



EXPLORATION PHASE RULEBOOK

EXPLORATION PHASE COMPONENTS

CHARACTERS



SHÖGUN'S CHOSEN



SERVANTS



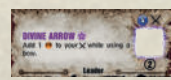
WANDERERS



MINIONS



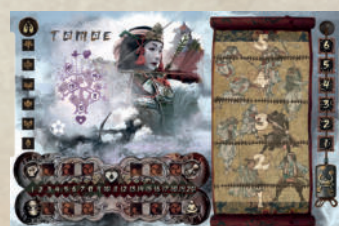
4 CHARACTER BOARDS



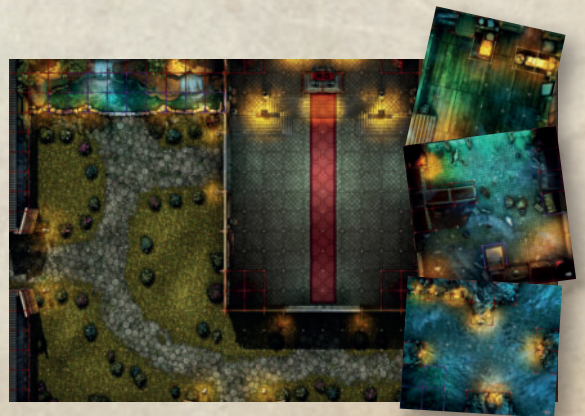
20 SKILL TOKENS



4 STORAGE TRAYS



4 PLAYER BOARDS



1 MEGA TILE AND 11 TILES



16 ORACLE CARDS



90 EXPLORATION EVENTS



12 PLASTIC RINGS



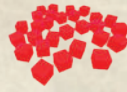
NEGATIVE CONDITIONS:
4 POISONED, 4 BLEEDING,
4 DOWNED AND 4 BLINDED



96 BLACKSMITH CARDS



9 KAMI CARDS



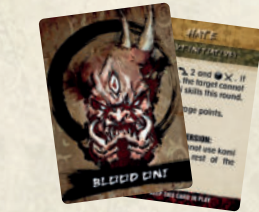
28 COLOR CUBES



15 HEAD TOKENS
(1/3 AND BOSS)



105 MARKET CARDS



30 AI CARDS



20 KI DICE



4 BLESSED TOKENS (1/2)



47 INITIATIVE CARDS



4 CHOSEN ENEMY BOARDS



1 TEST DIE



16 ACTION POINT
TOKENS



8 OMAMORIS



2 SERVANTS' ENEMY BOARDS



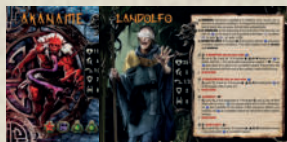
9 ATTACK DICE



4 CHARGE TOKENS (1/2)



1 HELP SHEET



7 MINIONS' BOARDS/
4 WANDERERS' BOARDS



4 CHARACTER BOOKLETS



4 LARGE DOORS
4 SMALL DOORS



12 DAMAGE TOKENS
(1/3, 5/10)



3 ALLIES



8 KARMA TOKENS (1/3)



2 CAMPAIGN BOOKS



6 SPAWN TOKENS



1 YASTUN LAD



6 OBJECTIVE/ SPECIAL
TOKENS



5 +1/-1 ARMOR TOKENS



8 INTERACTION/
CUT PATH TOKENS



56 COINS (1, 5, 25)



12 RESISTANCE TOKENS 1/3



1 SHŌGUN'S MALICE
TOKEN



SHŌGUN'S
MALICE
TRACK

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EXPLORATION PHASE SETUP

Before setting up the exploration phase, if you just completed an adventure phase, leave the market deck and the general supply of karma, heads, and action point tokens in the play

area, and pack away every other component you were instructed to place as part of the map board setup during the preceding adventure phase.

CHARACTER SETUP



1. Take a number of Ki dice (🎲) equal to the character's level, roll them, and place the rolled dice in the character's supply.

2. Characters can exchange items as per the share action during the adventure phase before the exploration phase starts.

If you are playing this phase directly after playing an adventure phase, skip the following steps.

The game is designed such that you can proceed directly from the character setup you finished the preceding phase with to the current phase while making minimal adjustments to the setup.

The game is designed such that not all the following steps will be necessary if the game is stored using the storage trays provided.

3. Place each character board in front of the player controlling them.

4. Place a cube on the health track, on the space matching the current ❤️.

5. Place cubes according to the current attribute scores.



1 Health 2 Power 3 Knowledge 4 Dexterity 5 Spirit

6. Place each character's Kami card next to their player board.

7. Place a cube on the Kami affinity track, on the space matching the current affinity.



8. Place the blacksmith equipment matching the level and class in a facedown pile next to each player board.

- A. Armour Resistance (1)
- B. Cost (45 🎲)
- C. Class (Monk)
- D. Level (1)



9. Insert already acquired character skill tokens.



10. Place already acquired items and equipment into the character's supply. If a character has 2 weapons, indicate which is currently equipped by rotating the unequipped weapon 90 degrees.



11. Place a cube on the armor track, on its value at the end of the last game session.

12. Place other already acquired tokens and cards into the supply.

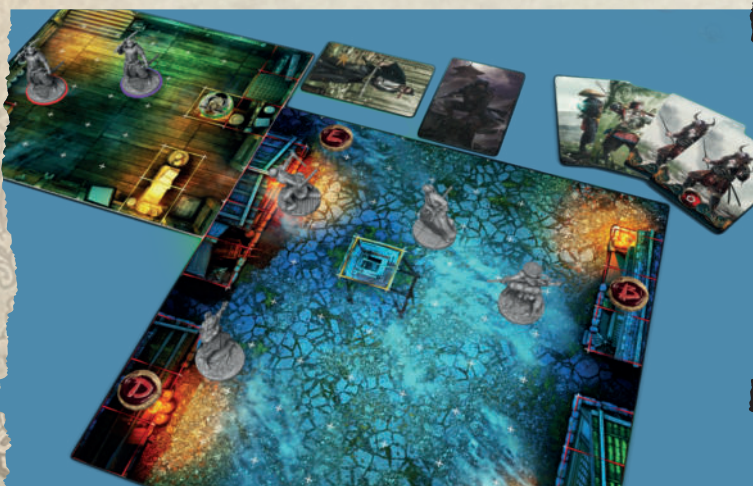
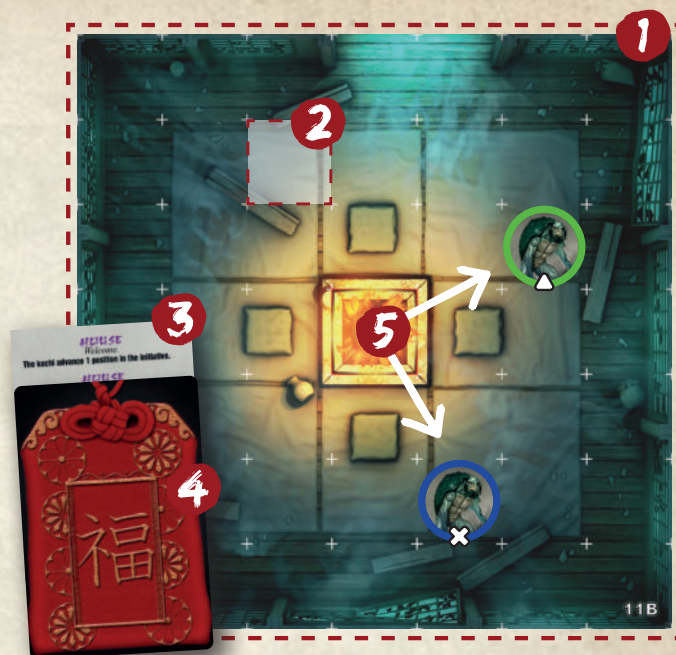
13. Place 4 action point tokens (🎲) into the supply.

ZONE SETUP

The exploration phase is fought through Zones. They are made up of tiles **1** which have a grid pattern of squares **2**.

