



EXPLORATION PHASE RULEBOOK

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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



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

Not all the following steps will be necessary if the game is stored using the storage trays provided.

1. Place each **character board** in front of the player controlling them.
2. Characters can **exchange items** as per the share action during the Adventure Phase before the Exploration Phase starts.
3. Take a number of **Ki dice** (🎲) equal to the character's level, roll them, and **place the rolled dice in the character's supply**. In your turn you **will be able to use them** to activate your available skills.
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 respective player board.
7. Place a cube on the **Kami affinity track**, on the space matching the current affinity.

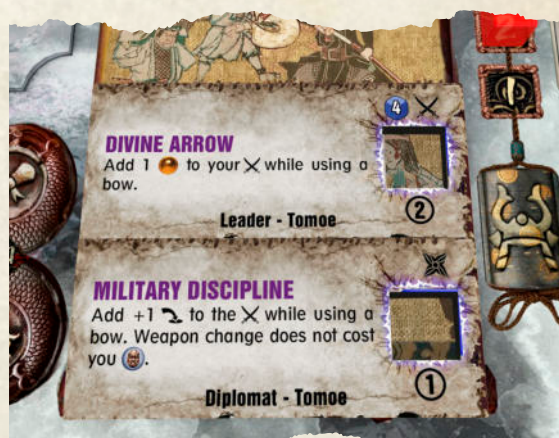


8. Place the **blacksmith cards** of each class up to its current level in a facedown pile next to each player board.



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

9. Insert already acquired character **skill tokens**. *During the first Exploration Phase, only the first skill will be available.*



10. Place already acquired items and equipment into the character's supply. If a character has 2 weapons, place the unequipped weapon facedown.



EQUIPPED



UNEQUIPPED

11. Place a cube on the **armor track**, on its value at the end of the last game session.
12. Gather the **attack dice** corresponding to the type of weapon you have equipped.
13. Place 4 **action point tokens** (🎲) into the character's supply. *During the Exploration Phase characters can have up to 4.*
14. Place the **Shōgun's Malice track** next to the play area and the Shōgun's Malice token next to it. Malice starts at 0.

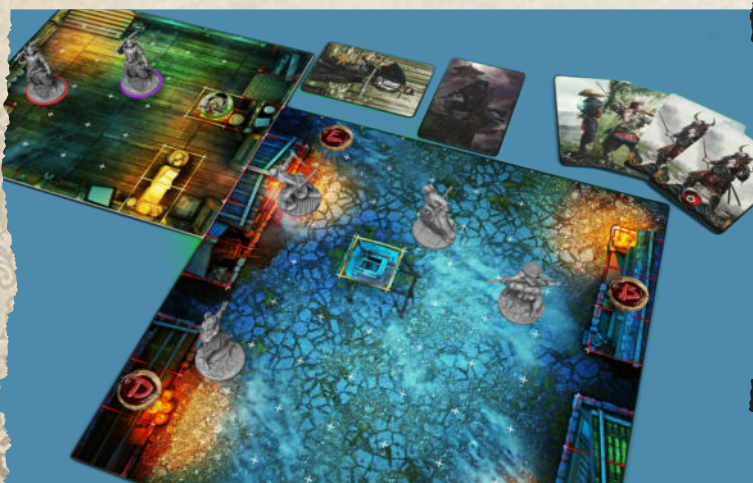
ZONE SETUP

The Exploration Phase is fought through zones. They are made up of tiles **1** which have a grid pattern of squares **2**. In the campaign book, after the introduction to the current chapter, you will find the setup for the first area of the Exploration Phase. Each zone may have up to 2 **exploration event cards** (🐉 and 🌀) **3** associated with it, that are placed inside the Omamori sleeves **4**. There are two ways of accessing a new zone: surveying or traveling.

Surveying: opening a door or interacting with an interaction point (by spending 1 🧠) can give access to a new zone. Place the new tile adjacent to the current one and add any enemies indicated in the setup. Any other character stays in place. Adjust the initiative as indicated on page 7. After that, the active character can continue their activation, including any remaining ⚡ they had.

Travel: Other times, interacting with a point will grant access to more remote areas that are not directly connected to the current tile. Remove the areas in play, including its miniatures and events. Place the new zone and the indicated enemies. Place the characters in play on any square indicated as the starting location. Finish the current round, by reducing active Ki dice, and then a new round starts, updating the Initiative.

ZONE 5: HOUSE



SURVEYING

While adventuring, Hattori has interacted with the interaction point A and has 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 together with those of the new enemies. The Initiative is then updated accordingly.

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

He then he continues his activation as usual.





TRAVELING

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

Reduce the Ki dice for all characters and start a new round, restarting the Initiative by shuffling the cards of all characters and enemies still in play.



MINIONS

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



Red



Orange



Blue



Yellow



Green



Purple

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



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

If the zone setup instructions listed in the campaign book have a "+" next to the Minion's name use the upgraded (black background) 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 type played later in the current chapter will use the upgraded version as well.

SERVANTS AND WANDERERS

Servants are unique enemies, much more powerful than minions. Place the Servant board face up next to the zone the enemy is in.

Wanderers are individuals of unknown loyalties that you may encounter during your adventure. During an Exploration Phase preparation, 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.

Allied Wanderers are considered as Resistors by the characters' enemies when determining their target. This means that they are priority targets when there are several targets available for the same enemy activation line (see *Resistors on page 21*).

Wanderers, whether allies or not, do not drop Heads when defeated.

CHOSEN

Place the Chosen's board face up next to the zone the enemy is in. Shuffle the Chosen's AI cards (1) into a facedown deck and place them on the Chosen's board. Their skills (2) are shown on the upper right part of their board. Their stats are shown in the central part (3).

Chosen are the most dangerous enemies you will face.



EXPLORATION PHASE OVERVIEW

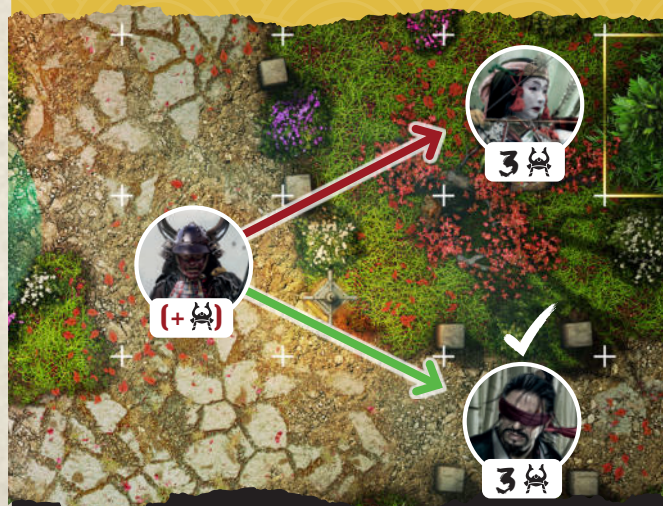
The Exploration Phase is divided into a series of rounds. Each round is made up as follows:

ROUND

1. Draw a new Oracle card, resolve Events and apply Malice, if necessary.
2. Determining Initiative.
3. Activations.
4. Reduce Ki dice .

GOLDEN RULES

- ✿ The "Enemy" tag applies to those creatures (characters, Wanderers, Shōgun's forces and living Resistors) that the active creature fights against.
- ✿ 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 an effect forces a character to lose a resource of which they do not have enough (like coins, karma, armor or others), the character loses the amount they have available, even if less than the specified requirement.
- ✿ If an effect requires placing a component that is not available (like a miniature), that effect is not applied.
- ✿ When an effect is resolved, if there is more than one target that fulfills all of the conditions for that effect, the players decide which target will be affected.
- ✿ When an  or effect applies to several targets, roll the  only once and then 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

1. ORACLE DECK, EVENTS AND MALICE

— CREATE THE ORACLE DECK AND THE EVENT 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, depending on the success or failure of the last Adventure Phase. You then start creating the Oracle deck by adding the cards specified in the zone 1 for the current Exploration Phase.



1 Green Oracle card 2 Red Oracle card

The setup of each new area indicates whether new cards should be added to the Oracle's deck. After adding cards in this manner, reshuffle the entire Oracle deck, without including the already revealed cards.

