

THE GLITCHWOOD FOREST

By William Starkovich

The only move outside the hexes is to keep walking.

Let's see... If you find another Glitch Weapon you can swap yours out, but be careful because your old one will melt away into nothingness. I hope that doesn't happen to me...

When there's more than one person in your party each member rolls on the encounter table if one triggers an encounter. This can lead to multiple kinds of enemies showing up in a single encounter. Scary stuff.

Of course you know that each person takes turns rolling on the movement table while in a party. But you might not know that each player has to roll to avoid any traps one triggers, so don't get caught day dreaming...

If you trigger a trap, and can't escape it you take 1d3 damage.

After about an hour the Glitchwalker will attack. Each movement is an average of 3 minutes so that's about 20 rolls on the movement table. If you kill the Glitchwalker you can leave the forestscape.

After about 30 minutes (10 rolls) you'll be in the deep woods, the home turf of the Glitchwalker. Your world is about to become a lot more dangerous. God help you...

Oh, and you can't go above your starting HP with Health Drinks, so don't try it. You'll just get sick...

-hex rules-
move or attack, can't do both
range is 5 hexes or less
melee is touching

(3d6 > 10) = HIT!
Player HP: 18!

weapons:

- [1] glitch-sword: 1d6
- [2] glitch-Knife: 4 (-1d6 to-hit)
- [3] glitch-buster: 2 + (2xturns)
- [4] glitch-shotgun 2d6 (-2 ammo)
- [5] glitch-book 1d6 (ranged)
- [6] glitch-demi 2d6 (-1d3 hp)

1d6 forest movement

- [1] encounter
- [2] route trap (1d6 > 1)
- [3] route trap (1d6 > 1)
- [4] no event
- [5] no event
- [6] find a health drink (hp + 1d6)

1d3 encounter table (forest)

- [1] husk
- [2] shadow man
- [3] shadow man

1d6 deepwoods movement

- [1] encounter
- [2] encounter
- [3] route trap (1d3 > 1)
- [4] route trap (1d3 > 1)
- [5] no event
- [6] no event

1d6 encounter table (woods)

- [1] Dragon
- [2] Human
- [3] Husk
- [4] shadow man
- [5] shadow man
- [6] husk

Humans

HP: 18
Movement: 3
*armed with a glitch weapon

Shadow Men

HP: 10
Movement: 1
*1d3 ranged 1d6 melee

Husk

HP: 12
Movement: 3
*2d6 melee (-1d3 hp per attempt)

Dragons

HP: 14
Movement: 5
*+1d6 to hit, 1d6
*add +2 to weapon dmg
that killed it permanently

Glitchwalker

HP 20 - 2d6
Movement: 5
*equipped with Glitch-Knife
*can always attack