Consult the exploration phase setup section of the chapter you are playing and resolve the zone setup as outlined in the campaign book. Each zone may have up to 2 exploration event cards (🐉 and 🌀) **3** associated with it, that are placed inside the omamori sleeves **4**. If a zone instructs you to add a Minion **5**, Servant, Wanderer, or Chosen, consult the relevant section below. When revealing a new zone that includes new miniatures, the current initiative will also be updated. See *Determine the Initiative* page 9.

Whenever a new zone is accessed, that moves all characters to indicated squares, players choose freely which character to place in each of those squares. The zone from which the characters were just moved is then removed from play.



EXPLORATION

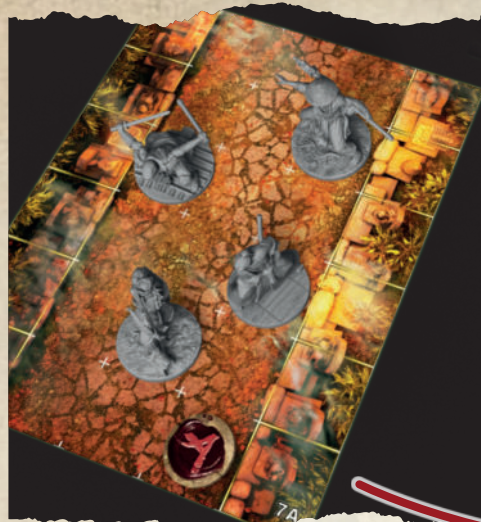
While adventuring, Hattori has interacted with A and revealed a new zone, tile 10B. Two new enemies appear, as instructed by the zone setup: the red kachi and the purple kachi.

Hikaru and Tomoe have not yet activated, so their initiative cards are shuffled with those of the new enemies and initiative is updated.

Hattori's activation continues, and if he has movement points left, he may use them, as revealing a new zone does not interrupt the current action.

Then, he continues his activation as usual.

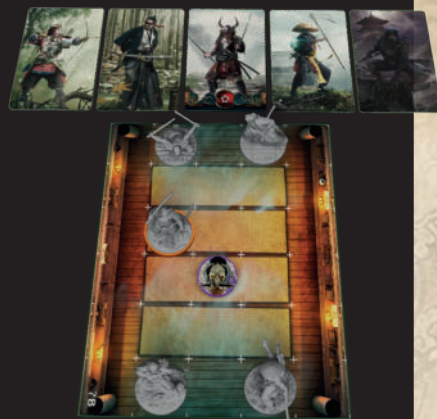




TRAVEL

Tomoe interacts with A, and the corresponding section reveals a new zone including new initial squares for all heroes. The group immediately moves to the new area and removes from play the old zone, including miniatures and tokens there. No more events for the removed zone are played.

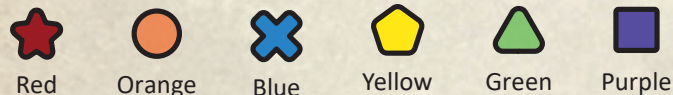
Initiative is reset, shuffling all the initiative cards from any miniature in play and a new round starts.



MINIONS SETUP

Minions are the most numerous and least dangerous of the Shōgun's followers.

Place the Minion board next to the zone the enemy is in. Attach different coloured bases to each miniature.



The colors of bases are used to track which miniature of a given type has taken damage or had negative conditions imposed on it.



If the zone setup instructions listed in the campaign book have a "+" next to the minion's name use the upgraded (black) version of the minion card. Otherwise, use the regular

version. When a zone setup instructs you to use the "+" upgraded version, any minion of that kind played later in the current chapter will use the upgraded version as well. Remember that minions can appear as part of the zone setup or spawned via exploration events, interactions, and other effects.

SERVANTS AND WANDERERS SETUP

Servants are unique enemies, much more powerful than minions. Wanderers are potential allies or enemies that you may encounter during your adventure.

Place the Servant or Wanderer board face up next to the zone the enemy is in.

CHOSEN SETUP

Chosen are the most dangerous enemies you will face.


Place the Chosen's board (1) face up next to the zone the enemy is in. Shuffle the Chosen's AI cards (2) into a facedown deck and place it on the Chosen's board.



EXPLORATION PHASE OVERVIEW

The exploration phase is divided into a series of rounds. Each round is made up as follows:

ROUND

1. Draw Oracle Card and apply Events.
2. Determine Initiative.
3. Activations.
4. Reduce Ki Dice .

During activations, characters will move from zone to zone attacking enemies and attempting to achieve the objective specified in the campaign book. Enemies in turn will do their best to defeat them.





GOLDEN RULES

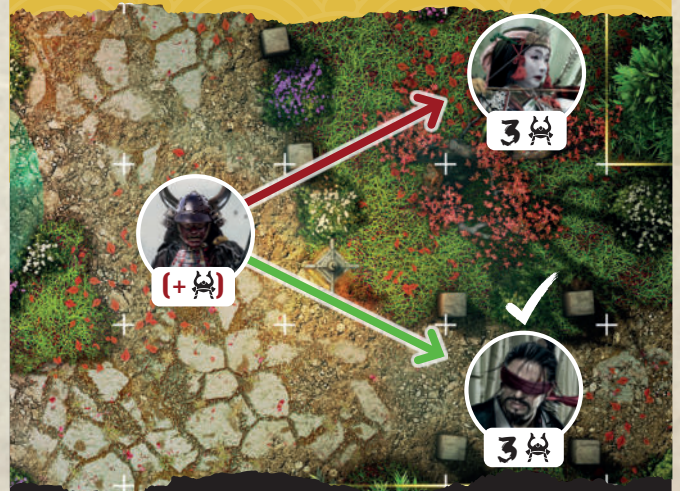
The word “Enemy” will apply to those creatures (characters, wanderers, enemies and living resistors) that the active creature fights against.




- ✿ When a character is active, enemies are both the Shōgun's followers (minions, servants and chosens) and any wanderer the character fights against.
- ✿ When one of the Shōgun's followers is active, enemies are both the characters and any wanderer that they fight against.
- ✿ When a wanderer is active, enemies will either be the Shōgun's followers and their allies or the characters and their allies, whoever the wanderer is fighting against.

But as a general rule, and especially when revealing exploration event effects, the “Enemy” tag is applied to the creatures the characters fight against, including minions, servants, chosens, and wanderers (if that is the case).

If at any time when an effect is to be decided, more than one subject meets the specified conditions, and there are no further specified conditions that would decide the tie, then the players decide collectively the resolution they prefer.

When an  or effect applies to several targets, roll the  only once and apply the result to all targets.



The kachi activates and his line instructs him to move adjacent and attack the enemy with . However, the two available targets, Akira and Tomoe, currently have the same . As there are no other specified conditions to apply, the players decide that the kachi will attack Akira, who has in his supply a consumable item that he can use if necessary to regain .

1. ORACLE DECK USE AND EVENTS RESOLUTION

CREATE THE ORACLE DECK

The campaign book will specify the amount of each kind of Oracle cards (green and red) that are added to the Oracle deck each time a zone is revealed. Start creating the Oracle Deck by adding the cards specified in the initial zone for the current exploration phase.

SUCCESS DURING ADVENTURE PHASE	FAILURE DURING ADVENTURE PHASE
1	2
Add to the Oracle Deck:	
1	2



1 Green Oracle card 2 Red Oracle card

The campaign book will instruct players to add new cards to the oracle deck when a new zone is revealed. After adding cards in this manner, reshuffle the oracle deck including also the cards that have not yet been drawn.

DRAW ORACLE CARD



At the start of each round, draw the top card of the oracle deck. If the oracle deck is ever empty, immediately shuffle all previously drawn oracle cards to form a new oracle deck.