— SELECT EXPLORATION EVENTS —

At the start of every chapter and when revealing a new zone through surveying or travelling, follow these steps to create the event deck for each of the current active zones that are on the map:

1. Find all event cards that are connected to the active zones currently on the map. Normally, each zone has **green** and **red** event cards, indicated by the similar name at the top of the event card. Some zones also have a **purple** events card instead of the **green** and **red** event cards. These are scripted events for that particular zone.
2. Shuffle all the event cards, place each of them in an Omamori sleeve next to their respective area.

— DRAW ORACLE CARD —

At the start of each round, draw the top card of the Oracle deck of the zone any character or enemy is currently in. 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.

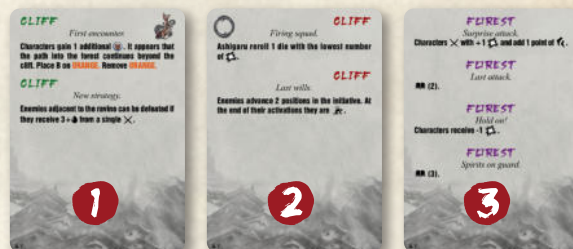
— RESOLVE EVENTS —

For each zone that contains at least 1 miniature, reveal and resolve an event from that zone's event deck. If a zone has both **green** and **red** event cards assigned, reveal and resolve the next event of the color that matches the drawn Oracle card (**red** or **green**). If a zone has scripted (**purple**) events, reveal and resolve the next event.

Exploration event cards indicate whether you are playing with scripted or random events.

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

In addition to their color, exploration event cards also differentiate by an icon on their upper part. Green cards include a , while red cards in clue a . Scripted cards have no icon.



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

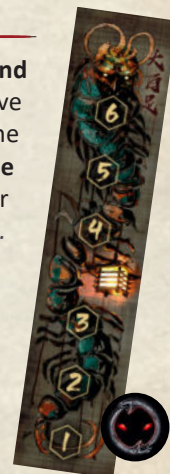
Event effects, unless otherwise stated, are only active **for the round in which they are drawn**. Events only apply to creatures that are in the corresponding zone when the event is drawn.

Event effects continue to apply to creatures even if they move out from the zone they started their activation on.

— MALICE —

If you would need to resolve **an event and none are available for the current zone**, move the Shōgun's Malice token up once on the Shōgun's Malice track instead. If the **Malice token** ever reaches the 6 space, the chapter immediately ends in a failure (*see page 16*). The Exploration Phase setup section of the chapter may specify any additional effects to be resolved.

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



2. DETERMINING THE INITIATIVE

To determine Initiative, resolve the following steps.

1. Take the Initiative card corresponding to each Character, Minion (based on their color), 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. *Some events may instruct to reveal the initiative card by card.*
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. **Chosen Ones will always activate first.**

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

1. EVENT EFFECTS.

If more than one event modifies the Initiative, apply it 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 OTHER SKILLS.

If multiple non-character skills affect the Initiative queue, players may choose the order in which their effects are resolved.

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

4. CHARACTER'S SWAP.

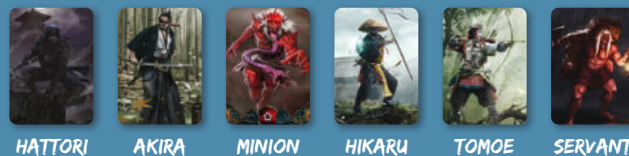
After all skills and events affecting the Initiative have been resolved, **once per round**, players may collectively agree to swap the position of 2 character Initiative cards in the Initiative queue.

ADD NEW ENEMIES

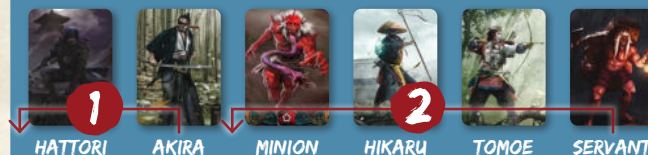
When a new enemy is added, add all the newly placed miniature Initiative cards to the Initiative, by shuffling them with the ones that have not been activated this round. Update the Initiative by placing all of them, **after the current activation**, in random order.

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).

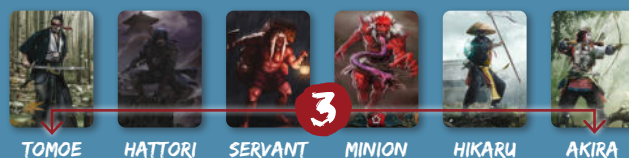
After the current activation ends, continue activating cards from the updated Initiative queue.



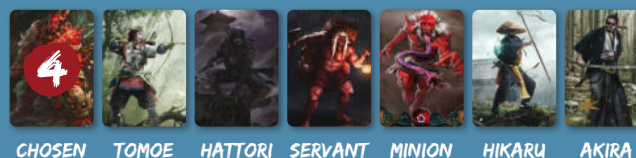
The Initiative cards are shuffled and placed into the above queue. There is no event effect to be applied this round.



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



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



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

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 to indicate that it has been resolved. Once all cards in the Initiative queue have been rotated, proceed to the next part of the round.

Special rules may set activation conditions for creatures that do not use any miniature, like Resistors (see page 18).

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 spend 👤 to take any of the following actions:

1. Move 🏃.
2. Use technique skill ⚡.
3. Reroll Ki dice 🎲.
4. Attack ✂.
5. Interact.
6. Use an item.
7. Meditate

Each action may be done multiple times and in any order, with the exception of the **movement action** and the **attack action**, which can only be done once per activation.

Once a character starts an action, they must complete it fully before taking another action, except for **Interact**, **Use an item** or 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.

These actions can be taken by a character during their turn and do not use 👤 to be performed. In addition, each of these free actions has its own rules for when it can be taken (see page 12).

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

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

No character can have more than 4 👤 at any given moment, thus if they would receive a 5th one, it is immediately discarded.

CHARACTER ACTIONS

►► MOVE AND EXERT

This action may only be taken once per activation.

The active character spends 1 👤 to gain movement points (🏃) equal to 3 + 🎲 + any other active effect. They may **exert**,

by spending an additional 👤 to gain 3 extra 🏃, without adding 🎲 or modifiers, 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 through empty squares**, as can be seen in the example below.

See the "Occupied Terrain" section on page 20 to find out which squares are considered occupied. Squares containing enemies are considered occupied.

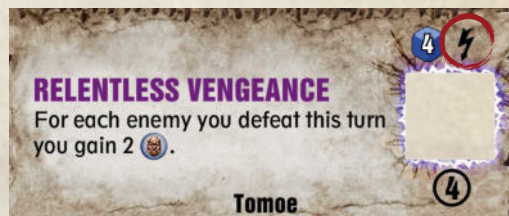


Hikaru is trying to move adjacent to the Undertaker. He has no 👤 and so generates 3 🏃. He spends 1 🏃 to move diagonally and is now adjacent to the Kachi. However, he cannot move diagonally again, because the square with the Minion is an occupied square, and he cannot move diagonally if an occupied square 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 once to gain 3 additional 🏃. Finally, he uses 1 🏃 to move adjacent to the Undertaker. 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 18 for details on skills and requirements.



The 1 👤 cost to activate a ⚡ skill is independent of the cost to perform the ✂ modified by the skill.

►► REROLL KI DICE 🎲

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



1 Supply 2 Active 3 Exhausted

▶ ATTACK

This action may only be taken once per activation, either to attack by activating an attack skill or by performing an attack with the equipped weapon.

Choose an enemy to target within range () of the active character's equipped weapon and within Line Of Sight (LOS) of the active character. All weapons have a range of at least 1 (see page 16 for rules for determining adjacency, and page 17 for rules on range and for determining LOS).

You may spend 1 to take a attack against the chosen enemy, or 2 to take a attack.

If the active character's equipped weapon has neither a nor a attack, you may not choose that option.



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) and level (1).

In general, attacks tend to deal more damage than . Remember that when targeting multiple targets with the same attack, roll the dice once.

Each attack action can only be modified by one attack skill.

▶ CREATE DICE POOL AND ACTIVATE SKILLS

Prepare the dice pool based on the type of attack you will be using 3 or 4.

You may also add a focus dice () to the dice pool.

Focus dice will make your attack more powerful but also much riskier.



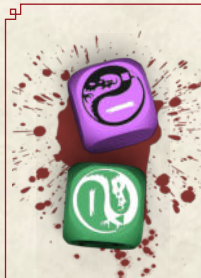
The active character may choose one skill that they meet the requirements.

