

# Faerie Child

*Come away, O, human child! To the woods and waters wild*  
W. B. Yeats - The Stolen Child

A co-operative game for 1 to 3 players  
by Todd Sanders

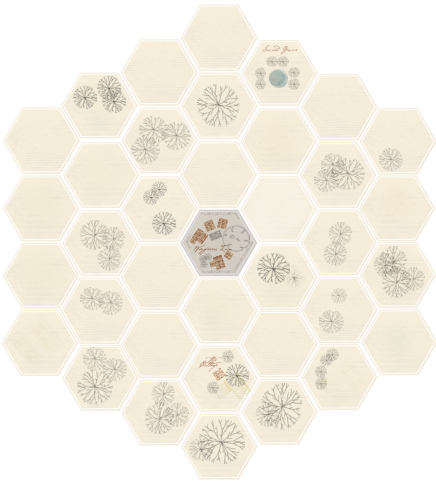
Your band of heroes must rescue the daughter of the king from the faerie realm before one day has passed or she must remain there forever. You will explore the mortal world looking for quest items to help you cross to the faerie realm through a set of portals (the only way to enter the faerie realm). Once there you must search for the child and then return her to the Wayfarer's Inn. Time moves more slowly in the faerie realm so you will have to expend more action points when moving and exploring there.

## Required to Play:

The 37 double sided hex map tiles (lighter beige side shows the mortal world, darker orange side shows the faerie realm)  
The 3 hero cards  
The 8 leaf tokens  
The 16 quest tokens  
The 3 portal tokens  
The hourglass token  
The player's board which tracks time in the game and quest items that have been found  
1 hero pawn per player

## Setup:

Shuffle the 37 hex map tiles and place them face up (mortal world side as per the diagram below) in a circle 4 hexes to wide with the darker gray tile marked "Wayfarer's Inn" in the center.



Divide the 16 quest tokens into two sets of 8 matching colors, shuffle these and place them face down within reach.

Place the 8 numbered leaf tokens face up on the hex tiles with the following placement rules: Tokens must not be placed on adjacent hexes or on the Wayfarer's Inn tile or its adjacent 6 tiles.

Each player takes one of the hero cards and a pawn. For a 1 person game you will choose 2 heroes and play both of them in turn during each day of the game.

All players place their pawns on the Wayfarer's Inn tile.

Put the player's board next to the quest tokens and place the hourglass tokens on the space marked 24.

**To win: your band of heroes has 24 hours to rescue the child from the faerie realm and bring her back to the Wayfarer's Inn in the mortal world.**

## Heroes:

The three heroes in the game each have different abilities as listed on their cards:

*The Spellcaster* can move from one hex to an adjacent hex for 2 action points in the mortal world and 4 action points in the faerie realm.

They may explore (turn) a tile from one side to the other, exploring that tile for 3 action points.

They may explore (turn) a quest token for 2 action points. They may use a quest token's power for 1 action point.

*The Ranger* can move from one hex to an adjacent hex for 1 action point in the mortal world and 2 action points in the faerie realm.

They may explore (turn) a tile from one side to the other, exploring that tile for 2 action points.

They may explore (turn) a quest token for 2 action points. They may use a quest token's power for 3 action points.

*The Knight* can move from one hex to an adjacent hex for 2 action points in the mortal world and 3 action points in the faerie realm.

They may explore (turn) a tile from one side to the other, exploring that tile for 1 action point.

They may explore (turn) a quest token for 1 action point. They may use a quest token's power for 4 action points.

## Play:

Each player will have 6 action points to spend during their turn. Refer to your hero card for what each type of action costs. A player may spend them in any order and do any of them multiple times as long as they have enough action points left.

*The 3 types of actions are:*

- Move to one adjacent map hex tile
- Explore a map hex tile (turning it from the mortal world to the faerie realm or back again) or explore (turn) over a quest item
- Use a quest item

## Move:

A player may move one or more hex tiles as long as they have enough action points to do so. A player may not cross from the mortal world to the faerie realm or back again without moving through a portal (portals explained in the quest items section).

