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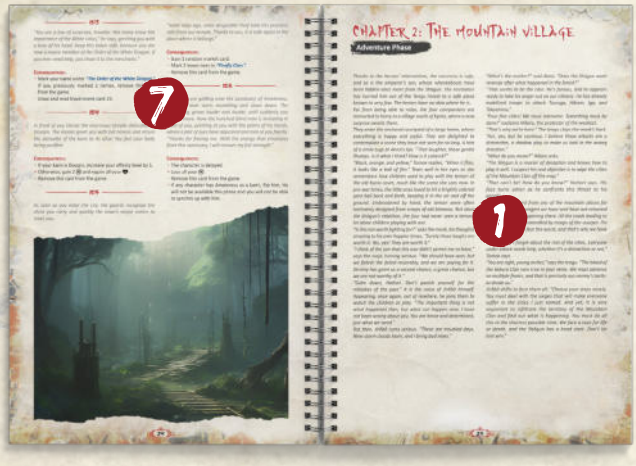
HOW TO USE THIS BOOK?

Through this book the story of Harakiri will unfold. ***DO NOT FLIP THROUGH THE PAGES,*** only consult those as directed by the game

This book is structured in chapters, each of them usually being divided into two Phases: an **Adventure Phase** and an **Exploration Phase. Each Exploration Phase is further subdivided into Zones.** Each chapter of the book provides an introduction to each Phase, and text in numbered Sections, to be read as directed. Chapters have a standard structure as follows.



1. Introductory narrative text.
2. Preparation of the Adventure Phase, if there is one, (some chapters do not have an Adventure Phase, and you will go straight to the Exploration Phase).
3. Sections of the Adventure Phase.
4. Preparation of the Exploration Phase.
5. Introductory narrative text for each zone (Exploration Phase).
6. Sections of the Exploration Phase.
7. Concluding narrative text.

HOW TO SETUP THE PHASES

On the page corresponding to the Phase you are about to play, you will find an initial setup image. This has numbers with accompanying text which together are your instructions for setting up the board, and should be followed carefully.

In each game, whether in the Adventure Phase or in the Exploration Phase, you will be using tokens (coins, karma, interaction points and others), dice, travel events, market cards and character boards. These may not all be specified in each preparation; the components described in the general rules for the Adventure Phase will also be needed.

When all the components are ready, read the introductory text and get ready to play.

WHEN TO READ SECTIONS?

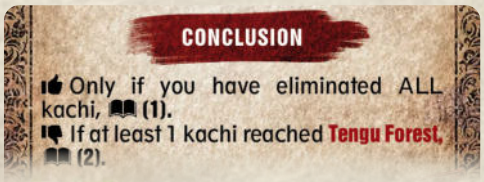
Throughout the campaign, you will encounter various situations that will prompt you to read text from this book. Look for the corresponding numbered section in the "Sections" part of the chapter you are playing. Sections may include narrative text, and/or instructions for developing your game, depending on the game element and context.
When it is necessary to read a section, it will be indicated by the (📖) icon and a number, which will refer to a section of the current chapter and Phase.

THE MISSIONS

Mission cards provide narrative, and/or game effects.

Sometimes sections may include a detailed map of the location being referenced.

When a mission ends, the bottom "conclusion" part of the mission card will indicate if a section needs to be read.



PERSONAL HISTORY BOOKS

Each character has a personal history book that will be explored as the campaign progresses. Before starting the first chapter read the introductions of each character.
In the preparation of some chapters it is indicated to add personal mission cards, different for each character. Only the indicated character can interact with them and doing so will indicate the section of your personal quest book that should be consulted.

TRAVEL EVENTS AND EXPLORATION EVENTS

Travel events (Adventure Phase) and exploration events (Exploration Phase), may direct you to read a section of the current Phase.

TRIGGERS (ADVENTURE PHASE)

If the setup indicates the placement of a trigger, when its condition is fullfilled (usually a specific number of rounds), you should read the section assigned to that trigger.

· INFLUENCE TRACK ·

Total rounds: 6. At the end of round 6, 📖 19.
Starting influence: 6.
Influence increase: 1.
Failure due to the Shōgun's infuence: 📖 **24.**
Triggers:
- Round 5: 📖 **16.**

During the setup of the Adventure Phase for Chapter 2, it is indicated to place 1 round trigger token on space 5 of the Shōgun's Influence track. At the start of round 5, the round token moves from 4 to 5 and activates the trigger. Following the instructions in the "Triggers" section, read (📖) section 16 of the current chapter and Phase.

SPECIAL LOCATION CARDS (ADVENTURE PHASE)

Sometimes, the setup may indicate that special locations are added to the map that can be discovered by interacting with them.
In these locations you will find NPCs (Non Player Characters) who will grant access to new quests and effects. Each special location has a specific page at the end of this book, which will detail the interactions that will be available depending on the current chapter.

INTERACTION TOKENS

When interacting with an interaction point, civilians or doors you must read the section indicated in the setup. Note that some interaction points may not be available immediately when a zone is revealed, and may be added later by various game effects.

THE CAMPAIGN SHEET

Sometimes, the **Campaign Sheet** may direct you to a specific page of this book. When that happens, immediately find the section and follow its instructions.

HOW TO USE THE CAMPAIGN SHEET?

To keep track of the progress of the current campaign, you should write down, when required, information on the campaign sheet. We recommend that you write in pencil on the campaign sheet, as it may be necessary to remove marks or modify previous entries.

▶▶ MARKS

When a section or outcome indicates it, note the corresponding mark on the campaign sheet. Some of these have several boxes associated with them. You may be instructed to add or remove boxes in the marks. In no case can the total number of boxes be fewer than 0.

Note that while Adventure Phases cannot be repeated, it may be that an Exploration Phase must be replayed if it ends in failure. Remove any marks obtained during the failed Exploration Phase before replaying it.

▶▶ LIST OF RAZED CITIES

It is possible that, during an Adventure Phase, it is indicated to add a city to the list of razed cities. Characters cannot enter or interact with cities while they are razed.

Place 1 razed city token on the city indicated at the moment you add it to the list.

Some effects may allow you to recover a razed city. If this is the case, remove the razed city tile and remove it from the list.

If another effect has not already done so, at the end of the Adventure Phase following the current one, recover the city and remove it from the list.

For example, if Nagoya was razed during the Adventure Phase of chapter 6, at the end of the Adventure Phase of chapter 7, Nagoya would no longer be razed.

▶▶ LIST OF SPECIAL LOCATIONS

Record any special locations discovered here. The setup of the current Adventure Phase may indicate that one or more of them are available for additional quests or effects. In this case, place the cards of the location on the map, making it available to interact with.

▶▶ MAPS

Use this space to annotate or draw specific areas of the map if required.

▶▶ DECK CLASSIFICATION

The campaign to which each card belongs is detailed on the front of the card.

- **A.I:** Act I.
- **A.II:** Act II.
- **J.C:** Jubei's Curse
- **WotG:** Wrath of the Gods.
- **SA:** Stand-alone scenarios

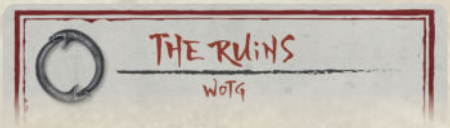
Additionally, the specific cards of each chapter (Shōgun's Influence, exploration events, and missions) are indicated on its back, including the chapter to which they belong.

Finally, the travel event cards are divided between:

- Those part of the Act I campaign, which in turn are divided into 4 types: arc A, arc B, arc C, and numbered cards.

  The Act I campaign book will indicate which arc is in play.

- Those forming part of the Wrath of the Gods campaign, are indicated by the letters WoG.



The archer, a young woman, shot her arrows at the dummy target with great precision, although she was deeply distracted. The sun's rays that filtered through the clouds and pierced the branches of the cherry trees within this beautiful garden gave her no calm. The cherry trees gave their name to her clan: Sakura, and these trees grew within the walls of her clan's castle in the heart of Kyoto. Tomoe had been educated and trained to be a samurai from an early age.

She returned to the same thoughts again and again, pondering her people's desperate situation. Two years ago, one of the emperor's most trusted men had viciously betrayed him, unleashing a war throughout Japan. The contest ended bitterly with the victory of the traitor, who killed his master the emperor and took control of all his domains. To the delight of the usurper, the emperor's son, ten years old, disappeared. His whereabouts were completely unknown, and many doubted the boy was alive.

Trying to concentrate, Tomoe pulled the bow taught and sounded the twang of the weapon she wielded with such mastery. Her arrow flew precisely to the target...but her projectile did not strike. Before her surprised gaze, her arrow disappeared, vanishing into thin air. She heard a mischievous laugh to her right, and, startled, she whirled to face the joker.

She could not believe her eyes.

Tomoe was seventeen. She had heard stories and legends of mythical tengu by the fireside, but she had never seen one. Yet she had no doubt of the creature before her. It was human in appearance with a completely red face and a very long nose. The tengu wore a blue kimono, and it waved the arrow it had caught in mid-flight, smiling. A silence fell in the garden, and Tomoe stared.

"You are skillful, Tomoe of the Sakura Clan, and pure of heart," the creature said, breaking the silence. "I have watched you for days, and you have passed my first test, perhaps the most important test of all. That's why I make you a propos."

The young samurai broke in at once. "A proposal? First tell me: Who are you?"

"You are right. Excuse my manners. I rarely frequent places as splendid as this imposing castle. My name is Jirōbō. I seek warriors, the most fearless in all of Japan, who can stand up to the tyranny of the Shōgun."

"Foolish one, you must lower your voice!" Tomoe exclaimed with alarm. "Evil ears are everywhere. They will try to kill us if they hear you."

Again, the tengu smiled. "I see that I have caught your attention. You have not made an outcry to give me away, nor have you attacked me, which confirms my expectations. We have a common enemy, and you hate him as much as I. Our interest is the same: That wretch steals and murders. He makes people suffer. Someone must stop him. Travel now to the city of Ise, where you will face the unknown. There, you can begin to fulfill your wish, which is my wish as well."

"What is in Ise?" Tomoe, asked. "What shall I find if I go there?"

"You must find that out for yourself, but know this: You can walk a path that leads to glory. And know that you will not be alone. In Ise you will meet three warriors who yearn for the same goal. Find them at the harbor! You will recognize each other by what I give you now, an omamori amulet."

Jirōbō held out a small white silk pouch, and Tomoe took it. It hung from a thin cord, and a strange, intricate symbol was sewn on it with golden thread.

"Wear it around your neck until the four of you gather at last," Jirōbō said.

"Why should I trust a tengu who has just." The words died on Tomoe's lips, because the mysterious creature had vanished.

She tried to clear her mind. Did I just dream? Does my suffering torment me? But no. She still held the pouch with its elegant golden symbol. It had all been very real! The young samurai took courage and decided her fate at that very moment, crying out:

"Until the last flower falls!"

Just as he had done with Tomoe, the tengu Jirōbō appeared to three other warriors. He made the same proposal before handing them each an omamori, identical to Tomoe's.

The first of these was a wretched, disgraced ronin named Akira, a former samurai of the Firefly Clan who had lost his sight in battle. Jirōbō found him wandering disoriented and lost in the forest, saw his potential, and took pity on him. He taught Akira to improve his combat technique in the katana, and in martial arts. He showed him how to use his other senses to make up for his irreversible blindness, until Akira exceeded the limits of human ability.

The second was a monk named Hikaru, of the Dragon Clan. Hikaru always tried to project a calm reserve. But Jirōbō saw the hatred in this good man's heart, his iron-hard grudge against the Shōgun who now tyrannically ruled the land. Jirōbō saw Hikaru's agony at the plunder and humiliation of the peasants by the tyrant's henchmen who spread their dark shadow throughout Japan. Jirōbō saw how the spark of rebellion in the monk's heart could burst into flame.

For the last member of this diverse group, he chose a ninja by the name of Masanari, who, in his deep sorrow, wished to be known only by his family name: Hattori. During the wars that brought the Shōgun's rise to power, Hattori's village was burned to the ground, and no trace of his beloved wife remained. Everything suggested that the tyrant had kidnapped her for some dark purpose. Hattori must rescue her if he could, but to his disgrace, he had not a clue what to do or where to look.

All that changed when the tengu Jirōbō appeared to him and offered him a thread to pull, a thread that led him to Ise.

Jirōbō had placed the fate of Japan in the hands of four warriors who did not know each other, who did not know how long and dangerous their path might be, and who did not know how it might lead them to honor and redemption, or to the most terrible of humiliations and cruel defeat. Only by embarking on this mysterious journey could they find out.

*****

Night was falling when Hattori arrived in Ise. Used to village life in the mountains, he felt strange when visiting a big city that bustled even at night. He paid little attention to his distracting surroundings, heading straight for the port, to meet the strange companions the tengu Jirōbō had told him to find.

He felt overwhelmed by the docks of Ise, crowded with rocking boats, the mesmerizing sea ebbing and flowing behind them, and the moonlight's reflections flickering on every shiny surface. He could see part of the coast, illuminated by a multitude of sails and oil lamps springing to light, along the shore. Hattori did not linger. He asked for a place where visitors could spend the night, and was directed to a clean and cozy inn, the port's only inn for faraway visitors, in fact.

As soon as he entered, the unfamiliar smell of a warming stew came to him, comforting him and offering to revive some of the energy he had spent on his journey. But before he could do more, Hattori was startled by a voice.

"I see that the tengu was right! He assured us we would find three companions here, and your omamori tells me that our fourth has arrived at last."

The ninja turned to see who was speaking.

It was a monk who bowed in greeting. "Welcome to Ise! My name is Hikaru. Come with me. We are seated at the back. Our group is now complete." The monk pressed quickly between crowded tables, and Hattori followed him.

The monk stopped in a corner and addressed two people at a small table. "Even the longest journey begins with its initial step. We are all here. He has arrived! But excuse me, your name..."

"Call me Hattori. Like you, I received a visit from Jirōbō."

The lone young woman rose and beckoned to him. "I am Tomoe. Please sit. Let's share dinner. And when you have rested, tell us your story."

"That's all four of us? Is his omamori the same as mine?" The seated warrior who asked wore a blindfold that concealed a hideous scar. He held a cup of sake in his hands, and the man seemed to Hattori to be more at home with that cup than if he had been able to see it.

"Akira, he wears the same amulet as ours," Tomoe said.

"We four belong together," Akira said. "I feel it. But I cannot guess what to do next."

None of them knew, but they had begun an exciting adventure that would take them farther than they could imagine…

Chapter 1: The Tengu Forest

Adventure Phase

It is dawn in Japan. The new companions have spent a pleasant night at the inn, regaining their energy and getting to know each other. They rise early to investigate the port of Ise, wondering what their objective might be, as the tengu did not reveal it to them.