See page 18 for details on skills and requirements.

Then, roll all the dice in the dice pool, including those of any additional effect, like a skill or consumable, to begin the attack.

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 of the attack may immediately counter attack the active character (see page 17 for the rules on how to perform a counter attack). If you did not roll a blank side or a on the , the attack hits: Resolve the damage section below.

▶ DAMAGE AND YIN-YANG EFFECTS



If you rolled both and on your attack dice, and the equipped weapon has a yin-yang icon () effect, you may resolve it, even if the does not cause any unless the effect provokes a condition, if so, causing is a mandatory.

Add the value of your rolled attack dice to your power () and any other effects to calculate the total hits (). Subtract the target's defense () and armor () from the calculated amount of (). The result, if higher than 0, is the amount of damage () that will be taken.

$$\text{Damage} = \text{Hits} - \text{Defense} - \text{Armor}$$

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.

If you rolled the , and it's showing a , ignore the target's and when calculating the .

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

See the rules for the influence of height levels on an attack on page 17.

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

When an enemy is defeated, change its miniature for a Head token if it was a Minion, or a Boss Head token if it was a Servant or Chosen.

Heads can be sold at the Market during the Adventure Phase.



If defeating the enemy was the ending condition for a zone or chapter, add its Head token to the active player supply.

If the attack's is less than the enemy's remaining , add tokens equal to the to their board, along with any condition token provoked by the attack. If you rolled the and obtained a or , add -1 token as well **after** applying the , even if the attack caused no . If the enemy was a Minion, use the matching color board zone to do so. A creature with 0 cannot receive -1 tokens.

See page 18 for the rules on applying conditions.

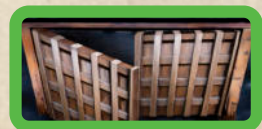
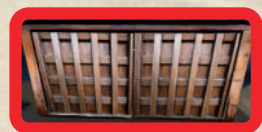


Akira makes a attack with his katana against an Ashigaru, spending 2 , choosing not to roll the , and deciding to use the **stab** skill.

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 amount of 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+ is dealt, the character using it gains 1 . Because Akira rolled at least one and one , and he dealt 3+ , he gains 1 .

►► INTERACT

Spend 1 to interact with an interaction point in the current or adjacent square. Check the current setup section of the campaign book and resolve the corresponding section. Then, unless otherwise indicated, remove the interaction point. *Remember that an interaction that opens a new zone by surveying (page 4), does not interrupt the action of the active character.*



If the interaction point was a closed door (**red**), flip the token to its opened side. An opened door occupying an inaccessible terrain square makes it regular terrain after it has been opened. **Opened door (green) tokens cannot be interacted with.** Interacting with a door does not interrupt the (pies) action of the active character.

When interacting with a non-playable character, check the corresponding section for the current chapter. 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 or with the active character's equipped weapons.

When interacting with another character, **both can swap** coins, Heads, items, equipment, and other tokens (excluding any condition or karma tokens).

A character may exchange their equipped weapon for an unequipped one if they have one.

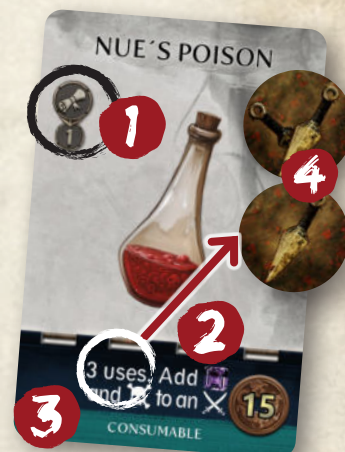
Remember that during the Adventure Phase, the swap weapon and share actions are free actions. During the Exploration Phase, each of them costs 1 instead of being a free action.

► USE AN ITEM

If they meet the knowledge requirement 1, spend 1 to use an item in the active character's supply. Resolve its effect 2.

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

If the item has the tag **"consumable"** 3, discard it after use by returning it to the market deck, which is then shuffled.



If the item has the keyword "Uses: X" you must discard 1 of its available tokens each time it is used. When obtained, add tokens 4 equal to the number of uses available on the item card. Each time it is used, you then remove one of the tokens placed on the item card previously. When it has no more on it, discard it by returning to the market deck, which is then shuffled.

Some items or skills may modify other actions when used, adding effects. In this case, the "use an item" or "use a skill" action can be performed during the action that is being modified, paying its corresponding cost, if there is any.

Permanent items do not require to be used, and their effect can only be applied once each time that their requirements are fulfilled.

►► MEDITATE

Spend 1 to obtain a meditation token and add it to your supply.

The maximum amount of a character can have at any given moment is 1.

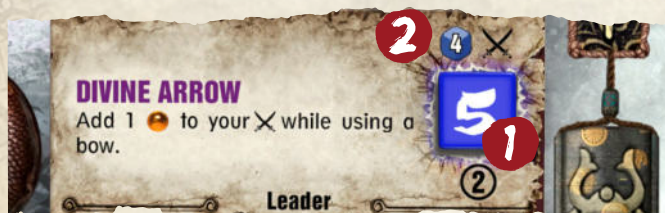
After performing an attack roll, discard 1 to reroll a single die (excluded). At the end of each phase, discard all .

FREE ACTIONS

Free actions may be taken at any time during a character's activation, **including mid-way through the resolution of another action**, including a move action and do not require the active character to spend action points.

▶▶ PLACE KI DICE

Place a Ki die from the active character's supply into an empty skill slot **1** for which it meets or exceeds the Ki requirement **2** of. If the skill has no requirement, it can be activated with a Ki die of any value.



▶▶ WITHDRAWING 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 die in an active slot, setting it to the **exhausted** area.

▶▶ RETRIEVE 1 HEAD TOKEN



If a Head token is on the same or any adjacent square, the active character adds it to their 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, until they are **defeated** or until the chapter ends, whichever happens sooner.

When a character's Kami Mode ability is no longer active or the chapter ends, they are immediately **defeated** (see page 19 for the rules on defeated characters). If the only remaining undefeated character when finishing a chapter has their Kami Mode active, the chapter is considered as **failed**.

The Kami Mode is the 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 die would be reduced to a zero, remove it from its current skill slot and place it aside. This Ki die is now considered **exhausted**.

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

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



The rules for resolving enemy activations depend on their enemy type and are detailed in their respective sections below.

General rules that apply to activating enemies of all types are listed after those sections, on page 13.

Full example activations for each enemy type are found on page 14.

▶▶ MINIONS

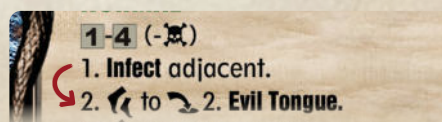
When a Minion activates, roll 1 test die (🎲).



If the current Oracle card is **green**, find the entry matching the die result in the **normal** behavior section of their Minion board, indicated by the green 'Normal' header **1**.

If the current Oracle card is **red**, find the entry matching the die result in the aggressive behavior section of their Minion board, indicated by the **red** 'Aggressive' header **2**.

Read the number 1 line, corresponding to the section based on the number rolled on the (🎲). 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. Repeat this process until you have a **single line** that corresponds to the number rolled that can be fully resolved. Once one line has been fully resolved, the Minion's activation ends.



▶▶ SERVANTS OR WANDERERS

When a Servant or Wanderer activates, roll 1 test die (○). Servant and Wanderers boards are different than those for Minions. They include lines based on the dice result. Read the number 1 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. Repeat this process until you have a **single line** that corresponds to the number rolled that can be fully resolved. Once a line has been fully resolved, the Servant or Wanderer activation ends.

2 DEATH'S TORNADO (-♥)

1. ♣ adjacent to the maximum amount of enemies and ✕ them all.
2. If there is no character inside (●), ♣ to ♣ 2 and **COFFIN'S THROW**.
3. ♣ x2 toward enemy.

▶▶ CHOSEN

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

Read the number 1 line. If it can be resolved fully, do so. If you cannot resolve the line fully, instead read the next line. Repeat this process until you have a **single line** that can be fully resolved.



Once a numbered line has been fully resolved, the Chosen's activation ends. Discard the drawn Chosen card.

▶▶ RESOLVING ENEMY LINES

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

Most enemy effects begin with a **priority icon** ① that indicates the criteria the enemy is using to determine its target **if there is more than one available**. There are generally two types of priority that an enemy can indicate as criteria:

[+ICON] as (+♥): the character that has the most of Health.

