

Quick Play

Party Members

Archetype	HP	Power	Weakness
1 Hermit	8	Healing	Pacifist
2 Rogue	12	Disable	Self Preservation
3 Fae Folk	10	Lore	Iron Averse
4 Giant	30	Brute Force	Slow

Weapons

Type	DMG	Value
1 Axe	1d12	10g
2 Spiked Flail	1d10	8g
3 Sword	1d8	6g
4 Bow	1d8	6g
5 Staff	1d6	1g
6 Sling	1d4	1g

Magicks

Power	Effect	Use
1 Cursed	Compelled to retrieve. Use immediately and keep if not consumable, -1 to damage rolls permanently	Permanent
2 Clairvoyant	Choose which party member takes damage rather than rolling	Permanent
3 Rejuvenation	Resurrect and fully heal a single party member	Single-Use
4 Moonkissed	In the place of a successful attack, heal any party member 5 hp or use once to fully heal the party at any time	Choose
5 Demonic	Instantly possesses one party member rolled at random, who is immediately encountered as an enemy*	Permanent
6 Thorning	Covered in magical thorns, adds +1 to damage or use once to add +1 to any attack roll	Choose
7 Fae Touched	One enemy falls under your spell and obeys your commands, effectively joining your party.	Single-Use
8 Death	Instantly kills one enemy	Single-Use

Table 2-4 Unique Items

Magick Mirror	Do not roll a power; the party is immediately compelled to enter a one-way portal and becomes <i>Lost in the Fae</i> for 1d10 years
Magick Key	Can be used once to transport the party directly to any stone portal.
Fae Touched Mushroom Death Mushroom	Party is compelled to eat the mushroom and becomes <i>Lost in the Fae</i> for 1d4 years. A random party member, excluding Fae Folk, is compelled to eat the mushroom and immediately dies
Ancient Magick Crown	An alternative win condition; upon finding and destroying the original ancient magick crown the Lich King is destroyed! If a party member begins the game with this item they are immediately killed and the crown is stolen by Popplecrop Slink.
Book of Death	A random party member, excluding the Hermit, is compelled to read the book and immediately dies

Combat

1 Enemy	Palpable Hit	Double damage
2 Enemy	Hit	Normal damage
3 Enemy	Weak Hit	½ damage
4 Both	Weak Hit	½ damage
5 Party	Hit	Normal damage
6 Party	Palpable Hit	Double damage

Evasion

1 Enemy hit, evasion attempt fails
2 Enemy follows the party to the next room/hex*
3 Party evades all enemies and traps but does not retrieve any loot
4 Party retrieves all loot and evades enemies and traps

Loot Items

Item	Value/Effect
1 Mirror*	5g
2 Mushroom*	0g
3 Coin	1g
4 Boots	2g
5 Wooden Shield	5g (+1 hp)
6 Weapon	Roll on table
7 Armor	10g (+4 hp)
8 Book	5g
9 Ring	10g
10 Coffe	50g (no quality)
11 Key*	1g
12 Crown*	100g

Loot Quality

Quality	Effect
1 Broken	Value is reduced to 1
2 Mundane	No modifier
3 Ancient	Value is doubled
4 Ornate	Value is multiplied by ten
5 Magick	Roll on the magicks table, value is reduced to zero
6 Roll Twice	Roll twice on this table combining qualities and effects. 2nd 6 = trap.

Starting Gold

1	2	3	4
1g	5g	10g	20g

Hex Terrain

Type	
1 Large Lake	Cannot enter this hex permanently, return to last hex*
2 Quiet Forest	No encounter this turn only, functions as normal forest upon return
3 Clearing	Always pass freely without rolling encounters
4 Marsh	Roll on the Hexploring encounter table
5 Hills	Roll on the Hexploring encounter table
6 Forest	Roll on the Hexploring encounter table