They do not have to wait long. A little girl steps in front of them, and to their surprise, an omamori just like theirs hangs from her neck.

"Good morning, travelers, we have been expecting you," says their unlikely hostess. "Our mutual friend, Jirōbō, sent me. Please follow." And then she whispers, "Don't ask questions."

Intrigued by this welcome, they follow, quickly leaving the docks behind.

"Where is she taking us?" Akira asks Tomoe.

"I don't know, but contrary to what usually happens to me, she inspires confidence. We must be on the right track in this beautiful city. I remember these streets from my first visit. My father brought me to visit a family friend, a most prestigious shokunin, who crafted beautiful shamisen."

"Ah, how wonderful is the shamisen!" says Hikaru. "I recall so well the sound of its strings. When I was a child, a musician who played it used to visit my village every year. It was one of the rare moments when we could interrupt our training."

Hattori intervenes, joining the conversation. "But it has been so long. Everything has changed. The last time I saw a shamisen was before the war."

"Much has been lost since then," Hikaru says, looking serious. "We must return our people to the joyful melodies of the shamisen in the lands of Japan."

"And it all begins here, in Ise, the glorious cradle of the Firefly Clan," says the ronin Akira, his voice full of pride. "It is truly an honor that Jirōbō chose this city for whatever we have come to do."

"Here we are. Please, they await you," the little girl says.

Without realizing it, they have crossed the entire city. They enter a humble house; an old man greets them.

"Welcome to my home! My name is Bubashi. It is an honor to have you here. Please, sit and make yourselves comfortable. We can discuss a great deal, quite calmly, for there are no unwanted ears nearby."

Tomoe asks, "You know Jirōbō, don't you?"

"True, young archer, very true. To my regret, I merely lead a weak resistance here in Ise. Well, perhaps it's a bit adventurous to call us a resistance, since we are very few, but we do what we can. The big clans are subdued, and their passivity is understandable, for they know that the tyrant's henchmen will viciously avenge any uprising. But nothing will stop our resistance from doing what we can. That is why I know you will be glad to hear what I am about to reveal, the reason that has brought you here, for you must believe me when I say this: there is hope!"

"What is this all about? For all the Kamis' sakes, speak plainly," Akira says.

"All right, indeed, honored persons, of course. I won't beat around the bush. The Emperor's son lives."

"The boy is alive? How do you know such a thing? And where is he?" The questions fly from Tomoe.

"I beg you, remain calm. During the 'Hundred Days of Edo,' the Emperor's faithful followed his orders to get him out of the city to safety. The boy has remained hidden, shifted from hiding place to hiding place, during the war. He ended up in our resistance's hands."

"So, you have him?" said Hattori, shaking his head in wonder. "I didn't expect to hear anything like that. The rightful heir is safe?"

Master Bubashi pauses, looking grave. "I regret to say that there is also bad news. The little one passed from one hiding place to another, until he reached the Tengu Forest, to the west. Our operatives have warned us that this place is no longer safe. We fear the Shōgun knows that the boy lives, and has discovered where he is hiding. You can imagine what he intends. He has laid siege, surrounding the forest, preventing us from gaining access and saving the child.

"We are living a race against time. Every day that passes, the Shōgun and his entire army get closer to him. That is why you are here. We need your help! Jirōbō trusts your abilities, and I trust his judgment. Find a way into the forest and save the child."

Master Bubashi turns to each of the four warriors in turn.

"Even if you succeed, we need more. You must awaken your clans to join the fight, because as I told you, there is still hope!"

"If you want to climb, and you don't have a way, make the ladder," said the monk. "Venerable master, I assure you that if it is necessary to reach the child, we will make that ladder."

"Before the last flower falls!" Tomoe adds.

2X
2X
TENGU FOREST
2X
MIYAZU
TSURUGA
IZANAMI
GIFU
TAKASHIMA
DOSOJIN
TAMBA
HIMEJI
1
3
KYOTO
HACHIMAN
NAGOYA
START
IGA
SUSANOO
KOBE
OSAKA
AWAJI
AMATERASU
ISE
2
GOJO
WAKAYAMA
AMATSUMARA
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Enter the Tengu Forest.

· INFLUENCE TRACK ·

Total rounds: 6. At the end of this round, 📖 9.
Starting influence: 4.
Influence increase: 2.
Failure due to influence: 📖 **11.**

Triggers:
- Round 4: 📖 **8.**

· COMPONENTS ·

- Travel event cards: Arc A cards and travel event cards 1 to 7.
- The Shōgun's influence cards for Chapter 1.
- The **Tengu Forest** location card.
- The mission cards for Chapter 1 (set aside mission 4.)
- 6 cut path tokens.

· SPECIAL RULES ·

- When you arrive at the **Tengu Forest:** 📖 **20.**
- During the Shōgun's turn, all the enemies on the board advance 3 locations toward the **Tengu Forest** using the shortest path.
- Set aside the Shōgun's influence card **Blood Oni**.

· PERSONAL MISSIONS ·

Read all introductions from the personal history books.

Hikaru: 📖 **401.**
Tomoe: 📖 **501.**

SECTIONS

1

The Emperor's son is not safe yet, but you managed to prevent the arrival of the Shōgun's reinforcements at the Tengu Forest.

MISSION COMPLETED

- Gain 10 ◉.
- All the characters who have defeated at least 1 kachi gain 1 ⛩.
- Reduce the Shōgun's influence by 2.
- Mark 1 box next to ***"Dragon Clan."***

2

The life of the Emperor's son is in danger and more of the Shōgun's reinforcements managed to enter the Tengu Forest.

MISSION FAILED

- Mark 1 box next to ***"We are outnumbered."***

3

The Gojo council receives you. At the head of the table is their oldest member, who addresses you with a worried voice.

"We are aware that the Shōgun has found the Emperor's whereabouts and now controls the Tengu Forest and its surroundings. We sent more troops to the area, but we've received reports that the main roads are blocked by well-defended barricades. Nobody knows these paths better than the residents of Tamba. This knowledge could give us the chance to take one of those surveillance posts by surprise. Maybe your presence could persuade them to lend their scouts.
"Maybe there is another way of opening a safe passage to the Tengu Forest," begins the youngest member of the council in a trembling voice. "According to legends, an ancient Spirit of Nature lives in the forest. If you make offerings in some sanctuaries, maybe the Kami will allow you take control of that creature.
"Daidarabotchi left this world long ago, it is just nonsense," exclaims the elder.
"Perhaps. But it may be worth trying."

Consequences:
- Place 1 clan token on Tamba to talk to the villagers.
- Place 1 clan token on the Inari sanctuary and another on the Hachiman sanctuary to make offerings to awaken the spirit of the forest.

4

If you are Hikaru: 📖 **23.**
Otherwise, keep reading.

As you walk through the streets of Tamba, you begin to hear murmurs. You perceive distrust around you. You know it will be hard, but you must make these people trust you.

Perform a (3) test

Success: *Soon, you instill hope in their people and quickly they agree that their scouts will guide the men of Gojo in their attempt to break the blockage and access the Tengu Forest.*

MISSION COMPLETED
- Gain 10 .
- Place 1 civilian token on a path. Every following round, remove 1 cut path token. After 2 rounds, the path will be clear.
- Reduce the Shōgun's influence by 2.
- Remove the clan tokens from the Inari and Hachiman sanctuaries.

Failure: *Your words fall on deaf ears. These people have suffered greatly and they don't trust anyone right now.*

Consequences:
- 📖 **21.**

5

You didn't manage to clear any road in time and the hordes of the Shōgun control the access to the forest.

MISSION FAILED
- Mark 1 box next to ***"We are outnumbered."***

6

If you are Tomoe: 📖 **24.**
If you are Hikaru, Hattori, or Akira, keep reading.

After a short wait, the Daimyō of the Sakura Clan receives you. The old man starts talking:
"My apologies for the delay. I was told you would come. What brings you here?" he says, gesturing you to sit down in front of two steaming tea cups.
You inform him of the invasion of the Tengu Forest by the Shōgun's army. The old man replies:
"Yes, we are aware of those movements and have already taken measures. I'm trying to rebuild the alliance of the four clans. I have the unconditional support of the Dragon Clan. And a moment ago I was in a meeting with the Daimyō of the Mountain Clan to sign a pact with them. However, the Daimyō of the Firefly Clan didn't want to attend the meeting." Then, he sits at his desk and starts writing a long letter with a series of demands.
A few minutes later, he rolls the paper, signs it with wax and his clan signet, and adds:
"Perhaps he'll listen to you," he says, handing you the letter. "Go to Ise and deliver these conditions to the Daimyō. If he doesn't accept them, tell him that he and all the members of his clan will be treated as allies of the Shōgun. We cannot allow the assassination of another heir to the throne."

Make a choice

- You travel to Ise to meet the Daimyō of the Firefly Clan and give him the missive: 📖 **25.**
- You don't travel to Ise. There's no time to waste; the resistance has more important matters to attend: 📖 **19.**

7

If you are Tomoe: 📖 **13.**
If you are Akira: 📖 **14.**
If you are Hikaru or Hattori: 📖 **15.**

8

To the south, the ground beneath the fields of crops starts shaking. A huge army marches, razing all in its path, led by a terrible oni. His huge axe can slice a man in two and his demonic look fills all his enemies with terror. It is said that he belonged to the personal guard of the demon Enma Daiō, ruler of Hell. The Blood Oni marches toward the Tengu Forest.

Consequences:

- Place the Blood Oni miniature in the Firefly Clan territory. During the next round, it will move to the Sakura Clan territory and, during the last round, it will move to the Dragon Clan territory, ending the Adventure Phase of that round. By then, if none of the characters is in the Tengu Forest: 🕮 **11.**
- The characters cannot do anything to stop the Blood Oni's advance. It cannot be attacked or interacted with.

- Draw the Shōgun's influence card **Blood Oni** . It remains active until the end of the phase. Do not draw any more Shōgun's influence cards.
- Flip the trigger and place the final round token in the round 6 position on the track.

9

The Blood Oni and his army have reached the Tengu Forest. The heir is in great danger.

If at least 1 character has reached the **Tengu Forest** location: 🕮 **10.**

If none of the characters has reached the **Tengu Forest**: 🕮 **11.**

10

Luck is on the heroes' side, and the scales have tipped in their favor. They have broken the tight blockade that the Shōgun maintained over the Tengu Forest. The heroes' enemies have become disorganized and seem less prepared. In addition, some of the roads are now clear. This was only a small victory. They should beware of overconfidence, for appearances can be deceptive, and every indication of success may be a trap. Tomoe, Akira, Hattori and Hikaru must prepare to fight for their lives and for the life of the rightful Emperor.

THE PHASE ENDS IN SUCCESS

- Mark box #1 next to ***"Advance of the resistance."*** Go to page 15 to start the next exploration phase.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.

11

Despite all the efforts of the four companions, they failed to sufficiently anticipate their enemies' actions. The Shōgun maintains and now further consolidates his ironclad blockade of the Tengu Forest. The challenge the heroes have ahead of them is greater now, testing their courage and endangering their lives even more.
The life of the rightful Emperor and the fate of all Japan depends upon the heroes. The future is in their hands.

THE PHASE ENDS IN FAILURE

- Mark box #1 next to ***"Advance of darkness."*** Go to page 15 to start the next exploration phase.
- If mission 2 is still in play: 🕮 **5.**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.

12

The leader of the spies of Hikone meets you in his office: "Our operatives have told us about the taking of the Tengu Forest. Moreover, reports say that more reinforcements are traveling there. You must stop them from getting there, or the Emperor will be in great danger."

Consequences:

- Place 1 kachi miniature on the following cities: Wakayama, Gojo, Ise, Nagoya, Gifu, and Tsuruga.

13

Belonging to the Sakura Clan, you didn't expect a welcome party. But the atmosphere is so very cold that, for a moment, you even think that you'll executed in the Great Hall. The Daimyō has been reading the letter you handed him for a while and his face is getting darker by the minute. You begin to think that giving him the letter from your Clan leader was a great mistake. When he finishes reading, he throws the letter on the fire. Instinctively, your hand goes to the hilt of your weapon.
"We agree," he says, and all your body relaxes automatically. "Your leader is right. It's time for setting our pride aside and doing the best for Japan. We have a very powerful common enemy, who took away our Emperor in the past and now he wants to do the same with his son. We were aware of the gathering of troops around the Tengu Forest and I already sent some men there some days ago. I will put them at the orders of the Sakura Clan and mobilize some more. I hope this alliance will allow us to repair relations between us."

MISSION COMPLETED

- Gain 10 ◉.
- Mark 2 boxes next to ***"Firefly Clan."***

14

Your Daimyō meets you with his usual friendly face. However, when you tell him that you bring some words from the leader of the Sakura Clan, his look goes darker. You know that what you are going to do is anything but honorable, but you can't run the risk of handing

him the letter with the conditions of the Daimyō of the Sakura Clan. The old wound still hurts and a letter with demands would only aggravate the conflict between the clans, only benefiting the Shōgun. Therefore, you try to convince him by saying that it would be for the greater good of Japan and of the Firefly Clan itself, embellishing and softening the words of the leader of the Sakura Clan. After your long talk, the face of your Daimyō has calmed down.
"We agree," he says, and all your body relaxes automatically. He is right. It's time for setting our pride aside and doing the best for Japan. We have a very powerful common enemy, who took away our Emperor in the past and now he wants to do the same with his son. We were aware of the gathering of troops around the Tengu Forest and I already sent some men there some days ago. I will put them at the orders of the Sakura Clan and mobilize some more. I hope this alliance will allow us to repair relations between us."

MISSION COMPLETED
- Gain 10 ◉.
- Gain 1 ⛩.
- Mark ***"Future consequence."***
- Mark 2 boxes next to ***"Firefly Clan."***

15

Make a choice
- Give the Daimyō the letter with the Sakura Clan's conditions: 🕮 **17.**
- Destroy the letter and try to convince him with arguments: 🕮 **18.**

16

After making the offering in the second sanctuary, your head begins to swirl and you faint. In your dream you have visions of a huge creature waking from its slumber and beginning to walk through a forest, knocking everything down in its path. When you come to your senses again, the last thing you remember is seeing the soldiers of the Shōgun being blown away while the barricade they watched was shattered to pieces.

MISSION COMPLETED
- Reduce the Shōgun's influence by 2.
- The character is delayed.
- Place the daidarabotchi miniature on any cut path. During the next round, remove all the cut path tokens. The path will be clear.
- Mark ***"Spirit of the Forest."***
- Remove clan tokens on Tamba.

