post**. When you choose to **Interact** here you can pick up 1 **Item**.

QUESTS.....

The person who completes the **Quest** is the one that gets the **Prestige** — you don't get rewards for coming in second. The game ends after the seventh day and the winner is the **Player** with the most **Prestige**.

REPOPULATE

At the beginning of the 3rd and 6th days, deal **NPCs** from the **NPC Deck** face-up on **Location Tiles** that don't have an **NPC** on them (excluding **Jarren's Trading Post** and the two **Taverns**). Then do the same for **Items**.

