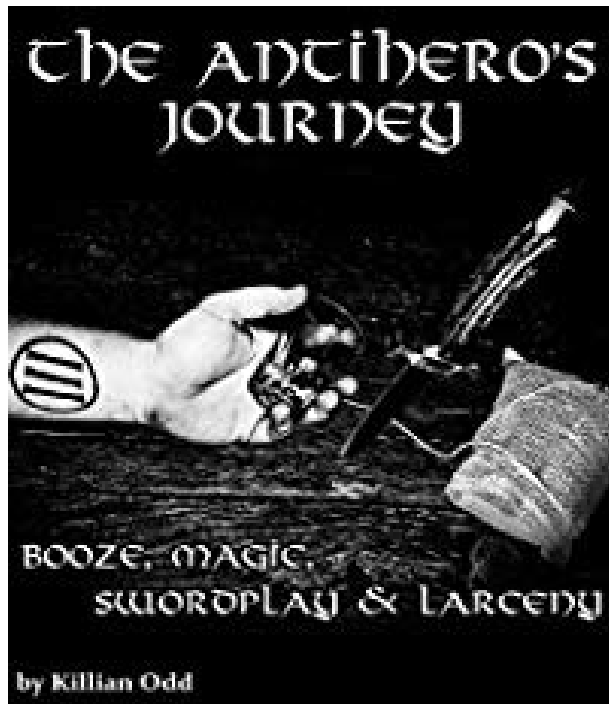


The Antihero's Journey: Booze, Magic, Swordplay & Larceny



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Doz is a thieving Goblin girl who can't stop tripping over her own feet. Kileann is an aging, pot-bellied, alcoholic Elf with a powerful father that he despises - and a very rare skill set. Hun, a young Orcen girl, suffers from a major stuttering problem and can't seem to keep herself from ogling the nearest piece of ass, but that doesn't stop her from demolishing her enemies with powerful magic Hexes. Lolly cuts her problems to shreds with her short swords, despite being a Dwarven woman that some would consider well past her prime. After a caravan hauling supplies for the College of Hexing is attacked, these four unlikely antiheroes find themselves embroiled in a massive conspiracy that threatens to decimate the peace that the people of their world had worked so hard to achieve. The fact that they are being hunted down by a strange order of powerful knights doesn't help matters, either. During their journey they run across a heavy metal band of phallus-obsessed Trolls, an Orc and a Dwarf who find employment distributing massive quantities of drugs, a rather industrious one-eyed Goblin, and a whole lot of brigands, bandits, and highwaymen (most of whom wind up incredibly dead.)