17

The Daimyō has been reading the letter you handed him for a while and his face is getting darker by the minute. You begin to think that giving him the letter from your Clan leader was a great mistake. When he finishes reading, he throws the letter on the fire. Instinctively, your hand goes to the hilt of your weapon.
"We agree," he says, and all your body relaxes automatically. He is right. It's time for setting our pride aside and doing the best for Japan. We have a very powerful common enemy, who took away our Emperor in the past and now he wants to do the same with his son. We were aware of the gathering of troops around the Tengu Forest and I already sent some men there some days ago. I will put them at the orders of the Sakura Clan and mobilize some more. I hope this alliance will allow us to repair relations between us."

MISSION COMPLETED
- Gain 10 ◉.
- Mark 2 boxes next to ***"Firefly Clan."***

18

When the Daimyō meets you, he appears in a friendly mood. However, when you tell him that you bring some words from the leader of the Sakura Clan, his look goes darker. You know that what you are going to do is anything but honorable, but you can't run the risk of handing him the letter with the conditions of the Daimyō of the Sakura Clan. The old wound still hurts and a letter with demands would only aggravate the conflict between both clans, benefiting just the Shōgun. Therefore, you try to convince him saying that it would be for the greater good of Japan and of the Firefly Clan itself, embellishing and softening the words of the leader of the Sakura Clan. After your long talk, the face of your Daimyō has calmed down.
"We agree," he says, and all your body relaxes automatically. He is right. It's time for setting our pride aside and doing the best for Japan. We have a very powerful common enemy, who took away our Emperor in the past and now he wants to do the same with his son. We were aware of the gathering of troops around the Tengu Forest and I already sent some men there some days ago. I will put them at the orders of the Sakura Clan and mobilize some more. I hope this alliance will allow us to repair relations between us."

MISSION COMPLETED
- Gain 10 ◉.
- Lose 1 ⛩.
- Mark ***"Future consequence."***
- Mark 2 boxes next to ***"Firefly Clan."***

19

MISSION COMPLETED
- Gain 10 ◉.
- Increase the Shōgun's influence by 1.
- Mark 1 box next to ***"Sakura Clan."***

20

Do not flip the special card Tengu Forest.
If you reached the **Tengu Forest** before round 6: 🕮 A. Otherwise, 🕮, B.

A) You managed to enter the forest before a group of kachis, which you ambush by surprise. Gain 10 ◉ and 1 random consumable item.
You hide in the forest and wait for the rest of your companions. Leave your miniature on this card until the end of the Phase. Regain 2 ❤ at the end of each round from now on. ***This is the end of the phase for you.***

B) *You hide in the forest and wait for the rest of your companions.* ***This is the end of the phase for you.***

21

You know they don't trust you, but you think you can still change their minds.
If you have 15 ◉ or 1 ⛩, you may discard either of them to 🕮 **23.**
If not, read on.

Consequences:
- Mark 1 box next to ***"We are outnumbered".***
- Increase the Shōgun's influence by 1.

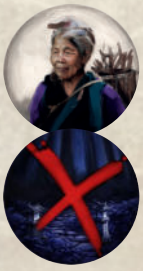
22

The offering has been made and your spirit is comforted. Head to the next sanctuary to awaken the daidarabotchi.

Consequences:
- Regain 2 ❤.

23

As you walk through the streets of Tamba, you begin to hear murmurs. Stories about you are already being told. Soon, you instill hope in their people and quickly they agree that their scouts will guide the men of Gojo in their attempt to break the blockage and access the Tengu Forest.



MISSION COMPLETED
- Gain 10 ◉.
- Place 1 civilian token on a path. Every following round, remove 1 cut path token. After 2 rounds, the path will be clear.
- Reduce the Shōgun's influence by 2.
- Remove the clan tokens from the Inari and Hachiman sanctuaries.

24

After a short wait, the Daimyō of the Sakura Clan receives you. You are happy to see that he is aging healthily, despite the heavy burden he carries on his back. He had to take over the role as the leader of the Clan when his father disappeared in the war against the Shōgun. The old man starts talking:
"My apologies for the delay, my dear child," he says, hugging you warmly. "I was told that you would come. But, please tell me, what brings you here?"
You bring him up to date about the invasion of the Tengu Forest by the Shōgun's army.
"Yes, we are aware of those movements and have already taken measures. I'm trying to rebuild the alliance of the four clans. I have the unconditional support of the Dragon Clan. And a moment ago I was in a meeting with the Daimyō of the Mountain Clan to sign a pact with them. However, the Daimyō of the Firefly Clan didn't want to attend the meeting."
Then, he sits at his desk and starts writing a long letter. A few minutes later, the Daimyō of the Sakura Clan rolls the paper, signs it with wax and his clan signet, and adds:
"Perhaps he will listen to you, he was always on good terms with your father," he says, handing you the letter. "Go to Ise and deliver these conditions to the Daimyō. If he doesn't accept them, tell him that he and all the members of his clan will be treated as allies of the Shōgun.

MISSION COMPLETED
- Gain 10 ◉.
- Draw and activate the mission 4 card.
- Mark 1 box next to ***"Sakura Clan."***

25

MISSION COMPLETED
- Gain 10 ◉.
- Draw and activate the mission 4 card.
- Mark 1 box next to ***"Sakura Clan."***

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well... My name is Jinpa," he says, greeting you with a bow of his head. Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore the peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and complaining, then run away as fast as they can.
"My name is Jinpa," he says, greeting you with a bow of his head. Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and quickly the town's major comes to meet you. "Some days ago, some despicable thief took this priceless relic from our temple. Thanks to you, it is safe again in the place where it belongs."

Consequences:
- Gain 1 random market card.
- Mark 2 boxes next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you are getting near the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. The whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly. "Thanks for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

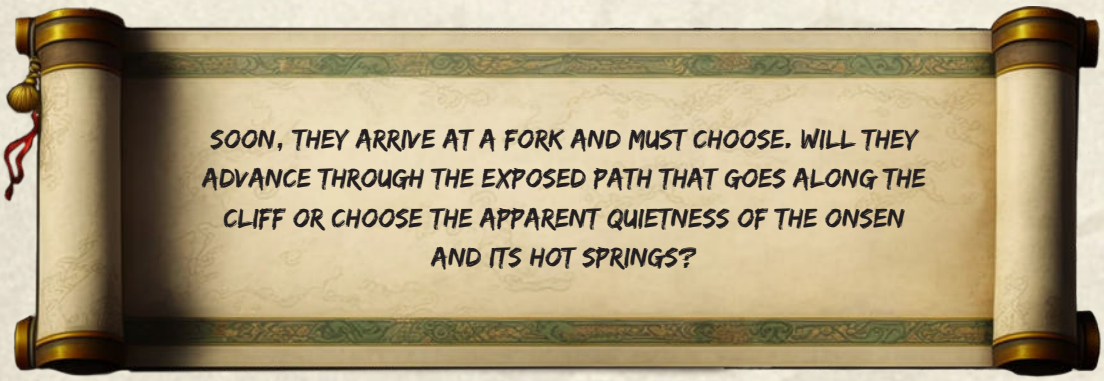
Consequences:
- Gain 10 ◉.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

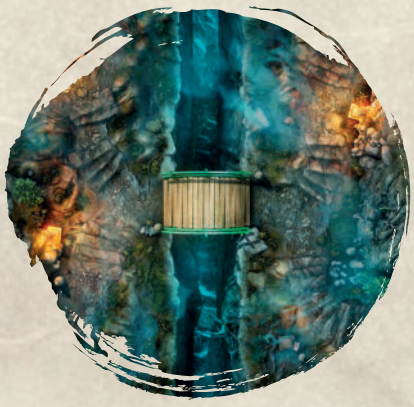
Chapter 1: The Tengu Forest

Exploration Phase

After their difficult journey from the city of Ise, facing bands of the Shōgun's followers, the four companions have gained access to the Tengu Forest. Their main objective is to protect the rebels hiding the emperor's son and get him to safety, away from the clutches of the tyrant.
This forest is vast and full of dangers, and there is much to do. Will they be able to find the child?
"We must be alert!" the ronin whispers, bringing his right hand to the hilt of his razor-sharp katana. "I have only a certain feeling, but something is stalking us from the thickets. That is bad news."
"I am uneasy that the forest is so quiet," Tomoe adds. "All trace of life has left this place." "Exactly, it's too quiet," says the ninja. "No birds sing. The silence is sepulchral, and I don't like it. Something's about to happen…"

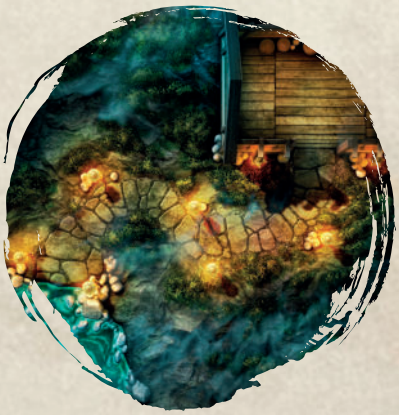
"If you don't pay attention, even a kappa can be swept away by the current of a river," says Hikaru, using his poise to calm their fear. "Akira is right. Stay alert. The forest is on our side. It is a sacred place and we must protect it. It is in danger, and the act of defiling it is an offense to the Kami. Bamboo has always grown here, and it is home to noble creatures that we long to hear: the green pheasant, the sika, the salamander and the serau."
"Unfortunately, it's not all good now," Hattori says. "There are weeds in this forest! They threaten us, but we can nip them. Quietly, comrades, let us move on. The rightful heir awaits us."





CLIFF

ONSEN



If you choose cliff, go to page 16 and follow the setup instructions for **Zone 1A: Cliff.**

If you choose onsen, go to page 18 and follow the setup instructions for **Zone 1B: Onsen.**

ZONE 1A: CLIFF

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn tokens

Interaction point

Ashigaru

Tile 4A

· OBJECTIVE ·

Find a way to reach the heart of the Tengu Forest.

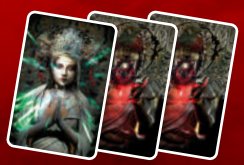
· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:



· SPECIAL RULES ·

- **Suspension bridge:** You can't move diagonally to access or exit the bridge.
- **Special terrain:** Does not obstruct LoS. Only creatures with flying can pass through and end their on it. Any creature without flying that starts or ends its activation on it is defeated.
- Interaction point A moves with the ORANGE ashigaru carrying it. If the ashigaru is defeated, place the interaction point A on its square.
- Add 1 adjacent kachi to **BLUE** for each mark you have in ***"There are too many".***

· SECTIONS ·

A 1. B 2.

You march through the forest and meet an unpleasant surprise, an unexpected barrier: a very deep ravine, with a river at its bottom.
The only way across: a rickety narrow bridge, rotting wooden slats, strands of bamboo barely holding it together; a real death-trap. But worse, a group of ashigaru assembling on the far cliff, preparing to shoot anyone who dares set foot upon it. Can you overcome the twin perils; the bridge and the deadly long-range weapons of these implacable enemies?

SECTIONS

1

You remove a feather necklace from the lifeless body of the ashigaru. If you remember well, tengu usually wear these necklaces.

Consequences:

- Mark 1 box next to ***"Tengu."***

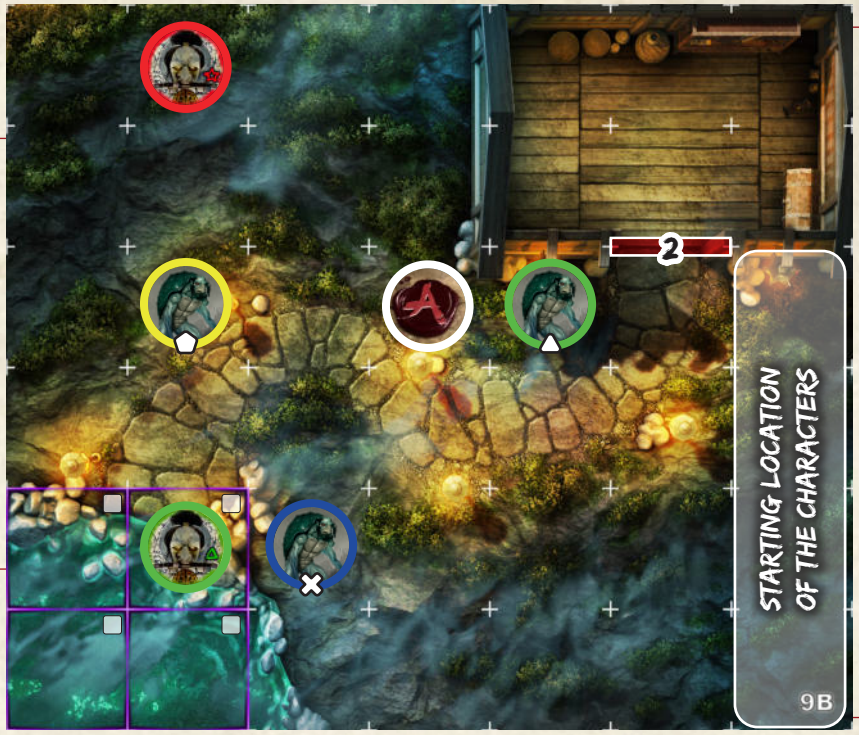
2

Just in front of you appears an open space in the forest, bursting with activity. You know you are approaching your destination as you hear the sound of combat getting closer.

Consequences:

- Go to page 20 and follow the setup instructions for **Zone 2: Forest.**

ZONE 1B: ONSEN



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Interaction point
- Kappa
- Closed door
- Tile 9B

· OBJECTIVE ·

Defeat all the enemies and find a way to reach the heart of the Tengu Forest. When there are no enemies left in the area: 📖 **8.**

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- The only way to interact with A is to perform 1 ⚔ with a 3+ weapon within 3+.

· SECTIONS ·

A If an ⚔ on A deals 3+ 💧: 📖 **1.**

B 📖 **3.** C 📖 **6.** 2 📖 **7.**

Suddenly the calm is interrupted by loud cries "Help!" You rush forward and find a beautiful onsen, normally a peaceful hot-springs lagoon, but now, to your dismay, its tranquility has been shattered. Ferocious kappa have unleashed disaster on an unlucky family. The father had helped his wife and daughter climb up to a hut, to temporary safety. But the kappa have captured him, tied a rope around his neck, while his wife and daughter scream in despair. You see the kappa laughing and watching the victim run out of air. He doesn't have much time left.

SECTIONS

1

In this moment, your years of training pay off. Your accurate aim transects the rope that was holding the poor man, who quickly runs to hide inside the house.

Consequences:
- Mark 1 box next to ***"Healers."***

2

Unfortunately, you see how the hanging man stops fighting for his life.

Consequences:
- Remove interaction point A.

3

It seems that the dwellers of the hut left an item behind as they ran to their home.

Consequences:
- Draw 1 random market card.

