

CHAPTER 2: CHIEF'S REQUEST



ssence, or Life Magic as some call it, causes the rapid evolution of the creatures creeping in the Forest, swimming in the Ocean, and crawling on the Roads. The Dragon Hunt is one effort to stop this assault and overrun of nature on Fordra, to push back the forces trying to take over this land. The day may come when the Chief's Hunting Party can't fight back this power surging across Rakasa. As for tonight though, the Chief is sending his hunting party out to uncover and destroy another mutation overrunning the land.

Hunters will have from the hours of 9pm to 6am to track down and kill a nocturnal mutating oposubakasa that grows faster, more powerful, and stronger every hour as it consumes other weaker oposubakasas. If it isn't hunted and stopped tonight, this rabid oposubakasa may put in motion an evolutionary change that will affect the entire oposubakasa species.

But first, congratulations to the newest members of the Chief's Hunting Party! New members will have need of special hunting preparations. Ready yourselves for the midnight hunt!

CHAPTER GAMEPLAY

Players begin the chapter with nothing but the spoils they collected to qualify for the Chief's Hunting Party in Chapter 1.

Place equipment banks, including the Road Equipment in the Market.

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Congratulations, you have proven yourself worthy to participate in the tournament. Though, it seems you are not geared up for battle. Take these spoils into the market and ready yourself as I have a request to make of you.

Go There is temporarily a full supply of one and two star gear in the market! You may use the orb from your spoils to buy equipment or items from the market. Instead of cashing out on your spoils, you may also choose to use the bones of some spoils to upgrade items purchased.

Great! Now your starting to look like a Hunter...though, you still have a long ways to go before you can take on a dragon. To help you gain some experience, I have a request to make of you. There is a rabid Oposubakasa out on the road that is attacking villagers and eating other Oposubakasa. Please find and kill it!

! The Chief informs you that the rabid Oposubakasa comes out around 9 pm and only then can you effectively start tracking it. Be quick! As time passes, the mutant creature continues consuming other monsters and grows in stats. Defeat it before sunrise!

The equipment banks are temporarily in the Market and any piece is available for purchasing.

Players use their spoils from the Chapter 1 to buy and/or upgrade their starting equipment. Anything not used is lost. Remove all but one Oposvabakasa from the game. Place the one Oposvabakasa in the playing area with six stacks of three random boost tokens.

Once all players have used their spoils, remove the equipment banks from the Market and set them aside. Remove unpurchased and any upgraded brown themed one star gear from the game.

Shuffle the roads with all remaining creatures and the purple one star equipment set. All brown one star equipment is removed from the game upon upgrading. Purple equipment is sent to the Road discard pile upon upgrading.

TRACKING THE MONSTER

Every team starts with one Rakmin Tile. Every player rolls a dice. Everyone that rolled a 1 or 2 adds one tile face down to their team's puzzle. Everyone that rolled a 3 or 4 adds two tiles face down to their team's puzzle. Everyone that rolled a 5 or 6 adds 3 tiles to their team's puzzle. A team can consist of one or more players.

Roll for Target Numbers each time a target is reached. Once all tiles are used, your team has found the Oposvabakasa and can fight it. Players must be in the Road to work the puzzle and it takes their turn.

6pm to 9pm. Players hunt and upgrade, preparing for battle.

At 9pm. Players are now allowed to begin tracking the Rabid Oposvabakasa by solving their Rakmin puzzle.

10pm till 3am. Oposvabakasa collects a boost stack each hour.

6am All player lose if the Oposvabakasa isn't killed.

An hour passes each round of turns.

SUPPORTING THE VILLAGE

As a member of the Chief's Hunting Party, you carry the responsibility of supporting the Village. At the end of each chapter, the Chief will collect all resources for the welfare of Fordra. Whatever equipment you craft will remain in your possession. All other tools, potion items, and spoils of battle will be collected. It is an honor to serve and care for those who aren't able to venture outside of the safety of the Village. (Return all collected cards to their respective decks)

Players with at least one ranged weapon are allowed to hold a small amount of ammo. They may keep cards of ammo equal to the star rank of their highest range weapon (2 or 3 Road cards based on highest ranged weapon rank of 2 or 3 stars).

THE END OF CHAPTER 2: THE CHIEF'S BLESSING

Success: The Chief's Blessing

Your team has proved reliable and the Chief favors those he can trust to do his bidding. In return for your loyalty and hard work, he gives you his blessing.

After clasping his hand on your shoulder, you feel a prickling of energy transfer into you. The Chief warns his blessing will be of no help against the Dragons and to make it count before that battle.

Your team may draw three boost tokens at random. Only a person holding a boost may use it. The boost tokens may be transferred among players. These three tokens are one-time use and return to the token pile if not used by Chapter 5.

Failure: Nature Wins

From this point on, oposubakusas all use their boosted alternative stats. Nature has made its move. But Fordra will raise and send out even mightier hunters! Fordra will not Fall!