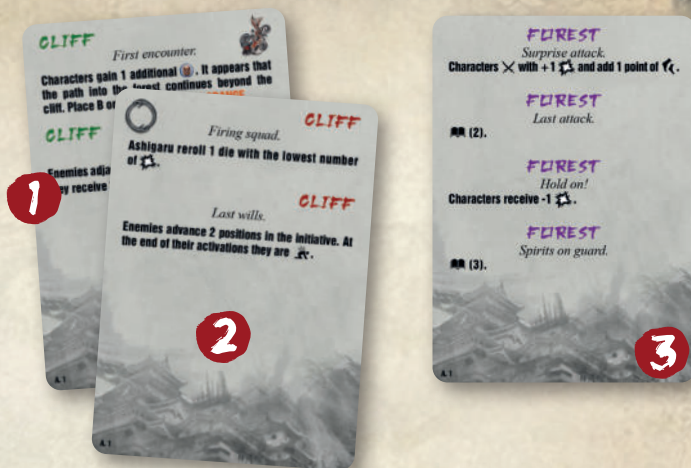
A red card means that events and enemy activations are likely to be more dangerous to players this round. A green card means that they are likely to be slightly less dangerous.

RESOLVE EVENTS

For each zone that contains at least 1 miniature, reveal and resolve an event. If a zone has random events, reveal and resolve the next event of the color matching the drawn oracle card. If a zone has scripted (purple) events, reveal and resolve the next scripted event.

The exploration event card for each zone will specify whether you are playing with scripted or random events. Random event zones will have two different cards (one red and one green). Scripted event zones will only have one card available (purple cards)

Remember that exploration event cards are placed inside the omamori, so players have access to the events one by one.



1 Green Event 2 Red Event 3 Purple Event (scripted)

Event effects, unless otherwise stated, are only active for the round in which they are drawn. Events apply to creatures that are in the corresponding zone when the event is drawn.

Event effects continue to apply to creatures even if they move out of the corresponding zone during their activation.

If you would need to resolve an event and none are available, instead move the malice token up once on the Shogun's malice track. If the malice token ever reaches the 6 space, the chapter immediately ends in failure (see page 18). The exploration phase setup section of the chapter may specify additional effects to be resolved due to malice.

Remember to place the Shogun's malice track and its token next to the play area. The track always starts at 0.

2. DETERMINE THE INITIATIVE

To determine initiative, resolve the following steps.

1. Take the initiative card corresponding to each Character, Minion, Servant, and Wanderer in play, shuffle them into a facedown deck, and then place the shuffled cards face up in a line from left to the right to form the initiative queue.
2. Apply any event or skill effects to the initiative queue.
3. Place any initiative cards corresponding to Chosen in play to the left of the previously placed cards, at the front of the queue.

Some skills and events affect the initiative queue. Resolve any applicable effects in the following order.

1. EVENT EFFECTS.

If multiple events affect the initiative queue, players choose the order in which they are resolved. Whenever an event modifies the initiative, apply it to all affected cards from left to right if the effect advances the initiative, and from right to left when the effect delays the initiative.

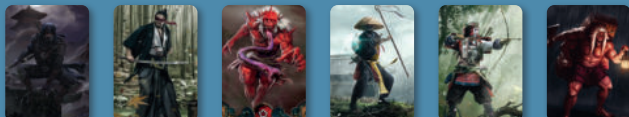
2. EFFECTS FROM CHARACTER SKILLS.

If multiple character skills affect the initiative queue, players choose the order in which they are resolved.

3. EFFECTS FROM ENEMY OR WANDERER SKILLS.

If multiple enemies or wanderers affect the initiative queue, players choose the order in which their effects are resolved.

Servants and wanderers advance up to 3 spaces every round as a passive skill.



HATTORI

AKIRA

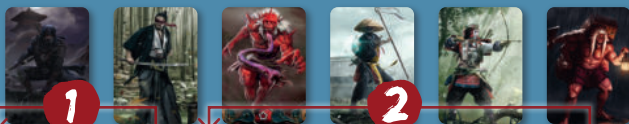
MINION

HIKARU

TOMOE

SERVANT

The initiative cards are shuffled and placed into the above queue. There is no event effect to be applied this round.



HATTORI

AKIRA

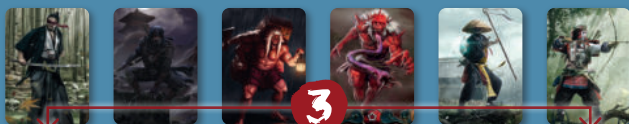
MINION

HIKARU

TOMOE

SERVANT

Akira's skill "Sixth Sense" lets him to move one space forward **1**. The Servant card is then advanced 3 spaces forward **2**.



TOMOE

HATTORI

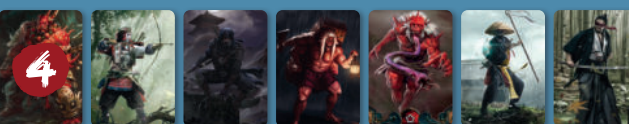
SERVANT

MINION

HIKARU

AKIRA

Players decide to swap the positions of Akira and Tomoe **3**.



CHOSEN

TOMOE

HATTORI

SERVANT

MINION

HIKARU

AKIRA

Finally a card corresponding to a Chosen is added to the front of the queue **4**. The initiative is ready.

After all skills and events affecting the initiative have been resolved, once per round, players may collectively agree to swap the position of 2 character initiative cards in the initiative queue.

When a new zone is revealed, add all the newly placed miniature initiative cards to the initiative, by shuffling them with the ones that have not been activated this round, and update the initiative by placing all of them, randomly, after the current activation. When initiative cards are introduced this way into the initiative, do not apply any of the usual modifying effects (events, character skills and enemy skills). After the current activation ends, continue activating cards from the updated initiative.


3. ACTIVATIONS

Starting from the card farthest left in the initiative queue and proceeding from left to right, miniatures are activated. After a miniature has been activated, rotate the corresponding initiative card 90 degrees. Once all cards in the initiative queue have been rotated, proceed to the next part of the round.



CHARACTER ACTIVATION

At the beginning of their activation, each character gains 3 action point tokens (👤), placing them in their supply. During their activation, a character may take any of the following actions:

- 
1. Move 🏃.
 2. Use Technique Skill ⚡.
 3. Reroll Ki Dice 🎲.
 4. Attack ⚔️.
 5. Interact.
 6. Use an item.

Each action may be done multiple times and in any order, with the exception that a **character may only move once each activation and attack once each activation.**

Once a character has taken an action, they must complete it fully before taking another action, except for performing any of the following **free actions**:

- FREE ACTIONS**
1. Place Ki Dice 🎲.
 2. Withdraw Ki Dice 🎲.
 3. Retrieve 1 Head token (👤).
 4. Activate Kami Mode ability.

Each free action has its own rules for when it can be taken (see page 13).

At the end of a character's activation, if they have more than 1 👤 remaining, they return them to the general supply until they have exactly 1.

If characters retain 1 action point, they may have up to 4 to spend in their following activation.

No character can have more than 4 action points at any moment.

CHARACTER ACTIONS

▶▶ MOVE

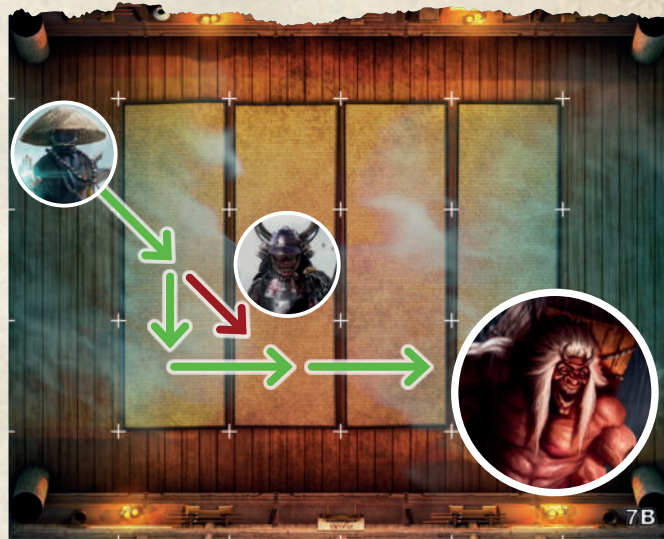
This action may only be taken once per activation.

The active character spends 1 👤 to gain movement points (🏃) equal to $3 + \text{👤} + \text{any other active effect}$. They may **exert**, by spending an additional 👤 to gain **3 extra** 🏃, any number of times.

