

Gridmaster

You're a might explorer! You found the map for the ruins of a lost city in the heart of the forest and because of it. Legend tell it's full of ancient treasures and mystic coins of wisdom. Go forth! Venture thru the woods (though this is really only the first path to the city of legends) but be careful, for it's also said that the ghosts of the past still haunt those ruins.

Materials

- Something to mark your position in the board
- Two six-sided dies

Starting Stats

- HP: 3
- Lucky Coins: 2

Rules

- Each turn you can move to a square next to you
- Your goal is to reach the exit with as much coins as possible
- Lucky coins: You can spend them anytime to add 2 to your roll or to heal 1 hp

Legend

- **E** - Enemy
 - When you land on the same square as an enemy you two fight (roll the dies)
 - If the enemy has a modifier (like +1) next to it add that number to it's result
 - If you win, the enemy dies. If you lose, go back a square and lose 1 HP
 - Enemies win draws!
- **Arrow** - River
 - Fight the current (roll the dies), if you lose, you go to the square that the arrow is pointing to
- **S** - Start
 - The point where you start the game
- **T** - Treasure
 - Gain 1 + the modifier lucky coins
- **W** - Wall
 - You can't go through those!
- **X** - Exit
 - Your objective