Hexploring Encounters

Encounter	Effect	Duration
1 Thick of Mist	Lost in the Fae for 1d4 years	Passing
2 Creature	Roll once on the Hexploring Creatures table	Passing
3 None	You thought you saw a glimmer of something, heard a noise, had a premonition...but it was nothing after all.	Passing
4 Creature	Roll once on the Hexploring Creatures table	Passing
5 Friend	Roll on the Friends table	Passing
6 Traveling Tinker	Will buy/sell normal loot. Offers to exchange one loot item for safely escorting them to the next hex. Level advancement available.*	Passing
7 Lost Noble	Offers you 100g to safely escort them back to the nearest village. Level advancement available.*	Passing
8 Stone Portal	Teleport up to 6 hex spaces w/o encounter	Permanent
9 Faerie Circle	Fully heals the party each visit	Permanent
10 Dungeon Entrance + Creature	Roll on the Dungeon Entrance table and on the Hexploring Creature table. Entrance is guarded and not accessible unless the creature is killed or evaded.	Permanent
11 Dungeon Entrance + Creature	Same results as 10	Permanent
12 Dungeon Entrance	Roll on the Dungeon Entrance table.	Permanent

Dungeon Entrances

1 Peering into a pond, the party's reflection grabs them pulling them into a cavern beneath. Must immediately enter the dungeon and the party is lost in the Fae for 1d6 years.
2 The earth beneath your feet gives way as the party falls into a sinkhole, discovering a small passageway in the revealed cavern. Each party member takes 1d4 damage. Party can climb out.
3 Ancient ruins surrounded by statues of ghoulish figures
4 An enormous tree with a hand-crafted door built into it
5 A long-abandoned well with a rope ladder hanging down it
6 A boarded-up cave looks to have been long ignored and the barrier can be easily removed due to the rot.

Hexploring Creatures

Creature	HP	DMG	Special
1 Deer	--	--	Always evades, always escapes
2 Sentient Vines	20	1d4	Cannot be evaded
3 Treachery of Ravens	4	1d4	Roll 1d12 to determine how many are encountered
4 Poisonous Toad	4	1d12	If hit by toad, party member loses 1hp each hex or room until healed
5 Gargantuan Beetle	24	1d12	Deals +4 damage
6 Hill Giant	36	1d12	Deals +1 damage. Will not attack or follow a party that includes Giants.
7 Pack of Wolves	8	1d8	Roll 1d6 to determine how many are encountered
8 Fire Folk	16	1d6	Will not attack or follow a party that includes Fae Folk. If hit by Fire Folk, roll 1d4 damage each hex move until healed.*
9 Hostile Elf	18	1d8	Takes +1 damage from metal weapons. Sets a 1d12 trap on any failed evasion roll. Will not attack or follow a party that includes Fae Folk.
10 Banshee	--	1d6	Invulnerable, cannot be damaged
11 Roll Twice	--	--	Roll twice on this table
12 Satyr	20	--	On any enemy hit roll, the Satyr convinces the party that it is harmless and offers a drink and music putting the party to sleep. <i>Lost in the Fae</i> for 1d6 years.

Friends

Both Hexploring & Delving

1 Popplecrop Slink	A diminutive gnomeling with a sly sense of humor and twisted sense of truth, Popplecrop Slink weaves a wondrous tale of distraction, robbing the party of all their gold and their single most valuable item. Always evades any attack. Somehow the party grows stronger, maybe inspired by the story, and advances one level per 100g stolen rounding down.
2 Wandering Merchant	A lanky old and wrinkled merchant has been using this place to store their goods. They will buy and sell any mundane items for prices as listed.
3 Wise Woman	A cloaked woman has made this space her strange and dismal home. For 100g she points out on your map where a crown can be found. Roll a dungeon entrance placed 6 hexes from your current hex. The first loot roll in this location results in an automatic crown.
4 Dying Adventurer	A wounded swordsman reservedly tells you of their failed attempt to slay an enemy in which they fell upon their own sword. With their dying breath, they share a secret location where loot may be found unguarded. The next encounter roll automatically results in loot. Advance one level upon retrieving this loot.
5 Thogwood Billiam	A half-crazed halfling scuttles toward you seemingly shocked. He hurriedly encourages you to leave this place and points you toward safety. Skip the next encounter roll or the next door roll is automatically an exit.
6 Gerhardus Zauber	A scaly-skinned dwarf emerges from the shadows stroking his copper beard. He is looking for dragons and will join you for one battle automatically defeating the next monster or creature encounter. No level advancement, will join your party for 50g, roll a new party member
7 Renegade	No level advancement, will join your party for 50g, roll a new party member
8 New Party Member	No level advancement, roll a new party member
9 Phim Pham	A walking, talking, shimmering tree. Introduces the party to a group of plant folk, one of whom will join your party with stats as Fae Folk.
10 Ellas	A kind and fearsome Elf. Willing to train your party one level advancement in exchange for 50g or one bow.