[-ICON] as (-♥): the character that has the least of Health.

3 PROFANER (-♥) ①

1. If ♥ are 15 or less ♣ adjacent to the closest grave, if possible. Regains 8 ♥ and +4 ♣ this round.

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.

If there are multiple characters that the enemy line can meet the **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 may 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**.

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

See page 18 for rules on how to use Resistors.

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

▶▶ RESOLVING ENEMY MOVEMENT

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

First, find the **target** (enemy or Resistor) so the enemy has movement enough to meet the condition.

- When the condition is **adjacent**, the target must be within movement range so that the enemy can move adjacent to it.
- When the condition is **toward** or **away**, any target is eligible.
- When the condition is **range** ♣ (X), the enemy must be able to move toward or away from the target so that it is within range ♣ (X) and Line Of Sight (LOS).

See page 17 for rules for determining range and for rules on LOS.

Then, move them along a path of adjacent squares, equal to or less than their ♣, 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 ♣ to their target is as small as possible.
- When the condition is **away**, the enemy moves to a square where the range ♣ to their target is as large as possible.
- When the condition is **range** ♣ (X), the enemy moves such that they are within range ♣ (X) and in LOS of their target.

See page 17 for rules on how to determine range ♣ and how to set the LOS.

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 of times. If there are still multiple squares the enemy could move to, players may 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 20 for which squares are considered as occupied. For enemies, squares containing characters or wanderers that are not allies are considered 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 adjacency, and the line allows the kappa to move to be adjacent, so its target must be one 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 considered the target for the kappa's attack. 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 LOS 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 from play.

The campaign book may specify additional consequences when a Resistor is defeated.

If an enemy with the (🌀) condition attacks a Resistor, roll 🎲, with a result of 1 to 3, the attack misses.

▶ 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, add the focus dice.

When rolling an enemy attack using the 🎲, follow the same rules indicated for characters on page 10.

In addition, most of the attacks may use a skill described on the Minion, Servant, Wanderer or Chosen board, applying these specific effects to the attack according to their description.

▶▶ DAMAGE

When calculating the damage dealt by enemies, follow the same rules indicated for characters on page 10.

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

Reduce the target's ♥ by an amount equal to the 🎲. If this would bring the target's ♥ to 0, they are defeated (see page 19 for the rules on defeated characters).

If the target was not defeated, add to the target's supply any negative condition tokens provoked 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 attack has been resolved. If the target was a Wanderer allied with the characters, add one -1🐉 token to its board.

See page 18 for the rules on how to apply different conditions.



A Kachi Minion activates while the active Oracle card is green and rolls a result of 6 on the 🎲. Line 1 cannot be resolved fully because no target is directly adjacent to the Kachi. Line 2 cannot be resolved because the Kachi is the only Minion in play and thus cannot move adjacent to another Kachi using the **SUPPORT** ⚡ skill. Therefore, it wouldn't move and cannot find a target for the **KENJUTSU** ✂ skill, thus the attack cannot be fully resolved.

However, line 3 can be resolved. The Kachi first takes a movement action, taking the shortest path to its target. The priority target is (-♥), which is Tomoe, because she is the closest as the condition is to be adjacent. His **SLICE THEM** ✂ skill has two possible targets: Hikaru and Tomoe, and the Kachi again targets Tomoe because she has the least amount of health left.

Line 4 will not take place as the Kachi has completely performed line 3.



1 MACHETE (FIRST INITIATIVE)
 1. ✕ adjacent.
 2. ⚡ adjacent and ✕.

The Undertaker rolls a 1 when rolling the . We want to know if the first line can be resolved. Line 1 (**MACHETE**) reads that the Undertaker prioritizes the target first in Initiative, which is Akira. However, the first line reads attack adjacent. Only Tomoe is adjacent to the Undertaker, and so it attacks her over Akira.




HATE
 (NEXT INITIATIVE)
 1. ⚡ to 2 and ✕. If deals , the target cannot use kami skills this round.
 2. Gain 3 rage points.
 3. EMPowered VERSION: The target cannot use kami skills for the rest of the combat.
 KEEP THIS CARD IN PLAY

The Blood Oni draws the **Hate** card. There is already a **Hate** card set aside due to the **GROWING HATE** passive skill the Blood Oni has, so the empowered version of the card is resolved **2**. The first numbered line can be resolved because after ⚡ the Blood 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 . If the attack deals damage, because of **GROWING HATE**, Akira cannot use Kami skills for the rest of this 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 Blood Oni's activation ends **3**.

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, both positive and negative, and the meditation tokens.

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 19. 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:

1. Increase the chosen attribute by 1, to a maximum of 3.
No effect can increase an attribute score above 3.



2. Take a double-sided character skill token matching the character's new level.

3. 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.*

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



5. 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.

6. During the setup step of future chapters, the character will gain an extra ♠, up to their current level.

FAILURE

1. For each defeated character, refer to the "Defeated Characters" section on page 19 and resolve the corresponding effects
2. Each character may perform a Market action and a Blacksmith action.
3. If any character has acquired a specific token during the Exploration Phase, they keep it in their supply.
4. Keep all zones that were present at the time of the last character's defeat on the table. Then, **reset all active zones** by: respawning enemies, tokens, Malice markers, and events. Important: The zones are already connected and placed. If an event or interaction point leads you to open a zone that is already on the board, ignore that effect. *Remember, a zone without miniatures is not considered active, so do not replenish miniatures, tokens, or events in zones that were already inactive.*
5. Place all four characters adjacent to the square where the last character was defeated.
6. Start of a new round: Begin from step 1, "Draw Oracle card, resolve events, and apply Malice".
7. Enemy rewards: **No enemy heads can be acquired in zones that were already active.** They can only be acquired in newly discovered zones from this point onward.
8. If the phase fails a second time, players may choose to either repeat steps 1 through 7 or read the phase's success section.

KEY CONCEPTS

ADJACENCY



Squares are adjacent if they are touching along either a side or a corner (*see the terrain types section on page 19 for any exceptions related to squares at different heights*).

ATTRIBUTES

Power (👊): The character's physical strength. It is added to any ✂ action.

Dexterity (👁): The character's physical agility. It is added to any movement action.

Spirit (🧘): The character's inner strength. It reduces the probability of suffering an attribute loss when resurrecting and allows ♠ removal.

Knowledge (📖): The character's understanding of the world around them. It allows you to equip better items.

ATTRIBUTE TESTS

Attribute tests are indicated by the icon 🧘 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. Benefits for succeeding an attribute test, if any, are indicated by the .

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

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 current affinity level even though they are swapping Kami.

COUNTER ATTACKS



There are two types of counter attacks that can happen during combat:

- From the attacked enemy to the active character;
- From the attacked character to the active enemy.

►► FROM THE ATTACKED ENEMY TO THE ACTIVE CHARACTER

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 they are within the enemy's range (use the highest  available). Use only the attack dice shown on the enemy board and disregarding any enemy skills or abilities (except passive skills, **which do still apply**). After resolving the attack, the active character's activation continues.

►► FROM THE ATTACKED CHARACTER TO THE ACTIVE ENEMY

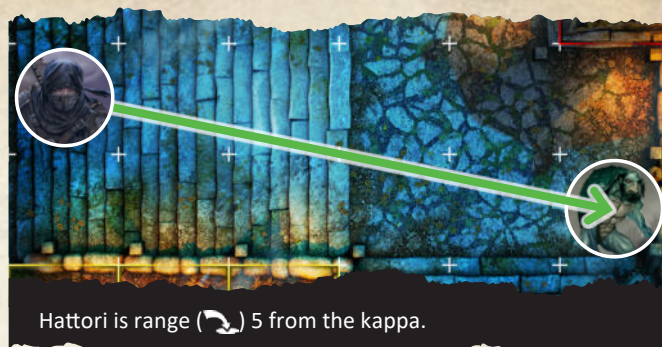
When an enemy rolls the  during an attack, and gets a  result, the attack critically fails. No damage is taken, no negative conditions are imposed, and the target character may immediately counterattack the active enemy if that character is within  of their equipped weapon. Resolve a  attack, rolling only the attack dice shown on the equipped weapon. The character may not use neither attack or technique skills during this attack, but the  the yin-yang effects from your equipped weapon and any passive effects will still apply. After resolving the attack, the enemy's activation then continues.

