

Fan-made scenario

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You are the guardians of an island which is visited by some poachers. Save the rare animals captured by them. Just be careful, the rainy season will not help you fulfill this task.

Goal of the scenario

The goal of the scenario is to build 3 Cages which you will use to transport the animals wounded by poachers. Once you have all the cages you have to save 3 wounded Beasts (by performing a dedicated action).

The players win at the end of any round as long as they have saved the required wounded Beasts and their Camp is located on the Beach tile (the starting tile).

Special rule

Whenever a new Island tile is revealed during the Exploration action, players immediately receive the resources provided by the sources on the tile.



Saving Wounded Beasts

A special action which allows players to save the 3 wounded Beasts and therefore fulfill the goal of the scenario. The Beasts are ready to be rescued from the beginning of the game. Players don't have to explore tiles with Beast icons to save the wounded Beasts.

Players may only take this action when they have at least empty Cage built. 1 Cage allows to save only 1 Beast. The Saving action should be resolved according to the rules of Hunting action with the following exception: the Beast doesn't provide no food, fur and special effects.

Saved Beasts

Once saved the wounded Beast must be fed with 1 food in each Night phase. If it is not, the Beast dies and players immediately lose.

POACHERS



Setup changes

- The tiles with the River terrain type should be placed face down in the middle of the board. They are inaccessible during the game (the starting tile and the Camp token are placed in the regular way).
- Make sure there is no Drought card in the Event deck.
- Remove the following cards from the Inventions deck:
 - Shortcut – it can't be one of the 5 Inventions drawn at the beginning of the game. If Explorer character is in play, he should take Shield as his personal invention.
 - Dam and Map – draw any other 2 Inventions instead of them (except for the Shortcut).
- You may use Soldier regardless of the number of players.
- Place a token on the Gathering Resources action space. It stays there until the end of the game.
- Take all Beast cards with the strength of 4, shuffle it and draw 3 cards. Place these cards face down beside the board. These are the 3 wounded Beasts which players have to save in order to win. Shuffle the remaining cards back to the Beast deck. The Hunting action is resolved in the regular way.

Bananas



equal to the number of players divided by 2 and rounded up



A machete covered with blood

+2

Flashlight



one use only

Grab



Save 1 Beast without fighting it. You have to declare using the Grab before taking the Saving action. The action with the Grab requires to use one more pawn.

When an Island tile with Totem is explored, mark the tile with the Number token.

The token are used in the ascending order, therefore when a player explores the first tile with a Totem, it's marked with **1**, the next one is marked with **2**, etc.



1

Snare

You're trapped by the poacher's snare. It takes you the whole night to free yourself.

Resolve the Night outside the camp.



2

Poachers' trap

You fell into a trap set by the poachers.

Draw and resolve 1 from the Mystery deck. Additionally, you receive 1 .



3

A wounded beast

You come across a wounded beast and try to help it but it attacks you.

Fight with the Beast



4

A dead poacher

You fill sick after seeing a massacred pocher body.



You receive Knife. Turn the Knife card to the Item side.

A trace of animal blood