Quick Play

Room Size

1	2	3	4
Claustrophobic	Small	Medium	Large

Room Type

1	2	3	4
Cavern	Corridor	Rectilinear	Round

Doors

1	2	3	4	5	6
Dead End	Dead End	1 Door	2 Doors	Stairs	Roll Twice/Exit*

Delving Encounters

Type	Effect
1 Trap	1d12 damage to randomly rolled party member
2 Trap	Same as 1
3 None	
4 None	
5 2 Monsters	Roll twice on the Dungeon Monsters Table
6 Monster	Roll once on the Dungeon Monsters Table
7 2 Monsters + Loot	Roll twice on the Dungeon Monsters Table and generate one loot item*
8 1 Monster + Loot	Roll once on the Dungeon Monsters Table and generate one loot item*
9 Loot + Trap	Generate one trapped loot item
10 Monster + Friend	Roll once on both the monster and friend tables, encounter monster first
11 Loot	Generate one loot item
12 Secret Door	Add one additional door to the room

Dungeon Monsters

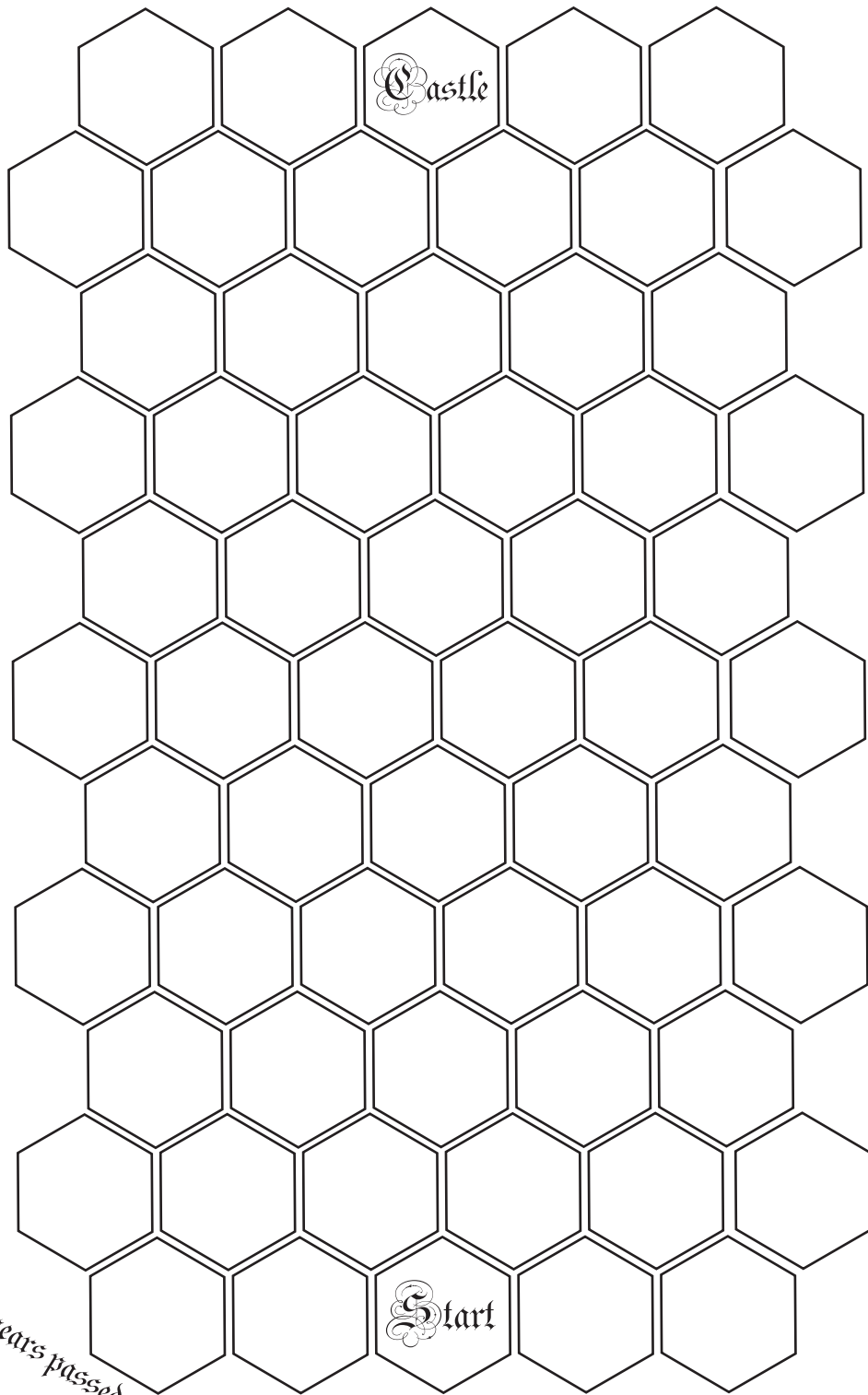
Type	HP	DMG	Special
1 Skeleton	10	1d4	Creates another skeleton on a palpable hit against the party
2 Goblin	12	1d4	One additional goblin arrives each time and attack or evasion is rolled.*
3 Living Slime	20	1d6	Cannot be evaded
4 Shade	--	1d8	Disappears when hit by party, party loses a level on a palpable hit**
5 Ogre	36	1d10	Deals an additional +2 damage
6 Two-headed Troll	40	1d12	Can only be killed by a palpable hit.
7 Cyclops	48	1d12	If attacked, all surviving party members will die in one year
8 Stone Golem	60	1d12	Easily evaded, the party only fails evasion and looting only on a 1
9 Zombie	10	1d4	Any party member dealt damage turns into a zombie in the next hex
10 Roll Twice	--	--	
11 Roll again x3	--	--	Results in three of a single monster type
12 Demon	72	3d6	On a palpable hit against the party all are set aflame and die