Characters can move through squares containing other characters or allies but must finish their movement on an empty square. Characters can only move diagonally across squares occupied by allies or empty squares.

See the example below. Inaccessible squares, and squares containing enemies or obstacles, are occupied.

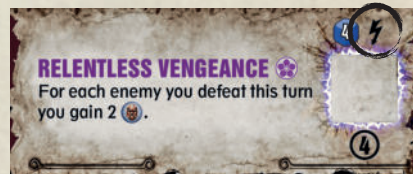
See the terrain section on page 21 for more information on terrain types.



Hikaru is trying to move adjacent to the Servant. He has no 👤 and so generates 3 🏃 when moving. He spends 1 👤 to move diagonally and is now adjacent to the minion. However, he cannot move diagonally again, because the square with the minion is an occupied square, and he cannot move diagonally if an occupied square is adjacent to both the square he is in and the square he is moving into. Instead, Hikaru decides to move down 1 square and across 1 square and then exerts to gain 3 additional 🏃. Finally, he uses 1 movement point to move adjacent to the Servant. He then chooses not to spend his remaining 2 🏃, ending his movement action.

▶▶ USE TECHNIQUE SKILL ⚡

Spend 1 👤 to activate a ⚡ skill that you meet the requirements for.



See page 19 for details on skills and requirements.

▶▶ REROLL KI DICE 🎲

Spend 2 👤 to reroll any 🎲 in action slots, exhausted, or in the character's supply. Place all rerolled dice into the character's supply.

Ki dice in the character's supply may be placed into action slots using the 'place Ki dice' free action.



1 Supply 2 Activated 3 Exhausted

▶▶ ATTACK

This action may only be taken once per activation.

Choose an enemy to target within range (↔) of the active character's equipped weapon and within line of sight of the active character. All weapons have a range ↔ of at least 1. See page 19 for rules for determining adjacency, page 20 for rules on range, and page 20 for rules on line of sight.

Spend 1 ⚡ to take a ⚡ attack against the chosen enemy, or spend 2 ⚡ to take a 🔥 attack against that enemy.



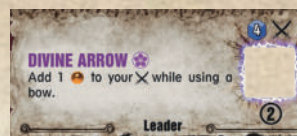
1. Weapon's name
2. Weapon's range (2)
3. Dice for fast attacks
4. Dice for strong attacks
5. Yin-Yang Effect
6. Cost
7. Class (Monk)

If the active character's equipped weapon does not have either a ⚡ or 🔥 attack, you may not choose that option. 🔥 attacks can deal more damage than ⚡. As a general rule, when targeting multiple targets with the same attack, roll the dice once.

▶ CREATE DICE POOL AND ACTIVATE SKILLS

If taking a ⚡, create a dice pool by adding the dice indicated by the active character's equipped weapon 3. If taking a 🔥, create a dice pool by adding the dice indicated by the active character's equipped weapon 4.

You may also add a focus dice (⚫) to the dice pool. Focus dice will make your attack more powerful but much riskier. The active character may choose and use any one ✂ skill that they meet the requirements for. See page 19 for details on skills and requirements. Then, roll all the dice in the dice pool.



If you rolled the ⚫, and it's showing a blank side, the attack fails: The action ends immediately, no damage is taken, and no negative conditions are imposed. If you rolled the ⚫ and it's showing a ⚡, the attack critically fails: The action ends immediately, no damage is taken, no negative conditions are imposed, and the target may immediately counterattack the active character (see page 20). If you did not roll the ⚫, or you did not roll a blank side or a ⚡, the attack hits: Resolve the damage section below.

▶ DAMAGE AND YIN-YANG EFFECT



If you rolled both 1 ☯ and ☯, and the equipped weapon has a yin-yang icon (☯) effect, you may resolve it. To determine the 🔥, add your ⚡ and any other additional effects from your equipment to the dice value rolled, and subtract the target's 🛡 and 🦋. The result, if higher than 0, is the 🔥.

$$\text{⚡} - \text{🛡} - \text{🦋} = \text{🔥}$$

For help adding up the values rolled, see the "iconography sheet" at the end of this book. Some skills, weapons or effects can allow rerolling some of the attack dice. If you want to keep the ☯ effect, at least one of each ☯ and ☯ initial dice have to be kept.

When calculating 🔥, if you rolled the ⚫, and it's showing a ☯, do not subtract the target's 🛡 or 🦋.

If the attack was from a square at a higher height level than the target, add 1 to the hits (🌟) rolled. See rules for terrain types on page 21.

If the attack's damage is equal to or greater than the enemy's remaining ❤, they are defeated. Remove the enemy from play.

If the defeated enemy was a Minion, it leaves behind a head token. If the defeated enemy was a Servant or Chosen, it leaves behind a boss head token. If the active character is in a square adjacent to the defeated enemy, add that token to that character's supply. If the active character is not adjacent, add that head token to the square the enemy was occupying.

Heads on adjacent squares can be gained by taking a retrieve head free action (see page 14). Heads can be sold at ⚡ during the adventure phase. If defeating the enemy was the ending condition for a zone or chapter, add its head to the active player supply.





If the attack's damage is less than the enemy's remaining , and they are a minion, add equal to the damage to the section of their board matching the color of the minion's base, along with any condition token imposed by character's skills, weapons, or items. If you rolled the , and got a or an , add a -1 token to the Minion board after applying , even if you did not deal any .
See page 19 for the rules for conditions.

If the target was a Chosen or Servant, add tokens equal to the **damage** to their board. If you rolled the and obtained a or a , add a -1 token to the enemy board after applying , even if you did not deal any .

A creature with 0 cannot receive -1() tokens.



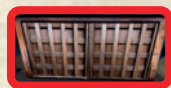
Akira makes a attack with his katana against an ashigaru, spending 2 , choosing not to roll the , and deciding to use the **stab** skill.

The total value rolled is 4 and he has 1. The ashigaru has 1 and 1, but the **stab** skill ignores the target's , so the is 4 (4+1-1). The ashigaru's total is 5, and so 4 are added to the corresponding section of his board. The effect of the katana is that if 3+ are dealt the character gains 1 . Because Akira rolled at least one and , and dealt 4 , he gains 1 .

▶ INTERACT

Spend 1 to choose an interaction point in a square adjacent to the active character. Check the campaign book and resolve the corresponding section.

The campaign book will specify which squares contain interaction points.



If the interaction point was a door, flip the token to its opened side. An opened door occupying an inaccessible terrain square makes it regular terrain. Opened door tokens cannot be interacted with.



If the interaction point was not a door, remove it unless otherwise indicated by the campaign book.

During the exploration phase, the interact action includes interacting with other adjacent characters and with the active character's equipped weapons.

When interacting with another character, both can swap coins, heads, items, equipment, and tokens (excluding condition and karma tokens).

When interacting with their weapon, a character can exchange their equipped weapon for their unequipped one.

Remember that during the adventure phase, the swap weapon and share actions are free actions. During the exploration phase, being part of the interact action, each of them costs 1 .

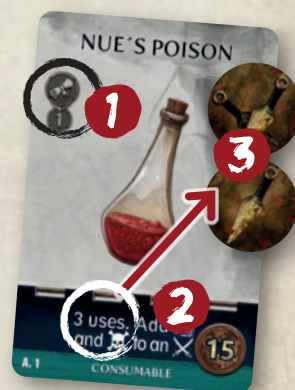
▶ USE AN ITEM

If they meet the knowledge requirement , spend 1 to use an item in the active character's supply. Resolve its effect .

Each item may be used a **maximum of once per round.**

If the item has the keyword **consumable**, discard it after use, return it to the market deck and shuffle it.

If the item has the keyword "Use: X" track each time it is used by placing X equal to the number of uses available. Each time it is used, remove a token. When it has no more on it, return the card to the market deck and shuffle it.

