

★  
森の中のフォックスは  
それ自身の危険です



A Fox In The Forest  
Is Its Own Danger  
Council

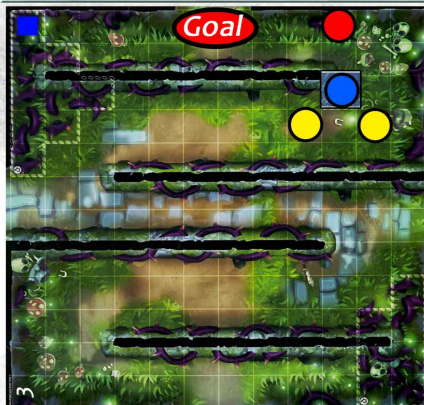




# A FOX IN THE FOREST - COUNCIL



In this Quest the council must learn to optimise their Missions and use the Kitsune Clan effectively, while also toying with the hero's by any means necessary. No Creeps are Spawned in this Quest. Hanzo and the Kitsune are unaffected by Elemental affinity.

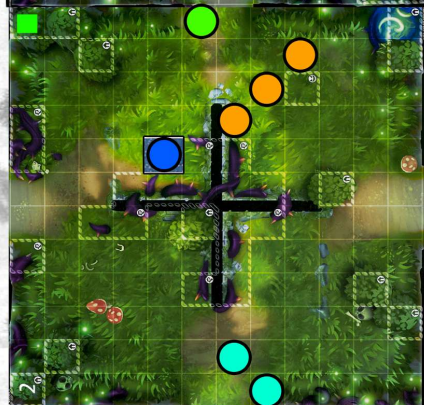


**Missions -**

- Track and Grade Hero's turns - 1 Point
- Kill Tamamo No Mea - 1 Point
- Slay 10 Hero Minions - 1 Point
- Move a Kitsune Madoushi to the goal tile - 1 Point
- Kill one Hidden Shrine Hero - 1 Point

## Part 1

Part 1 is simple activated the Locked Doors and use this time to move the Kitsune Madoushi away. note you can not Move **Tamamo no Mae** till Part 2. Be aware Kitsune have territorial and will gain Stars on offensive Rolls = to the tile they are on (see white numbers on tiles)



- 1 x Chunin - Ambush
- 3 x Kaiken - Ambush
- 2x Yajiri - Ambush
- 1 x Madoushi - Ambush
- 2 x Kunoichi - Ambush
- 2 x Elemental Shrine
- 2 x Kitsune Oni
- 3 x Kitsune Kaiken
- 3 x Kitsune Yajiri
- 2 x Kitsune Madoushi
- 2 x Kitsune Kunoichi

## Hero's-

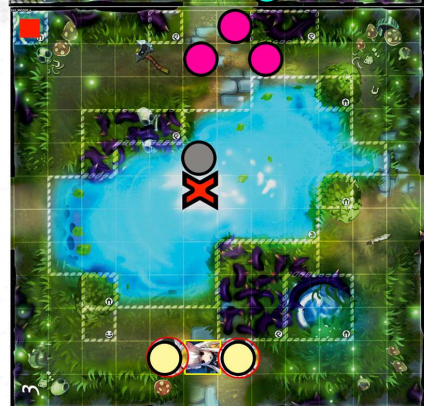
Hidden Shrine Infiltrator  
Hidden Shrine Master  
Hidden Shrine Mystic  
Hanzo  
Hero Minion

## Dungeon Cards-

Activate the following when a player enters that tile

## Armory -

Blue Button Stuck-  
Secret Code-  
Locked Doors-



## Part 2 -

During Part 2 the council may spend 4 skull points to move **Tamamo no Mae** and the two **Kitsune Kunoichi** one space towards the X keeping in line. If the council ends their turn with **Tamamo no Mae** on the X she dies in that space allowing the **Kitsune Kunoichi** to now move freely. Hero's must now spend 1 princess coin adjacent to her in order to revive her. at the end of this quest **Tamamo no Mae** is now playable for the heroes and is unaffected by elemental affinity.

## Part 3 -

Is simple , delay the hero's as long as possible . as soon as Hanzo ends his turn in the Goal area end the quest. **Tamamo no Mae** is added to the heroes for this part ONLY

At the End of the Quest - ADD 2 Random Treasure and 6 Random Loot cards to the loot / Treasure Deck

Award the Hero's 1 Princess Coin.