Sunken Castle of the South Rules

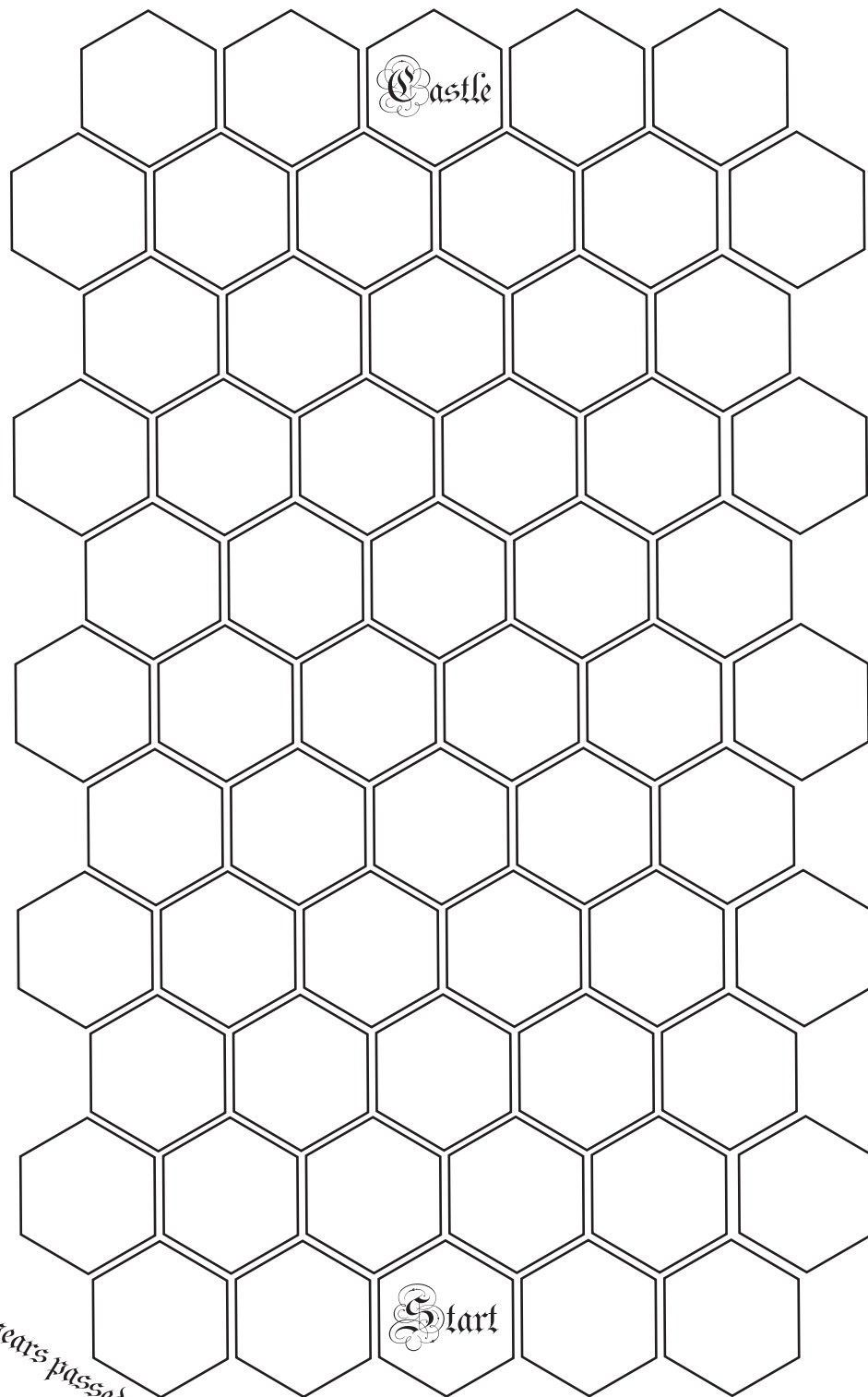
Re-roll dead-ends or exits if necessary to ensure that the castle contains at least 6 rooms. All rooms contain 1d6 skeletons with the exception of the throne room. The throne room is always the 6th room encountered in the castle.

The Lich King's attacks are all instant death blows to a single party member.