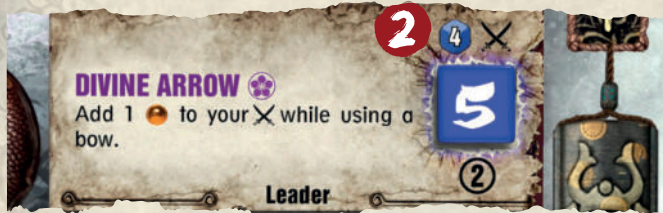


FREE ACTIONS

Free actions may be taken at any time during a character's activation, including mid-way through the resolution of another action and do not require the active character to spend action points. There are 3 free actions: Use an item, swap weapon, and share.

▶▶ PLACE KI DICE

Place a Ki Dice from the active character's supply into an empty skill slot ① for which it meets or exceeds the Ki requirement ② of.



▶▶ WITHDRAW KI DICE

This action may be taken a number of times per activation equal to the active character's . The active character may exhaust a Ki dice in an active slot, setting the dice to the **exhausted** area.

▶▶ RETRIEVE 1 HEAD TOKEN

Move 1 head token from an adjacent square to the active character's supply. Head tokens can be sold for at during the adventure phase.

▶▶ ACTIVATE KAMI MODE ABILITY

This free action may be taken at any time during a character's activation if the following conditions apply:



- The active character's current is less than half of their maximum health value (rounded down).
- The active character has a Kami affinity of 6.
- No other character has an active Kami Mode ability.

When a character uses their Kami Mode ability, it is active for their current activation and until the end of their next activation, or until they are **defeated**, whichever happens sooner.

When a character's Kami Mode ability is no longer active, they are immediately **defeated** (see page 20). A character who used the Kami Mode ability is considered to be **defeated** by the end of the current chapter.

If the only remaining undefeated character when finishing a chapter has their Kami Mode active, consider the chapter as **failed**.

The Kami Mode is a last resort to try to turn a fight in your favor.

4. REDUCE KI DICE

After every character and enemy has activated in a round, all Ki dice in action slots are reduced by 1.

If any dice would be reduced to a zero, remove it from its current action slot and place it aside as it becomes **exhausted**.

If all Ki dice are exhausted, a character immediately rerolls all Ki dice and places them back into their supply.

Ki dice can also be exhausted as a result of the 'withdraw Ki dice' free action.

ENEMY ACTIVATION



The rules for resolving enemy activations depend on their type and are detailed in the Minion, Servant, and Chosen sections below.

General rules that apply to activating enemies of all types are listed after those sections, on page 15.

Full example activations for each enemy type are found on page 17.

▶▶ MINIONS

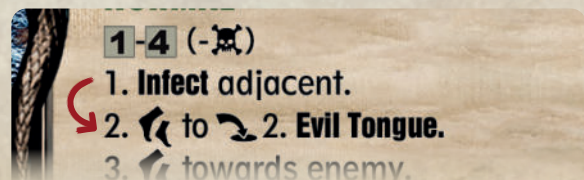
Roll a d6 ().



If the current oracle card is green, find the entry matching the dice result on the normal behavior ①.

If the current oracle card is red, find the entry matching the dice result on the aggressive behavior ②.

Read the first line corresponding to the number rolled. If it can be resolved fully, do so. If you cannot resolve the line fully, instead read the next line corresponding to the number rolled. If the line can be resolved fully, do so. Repeat this process until you have fully resolved a line that corresponds



to the number rolled. Once a line has been fully resolved, the minion's activation ends.

A line can be resolved fully if all attacks and \times skills in the line have at least one target.

▶▶ SERVANTS

Roll a d6 ().

Read the first line corresponding to the number rolled. If the line can be resolved fully, do so. If you cannot resolve the line fully, instead read the next line. If that line can be resolved fully, do so. Repeat this process until you have fully resolved a line. Once a line has been fully resolved, the Servant's activation ends.

A line can be resolved fully if all attacks and \times skills in the line have at least one **target**.

▶▶ CHOSEN

Draw the top card of the Chosen deck. If the Chosen deck is empty, first shuffle all discarded Chosen AI cards to form a new deck.

Read the first line. If it can be resolved fully, do so. If you cannot resolve the line fully, instead read the next line. If the line can be resolved fully, do so. Repeat this process until you have fully resolved a line.



A line can be resolved fully if all attacks and \times skills in the line have at least one **target**.

Once a numbered line has been fully resolved, the Chosen's activation ends. Add the drawn card to the discard pile.

▶▶ RESOLVING ENEMY LINES

Most enemy effects begin with a **priority icon** that indicates the criteria the enemy is using to determine its target (if there is more than one available).

[+ X Icon] The character that has the most of X.

[- X Icon] The character that has the least of X.

See the iconography page for a full list of characteristic icons. Remember, priority applies when there are several potential targets that can be chosen to resolve the same line. If there is only one target available to resolve an enemy line, priority conditions are not used.



When available, resisters with at least one resistance token take priority as the target. If there are multiple eligible resisters, players collectively choose which of the eligible resisters is the target.

See page 21 for rules on resisters.

If there are multiple characters that the enemy line can meet its **condition** for, follow the criteria indicated by the **priority icon** to decide the priority target. If there are multiple characters tied by the priority, players collectively choose which of the tied characters is the **target**.

Sometimes a line can add another priority icon. If that is the case, the priority icon included in the resolved line takes priority over the general one.

Healing effects on the enemy are not considered mandatory to consider a line fully resolved.

▶▶ RESOLVING MOVEMENT

Enemy movement specifies a **condition**: adjacent, range \curvearrowright (X), toward, or away.

First, find the **target**. The target must be something that the enemy has sufficient movement to meet its condition for.

- When the **condition** is adjacent, the target must be something the enemy can move adjacent to.
- When the **condition** is toward or away, any target is eligible.
- When the **condition** is range \curvearrowright (X), the target must be something that the enemy can move toward or away from such that they are within range \curvearrowright (X) of and in line of sight of. See page 20 for rules for determining range and page 21 for rules on line of sight.

Then, move the along a path of adjacent squares, equal to or less than their \curvearrowright , to a square that meets their condition relative to their target.

- When the condition is adjacent, the enemy moves adjacent to their target.
- When the condition is toward, the enemy moves to a square where the range \curvearrowright to their target is as small as possible.
- When the condition is away, the enemy moves to a square where the range \curvearrowright to their target is as large as possible.
- When the condition is range \curvearrowright (X), the enemy moves such that they are within range \curvearrowright (X) and in line of sight of their target.

See page 20 for rules for determining range and page 21 for rules on line of sight.

If there are multiple squares the enemy could move to that fulfill the condition relative to the target, choose the square that requires the enemy to move the fewest number

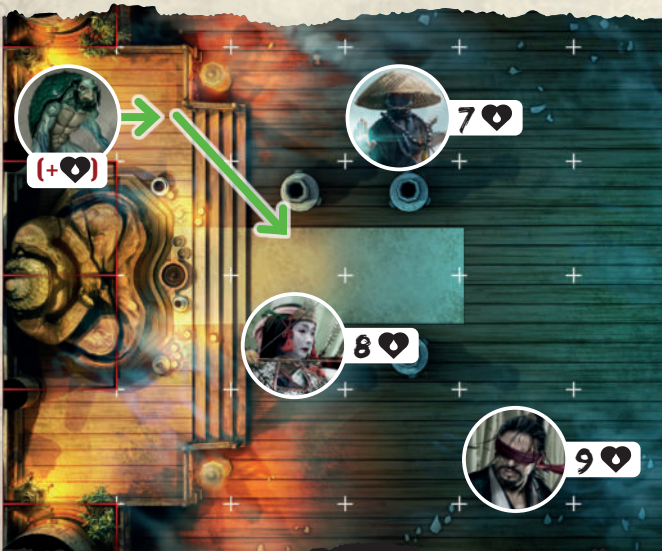
3 PROFANER (-♥)
1. If ♥ are 15 or less \curvearrowright to the closest grave and p 8 ♥ and gain +4 \curvearrowright this round.

of times. If there are still multiple squares the enemy could move to, players collectively choose which of them the enemy moves to.

Enemies can move through squares containing other enemies, but must finish their movement on an empty square. Enemies may move diagonally if no occupied square is adjacent to both the square the active enemy is in and the square they are moving into.