4

The man you saved and his wife open the door of their wooden house.
"Thank you for rescuing me. I don't know what would have become of us if you hadn't shown up."
"Don't mention it, good man. Would you be so kind as to show us how we can get to the clearing in the forest?"
"Of course! You must go in that direction. By the way, I come from an ancient family of healers who wander across Japan. If you wear this signet, you will be provided with valuable assistance."

Consequences:
- Place interaction point **C** on the **RED** spawn token. Remove the **RED** spawn token.

5

The woman climbs down from the cabin roof toward her husband's body. You let her cry for her loss briefly, because you know that currently you don't have much time.
"We are terribly sorry we couldn't do more for your husband. But we want to avoid further deaths of innocent people. How can we get to the heart of the forest?"
Without even looking up at you, the woman indicates a direction with her head and keeps weeping over the dead body of her former lover.

Consequences:
- Place interaction point **C** on the **RED** spawn token. Remove the **RED** spawn token.
- If interaction point A is sitll in play, remove it.

6

The sound of combat seems nearer and nearer. You increase your pace, praying you are not too late.

Consequences:
- Go to page 20 and follow the setup instructions for **Zone 2: Forest**.

7

Now you understand why the man put his family safe on the hut's rooftop. The door is closed.

Consequences:
- No effect.

8

Consequences:
- If you previously marked 1 box next to ***"Healers",*** 🕮 **4.** Otherwise: 🕮 **5.**

ZONE 2: FOREST

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn tokens

Sorceress

Resistance tokens

Kachi

Ashigaru

Tile 5B

· OBJECTIVE ·

Protect the sorceress so her energy shield doesn't collapse. If the sorceress loses all her resistance tokens, the shield collapses: 📖 **1.**

· MALICE ·

Add **1 kachi** adjacent to ORANGE for each malice point on the malice track. You won't gain any more malice.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

After leaving your enemies behind and cutting through the dense vegetation, you stumble into a forest clearing where attackers who serve the Shōgun have surrounded a strange woman, a sorceress, and are trying to kill her. A huge dome of green energy rises around her, a magical barrier crisscrossed by lightning bolts that protect her from their attacks. She seems to be concentrating in order to complete a ritual. For now, the dome resists, but you see that she is tiring, and it's clear that she will not be able to resist for long.

She is naked, and her skin is covered with striking tattoos of various snakes. The most shocking thing about her is what she seems to be "wearing:" Four large ophidians slither over her body, enveloping and embracing her, like bizarre lovers.

To aid her, you must face evident danger. The area is littered with corpses: tengu and soldiers who have already been killed by the tyrant's troops. Everything is working against you, but in this tense situation, it's time to make your blades sing.

SECTIONS

1

The sorceress' energy dome explodes before the surprised eyes of everyone present, the shockwave hurling them into the air, and dropping them, stunned, to the ground.
The sorceress has not completed her summoning ritual.

If you previously marked ***"Spirit of the Forest":*** 📖 **5.**
Otherwise: mark ***"Spirit of the Forest":*** 📖 **5.**

2

While you try to keep the many enemies that arrive at the clearing at bay, suddenly the Tengu Forest trembles and a colossal monster bursts into it—the Blood Oni. The yōkai goes to the great statue of the kami and, without hesitation, tears off its head and throws it against the protection dome of the sorceress.

Remove 1 resistance token from the sorceress' shield. If it was the last token: 📖 **1.**
Otherwise, keep reading.

Despite the tremendous impact, the barrier holds firm. Realizing that you can serve as a distraction to the Oni, the sorceress decides to dispel her protective spell and withdraws to an edge of the forest. The red oni wields his axe in front of you... Get ready for the attack! The war horns of the sakura clan seem to sound in the distance. You must hold on until help arrives.

Setup:
- Remove the sorceress token and the resistance tokens from her shield.
- Place the Blood Oni miniature on the **RED** spawn token and remove this spawn token. If any enemy or character is in those spaces, they are dealt 1 🩸 and move to an adjacent space.

- Add his card to the initiative. Remember that he always activates first.
- **New objective:** Survive untill reinforcements arrive.

3

When it seems that all is lost and your fate is written on the blade of the Blood Oni's axe, the sorceress finally finishes her litany. You detect a change in the grotesque Oni's expression. Is it fear?
The ground beneath your feet begins to shake and the earth begins to move. Roots begin to sprout from the ground and twist around the Oni's feet, immobilizing him. The sorceress takes a few steps backwards and a gigantic tree begins to grow in the place where she was standing.

If you previously marked ***"Spirit of the Forest":*** 📖 **4.**
Otherwise, keep reading.

To everyone's surprise, the energy dome emits a fiery glow and vanishes in a burst of intense heat that stuns her attackers. A motion of the sorceress's hand suggests that she has completed a ritual. The proof is the cloud that forms in the forest clearing, a swirl of green smoke spinning at high speed and getting bigger and bigger at the same time.
"What's that? It can't be!" Hattori says. He and Akira struggle to their feet, and through the dense cloud of smoke see the imposing silhouette of a creature reminiscent of a gigantic, animated tree.
"It's a daidarabotchi, the spirit of the forest! That sorceress summoned it! Yes, it's coming to help us!" shouts Hikaru.
This unusual reinforcement instantly fulfills its function, rushing at the surprised oni, who must face it with all his power. The fight that then breaks out is between two true titans, who make the forest floor tremble with their imposing blows. The brute strength of the colossal daidarabotchi is put to the test against the great size and cunning of the oni, who attacks with extreme ferocity. Fortune seems to favor the heroes' side, and victory looks a little closer, but what happens next surprises everyone.
A huge shadow emerges from the thicket, falls on the daidarabotchi, and envelops it completely. The daidarabotchi bellows, then wrestles and attempts to grapple with its intangible enemy with such ferocity, that against the odds, somehow it succeeds.
The shadow is repelled and thrown to the ground, where it attempts to reform, but the daidarabotchi does not allow it to do so. With an agility that seems incongruous for a creature of its size, it charges its enemy and stamps down its monstrous leg, with all the weight of its body, onto the immaterial being. The daidarabotchi's force is so violent, so bestial, that the ground trembles and cracks, and the shadow sinks into the crater that forms.
When the spirit of the forest steps aside, there is no trace of its rival. The shadow has gone, dissolved into nothingness. The heroes cannot see the hatred that flares in the eyes of the person who gave life to that shadow. The person responsible for its creation is a truly sinister woman, who was observing the scene from a distance, hidden among the bamboo. Using her dark powers, she has tried to corrupt the daidarabotchi and subjugate it to her will. Her disastrous failure is compounded now, by the fierce pounding of a war drum, announcing the arrival of a troop of Sakura Clan soldiers, who charge full force against their

enemies, even the oni. A cloud of arrows emerges from the forest, a veritable hail of projectiles that sends the Shōgun's followers fleeing.
"Our reinforcements have arrived," Tomoe cries. "Just as expected from the honorable Sakura Clan."
Seeing herself heavily outnumbered, the witch, having failed to subdue the spirit of the forest, must flee. She performs a quick incantation to open a magical portal, revealing her presence to all as she does so. She escapes into it, taking with her the Blood Oni, who fears for his life. The Shōgun's followers flee, but they will surely return in the future, thirsty for revenge.
When the portal closes, calm returns to the forest glade. The intervention of the troops of the Sakura Clan has been crucial. For now, it's time to enjoy some well-deserved moments of peace.
Akira, Hattori and Hikaru rush to the Sakura's Daimyo, who led the attack, clapping him on his shoulders and congratulating him. Tomoe cautiously approaches the strange sorcerer, whom they saved and who aided them. "Resourceful stranger, can we offer you assistance?"
With a few gentle touches, the woman stills the ophidians that are climbing from around her body, becoming less fierce and more welcoming. "I thank you. My name is Mochizuki and like you, an ally of the tengu in the fight against the Shōgun. Jirōbō assured me that you would come to the forest, and you showed up at the right time. I thought the battle was lost, that today I would die at the hands of those wretches. Luckily, you prevented that."
"Who was the witch who opened that portal? Do you know her?" asks Tomoe.
"I do...and I'm afraid her presence is an ominous sign. She is Keiko, a legendary being of great power. She was once a revenge-seeking onryo, but such was the hatred she harbored within, that she became too self-aware and transformed into what she is today. Even worse, she doesn't travel alone, her sister Izumi is never far behind. Izumi probably escaped by the portal as well."
Mochizuki looks down at the ground, poking it with her toe. Then she looks up at Tomoe again, her face grave. "Both sisters were executed for practicing kodoku, a powerful black magic forbidden by the emperor. Now, their vicious goal is to sow chaos, everywhere."
"What about the oni? What do you know about him?" the ninja asks.
"Indeed, the creature with the gigantic axe is an oni, and you have seen what that creature can do. There are many of his race, but this one is especially huge and dangerous. Moreover, he is at the head of the Shōgun's hordes, so he led the attack. It is said that he belongs to the personal guard of the demon Enma Daiō, ruler of hell itself. It is incredible that you stood up to him in direct combat!"
"Maybe the daidarabotchi would have crushed him if he hadn't been attacked by that shadow. What happened?" asks the monk.
"Keiko is responsible," replies Mochizuki. "She tried to control him with her black arts, but luckily, she failed. The spirit of the forest has great power. Keiko will try to control the daidarabotchi again, and his participation on the wrong side could easily tip the balance. That's why we must protect him at all costs. I can cast a spell to increase its power, using some magical pillars forgotten a long time ago, to make him safe from her and more lethal and dangerous, but I will need all your help. Are you willing to take this path and find what I need? Will you join me?"
"With fire and blood, sorceress!" Akira exclaims, speaking for the group. "Count on us! With fire...and blood!"
"It will take a long time to find these pillars" exclaims Tomoe.

"I know, that's why you must hurry. Here you have some scrolls to write down their location once you find any."
"How will we locate them?" asks Hikaru.
"Their location fell into oblivion a long time ago. I'm afraid I can't help you. But, when you find one, you'll know you're in the right place."
"Don't worry, we'll do our job. What about the Emperor's son now? asks Hikaru.
"The tengu will change his location and will continue to protect him. We entrust the fate of Japan to you. Jirōbō will keep you informed of everything at all times."

THE PHASE ENDS IN SUCCESS

- Mark ***"Spirit of the Forest enhanced."***
- If the Blood Oni was dealt 5+ 🩸, mark ***"First blood."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you previously marked ***"Hostage":*** 📖 **504 from Tomoe's character booklet.** Otherwise, go to page 27 to start **Chapter 2.**

4

To everyone's surprise, the energy dome emits a fiery glow and vanishes in a burst of intense heat that stuns her attackers. A motion of the sorceress's hand suggests that she has completed her ritual. The proof is the cloud that forms in the forest clearing, a swirl of green smoke spinning at high speed and getting bigger and bigger at the same time.
"What's that? It can't be!" Hattori says. He and Akira struggle to their feet, and through the dense cloud of smoke

see the imposing silhouette of a creature reminiscent of a gigantic, animated tree.

"It's a daidarabotchi, the spirit of the forest! That sorceress summoned it! Yes, it's coming to help us!" shouts Hikaru.

This unusual reinforcement instantly fulfills its function, rushing at the surprised oni, who must face it with all his power. The fight that then breaks out is between two true titans, who make the forest floor tremble with their imposing blows. The brute strength of the colossal daidarabotchi is put to the test against the great size and cunning of the oni, who attacks with extreme ferocity. Fortune seems to favor the heroes' side, and victory looks a little closer, but what happens next surprises everyone.

A huge shadow emerges from the thicket, falls on the daidarabotchi, and envelops it completely. The daidarabotchi roars, scrambles and tries to get rid of its intangible enemy, but its efforts are futile. Within seconds, the powerful spirit of the forest is possessed by this shadow, which takes over its will.

Hidden in the bamboo, away from all views, a sinister witch surveys the scene, and working her dark magic, incredibly, has corrupted the daidarabotchi. It is now an adversary, and it demonstrates this by hurling a huge rock at the ronin.

"Akira, watch out!" Tomoe shouts, leaping towards her partner, deflecting him away from the lethal trajectory of the projectile at the last moment, and they fall to the ground, coughing and bruised.

"Weeds! Just what we expected," says Akira, leaning on his katana to stand up. He barely has time to thank her before another rock, bigger than the first, speeds toward them. The ronin senses it coming, too late, but just as his immediate destruction seems inevitable, the sorceress instantly conjures a wall from the ground, which stops the huge rock with a deafening impact, and also, with a gesture, creates a shield of silence, to protect them from the shock of the collision.

The heroes now face a desperate last stand against the Shōgun's followers who survived the dome blast, the daidarabotchi, and even the relentless oni. But then everything changes.

A war drum beats fiercely, announcing the arrival of a troop of Sakura Clan soldiers, who charge full force against the daidarabotchi and the oni. A cloud of arrows emerges from the forest, a veritable hail of projectiles that sends the Shōgun's followers fleeing.

"Our reinforcements have arrived," Tomoe cries. "Just as expected from the honorable Sakura Clan."

Seeing herself heavily outnumbered, the witch whose shadow subdued the spirit of the forest must flee. She performs a quick incantation to open a magical portal, revealing her presence to all as she does so. She escapes into it, taking with her the daidarabotchi and the Blood Oni, who fears for his life. The Shōgun's followers flee, but they will surely return in the future, thirsty for revenge.

When the portal closes, calm returns to the forest glade. The intervention of the troops of the Sakura Clan has been crucial. For now, it's time to enjoy some well-deserved moments of peace.

Akira, Hattori and Hikaru rush to the Sakura's Daimyo, who led the attack, clapping him on his shoulders and congratulating him. Tomoe cautiously approaches the strange sorcerer, whom they saved and who aided them.

"Resourceful stranger, can we offer you assistance?"

With a few gentle touches, the woman stills the ophidians that are climbing about her body, becoming less fierce and more welcoming. "I thank you. My name is Mochizuki and like you, an ally of the tengu in the fight against the Shōgun. Jirōbō assured me that you would come to the forest, and you showed up at the right time. I thought the battle was lost, that today I would die at the hands of those wretches. Luckily, you prevented that."

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Mochizuki turns to face the four companions, her voice plaintive. "Keiko's control is extremely serious. The spirit of the forest has great powers, and his participation in the fight could tip the balance to the wrong side. That is why we must recover the daidarabotchi at all costs. I can cast a spell to rescue it from the clutches of that witch and increase his power using some magical pillars forgotten a long time ago, but I will need all your help. Are you willing to take this path and find what I need? Will you join me?"

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"The tengu will change his location and will continue to protect him. We entrust the fate of Japan to you. Jirōbō will keep you informed of everything at all times."