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  is 3, you can attack () up to 3 squares away.



► RANGE AND HEIGHT LEVEL

To be able to attack a target at a different height, the weapon or skill must have +3 .

See rules for terrain types on page 19.

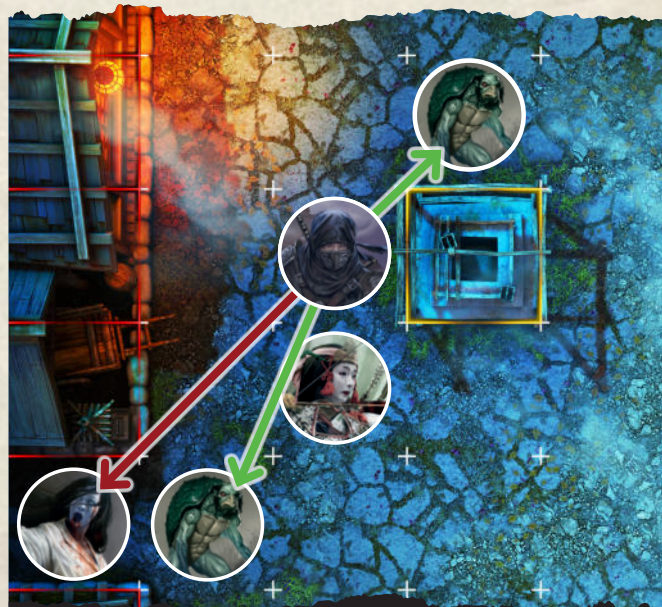
►► DETERMINING LINE OF SIGHT (LOS)

To determine whether a square has LOS 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 20.

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



Hattori is in LOS of the top Kappa, because the **traced** line touches the corner of exactly 1 occupied (obstacle) square. He does not have LOS 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 LOS, Hattori does see the kappa adjacent to Tomoe.

▶▶ LINE OF SIGHT (LOS) AND HEIGHT LEVEL

When tracing LOS between an origin square and a target square that are at different height levels, for the purposes of determining LOS, obstacle occupied squares do not obstruct LOS. See rules for terrain types on page 19.

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 LOS** for both characters and enemies. Every time a Resistor is the target of an attack, automatically remove one resistance token from it.

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

Squares containing Resistors count as occupied terrain (see page 20) and interrupt the LoS. The Exploration Phase setup will indicate whether Resistors can be interacted with or not (see the *interact* action on page 18 for more specific rules on interacting with Resistors).

CONDITIONS

Some weapons, skills, equipment, and abilities may impose conditions on other characters and minions. 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. 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 ♠. It can only be removed using skills or items. Several bleeding conditions may apply to the same target, accumulating its effects.



▶▶ POISONED

A poisoned creature receives -1 to all ✂ rolls. It can only be removed using skills or items. Several poisoned conditions may apply to the same target, accumulating its effects.



▶▶ BLINDED

When taking the attack action, before calculating damage, if the attacking creature is blinded, roll a d6 (1-6). On a 1-3 the attack misses and has no effect. After rolling, discard the blinded condition token. Only 1 Blinded token can be gained per creature. When an enemy attacking a Resistor rolls a 1-3, do not remove any resistance token. Only one blinded condition may apply to the same target at any moment.

Remember that when an Enemy attacks a Resistor while Blinded, it rolls 1 (1-6), with a result of 1 to 3, the attack fails.



▶▶ DOWNED

Downed creatures have -1 ⚔ (minimum 0). Downed characters gain 1 fewer ⚔ at the start of their next activation (2 instead of 3) and then discard the downed condition token.

Downed enemies and Wanderers can only attack adjacent targets, using their printed dice only, without any attack or technique skill effect added. Passive skills (✂) still apply. Enemies discard their downed condition token after their activation.

Only 1 Downed token can be gained per creature.

POSITIVE CONDITIONS



▶▶ BLESSED PROTECTION

If a character with a Blessed token would gain a negative condition, they instead may discard a blessed condition token to negate the condition gained. If a character with a negative condition gains a Blessed token, remove both.

SPECIAL TOKEN

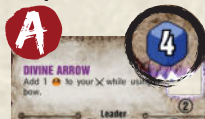


Certain effects may require players to use special tokens. Their use will change depending on the effect that creates them.

CHARACTER SKILLS, KAMI SKILLS, AND ENEMY SKILLS

As characters level up, they gain access to new skills **A**. As characters increase their Kami affinity, they gain access to new Kami skills **B**. Enemies have their 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 written 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 their affinity requirement.

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. Remember that during the Exploration Phase, the first Kami skill cannot be used, except for Izanami's, as those are only available as passive skills during the Adventure Phase.



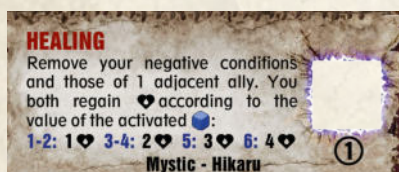
Spending 1  during their activation, characters can use  character or Kami skills for which they meet the **requirements**. Enemies use  skills as part of their activation.



When taking an attack action, characters can use up to one  character or Kami skill for which they meet the **requirements**, by spending 1  and performing a  attack, or spending 2  and performing a  attack.

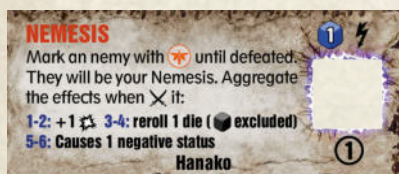
When taking an attack action, enemies use  skills as part of their activation.

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**.



EQUIPMENT AND ITEM LIMITS

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

Next to that, each character is allowed to have a maximum of **2 permanent** items with a maximum of 5 items in total in their supply. 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 towards neither the limit of **2 permanent items** nor the overall limit of 5 items. Special items ignore any effect that may discard them, unless the effect specifically targets the item.

DEFEATED CHARACTERS

If a character's  reaches 0 they are defeated. When this happens, immediately remove their 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,

then 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 lost at any time.

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**. When an instruction (like an event or text section) refers to a color, apply it to the spawn point that matches that color.



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 spawn point square is occupied, spawn the enemy in the closest available square to it. If there are multiple eligible squares tied for being the closest, players may 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 entirely.

Spawn points do not block or interrupt line of sight (LOS).

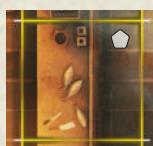
OPTIONAL RULE: REPLACE THE RED DIE

The new blue attack die, available in the Souls of Yomi expansion, and the red die have the same average, so one can be substituted for the other. The blue die has a smaller range of possible results (1 to 3), reducing the randomness of the red die (0 to 4).

TERRAIN TYPES, HEIGHT LEVELS, FLYING, AND SPECTRAL MOVEMENT

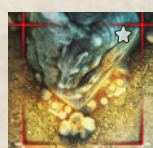
The Exploration Phase includes the following types of terrains:

▶▶ OBSTACLES (◻ YELLOW)



Obstacles are marked in **yellow**. Creatures cannot enter obstacle squares, move diagonally, or trace LOS 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**. Unless allowed for their movement skills, creatures cannot enter, move diagonally, or trace LOS through inaccessible terrain squares.

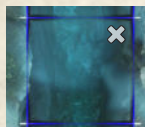
Walls depicted in illustrations also count as inaccessible terrain.

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 LOS, while obstacles do not.

►► OCCUPIED TERRAIN

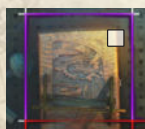
Both inaccessible terrain and obstacles cause a square to be considered occupied.

►► 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 apply. Crossing a difficult terrain square costs 2 movement points, even if a creature does not end their movement on it.

►► HEIGHT LEVELS

Some tiles specify different height levels. Squares that are at different heights are not considered to be 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, and its LoS is not affected by obstacles.

An attack from a lower level has no modifiers.

►► LADDERS/STAIRS



Stairs and ladders provide access to different heights levels. 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 moves. Miniatures with bases larger than 1 square cannot fit in a 1 square-wide ladders or stairs.

►► 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 with spectral movement that ends its movement on 1 occupied square, like inside a wall of stone, cannot target or be targeted by any attack or skill.

SHINIGAMI EXPANSION.



