

## The Super Hexcrawl World Player Guidelines

- **Everyone is an adventurer.** Character creation is simple, and characters do not start play with long and intricate backstories. It's likely that some characters will not even survive their first encounter! Each character's personality traits and beliefs are decided during play, not before. A general desire to explore ancient ruins and plunder lost treasure is more than enough motivation to begin playing.
- **There is no singular party.** Players can drop in and out of games, player characters can (and will) die, and different groups with completely different players can explore the world simultaneously. Each new character begins at level 1, and characters of different levels can party with one another without restriction.
- **The story belongs to the players.** Where the players choose to go, and what they wish to accomplish in this world, is entirely up to them. There is no epic quest the party is forced to complete, no ancient evil that the players must defeat. Instead, there is a huge open world of endless opportunities, where the players can choose to create their own story through emergent gameplay.
- **The world is always changing.** The actions of the players are not temporary, and the world will persist between sessions. Any enemy defeated, any building razed or treasure plundered, leaves a permanent mark on the world. The world is always being added to, the plots and machinations of powerful beings are always in motion, and the player's actions can have ramifications for future parties who venture into the wild.
- **You are strangers in a strange land.** You have arrived on a new world, far across the sea. A few small settlements provide safety near the eastern shore, but to the west there is only the call to adventure: The unknown country, a vast continent stretching many hundreds of miles, with secrets and relics of a bygone era waiting to be uncovered.
- **Death lurks around every corner.** The world is a dangerous place, and once you leave civilization, nothing is safe. Monstrous beasts, deadly traps, and haunted ruins dot the landscape in all directions. The players must not get too attached to their character, for there are many terrible ways for a mortal being to meet their end in the wild.
- **You can't go home again.** There are no invisible walls, and the players are always free to go anywhere, in any direction. There are no limits to how far they can travel, or where they can go. The only restriction is that they cannot sail back across the ocean and return to their homeland -- there is no glory to be found in returning to civilization!