# QUEST RANK



Hero Rank / Council Rank

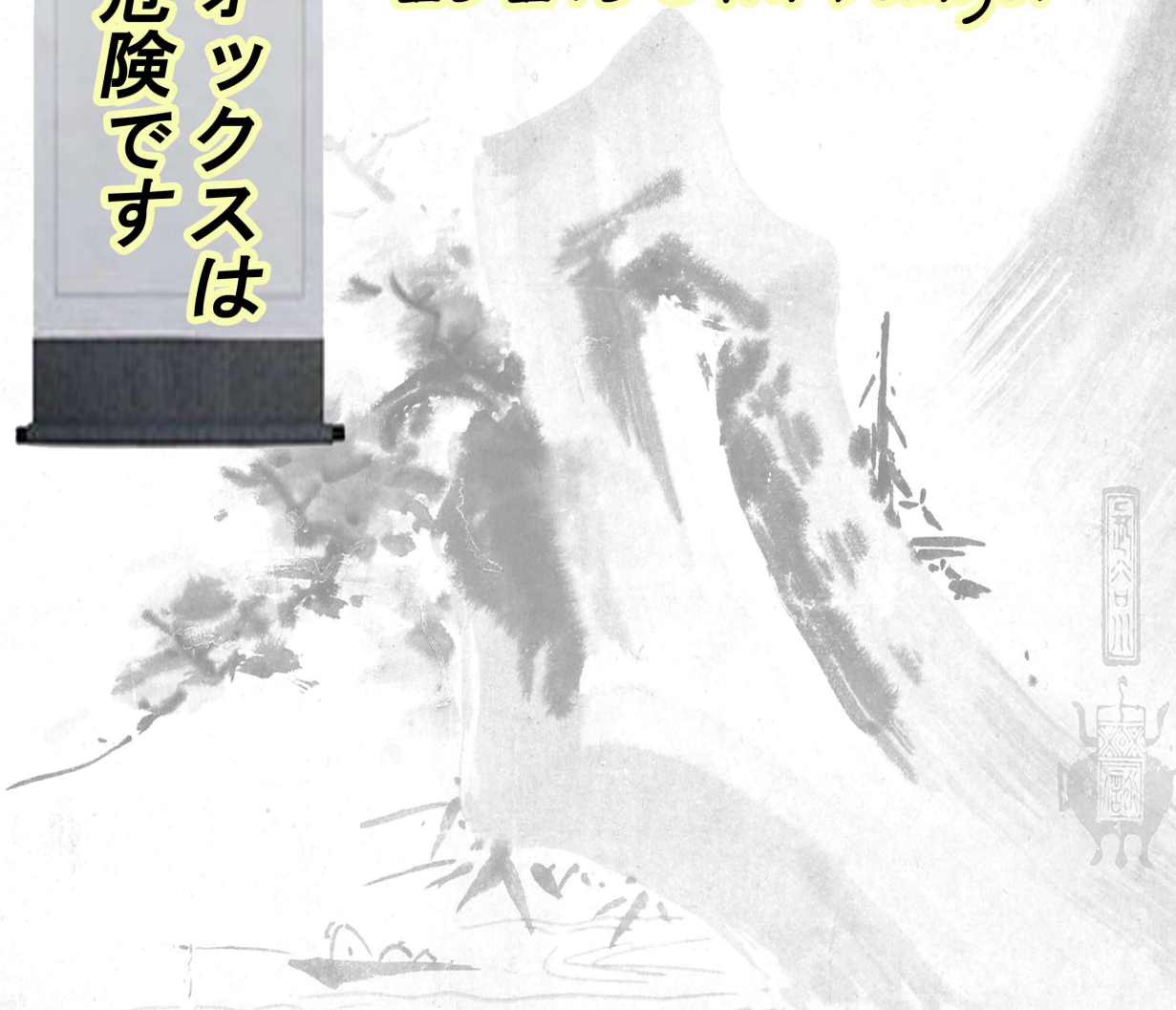
- S/- 29 turns , 5 points
- A/- 35 turns , 4 points
- B/- 40 turns , 3 points
- C/- 45 turns , 2 points
- D/- 45+ turns , 1 point



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*Hanzo and his comrades ventured forth into the dense forest of the Kitsune Clan territory. The air was moist from the waterfalls of this region and soaked the air with a sense of energy.*

*Hanzo recalled his time mastering the Spirit art's the Kitsune covet, he remembered the teachings of the wise old Kitsune, a trickster but a fair man, friendly but quick to turn sour, is as with all Kitsune. Hanzo held his chest as the sting of revenge stung into his memory's. The elders daughter Hanzo had spent many meals sharing stories and Squid between training. They were fond times, but there was no time for this.*



*Hanzo entered a clearing where a lone Kitsune stood, he rose his Naginata sharply.*