THE PHASE ENDS IN SUCCESS

- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you previously marked ***"Hostage":*** 📖 **504 from Tomoe's character book.** Otherwise, go to page 27 to start **Chapter 2.**

Chapter 2: The Mountain Village

Adventure Phase

Thanks to the heroes' intervention, the sorceress is safe, and so is the emperor's son, whose whereabouts have been hidden once more from the Shōgun. The resistance has hurried him out of the Tengu Forest to a safe place known to very few. The heroes have no idea where he is.

Far from being able to relax, the four companions are instructed to hurry to a village south of Kyoto, where a new surprise awaits them.

They enter the enclosed courtyard of a large home, where everything is happy and joyful. They are delighted to contemplate a scene they have not seen for so long. A hint of a smile tugs at Akira's lips. "That laughter, those gentle thumps. Is it what I think? How is it colored?"

"Black, orange, and yellow," Tomoe replies. "When it flies, it looks like a ball of fire." Tears well in her eyes as she remembers how children used to play with the temari at the old Kyoto court, much like the scene she sees now. In pre-war times, the little ones loved to hit a brightly colored yarn ball back and forth, keeping it in the air and off the ground. Embroidered by hand, the temari were often intricately designed from scraps of old kimonos. But since the Shōgun's rebellion, the four had never seen a temari, let alone children playing with one.

"Is this not worth fighting for?" asks the monk, his thoughts straying to his own happier times. "Surely those laughs are worth it. Yes, yes! They are worth it."

"I think of the son that this war didn't permit me to have," says the ninja, turning serious. "We should have won, but we failed! We failed miserably, and we are paying for it. Destiny has given us a second chance, a great chance, but we are not worthy of it."

"Calm down, Hattori. Don't punish yourself for the mistakes of the past." It is the voice of Jirōbō himself. Appearing, once again, out of nowhere, he joins them to watch the children at play. "The important thing is not what happened then, but what can happen now. I have not been wrong about you. You are brave and determined, just what we need."

But then, Jirōbō turns serious. "These are troubled days. New storm clouds loom, and I bring bad news."

"What's the matter?" said Akira. "Does the Shōgun want revenge after what happened in the forest?"

"That seems to be the case. He's furious, and he appears ready to take his anger out on our citizens. He has already mobilized troops to attack Tsuruga, Hikone, Iga, and Takashima."

"Four fine cities! We must intervene. Something must be done!" exclaims Hikaru, the protector of the weakest.

"That's why we're here." The tengu claps the monk's back. "Act, yes, but be cautious. I believe these attacks are a distraction, a shadow play to make us look in the wrong direction."

"What do you mean?" Hikaru asks.

"The Shōgun is a master of deception and knows how to play it well. I suspect his real objective is to wipe the cities of the Mountain Clan off the map."

"That can't be! How do you know?" Hattori says. His face turns ashen as he confronts this threat to his people.

"We haven't heard from any of the mountain places for days, and the messengers we have sent have not returned to tell us what is happening there. All the roads leading to the mountains are controlled by troops of the usurper. I'm sorry, Hattori, but I fear the worst, and that's why we have gathered here."

"But we can't forget about the rest of the cities. Everyone under attack needs help, whether it's a distraction or not," Tomoe says.

"You are right, young archer," says the tengu. "The blood of the Sakura Clan runs true in your veins. We must advance on multiple fronts, and that is precisely our enemy's tactic: to divide us."

Jirōbō shifts to face them all. "Choose your steps wisely. You must deal with the sieges that will make everyone suffer in the cities I just named. And yet, it is very important to infiltrate the territory of the Mountain Clan and find out what is happening. You must do all this in the shortest possible time. We face a race for life or death, and the Shōgun has a head start. Don't let him win."

INARI
MIYAZU
TSURUGA
3X
IZANAMI
3
GIFU
2X
TAKASHIMA
4X
DOSOJIN
TAMBA
2X
HIMIKO
4X
NAGOYA
HACHIMAN
KYOTO
START
2
SUSANOO
HIMEJI
2X
IGA
KOBE
OSAKA
5X
4
AMATERASU
AWAJI
ISE
AMATSUMARA
WAKAYAMA
GOJO
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Prevent the locations from falling into enemy hands.

· INFLUENCE TRACK ·

Total rounds: 6. At the end of round 6, 📖 19.
Starting influence: 6.
Influence increase: 1.
Failure due to the Shōgun's infuence: 📖 24.
Triggers:
- Round 5: 📖 **16.**

· COMPONENTS ·

- Add travel event cards 12, 13, 14, and 15 to the travel events deck. If you previously marked #1 box on ***"Tengu",*** add event card number 8. If you previously marked #1 box on ***"Healers",*** add event card number 10.
- The Shōgun's influence cards for Chapter 2.
- The mission cards for Chapter 2.

· PERSONAL MISSIONS ·

Akira: 📖 **201.**
Hattori: 📖 **301.**

· SPECIAL RULES ·

- The mission 1 card is activated from the beginning; flip it over.
- During the Shōgun's turn, remove 1 resistance token for each enemy in each city.
- If a city loses all its resistance tokens, place 1 razed city token on that city. During the next Shōgun's turn, the enemies in that city will advance 3 spaces toward the closest city with resistance tokens that isn't razed.
- During the Shōgun's turn, the enemies that are not in a city with resistance tokens will advance 3 locations toward the closest city that has resistance tokens. They can move through cut paths.
- If Tsuruga, Hikone, Iga, and Takashima have been razed, remove all the enemies from the map and don't add any more.
- A character in the same location as an enemy can spend 1 to interact with them. Difficulty, success, and failure are established in the mission 1 card. You can repeat this action.

SECTIONS

1

You managed to free all the cities besieged by the yōkais and the people of Japan reward you with their gratitude.

MISSION COMPLETED
- Each character who defended the cities by defeating an enemy gains 2 ⛩.

2

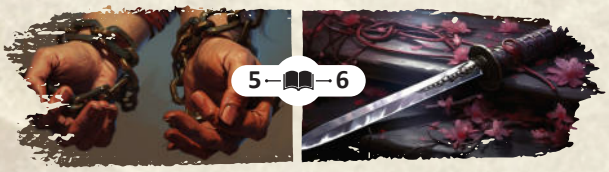
Despite all your efforts, some cities didn't resist the siege.

MISSION FAILED
- Add the name of the razed cities to the **"Razed cities."**

3

Soon, you find the outpost of the Shōgun's soldiers. Several enemies watch the road and another one guards a prisoner who lies, hands and feet tied. You wait for night to fall.

Make a choice



- Try to set the prisoner free: 📖 **5.**
- Fight against the soldiers: 📖 **6.**

4

You cannot pass by the posted patrols of the Shōgun. The region is still impregnable.

MISSION FAILED
- Increase the Shōgun's influence by 1.

5

When night falls, you sneak up behind the soldier guarding the prisoner.
- If you have any kunai or shuriken, spend 1 charge token to avoid detection: 📖 **12.**

Otherwise, make a choice between the following options:

- Catch the prisoner's attention so that he can distract the guard and you can attack him from behind: 📖 **7.**
- Attack the guard from behind: 📖 **11.**

6

If you are Tomoe and have a bow equipped:
The speed of your bow takes the soldiers by surprise and your accurate shots kill them one by one. However, the last guard cuts the prisoner's throat before you pierce the back of his neck with one of your arrows.

MISSION COMPLETED
- Gain 10 ◉.
- Reduce the Shōgun's influence by 2.
- Remove the cut path token.

Otherwise, you face your enemies directly.

Perform a ⚔ (6) test

Success: 📖 **9.**
Failure: 📖 **10.**

7

The prisoner starts making sounds that catch the attention of the guard. As he comes near the prisoner, you try to cut his throat.

Perform a ⚔ (4) test

Success: 📖 **9.**
Failure: 📖 **10.**

8

At the last moment, the snap of a branch gives away your position and the soldier guarding the prisoner raises the alarm.

Perform a ⚔ (6) test

Success: 📖 **9.**
Failure: 📖 **10.**

9

After a hard fight, finally all your enemies lie at your feet. The prisoner belongs to the family of the Daimyō of Hikone. After you release him, he offers you his help to take the Shōgun's outpost and gives you a reward as a token of gratitude.

MISSION COMPLETED
- Gain 10 ◉.
- Gain 2 ⛩.
- Gain 2 👹.
- Gain 1 random market card.
- Reduce the Shōgun's influence by 2.
- Remove all the cut path tokens.
- Mark 1 box next to ***"Mountain Clan."***

10

After a hard fight against your enemies, you are badly hurt. Staying there any longer will mean certain death, so, although it is a hard decision, you have to flee and abandon the prisoner to his fate. You don't know how long you've been fleeing, but you finally lose your pursuers, and some of your equipment as well. However, as the Shōgun's soldiers ran after you, they left their post unguarded, and now they have lost it. But, your heart will carry the burden of the dead prisoners for a long time.

MISSION FAILED
- Gain 4 ✪.
- Lose 2 ⛩.
- Discard 1 random market card.
- Increase the Shōgun's influence by 1.
- Remove the cut path token.

11

If you are Hattori: *You cut the throat of your enemy, who bleeds out silently in a few seconds.* 📖 **9.**
Otherwise:

Perform a 👺 (4) test

Success: 📖 **12.**
Failure: 📖 **8.**

12

You try to cut your enemy's throat and free the prisoner.

Perform a ⚔ (4) test

Success: 📖 **9.**
Failure: 📖 **10.**

13

The Head of the Gifu Guard receives you in one of the halls and quickly brings you up to date.

"We are waiting for a supply caravan. However, we are afraid that it will be attacked on its way to town." He unfolds a map on the table. "Our scouts think the best place for an ambush is here," he says, signaling a point in the map.

The Head of the Guard suggests:
"If you could be there when the caravan passes by, we can escort it the rest of the way ourselves.

- Place a clan token on the indicated location.
- Reach the indicated location before the end of the next round.
- Remove all cut path tokens.

14

As the Gifu scouts anticipated, an advance party of Shōgun's soldiers tried to attack the caravan. But your presence quickly put an end to the robbery attempt and the caravan will arrive on time to strengthen the city.

MISSION COMPLETED
- Gain 10 ◉.
- Gain 1 ⛩.
- Gain 2 👹.
- Reduce the Shōgun's influence by 1.

15

The caravan was attacked in the exact point the Gifu scouts anticipated. Had you been there to help, maybe they wouldn't have fallen into your enemy's hands.

MISSION FAILED
- Lose 1 ⛩.

16

- If you haven't started mission 3: 📖 **18.**
- If mission 3 is still in play: 📖 **22.**
- If mission 3 was completed successfully: 📖 **17.**

17

The supplies in the caravan were used to build defenses around Gifu, which successfully repel the attack. Now, according to the reports, the Shōgun's hordes are headed for Nagoya.

Consequences:
- Remove all the cut path tokens.
- Flip the trigger and place the final round token in the round 6 position on the track.

Change the objective:
- Place 1 clan token of each character on Nagoya. You have 2 rounds to reach this location with as many characters as possible.

18

According to the reports, the Shōgun's hordes have razed Gifu and now are headed for Nagoya.

Consequences:
- Remove the mission 3 card and token.
- Place 1 razed city token on Gifu.
- Add Gifu to the **"Razed cities."**
- Remove all the cut path tokens.
- Flip the trigger and place the final round token in the round 6 position on the track.

Change the objective:
- Place 1 clan token of each character on Nagoya. You have 2 rounds to reach this location with as many characters as possible.

19

Not even in your worst nightmares had you imagined that the Shōgun's hordes were so big. The faces of the residents of Nagoya reflect their unutterable fear for the combat that is to begin. The sound of a drum takes you out of your reverie and you see the army of darkness rushing toward the city.

Consequences:
- If there are no characters in Nagoya, all lose their coins and 🕮 **21.**
- If there is only one character in Nagoya and the boxes marked ***"Mountain Clan"*** are 2 or more, 🕮 **20.** If less, 🕮 **21.**
- If there are two or more characters on Nagoya, among all who arrived there before the end of the current phase they must pass a ⚔ (12) adding their results and the current boxes marked in ***"Mountain Clan".***

Perform a ⚔ (12) test

👍 **Success:** each character on Nagoya gains 30 ◉ and 🕮 **20.**
👎 **Failure:** 🕮 **21.**

20

The heroes fight to exhaustion for three days and nights. Fortunately, reinforcements from the Mountain Clan arrive in time, and they decisively repel the savage onslaught of the Shōgun tyrant's followers, who, like waves of the sea that crash against the impenetrable rocks of a cliff, are repulsed again and again. At last this evil host of enemies gives up and abandons the city, fleeing in fear of reprisals from their leader.

👍 THE PHASE ENDS IN SUCCESS
- Mark box #2 next to ***"Advance of the resistance."***
- Follow the mission 1 instructions after "Success" or "Failure" depending on whether there are any razed cities.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 36 to start the next exploration phase.

21

The heroes fight to exhaustion for three days and nights. Even though the Mountain Clan sends reinforcements, they cannot repel the savage onslaught of the Shōgun tyrant's followers, who, like waves of the sea that swamp a sandcastle, burst en masse into the unprotected city. Outnumbered, the companions flee. All is lost in Nagoya. Their objective now is to save their lives to fight another day.

👎 THE PHASE ENDS IN FAILURE
- Mark box #2 next to ***"Advance of darkness."***
- Add Nagoya to the **"Razed cities."**
- If mission 1 is still in play, follow the instructions after "Success" or "Failure" depending on whether there are any razed cities.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 36 to start the next exploration phase.

22

The attacks won't stop and now another army of the Shōgun is headed for Nagoya.

Consequences:
- Remove all the cut path tokens.

- Flip the trigger and place the final round token in the round 6 position on the track.

Change the objective:
- Place 1 clan token of each character on Nagoya. You have 2 rounds to reach this location with as many characters as possible.

23

"We'd love to help you," says one of the workers after listening to your story, "but we need more resources to do so."

Make a choice

A. **Donate 20** ◉ so the builders can buy new tools and finish their job.

MISSION COMPLETED
- Keep mission card 4 until the end of the phase.
- You can remove 1 razed city token from the board at any time. If you do, remove the city from the **"Razed cities."** Discard mission card 4.

B. You **don't pay** yet, maybe later.
- No effect. Do not remove the mission token; you can interact to make a donation later.

24

You cannot cut the threads the Shōgun has across Japan

THE PHASE ENDS IN FAILURE
- Mark box #2 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 36 to start the next exploration phase.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well... My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Remove this card from the game.
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you.
"Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:
- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ◉.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows you were getting stops.
Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it is always a pleasure to do away with these corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5 ♥.
- Gain 2 👹 and 1 random market card.
- Mark box 2 next to ***"Tengu".***
- Remove this card from the game.
- Add card 9 to the travel events deck.

108

You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what's in them, we need very specific, hard to find herbs. If you help us get them, we can save them all."

