FRONTIER FOREST!!!

created by
tonnsoflove
&
small onion

STARTER KIT — FIELDS, MOUNTAINS, VILLAGES

	Goal	You are a refugee but your coyotes fled, so now you are on your own to get to the other end of the dangerous forest. Only thing you are left with is a useless dagger (+0 attack power) and an outdated map (well, also 6 or so HP)! If you survive the 7th level with at least one HP, all the freedome is yours!
	Setup	Get one or two d6 dices, an empty page, and scatch a 6x7 sized empty map grid as the example shows. Draw the river as shown. All area is starting with a base terrain type of Forest. Draw the additional starter kit tarrain types on the map, using the dices to determine the X and Y positions of the 'x' marked part of the terrain. Terrains are not allowed to be rotated! Terrains can not be placed on top of each other. If a spot is occupied, keep rolling until you are able to place the terrain. Villages can be connected with roads! Roads can run over any terrain type (except village). The road tops all terrain types when determining possible events. Order of placements: Mountains (2x) -> Villages (3x) -> Fields (2x) -> Draw roads Decide from which spot you want to start your journey and with how many HP (sholud be somewhere between 6 and 10).
	Gameplay	1. Determine sorroundings (areas where you can possible move to) with d6 by matching the result with terrain type and the number in the "Roll" culom on the Events table. Eg. there is a Mountain type ahead of you, and you roll 4 -> It is a Blurred area, which means you can reveal the event there by rerolling on top of the area. Eg. there is a Field right to you, and you roll a 3 -> it's a Trap! (or a Chest), so basically, a Den. 2. You can eat and change weapon. 3. Move and deduct HP (0/0.5/1/2) 4. Reveal what event type awaits you at that area by d6 and follow accordingly. Eg. it is a Mountain with an Encounter (you rolled 1 in step1, and now you roll 2, so you have to fight a Monster to death! 5. Determine drop, or say goodby to this beautiful world!

NPC	Description	HP
Traveller	Ah, someone who doesn't want to kill you!	-
Monster	A beast you need to overcome.	HP = Lvl
Rouge	Wants your goods! Appears as encounter except on rivers and villages. Has -1HP to it's level.	Lvl -1
Guard	Guards the empire from refugees! Appears on rivers and villages. Has +1 HP to it's level.	Lvl +1

Rouge: Has -1attack power (AP = HP + roll - 1).

What it does / Who? / Drops

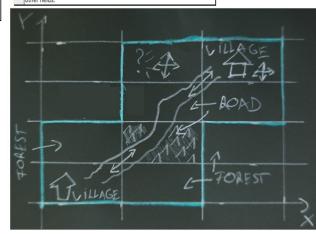|	Who?	What it does
Food	M / T / Ch	If you eat it, recharges 1HP / meal / can't top over MAX HP. Can be stored.
Weapon	R / G / Ch	Modifies your attack power. You can have only one weapon equipped.
Tell Tale	T	Nice story Tella. tho not really useful.
Directions	T	You can make a move any directions (except diagonally) without spending HP.

Fight

1. Consider NPC characteristics during a fight.
2. Determine attack power by:
a. Roll a d6 and add its value to your HP.
b. Roll for the enemy and add the value to its HP.
Detuct 1 HP from the player with less attack power.
If it is a draw, both party loses 1 HP.
If one's HP drops to zero, the adventure for them is over!

Movement

You can move up/down/left/right but not diagonally, unless there is a road.
Moving costs 1 HP, moving on mountains costs 2HP (mountian with a road costs 1HP), moving on plains costs 0.5 HP.
If there is a dead end, you have to turn back, and can't approach that area from other fields.

Map Lvl	Drops						
7	Victory						
6	1-2: -4HP 3-6: Nothing	1-2: 3 Food 3-5: Weapon +4AP 6: Empty!	1: TellTales 2-6: Directions	Weapon +4 AP	Weapon +4 AP	3 food	
5	1: -1HP 2-3: -3 HP 4-6: Nothing	1-4: 4 Food 5: Weapon +2AP 6: Empty!	1-2: TellTales 3-6: Directions	Weapon +3 AP	Weapon +4 AP	3 food	
4	1-2: -1HP 3-4: -2 HP 5-6: Nothing	1-3: 3 Food 3-5: Weapon +3AP 6: Empty!	1-3: TellTales 4-6: Directions	Weapon +2 AP	Weapon +3 AP	2 food	
3	1-2: -1HP 3-6: Nothing	1-3: 2 Food 4-5: Weapon +2AP 6: Empty!	1-3: TellTales 4-6: Directions	Weapon +1 AP	Weapon +3 AP	2 food	
2	1-3: -1HP 4: -2 HP 5-6: Nothing	1-2: 2 Food 3-4: Weapon +1AP 5-6: Empty!	1-4: TellTales 5-6: Directions	Weapon +1 AP	Weapon +2 AP	2 food	
1	1-4: -1HP 5-6: Nothing	1-2: 1 Food 3: Weapon +1AP 4-6: Empty!	1-5: TellTales 6: Directions	Weapon +1 AP	Weapon +2 AP	2 food	
	Trap	Chest	Traveller	Rouge	Guard	Monster	

Terrain / Event	Encounter				Den				Nothing	Blurr
	Roll	T	M	R/G	Roll	Trap	Chest	Dead End	Roll	Roll
Road	1-3	1-4	-	5-6	-	-	-	-	4-5	6
Forest	1-2	-	1-4	5-6	3	1-3	4-5	6	4	5-6
Village	1-4	1-4	-	5-6	-	-	-	-	5-6	-
Fields	1-2	-	1-6		3	1-3	4-6	-	4-5	6
Mountains	1	-	1-3	4-6	2	1	2-4	5-6	3	4-6
River	1-2	-	-	1-6	-	-	-	-	3-4	5-6