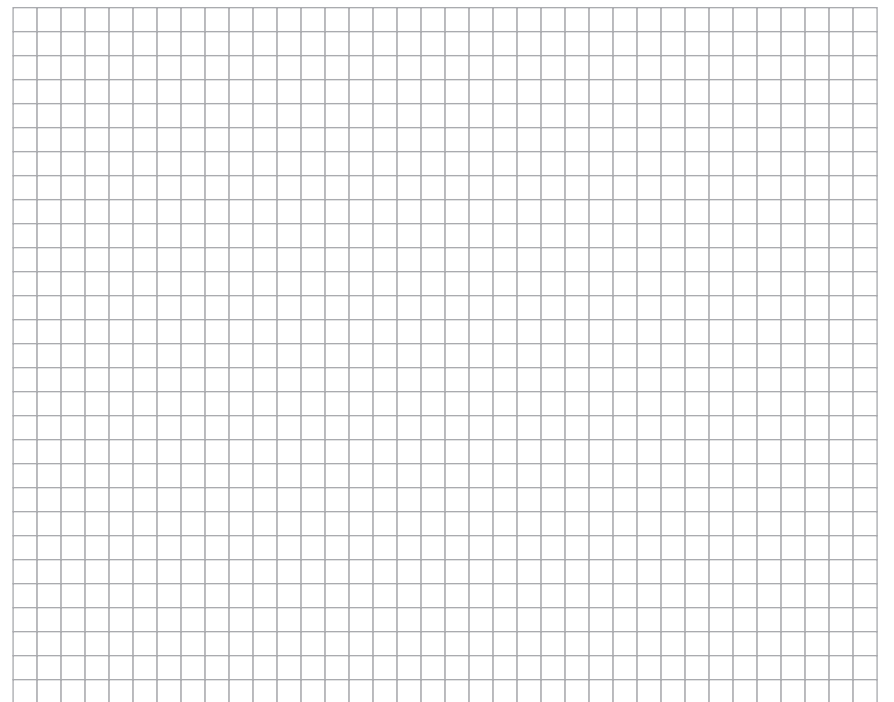
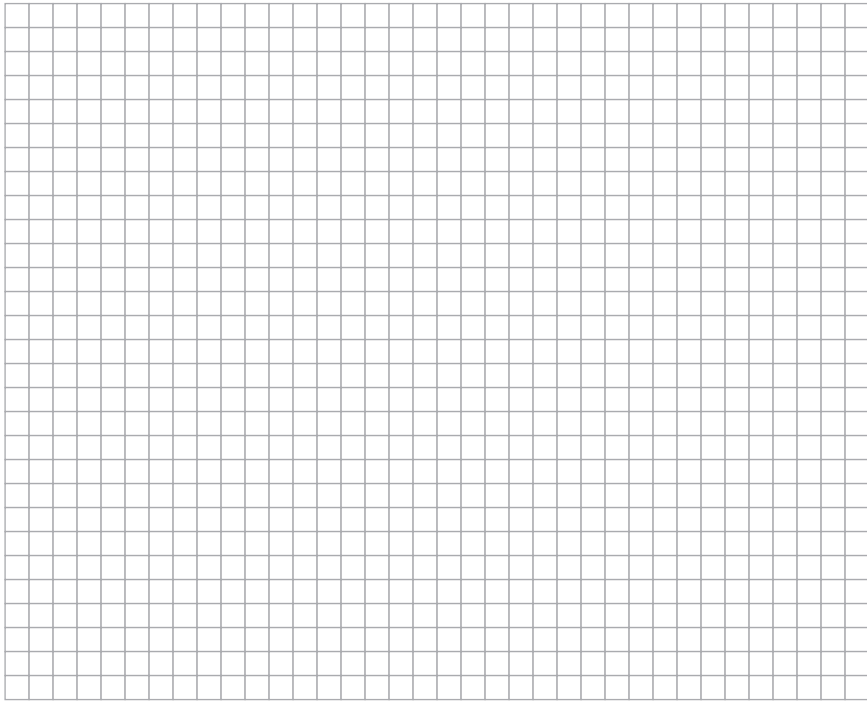
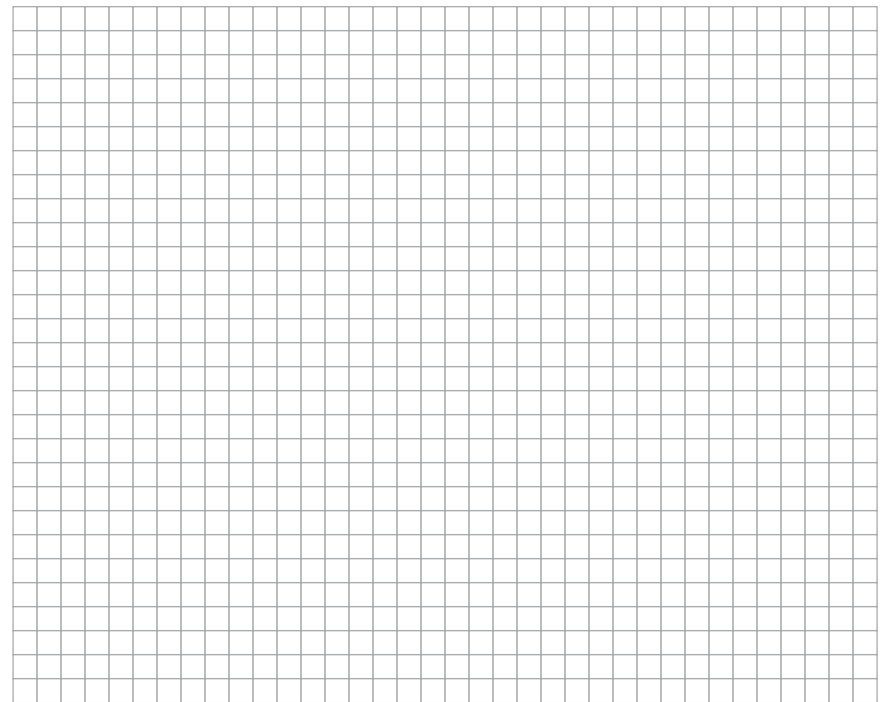
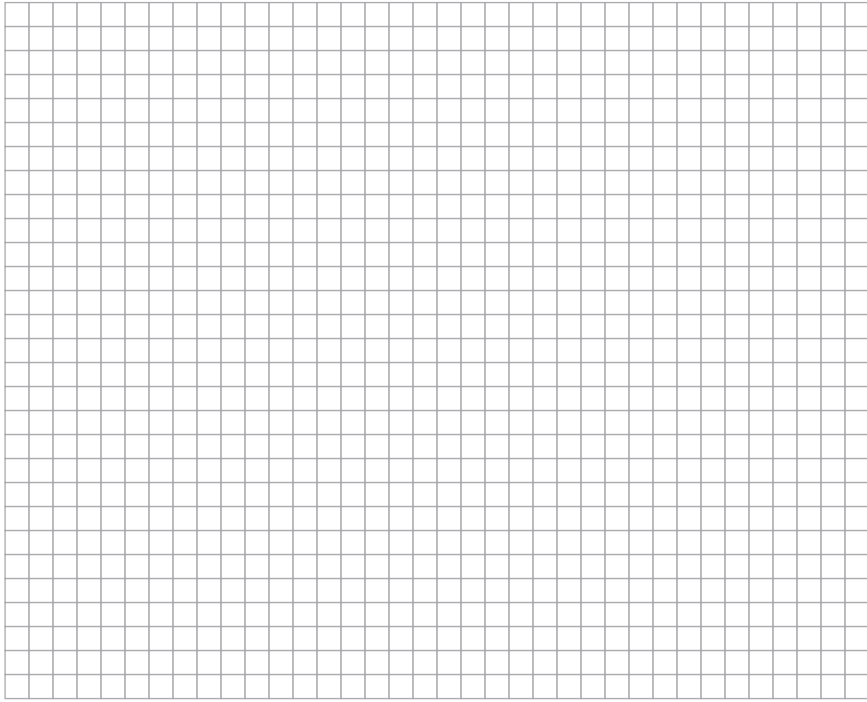
The Lich King is defeated by placing a crown upon his head using a successful attack roll (5,6) or maximum result on an evasion roll (4).



