

# Adventuring Parties

Adventuring parties are small groups of (usually) multiple classes for the purpose of overcoming varied obstacles. An adventuring party may be linked thematically, through costume or through roleplaying reasons. NRPs (Non-Roleplaying Players) cannot form adventuring parties (they lack the ongoing character progression needed).

- Size: Minimum size is 2 players. Maximum size is 7
- Organisation: The party must have a leader, and may organise other positions of authority internally
- Class list: A party may field up to 1 spellcaster of each type and as many other classes as they wish. It is recommended that multiple classes are used to cover skill tasks and obstacles to be overcome.

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