*"Who intrudes on Kitsune Soil!?" He shouted in a gruff and agitated voice.*

*"I am hear for one of your Kin, a Dark Kitsune fur black as the night" Hanzo Declared as the Kitsune eyed him and his comrades.*

*"Kitsune with Black Fur are exiles, you seek no quay with us intruders" the Kistune readied his blade and Hanzo shrugged.*

*"Stand Down Kitsune , for i am Hanzo the Master, you need not raise a blade to me" Hanzo spoke Coolly. But the words only steadied the kitsune's blade. With a few breaths the Kitsune seemed to mutter to himself before responding.*

*"HANZO THE TRAITOR YOUR TIME HAS COME !! ONI , KITSUNE , RISE!!" the Kitsune shouted as a puff of golden smoke surrounded the Hero's. From within the Cloud two large fox like beasts stepped forward snarling as did other Kitsune figures. Blades raised Hanzo and his party began to tackle the ambush.*





# A Fox In The Forest 1

## - Escape the Locked Room -

Slay the MADDOUSHI or use 1 Key to unlock the room sealed by the dungeon card.



## -Special Rules-

### 1# Dungeon Cards -

Dungeon Cards are Scripted so players can not draw more dungeon cards. if at any time the hero's are "stuck" in a room due to the dungeon card and can not reasonably escape the council has the power to destroy the dungeon card to progress the story. Creeps will only spawn if stated by the council.

### 2# Hero Minions -

You will start this quest with 5 Hero minions in order for them to be re-spawned you will need to control one of the shrines. its important to note the MADDOUSHI are shrines and monsters and are not affected by the shrine rules. you must defeat them like monsters and they will be removed accordingly.

### 3# Territorial ability

the Kitsune have an ability known as territorial, this grants them a star on offensive rolls depending on what tile they are on. the tile numbers will be noted on the maps for every mission they are applicable.





# A Fox In The Forest 2

## - Save the Kitsune Girl-

Save the Kitsune Girl by slaying the two KUNOICHI either side of her before she is taken into the pond. If she is taken into the pond she will faint , use 1 princess coin adjacent to her to finish this objective if the Girl faints.



"AHHHHH HELP ME !! LET GO !!" A small kitsune girl screamed as two Kitsune KUNOICHI began to drag the small struggling girl into the glistening pond. "Tamamo no Mae, you are a heretic to the kitsune order and must be put down, KUNOICHI !! bring her forth!" a MADDOUSHI demanded as the KUNOICHI began to bring her slowly into the water. "NOOOOOOO!" The Girl Shouted and the scream perked and stung in Hanzo's ears. The Voice was oddly familiar , but under this pang of revenge the thought was abandoned after a pause Hanzo pursued the voice.





# A Fox In The Forest 3

## - Get to the Goal-

Make your way to the goal. this quest ends when Hanzo ends his turn in the Goal Area.



"ahh , th.. thank you ... wait .. Hanzochi?" The small Kitsune girl murmured. She was being held in Hanzo's arms as she stumbled on the waters edge after the KUNOICHI were slain.

"It is i Hanzo little one , where is the Temple?" Hanzo muttered in haste. The little girl blinked wildly.

"don't you remember.....? its me little Mea? we shared sushi together?" Tears began to well up on the Little Kitsunes eyes as she gripped at Hanzo's robe. after a sniffle her composure stiffened.

"its fine , you need to head to the temple right? , its that way Hanzo. i'll help clear the way but after i have my own business to deal with.." she declared wiping her eyes and standing firm. On the notion , Hanzo stood up slightly perplexed as he readied his blade. A fragmented memory hung in his mind but with the pang of revenge, he could not piece together the puzzle.





# A Fox In The Forest Epilogue

*"The Temple of Spirit and the Kitsune's home lie beyond that tree line Hanzo" Mea said pointing, a shew smile darting over her face. Hanzo nodded and began to lead the way for himself and his companions.*

*"Wait you really don't... ok... well be careful you cant trust the CHUNIN he.. and he ....."*  
Mea paused before brushing off her watery eyes.

*"Its ok , its a Kitsune issue , pay it no mind i'll be off then"* Mea said swinging and lightly jogging into the forest. Hanzo Stared intently at her form, a pang of familiarity rose and sank as he turned to face the Temple of Spirit.

*It had been many moons since Hanzo had trained hear at age 8. It was at that age he learned the ways of the Spirit, an art dulled currently. Hanzo had hoped that if he could not find the dark Kitsune here , he could at least temper his blade and hone the power of the spirit once more.*

*Then the Dark Kitsune would pay for the blood he spilled.*

You have Unlocked the Following quest-

*A Fox Bears It's Fangs, A Playful Game or Devious Trap?*

*End Of Quest*