See page 22 for which squares are occupied.

For enemies, squares containing characters and adversary wanderers are occupied.



A kappa minion is resolving a movement effect where the condition is to move to be adjacent, and the priority condition is (+♥). Kappa have 3 ♣. Akira has 9 ♥, Tomoe has 8 ♥, and Hikaru has 7 ♥. First, the kappa must find the target. The condition is adjacent, and the line allows the kappa to move to be adjacent, so the target must be something the kappa can move adjacent to. The kappa does not have enough movement to reach Akira, because it cannot move diagonally past the square Tomoe is in. Of the eligible characters, Tomoe has the most ♥, so she is the target. There are multiple squares the kappa can move to such that it meets its condition, so it moves to the square decided by the players which requires the least movement (2).

▶▶ RESOLVING ENEMY ATTACKS

To resolve an attack, find a target in line of sight and in range 🏹.

▶ RESOLVING ATTACKS AGAINST RESISTORS



Resolve an attack against a resistor by removing one resistance token from it. If you remove the last resistance token from a resistor in this way, they are defeated. Remove the resistor.

The campaign book may specify additional consequences to a resistor being defeated.

▶ RESOLVING ATTACKS AGAINST CHARACTERS AND WANDERERS

Resolve the attack by rolling the dice indicated on the enemy board. If there is a 🎲 next to the condition of the line being resolved, also roll the focus dice.

If you rolled the 🎲, and it's showing a blank side, the attack fails: No damage is taken, and no negative conditions are imposed. If you rolled the focus dice and it's showing a 🎲, the attack critically fails: No damage is taken, no negative conditions are imposed, and the target may immediately counterattack the active enemy (see page 20).

If you did not roll the 🎲, or you did not roll a blank side or a 🎲, the attack hits. Resolve the damage section below.

In addition, most of the attacks may use a skill described on the minion, servant, wanderer or chosen board, applying specific effects to the attack.

▶▶ DAMAGE

Total the value rolled of the dice in the dice pool, and subtract the target's 🎲. This is the 🎲. If you rolled the 🎲 and it's showing a 🎲, when calculating damage, do not subtract the target's 🎲 value.

For help adding up the values rolled, see the iconography page.

Wanderers may have 🛡️ as well. Subtract it when calculating 🎲.

Some events or skills may add effects to the resulting damage.

If the attack was from a square at a higher height level than the target, add 1 to the hits (🎲) rolled.

See rules for terrain types and height levels on page 21.

Reduce the target's ♥ by an amount equal to the 🎲. If this would bring the target's ♥ to 0, they are defeated (see page 20).

If the target was not defeated, add to the target's supply any negative condition tokens imposed by the attacking enemy. Then, if you rolled the 🎲 and it's showing a 🎲 or 🎲, move the cube on the target's 🎲 track down by 1 after the 🎲 have been applied.

See page 19 for the rules on conditions.





6 (-♥)

1. Kenjutsu adjacent.
2. Support and Kenjutsu.
3. ⚡ to be adjacent. Slice Them.

A kachi Minion activates while the active oracle card is green and rolls a 6. The first line cannot be resolved fully because no target is adjacent. The second line cannot be resolved because the kachi is the only Minion in play and so cannot move adjacent to another kachi using the **SUPPORT** ⚡ skill. Therefore, it wouldn't move and cannot find a target for the **KENJUTSU** ✂ skill, and so the line cannot be fully resolved. *Check the kachi board if needed.*

The third line can be resolved. The kachi first moves. The priority target is (-♥), which is Tomoe, and the condition is adjacent, so the kachi moves adjacent to Tomoe via the shortest possible route. His **SLICE THEM** ✂ skill has two possible targets: Hikaru and Tomoe, and the kachi again targets Tomoe because she has the less health.



1

2

3

The Blood Oni draws the **Hate** card. There is already a **Hate** card set aside due to the **GROWING HATE** passive skill, so the empowered version of the card is resolved. The first numbered line can be resolved because after ⚡ the Oni has a target to attack. The priority target for this line is the character next in initiative 1, which is Akira, and so moves to 2 and attacks him, also rolling the focus dice. The attack deals damage. Because of **GROWING HATE** 2, Akira cannot use Kami skills for the rest of the combat. Usually, the drawn card would go in the discard pile, but because **Hate** cards remain in play until the combat finishes, both **Hate** cards remain in play and the activation ends 3. *Check the Blood Oni board if needed.*



1 MACHETE (FIRST INITIATIVE)

1. ✂ adjacent.
2. ⚡ to be adjacent and ✂.

The Undertaker rolls a 1. The first line can be resolved. The Undertaker prioritizes to target the character first in initiative, which is Akira, but the line reads attack adjacent. Only Tomoe is adjacent, and so the Undertaker attacks her.



ENDING THE EXPLORATION PHASE

The phase ends immediately if any one of the following is true:

- The objective specified in the exploration phase preparation section of the chapter is achieved.
- An ending condition specified in the exploration phase preparation section is met.
- The malice token reaches the sixth space of the malice track.
- All characters are defeated.

When the exploration phase ends, discard all condition tokens, either positive or negative.

If the phase ends as a result of the objective being achieved, resolve the **victory** section below. If the phase ends any other way, instead resolve the **failure** section below.

VICTORY

Before resolving this section, for each defeated character, resolve the defeated character section on page 20. Then, resolve any entries specified in the exploration phase preparation section.

At the narrative level, the resurrection section takes place BEFORE the reading of the narrative section ending the current chapter.

If you included the Shinigami Expansion (Yomi Mode), apply its effects before moving on to the next chapter.

Before continuing on to the next chapter, all characters regain all their ♥. Current ⚔ value remains the same for the upcoming chapter.

LEVEL INCREASE

If an entry specifies that characters gain a level, resolve the following steps for each character:

Choose 🧠, 🗡️, 🕷️ or 🧘. Increase the chosen attribute by 1, to a maximum of 3.



Some items or events can increase an attribute score, which could result in a score to be higher than 3.

Take a double-sided character skill token matching the character's new level. Choose 1 of the 2 skills to acquire, slotting the tile into the character board such that the side corresponding to the chosen skill is face up.



Between chapters, chosen skills are tracked on each character's board. Skills cannot be switched to the unselected option during the campaign, unless otherwise stated. Remember that some skills may grant a trait that can give benefits to tests, among others.

Increase the maximum health available and regain all ♥ up to the new maximum level. The health levels depend on the character class.



- Level 5. 18 ♥
- Level 4. 15 ♥
- Level 3. 13 ♥
- Level 2. 11 ♥
- Level 1. 10 ♥

Update the blacksmith deck, adding the armor and weapon cards for the character's new level. Characters may still purchase equipment from lower levels, if they want to. During the setup step of future chapters, the character will gain an extra 🟡, up to their current level.

FAILURE

Before resolving this section, for each defeated character, resolve the defeated character section on page 20.

Then, all characters gain ♥ up to their current maximum, repair the ⚔ value up to the amount shown on their equipped armor, and discard any condition tokens.

If you included the Shinigami Expansion (Yomi Mode), apply its effects before repeating the exploration phase.

Then, characters will repeat the exploration phase.

Characters keep anything they gained in failed playthroughs of the exploration phase. Any resources spent during the failed playthrough of the exploration phase are not recovered.

KEY CONCEPTS

ADJACENCY

Squares are adjacent if they are touching along either a side or a corner.



See the terrain types section on page 21 for an exception related to squares at different heights.

ATTRIBUTE TESTS

Attribute tests are indicated by a symbol (X), (X), (X), or (X), where X is the difficulty.

A character performs an attribute test by rolling a and adding their relevant attribute score (either +0, +1, +2, or +3) and any applicable effect. If the value meets or exceeds the difficulty of the test, it succeeds. Otherwise, it fails.

Consequences for succeeding an attribute test, if any, are indicated by the icon.

Consequences for failing an attribute to test, if any, are indicated by the icon.