Consequences:
- Place 1 clan token where indicated.
- You have this adventure phase to complete this mission.
- Keep this card. When you reach your destination, read the corresponding paragraph.

109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a 🔧 (3) test

👍 **Success:** *After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*
Consequences:
- Regain 3 ♥.
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

👎 **Failure:** *You do not find the medicinal herbs, all of them look the same to you… Perhaps you weren't the best person for this task.*
Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:

- If it has been previously marked, return this card to the travel events deck and shuffle it.
- If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
- Remove this card from the game.

III

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:

- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

II2

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:

- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

Chapter 2: The Mountain Village

Exploration Phase

Advancing through the Mountain Clan's territory to discover what is going on, the group encounters a poor peasant couple running toward them, away from the front. They wear tattered, torn clothes and carry nothing. Hattori approaches them. They are his clan, and he knows they will trust him.

"Where are you going?"

"We are fleeing, ninja, yes! To escape certain death!" says the woman.

"What happened to you?"

"Hordes of the Shōgun overran our village, torturing and killing. We don't know what they want! And they are aided by a terrible beast."

"My wife is right," the man says. "We haven't seen this creature, but we have heard its scream, and it makes our blood run cold. We were lucky to escape without being seen. We just want to get away from here."

"Where is your village?"

"Run away, run away from there, if you want to live. That's the only good advice," says the woman.

Hattori takes their hands. "We are here to upset the Shōgun's plans. Guide us."

The woman shakes her head in disbelief. "Very well. To the north, follow this road. You'll be there in a few hours."

Hattori bids them farewell, and the couple continue their flight.

"You saw them," says the ninja. "The Shōgun makes our people run like rats and cowards. They need our help."

"That's what we're here for," Tomoe says. "They've given us our best clue so far. In that town, we'll find answers to Jirōbō's suspicions."

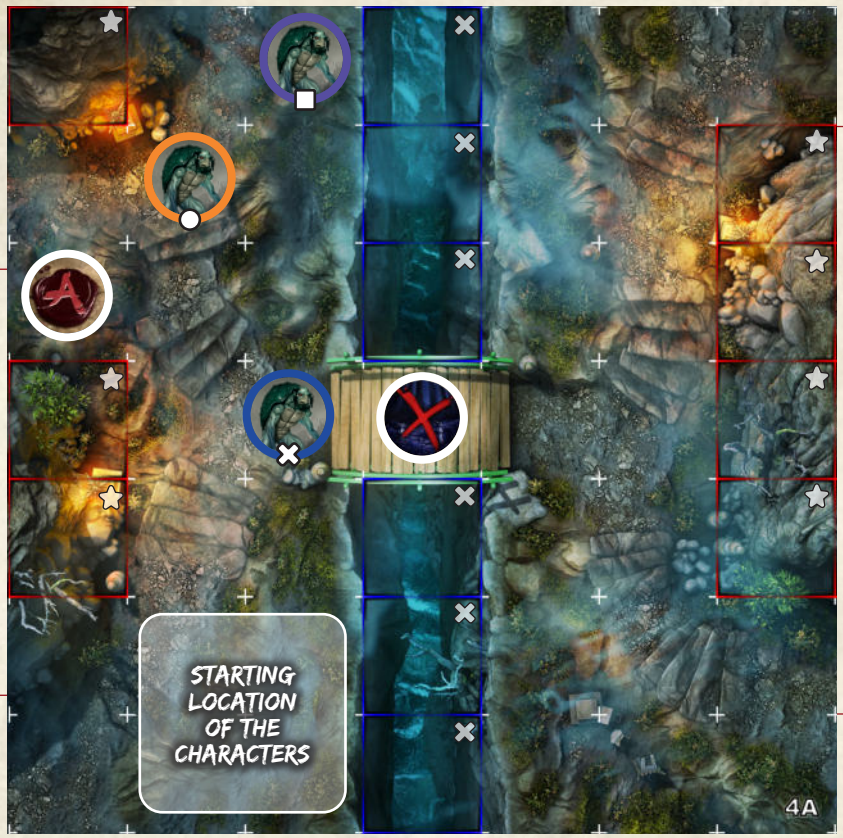
"If you don't enter the cave where the tigers live, you can't get the skin of even one," Hikaru says. "We must go to that village, even if we walk into a trap."

"The sooner we get there, the sooner we can get out of here. I'm not used to the cold in these mountains," Akira adds. "Let's go help those people!"

If Nagoya appears on the **"Razed cities,"** go to page 37 and follow the setup instructions for **Zone 1A: Cliff.**

If Nagoya does not appear in the **"Razed cities,"** go to page 38 and follow the setup instructions for **Zone 1B: Cliff.**

ZONE 1A: CLIFF



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Interaction point
- Cut path token
- Kappa
- Tile 4A

· OBJECTIVE ·

Find the way of reaching the mountain village.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- **Special terrain:** Does not obstruct LoS. Only creatures with flying can pass through and end their on it. Any creature without flying that starts or ends its activation on it is defeated.

· SECTIONS ·

1 when there aren't any enemies remaining in the zone.

You come to a deep chasm separating you from the village on the other side. The old footbridge that used to cross it is no longer there; cut through and torn down, probably by the Shōgun's followers. You must find an alternative route, but fortunately Hattori knows these mountains well, including their interconnecting caves and subterranean passages. He leads you to one of these, hoping to find a way to the village.

SECTIONS

1

In one of the walls of the cliff, you find a narrow opening you can squeeze through.

Consequences:

- Go to page 40 and follow the setup instructions for **Zone 2: Cave.**

ZONE 1B: CLIFF

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn token
- Interaction point
- Resistance tokens
- Kappa
- Tile 4A

· OBJECTIVE ·

Find the way of reaching the mountain village.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- **Special terrain:** Does not obstruct LoS. Only creatures with flying can pass through and end their on it. Any creature without flying that starts or ends its activation on it is defeated.
- If the bridge loses all its resistance tokens: 📖 **5.**

· SECTIONS ·

If there are enemies on the board: 📖 **1.** Otherwise: 📖 **4.**

📖 **2.**

You come to a deep chasm separating you from the village on the other side. The bridge across would in normal times offer a pleasant and invigorating, sightseeing stroll, but a group of fierce kappa are trying to tear it down and cut you off. You must cross, or make a long, exhausting detour through the rugged mountains. Will you avoid the tiring detour and try to cross?

SECTIONS

1

The path narrows ahead: you'll have to focus fully to walk along the small ledge.

Make a choice

- Walk the ledge: 📖 **3.**
- Wait until you kill all the enemies: No effect; keep playing.

2

In one of the walls of the cliff you find a narrow opening you can squeeze through.

Consequences:

- Go to page 40 and follow the setup instructions for **Zone 2: Cave.**

3

You take a deep breath and start walking along the ledge, step by step, trying not to slip, because at your feet lies a yawning abyss.

Consequences:

- Remove your miniatures and initiative card from the game. If all the characters have been removed: 📖 **4.**

4

You have eliminated the advance party of yōkai that waited for you before the remote village of the Mountain Clan. You are very aware that time is against you; disaster threatens. After going up the steep path, you see the lights of the small town square.

Consequences:

- Remove the tile and the exploration event cards. Go to page 41 and follow the setup instructions for **Zone 3: Village.**

5

The bridge collapses, you need an alternative route.

Consequences:

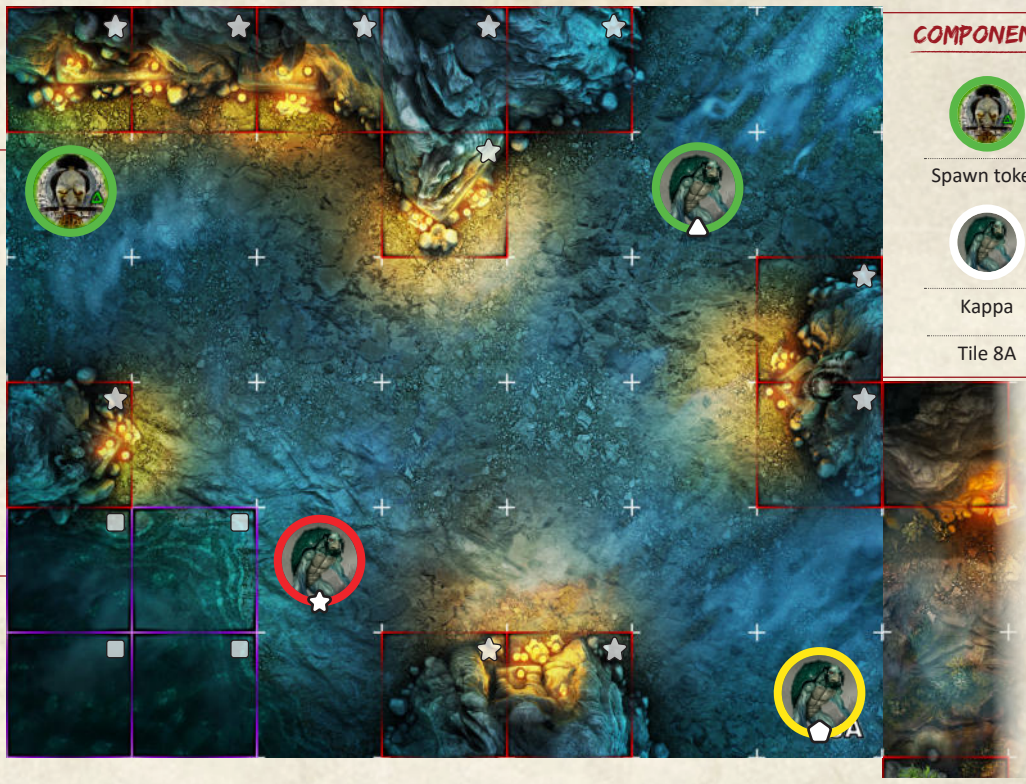
- If any character or enemy was on the bridge, they are defeated.
- If no character has left the zone:
  - Add interaction point **B** on **RED.** Remove **RED.**
  - Remove the interaction point **A.**
  - 📖 6.
- If any character has left the area, 📖 6.

6

Consequences:

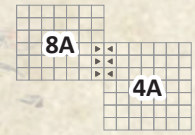
- From now on, add this special rule:
- Characters now may attempt to jump to the other side of the cliff **(3):**
  - Success: Place the character on the other side of the cliff, on the closest space to the square the jump was made from.
  - Failure: The character manages to cross, but with a cost. Place the character on the other side of the cliff, on the closest space to the square the jump was made from. The character receives 2 🩸.

ZONE 2: CAVE



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green



COMPONENTS

Spawn token

Kappa

Tile 8A

· OBJECTIVE ·

Find the way of reaching the mountain village. If there aren't any enemies left: 🕮 **3.**

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

B 🕮 **2.** C 🕮 **1.**

You enter one of the caves, and you see some light in the distance. This light might be coming from an opening close to the village! You scramble on, full of courage and renewed energy, but your passage will not be as easy as you hoped. Kappa sentries are stationed in this cave. Detecting your presence, they fall upon you to tear you to pieces.

To reach your destination, you must kill these dangerous enemies. If you succeed, you can reach the village silently, attracting little attention. Who knows what awaits you there! Good luck.

SECTIONS

1

You find an object among the rocks. You also see light filtering through, it may be an exit to the outside.

Consequences:

- Draw 1 random market card.
- Change interaction point **C** for the interaction point **B.**

2

With great effort, twisting your body, you finally get out.

Consequences:

- Remove your miniature and initiative card from the board. If all the characters have been removed from the board: 🕮 **3.**

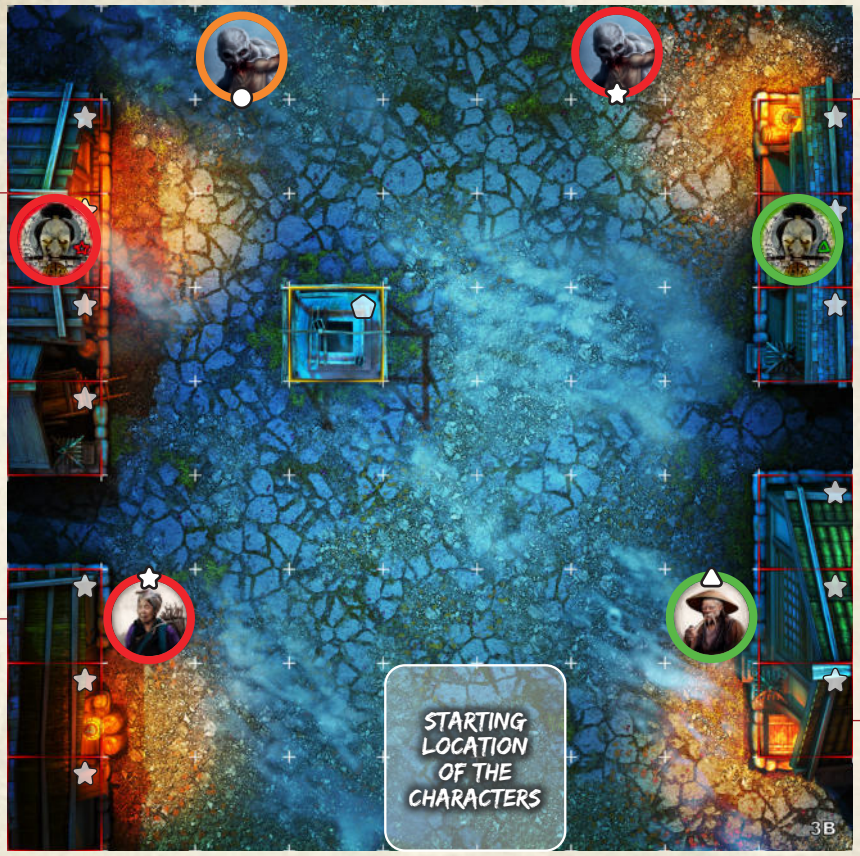
3

You have eliminated the advance party of yōkai that waited for you before the remote village of the Mountain Clan. You are very aware that time is against you; disaster threatens. After going up the steep path, you see the lights of the small town square.

Consequences:

- Remove the tiles and the exploration event cards. Go to page 41 and follow the setup instructions for **Zone 3: Village.**

ZONE 3: VILLAGE



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn tokens

Civilians

Jikininki

Tile 3B

· OBJECTIVE ·

Help the villagers survive the attack. Defeat all the enemies and interact with the villagers.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- Civilians don't have resistance, therefore they can't be the target of enemies.

· SECTIONS ·

1. 2. 5 5. 6 6.

6.

Night has fallen when you reach the village that the peasant couple told you about. Their warnings did not begin to describe the horrors here. You hear cries of excruciating pain that could frighten the bravest of warriors. It is bone-chilling cold, and an unsettling mist envelops you. Desperate cries come from two nearby buildings, a tavern and a store. There must be unspeakable horrors there. Among the shadows you can now distinguish the silhouettes of jikininki who delight in devouring corpses. These terrible beings are stalking a few scared villagers who are trying to hide. The time has come - for action.

