

CHAPTER 3: PREPARE FOR BATTLE



leep is a part of mortality. Even the mightiest of hunters need sleep—and some more than others. Thankfully, the Chief is sympathetic of the limitations of his hunters. All things permitting, he's given you the day off, a day of preparation. Rest, sleep in even, and take care of any personal preparations you need to before he calls again for his hunters.

CHAPTER GAMEPLAY

Prepare one set of brown one star equipment per player. Remove purple one star equipment from the game, replacing pieces owned by players with the same piece from the brown sets prepared. Shuffle remaining prepared brown pieces into the road.

WAKING UP

The faster players succeeded in the previous chapter, the earlier they returned to the Village, and the more rest they were able to get. For every 2 hours before 6am that players were in the Village, players receive 1 point towards waking up.

Chapter 3 begins with the time tracker token on 6am. Each round of turns progresses time by one hour.

Having hunted through the night, players will begin this new day asleep. On a player's turn, the player will roll a dice to wake up. On a roll of 6 a player wakes up. Players add

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You have fought hard and well. Take some time for yourself as the tournament is nearing.

1 You return to your home feeling full of energy knowing you are growing closer to your goal of Hunter! This is the life you have been wanting for. You enter your home and realize that it has been quite some time since you slept. You go to your bed and fall into a deep slumber.

6 Starting at 6am, roll a D6 at the start of your turn to wake up. You must roll a 6 to wake up at 6am. If you don't succeed each hour that goes by subtract 1 from the dice roll (ie 7am must be a 5 or higher). Everyone wakes up at 12pm. If you successfully defeated the Oponokasa before 6am, you get extra time to sleep. Every two hours used sleeping before 6am lowers your required wake number by one. Once you wake up you may do anything on your turn to prepare for the tournament. Each hour, starting at 1pm, you must roll a D6 in the same fashion you rolled to wake up to see if the Chief summons you. For example, at 1pm you're summoned on a 6 or higher, 2pm a 5 or higher, and so forth.

to their roll the wake up points earned from resting at the end of Chapter 2.

For example, if players finished Chapter 2 at 4am, they would have had 2 hours of sleep before 6am and 1 point towards waking up. Players would add this one point to their roll, making waking up on a roll of 5 or higher possible.

Each hour of sleep players get after 6am adds 1 point towards waking up. This means at 11am players will have a minimum of 5 points towards waking up and will wake up regardless of their dice roll.

A DAY OF PREPARATION

Players spend what time they have to upgrade their gear and prepare for the battles to come. With an increase in discarded one star equipment scattered across the Roads, players will have the opportunity to craft varying sets.

SUMMONED BY THE CHIEF

At 12pm, begin rolling a dice at the end of each round. On a roll of 6, the Chief summons his hunters for an urgent quest and your free day is cut short. Each hour that passes adds one point to your roll. This means at the end of the 5pm round of turns, your roll will have 5 points added towards it and, regardless of your roll amount, the chief will be summoning his hunters.

Chapter 1



PDF and FAQ

Chapter 2



PDF and FAQ

Chapter 3



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