CONDITIONS

Some weapons, skills, equipment, and abilities may impose conditions on characters and minions. Characters and minions can have multiple conditions of the same type and their effects are cumulative, except for downed and blinded, for which only one token can be obtained. When removing a negative condition, remove all tokens of that type of condition. Conditions cannot be imposed on Servants, Wanderers, Chosens, or Resistors, unless specifically indicated by an effect. Also, negative conditions cannot be imposed as an effect of an attack that causes no . If what provokes the negative condition is not an attack, it may be applied even if it causes no .

NEGATIVE CONDITIONS



▶▶ BLEEDING

At the beginning of each of their activations, a creature that is bleeding is dealt 1 .



▶▶ POISONED

A poisoned creature receives -1 to all rolls.



▶▶ BLINDED

When taking the attack action, before calculating damage, if the attacking creature is blinded, roll a d6 (). On a 1-3 the attack misses and has no effect. After rolling, discard the blinded condition token.



▶▶ DOWNED

Downed creatures have -1 (minimum 0). Downed characters gain 1 fewer during their next activation.

Downed enemies cannot move and will only be able to attack an adjacent target during their next activation, and that attack will use only the regular dice of their board, not using any skill or effect, except for passive skills. After the next activation, the enemy removes the condition token.

POSITIVE CONDITIONS



▶▶ BLESSED PROTECTION

If a character with a blessed condition token would gain a negative condition, they instead may discard a blessed condition token.

CHARACTER SKILLS, KAMI SKILLS, AND ENEMY SKILLS

As characters level up, they gain access to character skills **A**. As characters increase their Kami affinity, they gain access to Kami skills **B**. Enemies have skills listed on their card **C**.

For character and Kami skills to be usable, characters must meet their **requirements**. Enemy skills do not have **requirements**.



For character skills, the **requirement** is to have have a Ki dice in their action slot that meets or exceeds the Ki requirement.



You may assign Ki dice to action slots using the 'place Ki dice' free action.

For Kami skills, the **requirements** are that:

- They can only be used once per phase.
- The active character must meet or exceed their affinity requirement.

Remember that during the exploration phase, the first Kami skill cannot be used, as those are only available as passive skills during the adventure phase.

Three kinds of skills are represented in the game: passive skills , technique skills , and attack skills .



For characters, character and Kami skills are in effect at all times as long as their **requirements** are met. For enemies, skills are always in effect.

Passive skills do not require to be used.



Spending 1 during their activation, characters can use character and Kami skills for which they meet the **requirements**. Enemies use skills as part of their activation.

When taking an attack action, characters can use up to one character or Kami skill for which they meet the **requirements**. When taking an attack action, enemies use skills as part of their activation.





Characters may not use a  skill and a  Kami skill in the same attack.






Some skills may have different effects depending on the Ki dice placed in the slot. If that is the case, Ki dice conditions will be colored BLUE.

Some skills may have cumulative effects depending on the Ki dice placed on the slot. If that is the case, those skills will have the keyword **aggregate**.


COUNTERATTACKS





When a character rolls the  during an attack, and gets a  result, the attack critically fails: No damage is taken, no negative conditions are imposed, and the target enemy may immediately attack the active character if within the enemy range (). When an enemy board allows for several  available, use the highest to check if the character is within range of the counterattack. Resolve an attack against the active character, rolling only the attack dice shown in the enemy board and disregarding any enemy skills or abilities (except passive skills, which do apply). After resolving the attack (which may include yin-yang effects), the active character's activation continues.

When an enemy rolls the  during an attack, and gets a  result, the attack critically fails: No damage is taken, no negative conditions are imposed, and the target character may immediately counterattack the active enemy if that character is within  of their equipped weapon. Resolve a  attack, rolling only the attack dice shown on the equipped weapon. The character may not use skills during this attack, but the  and any passive effects will apply. After resolving the attack, the enemy's activation then continues.

DEFEATED CHARACTERS

If a character's  reaches 0 they are defeated. When this happens, immediately remove the miniature from the board. That character takes no further part in the exploration phase.

At the end of the exploration phase, before resolving any entries in the campaign book resulting from ending the phase, defeated characters will be resurrected, regaining  up to their current maximum.

When a character is resurrected, they make a  (X) check, where X is the character's current level. If the check is passed, there is no further effect. If the check is failed, the character loses an attribute point of the controlling player's choice.


Level 1 Kami skills do not apply during the exploration phase with one exception: Izanami's "KNOWN PATH" skill is applied even if a character is defeated during the exploration phase.




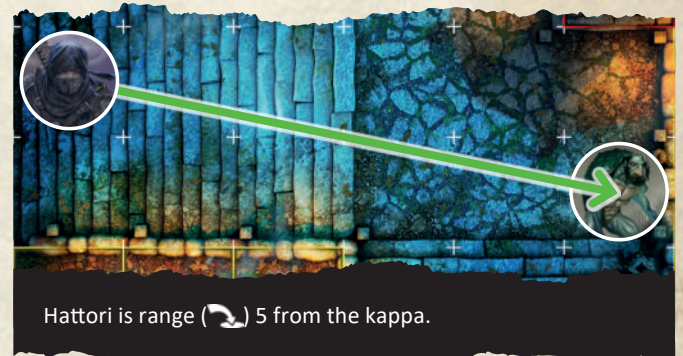
Attributes are tracked on each character's board. The initial attribute point for each class cannot be chosen for removal when failing a resurrection test.

DETERMINING RANGE AND LINE OF SIGHT (LOS)

▶▶ DETERMINING RANGE


To determine the range (), count the shortest distance in squares, excluding the origin square, but including the target square.

If the weapon's range is 3, you can attack () up to 3 squares away.



Hattori is range () 5 from the kappu.

▶▶ RANGE AND HEIGHT

Any attacks with a  of 2 or less are considered out of range if the origin square and the target square are at different heights.

▶▶ DETERMINING LINE OF SIGHT (LOS)

To determine whether a square has line of sight to another square, trace a straight line between the center of the origin square and the center of the target square.

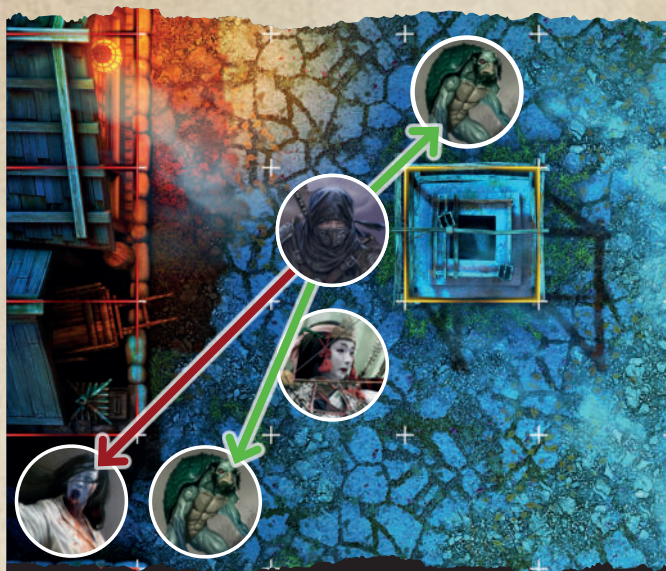
If the traced line goes through any occupied squares, there is no line of sight between the 2 squares. If the line touches the corner of 2 or more squares of occupied terrain, there is no line of sight.

Remember, for enemies, squares containing characters count as occupied. For characters, squares containing enemies count as occupied.

See rules for terrain types on page 21.

If the line does not go through any occupied squares and touches the corner of 1 or fewer occupied squares, there is line of sight.





Hattori is in line of sight of the top Kappa, because the traced line touches the corner of exactly 1 occupied (obstacle) square. He does not have line of sight to the Onryō, because the traced line touches the corner of 2 occupied squares: The inaccessible terrain, and the square containing the bottom Kappa. However, as the allies do not obstruct line of sight, Hattori does see the kappa adjacent to Tomoe.

▶▶ LINE OF SIGHT (LOS) AND HEIGHT

When tracing line of sight between an origin square and a target square that are at different height levels, for the purposes of determining line of sight, obstacle occupied squares do not obstruct Line of Sight. See rules for terrain types on page 21.