SECTIONS

1

If you previously marked ***"The escape of the kannushi":*** **205 from Akira's character booklet.**
Otherwise, keep reading:

"Please help us! These infernal monsters are razing our village," cries one of the villagers, trying to take cover behind you. "Some winged yōkai entered the tavern and there are people in there."

Consequences:
- Place door 6 on **RED.** Remove **RED.**
- Remove the **GREEN** civilian token and keep it.

2

Full of fear, one of the villagers in the square grabs you.
"Protect me! Save my brother!" she shouts hysterically.
The situation is critical, so you quickly shrug off her grasp and calm her down. Finally, you find out where her brother Mōmoku is.

Consequences:
- Place door 5 on **GREEN.** Remove **GREEN.**
- Remove the **RED** civilian token and keep it.

3

If the **GREEN** civilian is not on the board, ignore this effect.
If the **GREEN** civilian is on the board and you previously marked ***"The escape of the kannushi":*** 📖 **206 from Akira's character booklet.**
Otherwise, keep reading.

As if it were a nightmare, you see a jikininki emerging from darkness and leaping on a helpless villager. Despite the yōkai devouring him, the man tries to get to a door, saying: "I have to help her... I have to help her..." Finally, he falls down to the ground and dies.

Consequences:
- Remove the **GREEN** civilian.
- Place door 6 on **RED.** Remove **RED.**
- Place 1 new jikininki on the space the **GREEN** civilian occupied and add its initiative card.

4

If the **RED** civilian is not on the board: 📖 **7.**
If the **RED** civilian is in play, keep reading.

One of the villagers shouts "Mōmoku, I'm going to save you!!!" and runs toward a building with a sign that reads "Shop" at the entrance. However, her heroic run is interrupted when a new yōkai crosses her path and deals her a lethal blow to the neck.

Consequences:
- Remove the **RED** civilian.
- Place door 5 on **GREEN.** Remove **GREEN.**
- Place 1 new jikininki on the space the **RED** civilian occupied and add its initiative card to the initiative queue.

5

In the entrance of the building, a sign reads "Shop." Within it, you hear the noise of glass breaking, growls, and cries for help.

Consequences:
- Go to page 46 and follow the setup instructions for **Zone 5: Shop.**

6

When you reach the entrance to the tavern, everything seems to be silent. However, a cawing on the upper floor puts you on guard.

Consequences:
- Go to page 43 and follow the setup instructions for **Zone 4: Tavern.**

7

If Akira is not in the zone, ignore this event.

Akira's sixth sense fails him for once. A jikininki attacks from behind, taking the ronin by surprise.

Consequences:
- Place 1 jikininki in a space adjacent to Akira.
- Place its initiative card before Akira's. If Akira was already activated this round, the jikininki activates immediately.

ZONE 4: TAVERN

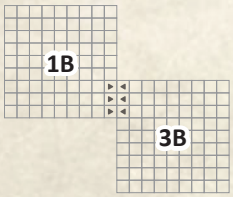
COMPONENTS

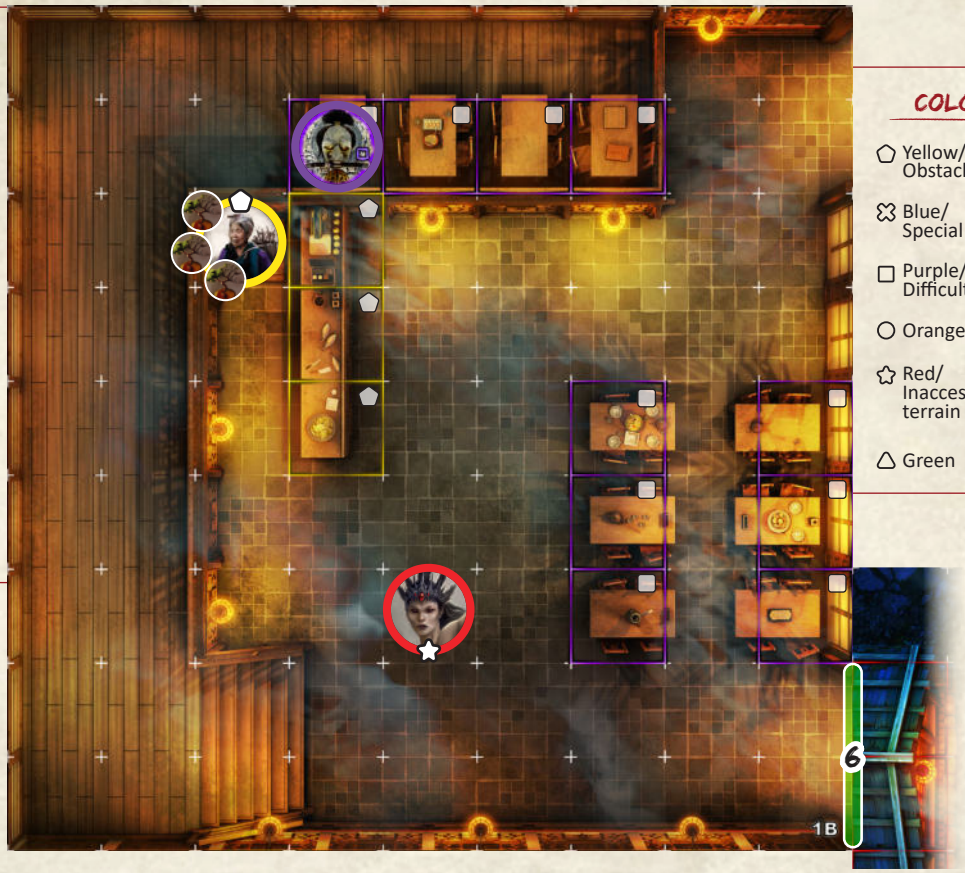
Spawn token

Civilian

Resistance tokens

Shikome
Tile 1B





COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

· OBJECTIVE ·

When there aren't any more interactions (points, civilian, doors) available in the chapter, if you haven't reached the end of the chapter: 🕮 **5.**

· MALICE ·

At the beginning of each round, roll 1 ⬢ for each malice point. If you roll a 6, remove 1 resistance token at random from this zone.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SECTIONS ·

🕮 **2.**

You can only interact when there aren't any enemies in the zone. 🕮 **1.**

Despite everything you have seen so far, you are not prepared for the atrocity in this tavern, where you can only breathe death. You are tormented by the sight of mutilated corpses, torn to bits, scattered on blood-stained tables.

Perhaps if you had arrived earlier, this massacre could have been avoided. But you have no time for regrets. A shikome, a horrible winged woman with powerful claws, who is undoubtedly responsible for the slaughter, fixes on you as its new target.

You hear a woman scream. She's hiding behind the bar, begging for a rescue. Do you have the courage, the skill, and the time to save her?

SECTIONS

1

Thank you so much, I thought those winged demons were going to rip me apart, as they have done to several of my customers. You have to save the rest, they are surely in danger.

Consequences:
- Remove the YELLOW civilian token and keep it.
- Mark 1 box next to ***"You are safe."***
- If there are any interactions available left on the board, go search them.
- If this was the last interaction available: 📖 3.

2

At the same instant you pick up the item, a jikininki breaks through the door and goes for your neck.

Consequences:
- Draw 1 random market card.
- Place 1 jikininki adjacent to you and add its card to the initiative queue, right after yours.

3

The heroes have saved the village from total destruction. The few remaining inhabitants are grateful to the group for saving them from certain death. But they have a request.
"A beast is roaming the nearby forests," says a woman carrying her baby in her arms. "It's stalking the shadows, picking us off one by one. Anyone seeing it is too late to save themselves from the lightning speed of its attack."
"Please, avenge my brother!" says a small girl of about thirteen. "That creature jumped on him from some bushes, caught his head in its jaws and dragged him away. We never saw him again."
"The beast's behavior has changed and is strange to us," an old man explains. "She has been here a long time, never harming anyone, and in exchange for some cattle to feed on, used to protect our village. But that is all different now. Recently something has corrupted her and made her into our fearsome enemy. None of us can live in peace."
"Do you know what this creature is? What does it look like?" asks Hikaru, drawing upon his deep interest in the world of the yōkai.
"It looks terrifying!" answers the woman with the child. "A mixture of different animals, as if the Kami played with it during its creation, experimenting with different species."
"This vermin does not look the same to everyone," the old man says. "Some say it's a gigantic monkey, others say it's a lethal and terrible snake. We don't know what to do. You must help us. You are the only ones who can free us from this nightmare."
"Monkey, snake..." says Akira, stroking the hilt of his weapon. "Whatever it is, whether one animal or another, it has a head that my katana could separate from its body. Let's take it on."
"I agree," Tomoe says. "We came to this village to free it from the Shōgun's henchmen. But our work is not done here."
"The mountains must return to what they were," the ninja says. "My people deserve to live in peace. Let's go to the forest, hunt through the thickets, and finish off the accursed beast."
In the meantime, the innkeeper approaches you.
"If you're going to hunt the beast, I'll show you a path that my father used when he went hunting. That way you'll get there and you may arrive unnoticed."

📖 **305 from Hattori's character booklet.**

THE PHASE ENDS IN SUCCESS
- If you rescued 3 or more villagers, draw 2 random cards from the market and distribute them among the characters. Mark 1 box next to ***"Mountain Clan."***
- Each character gains 10 ◉.
- Characters level up from level 1 to 2.
- If you previously marked ***"Saving the shopkeeper,"*** you can interact once per character with the market or the blacksmith right now.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 50 to start **Chapter 3.**

CHARACTERS LEVEL UP FROM LEVEL 1 TO 2

Remember that, when you level up:
1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔵).
5. The weapons and armors of the new level become available at the blacksmith.

4

The heroes have saved the village from total destruction. The few remaining inhabitants are grateful to the group for saving them from certain death. But they have a request.
"A beast is roaming the nearby forests," says a woman carrying her baby in her arms. "It's stalking the shadows, picking us off one by one. Anyone seeing it is too late to save themselves from the lightning speed of its attack."
"Please, avenge my brother!" says a small girl of about thirteen. "That creature jumped on him from some bushes, caught his head in its jaws and dragged him away. We never saw him again."
"The beast's behavior has changed and is strange to us," an old man explains. "She has been here a long time, never harming anyone, and in exchange for some cattle to feed on, used to protect our village. But that is all different now. Recently something has corrupted her and made her into our fearsome enemy. None of us can live in peace."
"Do you know what this creature is? What does it look

like?" asks Hikaru, drawing upon his deep interest in the world of the yōkai.
"It looks terrifying!" answers the woman with the child. "A mixture of different animals, as if the Kami played with it during its creation, experimenting with different species."
"This vermin does not look the same to everyone," the old man says. "Some say it's a gigantic monkey, others say it's a lethal and terrible snake. We don't know what to do. You must help us. You are the only ones who can free us from this nightmare."
"Monkey, snake..." says Akira, stroking the hilt of his weapon. "Whatever it is, whether one animal or another, it has a head that my katana could separate from its body. Let's take it on."
"I agree," Tomoe says. "We came to this village to free it from the Shōgun's henchmen. But our work is not done here."
"The mountains must return to what they were," the ninja says. "My people deserve to live in peace. Let's go to the forest, hunt through the thickets, and finish off the accursed beast."

THE PHASE ENDS IN SUCCESS

- If you rescued 3 or more villagers, draw 2 random cards from market and distribute them among the characters. Mark 1 box next to ***"Mountain Clan."***
- Characters level up from level 1 to 2.
- If you previously marked ***"Saving the shopkeeper,"*** you can perform 1 market action right now.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 50 to start **Chapter 3.**

CHARACTERS LEVEL UP FROM LEVEL 1 TO 2

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (.)
5. The weapons and armors of the new level become available at the blacksmith.

5

- If you previously marked ***"Your are safe",*** **3.**
- If not, **4.**

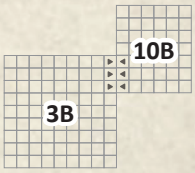
ZONE 5: SHOP

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn token
- Resistance tokens
- Civilian
- Kappa
- Akaname
- Tile 10B



· OBJECTIVE ·

When there aren't any more interactions (points, civilian, doors) available in the chapter, if you haven't reached the end of the chapter: 📖 **6.**

· MALICE ·

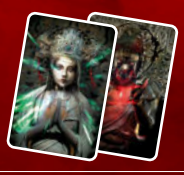
At the beginning of each round, roll 1 ⬢ for each malice point. If you roll a 6, remove 1 resistance token from this zone.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:



· SPECIAL RULES ·

- If the shopkeeper loses his resistance tokens, remove his token and interaction point **B,** if there is one, from the board.
- The blue akaname is locked, therefore do not add it to the initiative queue and is therefore not considered an enemy until indicated.

· SECTIONS ·

B 📖 **3.**

You can only interact when there aren't any enemies in the zone. 📖 **1.**

When you enter the store, you see a man crouching behind boxes of merchandise, in fear for his life. Near him, two kappa, burning with rage, are destroying everything in their path. And in front of you, a caged akaname crouches, intimidating, unhealthy but brutal, its long, sticky tongue scraping the floor to feed on filth.The situation could not be more chaotic. Who knows whether even more danger lurks here?

SECTIONS

1

"Thank you, friends. You saved my life. I'm in debt to you," says the shopkeeper, sobbing. "I hope you can help my brother and the other villagers. Take this, it is one of the few things I could save from this mess."

Consequences:
- Each character in the store can regain 2 ♥.
- Remove the **BLUE** civilian token and keep it.
- Mark box #1 next to ***"Saving the shopkeeper."***
- If there are any interaction available left on the board, go search them.
- If this was the last interaction available and you previously marked ***"You are safe":*** 📖 **5.**
- If this was the last interaction available: 📖 **6.**

2

It looks like there is a sign above the shopkeeper saying that, if the levers are pulled, the specimens will be sacrificed.

Consequences:
- Place interaction point **B** on the **RED** spawn token. Remove **RED.**

3

If there aren't any akaname in the cages: 📖 **4.** Otherwise, keep reading.

You operate the lever and see how the safety mechanism of the cage activates. Some spikes spring out from the floor of the cage and kill the akaname. You are happy to know that the shopkeeper is so cautious.

Consequences:
- Remove the akaname from the board and place 1 head on its space.

4

You operate the lever and see how the safety mechanism of the cage activates. Some spikes spring out of the floor of the cage, but it is empty.

Consequences:
- No effect.