YOMI MODE

After completing each phase, mark a box from the Yomi mode track on the campaign sheet for each character who was defeated. Once you reach one of the bold squares, **do not continue marking boxes. Instead, all characters face the Shinigami, resolving the encounter on page 264 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.



APPENDIX: SKILLS

ACT 1

AKIRA

▶▶ LEVEL 1

Sixth Sense ✂: While this skill is active, at the start of the round, after initiative has been revealed and event effects have been applied, but before enemy effects are applied, you may move your initiative position forward or backward by one space. If initiative is revealed card by card due to an event, you cannot use this skill. Note that in the first round of the phase, you won't have it available because you won't have any  placed, and that this effect will not allow Akira to go in first position if there is a Chosen Enemy.

▶▶ LEVEL 2

Counter Attack ✂: Spend 3  and perform an ✂. Until the end of your next turn, if you receive an ✂, you may perform a  against the attacker you at no  cost. You can only activate the effect once, and only if the attacker in your . If you receive an ✂ beyond your , the effect ends.

Stab ✂: Perform a  and ignore the target's  value. The  value of still applies.

▶▶ LEVEL 3

Defensive Stance ✂: While this skill is active, you can only perform . Every time you are about to receive  due to an ✂, reduce it according to the value of the  you have in the skill: **1-2** reduce the  by 1, **3-4** reduce the  by 2, **5-6** reduce the  by 3.

Dodgy ✂: While this skill is active, enemies cannot add the  when they ✂ you.

▶▶ LEVEL 4

Crescent Strike ✂: Your next ✂, whether  or , will target up to 2 enemies adjacent to you with the same ✂ roll. If you only have one adjacent enemy, it does not receive 2 ✂.

Chained Slashes ✂: Spend 3  and  up to 3 squares plus modifiers (you cannot exert). At the end of your movement, perform a  against all enemies you have been adjacent to throughout your move.

▶▶ LEVEL 5

Concentration ⚡: Your next ✂ using  will be considered a critical hit () without having to roll the . The ✂ can be performed on your next turn.

Hachiman's Wrath ✂: Perform an ✂. For every  you deal, you may choose to either repair 1  or regain 1 . You can mix the effects of repairing  and regaining .



HATTORI

▶▶ LEVEL 1

Roll ✂: You gain extra  depending on the value of the , before or immediately after performing the ✂. You cannot split the  between before and after the ✂. It is not considered a movement action, so you can use it to move closer to your target or move away from it after you have attacked, and then perform a movement action. You must perform an ✂ during the action.

▶▶ LEVEL 2

Metsubushi ✂: If you deal , you provoke .

Elusive ✂: while this skill is active, enemies do not hinder your . However, you must end your  on an empty square.

▶▶ LEVEL 3

Slaughter ✂: Spend 2  to perform 2  against the same target. If the target is defeated by the first , the second is not performed. Effects (such as consumables) that affect ✂ apply to both .

Distraction ⚡: The next enemy to activate after you will perform its ✂ as usual, but you will be the one to decide which of its potential targets it will attack. You cannot choose a target that would prevent the enemy from performing its ✂.

▶▶ LEVEL 4

Ninja Shadow ✂: for the rest of the round, after attacking, each time you receive an ✂ you may chose and remove one die from the ✂.

Evade ✂: While this skill is active, you can add your  value to your  when defending against an ✂. You can only do this once per round. The maximum applicable  will always be 6.

▶▶ LEVEL 5

Star Rain ✂: Choose up to 3 enemies within  2. Deal    to each target, ignoring their  and .

Energy Alteration ✂: Perform an ✂; if it deals , you provoke Downed () Blinded () Poisoned () and Bleeding () to the target.

HIKARU

▶▶ LEVEL 1

Healing ⚡: You and an adjacent ally discard your negative conditions. Additionally, each of you regains  based on the value of the : **1-2** you regain 1 ; **3-4** you regain 2 ; **5** you regain 3 ; **6** you regain 4 .

▶▶ LEVEL 2

Menacing Shadow ✂: perform a 3 ✂, regardless of the  of your equipped weapon. Target must still be within LOS. If the ✂ deals 3+ , remove the target's initiative cards for this round.

Ebisu's Strike ✂: After performing the ✂, you may reroll any die from your roll, including the . You must keep the new result.

▶▶ LEVEL 3

Kami's Assistance ⚡: Increases the value of all your  in reserve by 1. Remember that this does not include those that are active or exhausted.

Drain Spirit ✂: Regain as many  as the  you deal to your target with this ✂.

▶▶ LEVEL 4

Blinding Light ✂: If you cause , you can deal 4 extra  total to other enemies within  2 range of you  can be divided.

Healing Wave ⚡: You and all characters within  2 discard your negative condition effects. Additionally, all characters regain  .

▶▶ LEVEL 5

Multi-Form ⚡: Place the second Hikaru miniature adjacent to yours. When you finish your turn, your double's turn begins. Your double gains 3 , but cannot activate skills; however, it can perform ✂ using your weapon stats. Modify their actions as if it has the same attributes as you. It can be targeted by enemies' ✂ as if it is a character, although it is immune to . At the end of the round, remove the double.

Spiritual Protection ✂: While this skill is active, each character, including you, up to  2, add their  value to their  when they receive an ✂.

TOMOE

▶▶ LEVEL 1

Military Discipline ✂: While this skill is active, add +1 to your  as long as you are equipped with a weapon that has a 3+ . Additionally, switching weapons is a free action.

▶▶ LEVEL 2

Divine Arrow ✂: Add  to your ✂ rolls while using a 3+ .

Shockwave ✂: If you deal 3+ , place the target's initiative card at the back of the initiative queue.

▶▶ LEVEL 3

Teamwork ✂: While this skill is active, other characters within  2 of you add +1  to their ✂ rolls.

Escort ✂: While this skill is active, at the end of your turn, you and all characters within  2 heal 1 . Remember that the value of  can never exceed the base value of the equipped armor.

▶▶ LEVEL 4

Piercing ✂: ignores the target's  and  if it is adjacent to you when you attack it.

Relentless Vengeance ⚡: For each enemy you defeat this turn, you gain 2  extra, but you can never have more than 4 . At the end of your turn, you can only keep a maximum of 1 .

▶▶ LEVEL 5

Arrow's Mantle ✂: If your weapon has 3+ , you can attack up to 3 enemies adjacent to another character with a -2  penalty. Use a single roll to calculate the .

Master Bubashi's Wrath ✂: Spend 3  to perform an ✂. If you defeat your target, you can perform a new ✂ against another target at no cost in . This second ✂ only deals  if you defeat your second target with it. If you fail to defeat it, the second ✂ is ignored.

ACT 2

AKANE

▶▶ LEVEL 1

My loyal friend ✂: While this skill is active, you can move Yastun Lad up to 4 squares once per turn during your activation. If he shares a space with an enemy, place Yastun Lad's token on top of the enemy's board and apply effects based on the value of the  you have in the skill: **1-3** the enemy attacks with -1 ; with **4-6** additionally, the enemy will have -1 .

Yastun Lad is an ally; he is not considered a character and does not have a miniature, so if he is the only creature in an area, no event is revealed. When the  becomes exhausted, return the Yastun Lad token to Akane's reserve; when the skill is reactivated, place it adjacent to Akane, and then you may move it up to 4 squares. Terrain effects affect its movement. If his movement is decreased by them, reduce the amount of squares he moves. While the skill is active and Yastun Lad is on one Enemy board, Yastun moves with them whenever they move.

▶▶ LEVEL 2

Self Taught ✂: If you defeat the target, you regain 1 .

Recovery ⚡: Discard 1 negative condition based on the value of the  you have in the skill: **3-4** discard 1 of your conditions; **5-6** discard 1 of your condition or 1 ally's conditions up to  2.

▶▶ LEVEL 3

One for each ✂: If you defeat the target, you can perform a  against another enemy adjacent to you, at no cost in .

Patch ✂: While this skill is active, you repair 1  at the end of your turn. This effect is not temporary; move the  marker up on the track. The counter can never exceed the initial value of the equipped armor.

▶▶ LEVEL 4

Bite ⚡: Yastun Lad can attack the enemy on whose space his token is placed, depending on the value of  you have in the skill: **3-4** (  ) **5-6** (   ). Apply  and  of the objective as usual. This is not considered an ✂, and therefore can be performed multiple times per round and cannot use the .