EQUIPMENT AND ITEM LIMITS

Each character may have in their supply a maximum of 2 weapons and 1 piece of armor. If an effect would cause a character to exceed this limit, choose and return equipment from that character's supply to their equipment pile until this is no longer the case.

Each character may have in their supply a maximum of 3 permanent items and a maximum of 5 items total. If an effect would cause a character to exceed this limit, immediately choose and return items from that character's supply to the bottom of the market deck until this is no longer the case. Items with the **special** keyword do not count toward either the limit of 3 permanent items or the overall limit of 5 items.

RESISTORS



The campaign book may specify that resistors be placed on certain squares. Resistors are represented by **resistor tokens**. In addition, the campaign book may specify a number of **resistance tokens** to be placed with that resistor. If a resistor has no resistance tokens from the start, it cannot be targeted by enemies. If a resistor is a living creature and loses all of its resistance tokens, it is removed from play. Resistors obstruct Line of Sight.

Everytime a resistor is the target of an attack, automatically remove one resistance token from it.

Resistors are usually Non-Playable Characters like civilians, but also other elements like doors, mechanisms, etc.

Squares containing Resistors count as occupied terrain (see page 22) and interrupt the LoS. The exploration phase setup will indicate whether resistors can be interacted with (see the interact action on page 13).

SPAWN POINTS



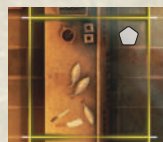
The campaign book may tell you to place spawn tokens on certain squares to represent spawn points. Spawn points cannot be interacted with.

Enemies may be added to zones from spawn points depending on the zone. When adding an enemy, if the square the spawn point is on is not occupied, place the enemy on the square containing the spawn point. If the square containing the spawn point is already occupied, instead add the enemy to a square as close as possible to the spawn point. If there are multiple eligible squares tied for being the closest, players collectively agree which square the enemy is added to. If there are no available miniatures of the enemy to be spawned, ignore the spawn effect.

TERRAIN TYPES, FLYING, AND SPECTRAL MOVEMENT

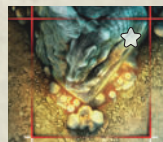
The exploration phase includes the following types of terrains:

▶▶ OBSTACLES (◻ YELLOW)



Obstacles are marked in yellow. Enemies and characters cannot enter obstacle squares or trace line of sight through them. For enemies, squares containing characters count as obstacles. For characters, squares containing enemies count as obstacles.

▶▶ INACCESSIBLE TERRAIN (☆ RED)



Inaccessible terrain is marked in red. Enemies and characters cannot enter inaccessible squares or trace line of sight through them. Walls depicted by artwork also count as inaccessible terrain.

The difference between obstacles and inaccessible terrain is that flying allows movement through obstacles, but not inaccessible terrain. Also, when attacking from different heights, inaccessible squares block line of sight, while obstacles do not.

▶▶ OCCUPIED TERRAIN

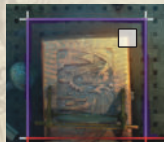
Both inaccessible terrain and obstacles cause a square to be considered occupied.

▶▶ SPECIAL TERRAIN (X BLUE)



Special terrain is marked in blue. The rules for special terrain are specific to each exploration phase and are laid out in the campaign book.

▶▶ DIFFICULT TERRAIN (□ PURPLE)



Difficult terrain is marked in purple. Moving out of a difficult terrain square costs an additional movement point (2 instead of 1).

Remember: When crossing a square, even if diagonally, its effects applies. Crossing a difficult terrain square costs 2 movement points, even if characters do not end their movement on it.

▶▶ HEIGHT

Some tiles specify different height levels. Squares that are at different heights are not adjacent.

Squares at different heights can only be moved between by using a ladder or stairs.

An attack from a greater height adds +1 ⚔️ to its result.

▶▶ LADDERS/STAIRS



Stairs and ladders provide access to different heights. They are at the lowest level of the different heights. Characters and enemies will be able to move between heights by using ladders and stairs. In order to do this, the miniature must fit in the ladder or stair squares during all their move. Miniatures with bases larger than 1 square cannot fit in a 1 square-wide ladder or stair.

▶▶ FLYING MOVEMENT

Creatures with flying movement:

- Ignore the effects of difficult terrain □.
- Can move between squares at different heights as if they were adjacent.
- Can move through any kind of terrain, except inaccessible ☆. The rule that they cannot end their movement on occupied squares still applies.

▶▶ SPECTRAL MOVEMENT

Creatures with spectral movement:

- Ignore the effects of difficult terrain □.
- Can move through any kind of terrain, but cannot end their movement on squares occupied by creatures.

A creature that ends its movement on 1 occupied square cannot target or be targeted by any attack or skill.

▶▶ WANDERERS

Wanderers are individuals of unknown loyalties that you may encounter during your adventure.

During an exploration phase preparation section you may be instructed to add Wanderers to a zone. The campaign book will specify whether these Wanderers act as allies or enemies.

Treat Wanderers as Servants for activation purposes. Also, treat them as resisters with resistance tokens when determining a target for the character's enemies. Wanderers leave no head behind when defeated.

Remember that resisters with resistance tokens are priority targets when several targets for the same activation line are available.

KAMI CHANGE

During play, players may unlock new Kami. At the end of a phase where a Kami has been unlocked as a result of a **personal mission**, the character referenced in that mission may replace their current Kami with the unlocked Kami. At the end of a phase where a Kami has been unlocked as a result of a non-personal mission, any 1 character may choose to replace their current Kami with the unlocked Kami.

Characters who replace their Kami maintain their affinity level. Personal missions are specified in the adventure phase preparation section of the campaign book.

SPECIAL TOKEN

Certain effects may require players to use special tokens 🐱. Their use will change depending on the effect that creates them.



YOMI MODE

After completing each phase, mark a box from the Yomi mode track on the campaign sheet for each character who was defeated. If the mark reaches one of the bold squares, confront the Shinigami, resolving the encounter on page 268 of the Act 1 campaign book.



Before starting the confrontation, the characters regain all their ♥️ and repair their 🛡️ up to the number indicated on their equipped armor.

Characters defeated by the Shinigami automatically succeed their resurrection test.



Before moving on to the next chapter, characters regain all their ♥️ and repair their 🛡️ up to the number indicated on their equipped armor.

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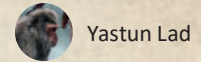
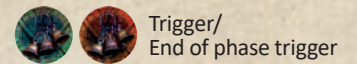
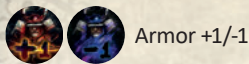
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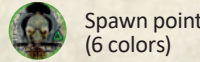
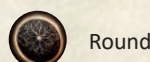
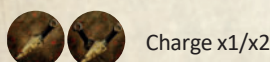
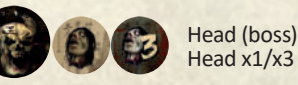
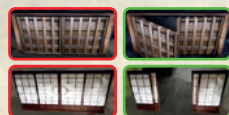
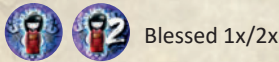
ICONOGRAPHY

TOKENS



WRATH OF THE GODS

- Block
- Destiny
- Luck
- Stealth



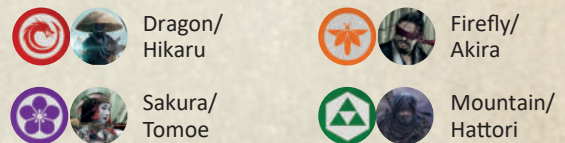
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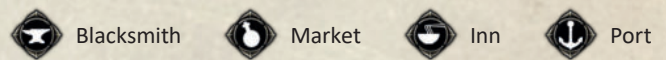
NEGATIVE CONDITIONS

	Poisoned	Bleeding	Blinded	Downed
Icon				
Token				

CLAN/PERSONAL MISSION



CITY SERVICES



SYMBOLOLOGY



SYMBOL SHAPES

	Orange	Green	Purple	Red
0				
1				
2				
3				
4				

ATTACK DICE

FOCUS ATTACK DIE