## Explore:

A player who has entered the faerie realm may turn over any tile they are occupying, for the total number of action points listed, showing the faerie realm side, or may turn a tile back to the mortal world side if they are in the faerie realm. They may never turn over a tile another player is currently occupying.

A player may also, upon landing on one of the 8 numbered leaf tokens, choose one of the corresponding mortal world (beige color) or faerie realm (orange color) quest tokens and place it on the player's board in its corresponding numbered space so all players may reference which quest item is where.

When a tile with a leaf token is turned from one side to another, lift the leaf token up and replace it afterwards back on the same tile.

*Use:*

A player may each use any of the quest items **once** for the action points as listed on their hero cards after they have been discovered.

Once all players have taken their respective turn slide the hourglass token down one hour (24 to 23, etc....). If the hours of the day ever reach 0 (off the board) and the players have not returned the child to the Wayfarer's Inn they collectively lose the game.

### **Quest Items:**

The quest items have various magic powers to aid the heroes in the search for the child.

### **Mortal World quest items:**

*The feather:* a player may double their movement for 1 turn for the usual action point cost.

*The ring:* upon finding the ring any player may open one of the three portals on an adjacent tile to enter the faerie realm (mark this hex map tile with one of the 3 blue/lavender portal tokens with the ring). Once opened, the portal must remain on the hex tile it is placed on.

*The herder:* reveal any one quest item in the mortal world

*The elder:* reveal any one quest item in either the mortal world or the faerie realm

*The seeress:* reveal any one quest item in the faerie realm

*The map:* turn over any map tile or quest item for half the action points it would normally take, rounded down

*The book:* turn the clock back one hour by moving the hourglass token back one space

*The potion:* use any one quest item for 0 action points

### **Faerie Realm quest items:**

*The child:* find the child and return her to the Inn to win the game. To do so the player who finds the child token will carry it along with their pawn as they move. They may hand the child off to another player if they so desire.

*The straw child:* faerie mischief and misdirection, not the child you are searching for

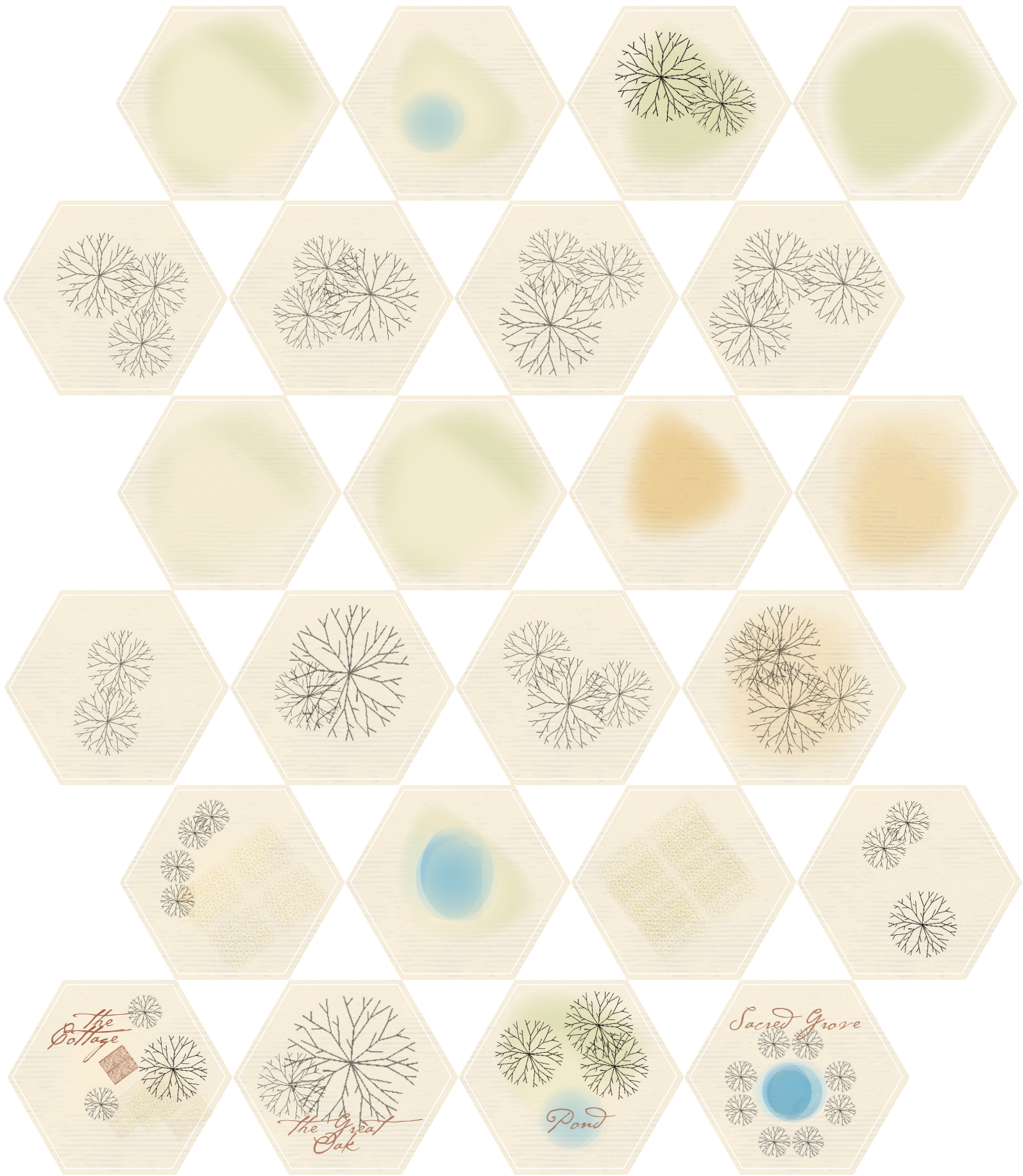
*The faerie queen:* the player who discovers the Faerie Queen is entranced by her. Their turns ends and they must skip their next turn