Adrenaline ⚡: Gain attribute points until the end of your turn based on the value of the  you have in the skill: **2-3** you gain 1 attribute point; **4-6** you gain 2 attribute points. You can choose any attribute you want for each point, but you cannot exceed the limit of 3 points per attribute type.

▶▶ LEVEL 5

Lightning's Dance ✂: Spend 3 . Perform a movement action as usual, including , and exert, if you want. When

done, make a single  roll as if you  all enemies that were adjacent to you throughout your movement.

Full of resources : While this skill is active, you regain  at the end of your turn based on the value of the  you have in the skill: **1-2** regain 2 ; **3-4** regain 3 ; **5-6** regain 4 . Your  can never exceed the maximum of your current level.

BYAKUEI

▶▶ LEVEL 1

Additional Help : While this skill is active, you will have additional arms that add  to each of your  based on the value of the  you have in the skill: **1-3** you have 1 extra arm and add +1 ; **4-6** you have 2 extra arms and add +2 .

▶▶ LEVEL 2

Necessary Sacrifice : You gain 1 random negative condition. Then, roll . Regain that amount of , which you can distribute among yourself and your allies up to  2.

Good for both : If you defeat your target, you gain 1  and one ally up to  2 can discard all their negative conditions.

▶▶ LEVEL 3

I'll change it : Discard negative conditions from yourself or an ally up to  2 and provoke them on an enemy up to  2 away from you, depending on the value of  you have in the skill: **4-5** transfer 1 condition; **6** transfer 2 conditions.

More Additional Help : While this skill is active, each extra arm obtained by the "Additional Help" skill grants you +1  and +1  to each .

▶▶ LEVEL 4

Powered Hit : When attacking, add 1  for each extra arm you have active.

Come together : Swap 2 initiative cards (allies or enemies) from the initiative queue who have not yet been activated. Your current activation card cannot be included in the effect.

▶▶ LEVEL 5

Come here : you can only use  for this . Place an enemy that is up to  3 away from you next to you. Add  to your  and ignore the enemy's ; their  will be taken into account.

Hits Rain : Spend 2 . You can perform 1  for each extra arm you have active. Thus, if the "Additional Help" skill is granting you 2 extra arms, you can perform 2  for 2 . The  can have 2 different targets. This is not considered an , but  or other  modifiers can be added.

Example: you spend 2  and activate Hits Rain. Therefore, if you have 2 extra arms active you can perform 2  for 2  total. In addition, as it is not considered an , you could spend 1  to perform 1 .

HANAKO

▶▶ LEVEL 1

Nemesis : Place  on the enemy's board. When you attack it, aggregate effects based on the  you have in the skill: **1-2** +1  to your ; **3-4** Additionally, you can reroll a die other than the ; **5-6** Additionally, provoke a negative condition of your choice. If you reactivate this skill, you can change the  to another enemy. There can only be 1 enemy with .

▶▶ LEVEL 2

Voracious Blade : While this skill is active, add  to your  based on the value of the  you have in the skill, as long as the enemy has not yet activated this round. With **3-4**, add +1 ; with **5-6**, add +2 .

Deadly : Perform an  rolling  and choosing the best result between the two.

▶▶ LEVEL 3

Blood Thirsty : Spend 3  to perform 2  against the same enemy or different enemies.

Craft Improvement : Once per consumable item and round, your items that deal  will add extra  based on the value of the  you have your skill: **3-4** add +2 ; **5-6** add +3 . The effect lasts until the end of the current round.

▶▶ LEVEL 4

Smell the blood : Add 1  to your next  for each negative condition your target has.

Cautious : While this skill is active, at the end of your turn, gain  based on the value of the  you have in the skill: **2-4** +1 ; **5-6** +2 . Use +1 tokens  to indicate the effect; these are discarded at the end of the round. This effect does not mean that your  is repaired.

▶▶ LEVEL 5

You and Me : While this skill is active, your  against the enemy marked with  cost 1  less, with 0 being the minimum.

Duel to Death : If you defeat the enemy marked with  with this , you regain 4 , gain 1 , and can transfer all your negative conditions to 1 target (enemy or ally) up to  3.

TAKASHI

▶▶ LEVEL 1

Intimidation : While this skill is active, you may choose at the start of the round the tiebreaker condition that all enemies must apply. The condition replaces any they may have and can be (+/-)  or (+/-) . The skill must be active at the start of the round to apply the effect.

▶▶ LEVEL 2

Inspiration : While this skill is active, every time an ally up to  3 defeats an enemy, aggregate effects until the end of the round based on the value of the  you have in the skill: **3-4** +1 ; **5-6** Additionally +1  and +1 . This effect does not mean that your  is repaired.

Upward Cut : Add 1 die based on the value of the  you have in the skill: **3-4** ; **5-6** .  can only be .

▶▶ LEVEL 3

Reborn Strength ⚡: The other characters, up to 3, gain 1 🍌. A character's 🍌 can never be more than 4.

Fluid Tactic ✂: While this skill is active, gain 🍌 or add ✨ to your ✂ depending on the oracle and the value of the 🍌 you have in the skill: **2-3** if the oracle is **red**, gain +1 🍌; if it is **green**, add 1+ ✨; **4-5** if the oracle is **red**, gain 2+ 🍌; if it is **green**, add 2+ ✨; **6** if the oracle is **red**, gain +3 🍌; if it is **green**, add 3+ ✨. This effect does not mean that your 🍌 is repaired.

▶▶ LEVEL 4

Team Hit ✂: Add +1 ✨ for each ally (not just characters) that is up to 2. Remember that Yastun Lad and allied Wanderers are considered allies.

Tactical Retreat ⚡: An ally up to 5 can move 3 squares. This is not a movement action, so they cannot apply other effects such as 🍌 or exert.

▶▶ LEVEL 5

The Last Word ✂: Add +1 ✨ for each creature (both ally and enemy) that has activated before your turn.

New Breath ⚡: An ally that has already activated gains 1 🍌 and may activate again after you. Additionally, it can attack and move as usual even if it has already done so during their previous activation.

KAMI

The ✂ **Kami skills** are considered active at all times once the indicated affinity level is reached. They can be activated whenever their conditions are met. If a character is defeated, their ✂ skills, including Kami Mode, cease to have effect.

The ⚡ **Kami skills** require spending 1 🍌 to be activated. They can only be activated once per phase.

The ✂ **Kami skills** can be activated as other character's ✂ skills (1 🍌 for 1 🍌 or 2 🍌 for 1 🍌). They can only be activated once per phase. A character can only perform one ✂ action per turn, so if one Kami ✂ skill is used, the character cannot use their own, and vice versa.

Kami Mode can only be activated during your turn if your 🍌 is below half of its current maximum. It does not require spending any 🍌. At the end of your next turn, you are defeated. Only one character can use their Kami Mode at a time.

Level 1 skills can only be used during the **Adventure Phase** (with the exception of Izanami's "Known Path" skill).

Level 3+ and Level 6 skills can only be used during the **Exploration Phase**.



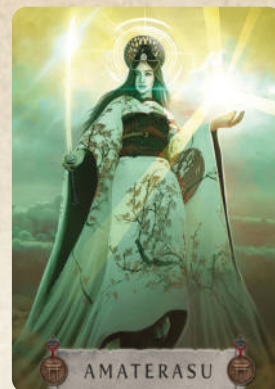
▶▶ AMATERASU

▶ LEVEL 1

The Holy One ✂: When interacting with any sanctuary, regain up to 3 🍌. A character's 🍌 can never exceed their current level maximum.

▶ LEVEL 3+

Divine Fire ⚡: Deal ★★🍌 to an enemy up to 10. The 🍌 ignores 🍌 and 🍌. Target must still be within LOS. You cannot perform any ✂ this round (even before activating this technique).



▶ LEVEL 6

Kami Mode ✂: At the end of your turn and the next round, all characters regain ★🍌 and all enemies are dealt ★🍌. There is no 🍌 or LOS limitation.

▶▶ AMATSUMARA

▶ LEVEL 1

Master Blacksmith ✂: When interacting with a blacksmith, you can repair all your 🍌 at no cost. A character's 🍌 value can never exceed the base value of their armor.

▶ LEVEL 3+

Destiny Forger ⚡: Characters repair 1 🍌 and then regain as many 🍌 as their current 🍌 value.



