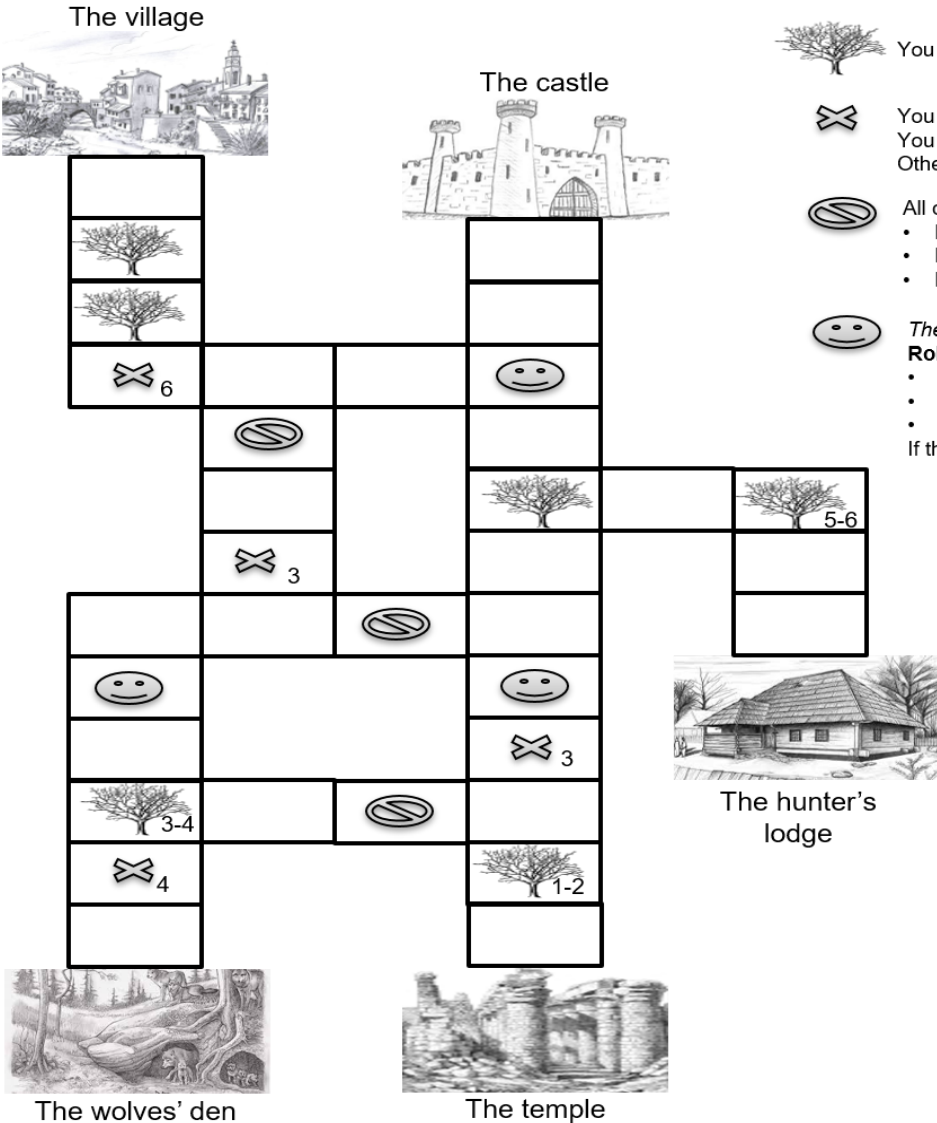


You have made it out of the temple alive! Now you must rush back to the village if you hope to get there in time. It is a cloudy, moonless night, making it difficult to cross the forest between the temple and the village. You hear the howling of wolves from deep in the forest and you know that the beast from the temple is still looking for you. Up to two players can join this game. The main player starts from the temple, and the optional player from the castle.

- **The main player's goal** is to reach the village with the relic. Every turn you roll a die and move those many squares. Passing by any special square, triggers its effect (no need to land on it!)
- **The optional player's goal** is to steal the relic and run back to the castle. Because he is trying to move unnoticed, this player moves at half speed the die roll value, rounding up (1-3). He can steal the relic by landing on the main player's square and roll 5 or more. When passing by a special square trigger its effect, except for the meeting events (smiley face).
- After 5 turns, a great roar echoes through the forest and the **beast NPC shows up**. It moves 2 squares per turn in the direction of the village. Passing by any special square, triggers its effect, but the beast kills whoever it meets (event cannot occur again). If it gets to the village, the game is lost. Roll two dice if the beast crosses paths with a player. If the player rolls less than the beast, the player was spotted and killed. Remove the player from the game.



You find yourself crossing a denser part of the woods, which **costs 2 moves to cross**.



You are crossing a part of the forest that is difficult to orientate. **Roll 1 die.** You find the way out if **you roll equal or greater** to the number shown. Otherwise you cannot go through and you must **move away next turn**.



All character **must stop here** when passing by. **Roll 1 die.** As you try to find your way in the darkness you:

- If you roll 1-3: You fall and you lose 1 turn.
- If you roll 4-5: You are attacked by wolves. Roll a second die and you hide in the corresponding woods.
- If you roll 6 : You got lost and you ended up at the temple's entrance by accident.



*The player from the castle does not play this event.* All other characters **must stop here** when passing by. **Roll one die.** As you walk through the forest you hear someone approaching:

- If you roll 1-2: You meet a hunter. He is looking for the den of wolves which have been attacking the village
- If you roll 3-4: You meet a lost girl, who can't find her way home. She asks you to find her shelter at the hunter's lodge.
- If you roll 5-6: You meet the strange ghost from the temple. Again, he does not speak and simply looks at you.

If the beast plays any of these events, it cannot occur again.

**The hunter:** If you take the hunter to the wolves' den, he will help you navigate the forest. Reduce the difficulty of all squares by 2. In addition, if you are attacked by wolves, replace it with a new turn instead.

- \* If the lost girl was taken to the hunter's lodge, the hunter cannot find the wolves and you gain no benefit.
- \* If the hunter killed the wolves, you cannot meet the lost girl hunter (if you haven't already).

**The lost girl:** Once the lost girl is taken to safety, she will point out the path to the village, reducing the to a . In addition, if you are attacked by wolves, replace it with a new turn instead.

- \* If the hunter was taken to the wolves' den, the lost girl will run away and you gain no benefits
- \* If you take the girl to the hunter's lodge, you will not be able to meet the hunter (if you haven't already),

**The ghost:** Every time you meet the ghost, send the beast back to the temple. If the beast meets the ghost, it disappears and cannot be met again (instead you find only a soft warm breeze). The beast is wounded and can only move 1 square per turn (also loses 1 turn in the woods).

**The patrol:** If you meet the girl or the hunter a second time, replace with a patrolling knight from the castle. You can ask for reinforcements to hunt down the beast and set up an ambush at any woods' square of your choice. When the beast crosses those woods, it is ambushed and loses 1 turns.

**The castle:** If you enter the castle after meeting the first patrol, roll one die. If you roll 4 or higher, you convince the knights to send out 2 patrols to ambush the beast (each at different woods' square).