*The faerie king:* the player who discovers the Faerie King is immediately banished from the faerie realm must move their hero pawn back to the Wayfarer's Inn hex tile. They may not re-enter the faerie realm through any portal

*The omen:* turn over any of 6 adjacent tiles to the player matching the faerie realm back to the mortal world

*The raven:* turn over any of 6 adjacent tiles to the player matching the mortal realm to the faerie realm

Players will have to work together to search out quest items, use them and create entry portals; and then work with each other to explore the faerie realm and rescue the child.



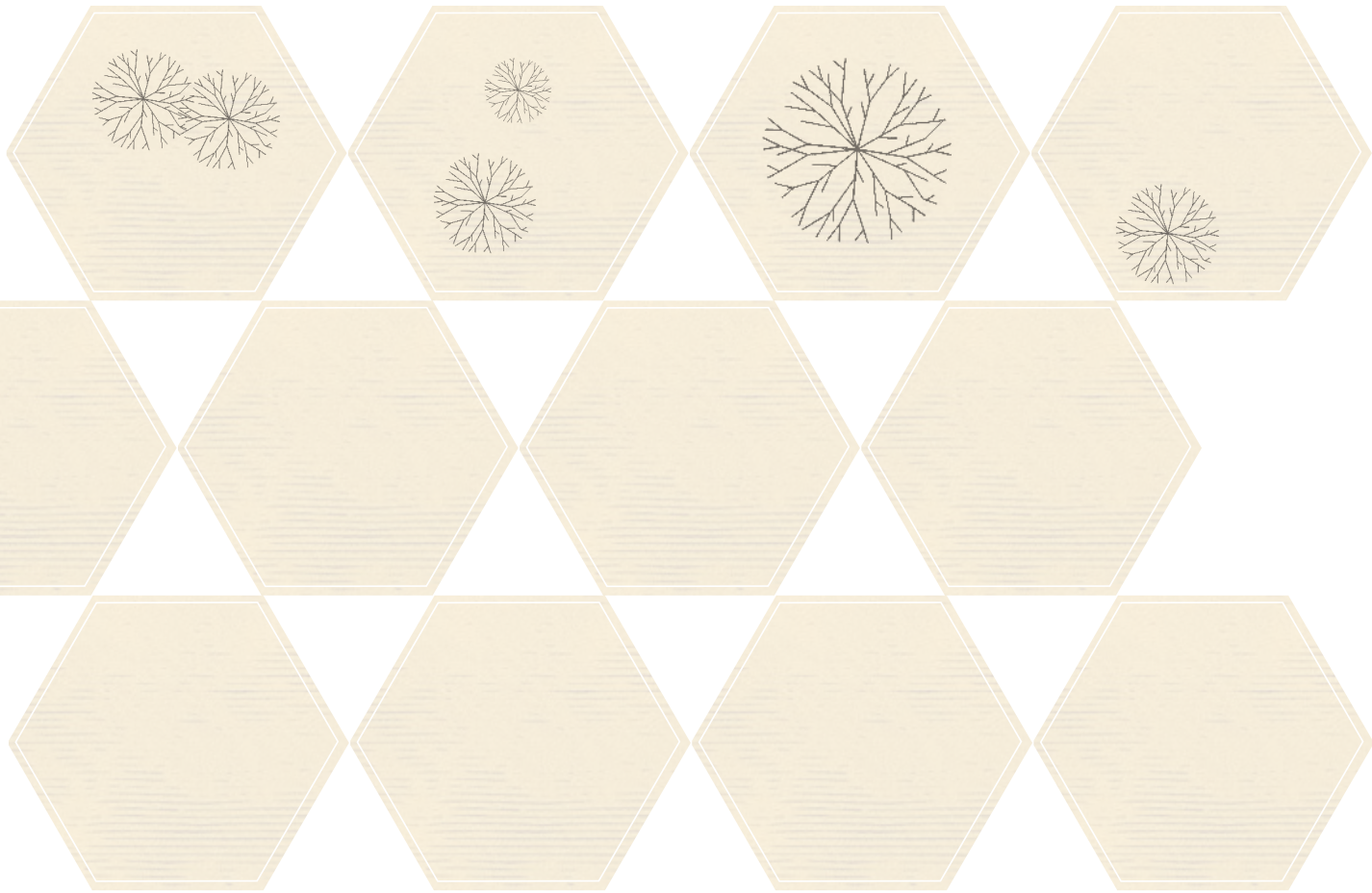
*The Cottage*

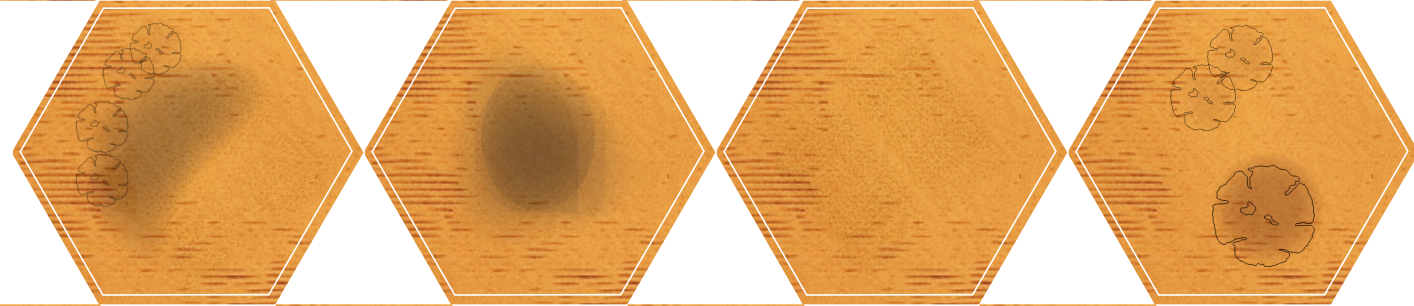
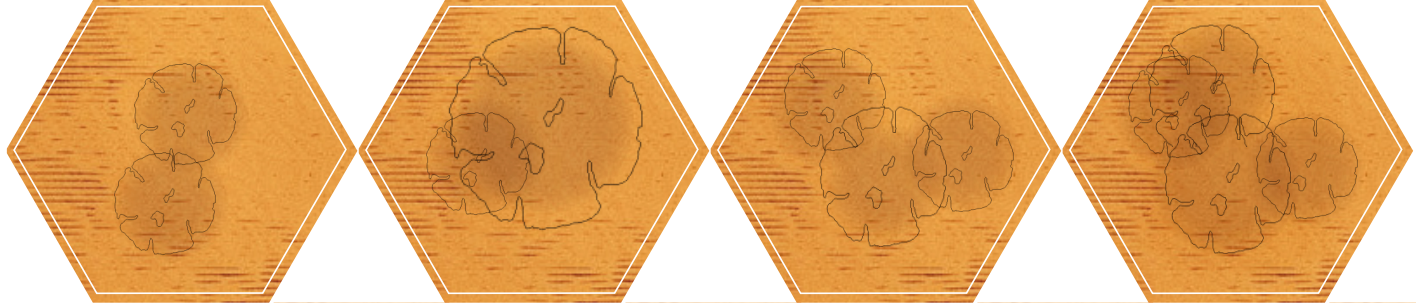
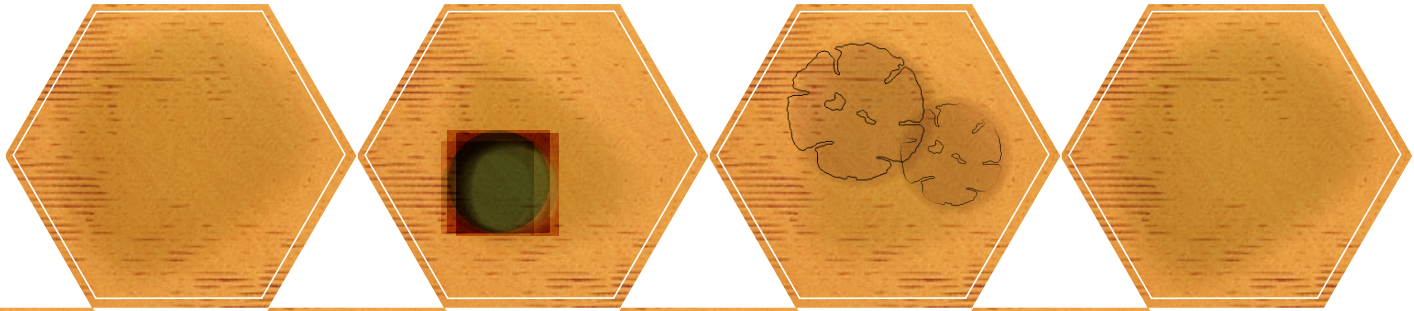
*The Great Oak*

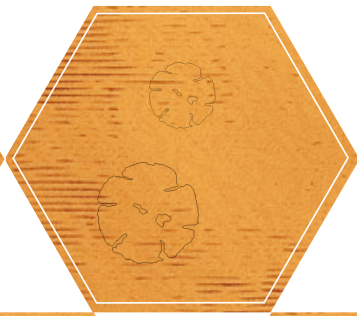
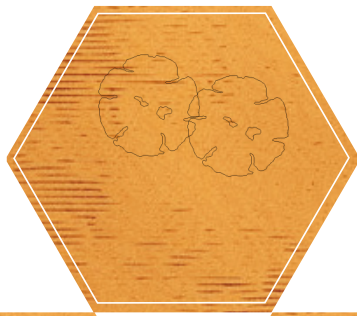
*Pond*

*Sacred Grove*





















# Faerie Child






*The Spellcaster*  
(6)

move		2
		4
turn		3
		2
use		1

*The Ranger*  
(6)

move		1
		2
turn		2
		2
use		3

*The Knight*  
(6)

move		2
		3
turn		1
		1
use		4



one two three four five six seven eight

Quest items

hours

24 23 22 21 20 19 18 17

9 10 11 12 13 14 15 16

8 7 6 5 4 3 2 1