▶ LEVEL 6

Kami Mode ✂: At the end of your turn and the next round, reduce all enemies' 🍌 by 1 by placing a -1 🍌 token on their board. The 🍌 of any creature can never be less than 0. A creature with 🍌 0 cannot receive -1 🍌 tokens.

▶▶ AMATSUMIKABOSHI

▶ LEVEL 1

Chaos Unleashed ✂: Before revealing your travel events, roll 🍌: 1-3 draw a green event; 4-6 draw a red event. This effect has priority over the path you have used to travel and is always active.

▶ LEVEL 3+

Total Devastation ✂: Perform a 🍌 or 🍌, adding +6 ✨ to your roll. However, the ✂ will not be received by your target, but by another random enemy up to 5. If there is only one enemy, that enemy will receive the effect, even if it is the initial target.



► LEVEL 6

Kami Mode ✕: for the remainder of this round and the next, determine the target of the ✕ performed by enemies. The new target must be within their ↗. The attacker's allies can also be valid targets for the ✕. This does not change the target toward which the affected attacker will move; it only determines the final target of the ✕ among those within their ↗ after it finishes their movement action.

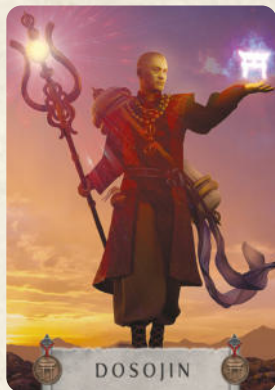
►► DOSOJIN

► LEVEL 1

Traveler Shield ✕: When losing ♥ due to travel events, reduce the amount by 1.

► LEVEL 3+

Protective Breeze: Characters ignore the first 2 ♠ they receive during this round. If the same character receives ♠ from multiple effects (such as multiple ✕) during the round, only the first source would reduce their ♠.



► LEVEL 6

Kami Mode ✕: For the remainder of this round and the next, you are immune to all types of ♠.

►► HACHIMAN

► LEVEL 1

Sharpened Blade ✕: Add +1 ⚡ to your ✕ tests.

► LEVEL 3+

Relentless Strike ⚡: You can reroll the 🎲 of your ✕. This effect can be activated after rolling the ✕, by spending 1 🍵, before applying the effect of the ✕.



► LEVEL 6

Kami Mode ✕: During your turn and the next round, you can perform a special ✕ that affects all enemies in a straight line and up to ↗ 4. Additionally, the ✕ adds +2 ⚡. Apply effects to this ✕ as you would to a regular ✕, including your items, consumables, power, or others.

►► INARI

► LEVEL 1

Nine-tailed fox ✕: Add +1 🍵 when you travel.

► LEVEL 3+

The Beasts' Friend ✕: Perform a 🎲 or 🔥, and then, duplicate its ⚡. The effects of 🎲, if any, are not duplicated, as it is considered a single ✕.



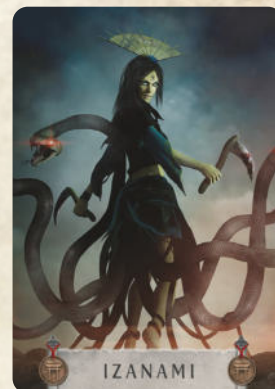
► LEVEL 6

Kami Mode ✕: During your turn and the next round, perform a 🎲 or 🔥 and add +4 ⚡ to the result. Additionally, your active 🎲 increase by 1 point instead of decreasing at the end of the current round.

►► IZANAMI

► LEVEL 1

Known Path ✕: You always succeed on resurrection rolls, whether you were defeated during the Adventure Phase or the Exploration Phase. **This is the only level 1 skill that also applies its effects during the Exploration Phase.**



► LEVEL 3+

Yomi's Servant ⚡: You resurrect a Minion that was defeated during this phase. Place its miniature adjacent to yours. It is considered an ally of the characters and activates at the end of your turn. Consider the characters' enemies as potential targets. If there are multiple targets available with the same priority, you decide who to attack.

► LEVEL 6

Kami Mode ✕: During your turn and the next round, the amount of ♠ you receive from ✕ performed by enemies will be inflicted on your attacker as well. You can only apply ♠ if you have ♥ available. If you are defeated, the surplus cannot be inflicted.

►► RYUJIN

► LEVEL 1

Healing Wave ✕: When interacting with a 🍵, you regain as many ♥ as your level.

► LEVEL 3+

Dragon Tail ✕: Perform a 🎲 or 🔥. If it deals ♠, you may swap 2 cards from the initiative, even if they have already been activated. Cards that come before yours will not activate; those that come after will. This means you can allow an ally who has already activated to do so again if they move to a position after yours. Similarly, you can prevent an enemy who has not yet activated from doing so if they move to a position before yours.



► LEVEL 6

Kami Mode ✕: During your turn and the next round, your movement is considered flying. Additionally, your 🎲, 🍵, 🍷, and 🍷 are set to 3 for the rest of the current phase. In the next round, you will start first in the initiative, even ahead of the Shōgun's Chosen, and you will also gain 4 🍵 during your turn, instead of 3. Remember that you cannot have more than 4 🍵 at any time.

▶▶ SHINIGAMI

▶ LEVEL 1

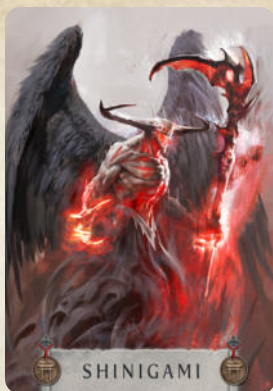
Vital Absorption ✂: When defeating an enemy through a ✂ test, you regain 2 ♥. A character's ♥ can never exceed their current level maximum.

▶ LEVEL 3+

Salute to Death ⚡: Discard up to 3 ♀, which can be part of a combination of several characters' supplies. For each ♀ discarded, (only) you regain 1 ♥ and deal 1 ♠ to all enemies, no matter the LOS.

▶ LEVEL 6

Kami Mode ✂: During your turn and the next round, add +1 ⚡ to your ✂ for each ♀ in your supply, up to 7.



▶▶ SUSANOO

▶ LEVEL 1

Guided by the Waves ⚡: Once per phase, you may spend 3 ⚡ to travel from one port (⚡) to any other, even if they are not in the same sea. When using this ⚡, do not reveal any travel events.

▶ LEVEL 3+

Susanoo's Fury ✂: Perform a ⚡ or ♠. If it deals ♠, inflict 2 negative conditions of your choice on any Minion, even if it was not the target of the ✂.



▶ LEVEL 6

Kami Mode ✂: In the next round, you decide the order of initiative, including that of the Shōgun's Chosen. This effect cannot be modified by other effects, such as events or others.



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ICONOGRAPHY

TOKENS

Armor +1/-1	Captured City/ Razed City	Mission (1-8)	Spawn point (6 colors)
Allies	Civilian (6 colors)	Coins (1, 5 and 25)	Interaction point/ Cut path
Blessed 1x/2x	Trigger/ Final Round	Objective (6 colors)/ Special	Resistance x1/x3
Head (boss) Head x1/x3	Damage x10/x5/x3/x1	Doors closed/open	Round
Camp/ Horde	Influence/ Malice	Action Point	Yastun Lad
Charge x1/x2	Karma x1/x3		Meditate

ACTIVATION

Kami Affinity	Power	Knowledge
Dexterity	Spirit	Attack/ Combat test
Damage	Skills (passive, technique and attack)	
Armor	Defense	Health
Impact	Range	Movement

NEGATIVE CONDITIONS

	Poisoned	Bleeding	Blinded	Downed
Icon				
Token				

CLAN/PERSONAL MISSION

Dragon/ Hikaru	Firefly/ Akira
Sakura/ Tomoe	Mountain/ Hattori

CITY SERVICES

Blacksmith	Market	Inn	Port
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SYMBOLOLOGY

Failure	Yellow
Fast attack	Blue
Gold	Purple
Head	Orange
Karma	Red
Read	Green
Strong attack	Test die
Success	Ki die
Trigger	Focus die

SYMBOL SHAPES

Orange	0	0	1	2	1	1
Green	0	1	1	2	1	2
Purple	0	1	2	1	1	3
Red	0	2	3	4	1	2
Blue (expansion)	2	3	3	1	1	2

ATTACK DICE

FOCUS DIE

Fail	-1	-1	-1	Fail + counterattack	Ignore and
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