years passed:



years passed:



Party Sheet

name:	max hp:	loot
archetype:	current hp:	
weapon:	power:	
damage:	weakness:	

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weapon:	power:	
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party level:

party gold:

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Cooperative Combat

Difference	Deals	Takes	Effect
0	Both High & Low	Enemy	Palpable hit, both parties roll full damage
1	High Roll	Enemy	High deals full damage to enemy
2	High Roll & Enemy	Enemy & Low Roll	High deals ½ damage to enemy and enemy deals full damage to low roll
3	Enemy	Low Roll	Enemy deals full damage to low roll
4	Enemy	Both High and Low	Enemy deals full damage to both
5	Both High and Low	Both High and Low	Chaos ensues, both parties deal ½ damage to each other

PvP Evasion Results

1	All enemies hit; evasion attempt fails
2	Enemy follows the opposed party to the next room/hex*
3	Party evades all enemies and traps but does not retrieve any loot**

4 Party evades all enemies and traps, retrieves encountered loot, and may choose to steal any one piece of loot or all gold from a single enemy party.

*Attacking parties may choose not to pursue.

**Attacking parties may still enter the same hex or dungeon room as the evading party. However, the evading party is considered hidden and cannot be attacked again immediately.

PvP Combat

Difference	Effect
0	Each party deals full damage to the other
1	Defeated party deals ½ damage and successful party deals full damage
2	Defeated party deals ½ damage and successful party deals full damage
3	Successful party deals full damage
4	Successful party deals full damage
5	Palpable hit! Successful party deals double damage