5

The heroes have saved the village from total destruction. The few remaining inhabitants are grateful to the group for saving them from certain death. But they have a request. "A beast is roaming the nearby forests," says a woman carrying her baby in her arms. "It's stalking the shadows, picking us off one by one. Anyone seeing it is too late to save themselves from the lightning speed of its attack."

"Please, avenge my brother!" says a small girl of about thirteen. "That creature jumped on him from some bushes, caught his head in its jaws and dragged him away. We never saw him again."
"The beast's behavior has changed and is strange to us," an old man explains. "She has been here a long time, never harming anyone, and in exchange for some cattle to feed on, used to protect our village. But that is all different now. Recently something has corrupted her and made her into our fearsome enemy. None of us can live in peace."
"Do you know what this creature is? What does it look like?" asks Hikaru, drawing upon his deep interest in the world of the yōkai.
"It looks terrifying!" answers the woman with the child. "A mixture of different animals, as if the Kami played with it during its creation, experimenting with different species."
"This vermin does not look the same to everyone," the old man says. "Some say it's a gigantic monkey, others say it's a lethal and terrible snake. We don't know what to do. You must help us. You are the only ones who can free us from this nightmare."
"Monkey, snake..." says Akira, stroking the hilt of his weapon. "Whatever it is, whether one animal or another, it has a head that my katana could separate from its body. Let's take it on."
"I agree," Tomoe says. "We came to this village to free it from the Shōgun's henchmen. But our work is not done here."

"The mountains must return to what they were," the ninja says. "My people deserve to live in peace. Let's go to the forest, hunt through the thickets, and finish off the accursed beast."
In the meantime, the innkeeper approaches you.
"If you're going to hunt the beast, I'll show you a path that my father used when he went hunting. That way you'll get there and you may arrive unnoticed."

📖 **305 from Hattori's character booklet.**

THE PHASE ENDS IN SUCCESS

- If you rescued 3 or more villagers, draw 2 random cards from the market and distribute them among the characters. Mark 1 box next to ***"Mountain Clan."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you previously marked ***"You are safe",*** gain 20 ◉.
- Characters level up from level 1 to 2.
- If you previously marked ***"Saving the shopkeeper,"*** you can interact once per character with the market and the blacksmith right now.
- Then, go to page 50 to start **Chapter 3.**

CHARACTERS LEVEL UP FROM LEVEL 1 TO 2

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔵.)
5. The weapons and armors of the new level become available at the blacksmith.

6

The heroes have saved the village from total destruction. The few remaining inhabitants are grateful to the group for saving them from certain death. But they have a request.
"A beast is roaming the nearby forests," says a woman carrying her baby in her arms. "It's stalking the shadows, picking us off one by one. Anyone seeing it is too late to save themselves from the lightning speed of its attack."
"Please, avenge my brother!" says a small girl of about thirteen. "That creature jumped on him from some bushes, caught his head in its jaws and dragged him away. We never saw him again."
"The beast's behavior has changed and is strange to us," an old man explains. "She has been here a long time, never harming anyone, and in exchange for some cattle to feed on, used to protect our village. But that is all different now. Recently something has corrupted her and made her into our fearsome enemy. None of us can live in peace."
"Do you know what this creature is? What does it look like?" asks Hikaru, drawing upon his deep interest in the world of the yōkai.

"It looks terrifying!" answers the woman with the child. "A mixture of different animals, as if the Kami played with it during its creation, experimenting with different species."
"This vermin does not look the same to everyone," the old man says. "Some say it's a gigantic monkey, others say it's a lethal and terrible snake. We don't know what to do. You must help us. You are the only ones who can free us from this nightmare."
"Monkey, snake..." says Akira, stroking the hilt of his weapon. "Whatever it is, whether one animal or another, it has a head that my katana could separate from its body. Let's take it on."
"I agree," Tomoe says. "We came to this village to free it from the Shōgun's henchmen. But our work is not done here."
"The mountains must return to what they were," the ninja says. "My people deserve to live in peace. Let's go to the forest, hunt through the thickets, and finish off the accursed beast."

THE PHASE ENDS IN SUCCESS

- If you rescued 3 or more villagers, draw 2 random cards from the market and distribute them among the characters. Mark 1 box next to ***"Mountain Clan."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Characters level up from level 1 to 2.
- If you previously marked ***"Saving the shopkeeper,"*** you can interact once per character with the market or the blacksmith right now.
- Then, go to page 50 to start **Chapter 3.**

CHARACTERS LEVEL UP FROM LEVEL 1 TO 2

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔵.)
5. The weapons and armors of the new level become available at the blacksmith.

Chapter 3: The Chase

Exploration Phase

The villagers tell the heroes to head north to a nearby rice field, where the creature has often been seen. The companions approach with their weapons drawn, ready for action.

"Hikaru," Tomoe asks, "do you have any idea what type of yōkai we are hunting?"

"It is difficult to pinpoint, knowing so little," says the monk. "We have heard of a monkey or a snake, on that information, I'm afraid there are many to choose from". He pauses, deep in thought. "It could be a satori. I remember that they eat humans and usually attack unwary travelers in the mountains."

"The children in my village were always warned about satori," the ninja says. "Their natural habitat lies among these peaks, but I've never heard of one that would dare to take on an entire population."

"What about another possibility?" Akira asks. "It sounds worse than a monkey, so that a frightened person might think of a snake, and yet, it could be a dragon."

"Let's hope that's not the case! Otherwise our problems will increase," says Hikaru. "As for it being a snake, I have other ideas. The most likely is the uwabami, a creature of incredible size with a voracious appetite."

"It could be another type of yōkai," Tomoe says, "something very different. In the village, they told us that the beast looked like a mixture of several animals."

"If so, we may be facing an even more dangerous creature," the monk says. "It might be something of which there are no records. I've read a lot about the different types of yōkai living in Japan, and I know that some of them have never been identified or properly described."

"It could even be an aberration created by the Shōgun himself!" the ronin says. "With his dark arts, He's capable of that and more… much more."

"I don't trust anything that's going on here. There's something strange about all this," says the young samurai. All at once, she suffers a slight dizziness and stumbles to lean against a tree trunk.

"What happened to you? Are you all right?" Hikaru asks, coming to her aid.

"Yes, don't… worry." She pulls herself together with a great show of strength. "It's accumulated fatigue. Nightmares have prevented me from sleeping well for many nights."

"This is no time to weaken!" says the ninja. "Do you think this is a game?"

"Watch your words, Hattori! You're not being fair," says the ronin, offering support.

"Let us calm down," the monk says, sowing peace among them. "We are exposed to much tension, but let's not forget that our enemy is the Shōgun. If we fight among ourselves, he has won. It doesn't matter if we fall seven times, as long as we get up eight times! And the best way to do that is to aid each other."

"You're right," the ninja concedes. But then he points at the ground. "Look! Look here! These are fresh tracks. Tiger tracks, maybe, or an immense feline. The creature is near. Danger calls, let's go!"

ZONE 1: RICE FIELD

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn tokens

Nue

Kappa

Closed door

Tile 1A

· OBJECTIVE ·

Weaken the nue. When it loses 8+ 💧: 📖 1

· MALICE ·

It is cumulative.

· ORACLE DECK ·

Add the following cards to the Oracle deck:

· SPECIAL RULES ·

- If you previously marked ***"You are safe"*** all the characters advance 1 position in the initiative queue during the first round.
- If you **DID NOT** mark ***"You are safe"*** previously, all the enemies advance 1 position in the initiative queue during the first round.

· SECTIONS ·

1 📖 7. 2 📖 2. A 📖 4. 📖 6.

Following the tracks that you found, you arrive at the rice field. The beast is right there, and the area swarms with kappa. You can hardly believe what you see. It must be a nue, for it has the head of a monkey, the body of a tanuki, the tail of a snake, and the limbs of a tiger. It shifts about with monstrous, lethal quickness, and yet you have time to notice that something is amiss.
Instead of pouncing on you, the beast seems to be watching the kappa with suspicion, and it repeatedly glances toward a nearby mill, as if responding to something there. This is no time for observation. The fight is on!

SECTIONS

1

A howl makes your blood run cold. The nue's eyes are locked onto the injury to his front paw. It shapes for an attack, but then suddenly flees, departing through a trail of statues, leaving a trail of blood behind. leaving a trail of blood behind.

Consequences:
- Remove the nue miniature. Keep track of the nue's ♥ throughout the pursuit.
- Go to page 53 and follow the setup instructions for **Zone 2: Path of the statues.**

2

The lock that kept the mill door closed yields after being shoved three times. You see an ashigaru wielding a katana, while a young villager is crouching down, raising his hands in a vain attempt to protect himself from the upcoming attack.

Setup:
- Place 1 **GREEN** civilian token with 2 resistance tokens on **BLUE.**
- Place 1 ashigaru adjacent to the civilian.

3

You think you see something shiny in the water that covers the rice fields.

Setup:
- Place interaction point **A** on **YELLOW.**

4

What used to be a quiet stream that irrigated the rice field is now a mixture of mud and turbid water. After searching for a while, you finally find the object you saw.

Consequences:
- Draw 1 random market card.

5

Suddenly, part of the mill's floor lifts up. A trapdoor opens, a sharp corner tears several flour sacks, which empty in just a few seconds. From the dust cloud, a figure appears.

Setup:
- Place 1 kachi adjacent to **BLUE.** Remove **BLUE.**

6

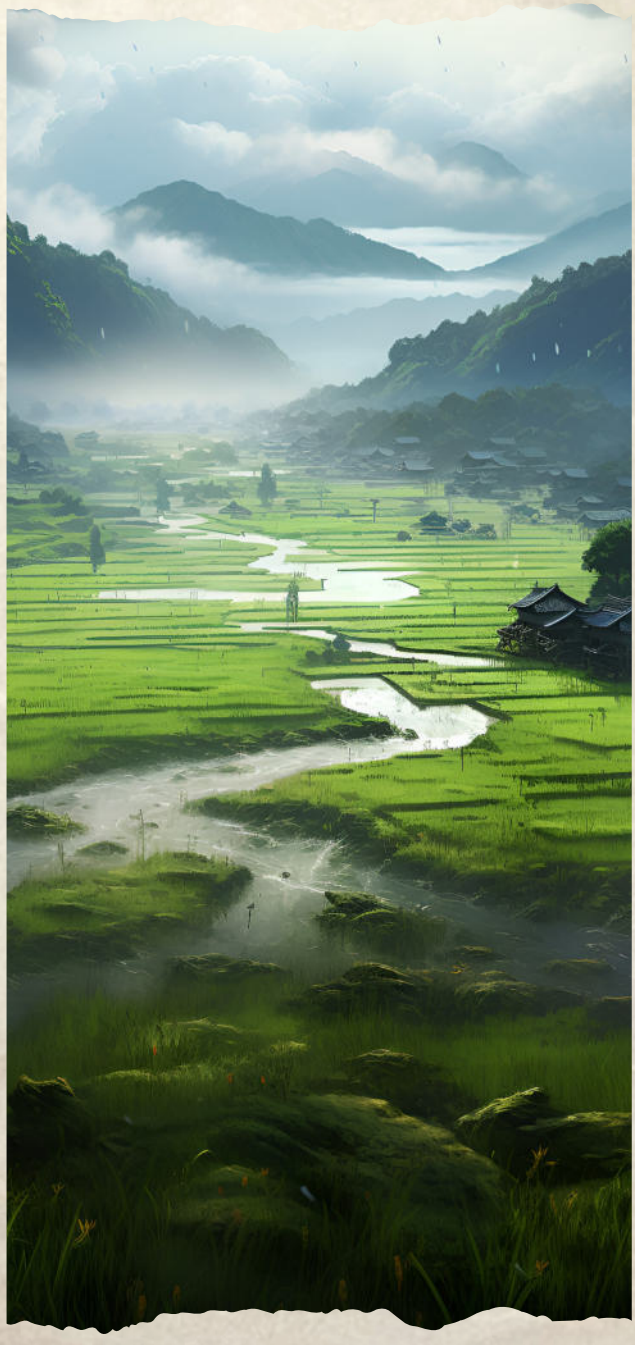
The man is terribly afraid and can only mumble incoherently. He takes a little item from his clothes and gives it to you as a reward.

Consequences:
- Draw 1 random market card.
- Remove the **GREEN** civilian token.

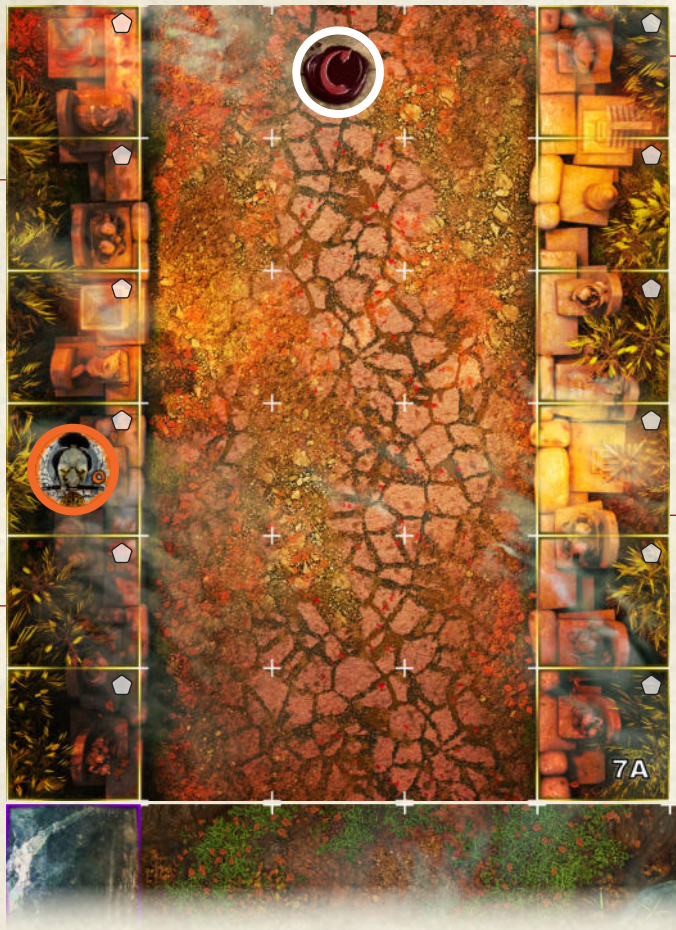
7

Perhaps you could knock the door down, but it is not your priority right now.

Consequences:
- No effect.



ZONE 2: PATH OF THE STATUES



COLORS

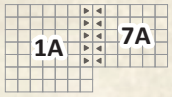
- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn token

Interaction point

Tile 7A



· OBJECTIVE ·

Find the nue.

· MALICE ·

It is cumulative.

· ORACLE DECK ·

Add the following cards to the Oracle deck:

· SECTIONS ·

1.

Even though he is wounded, the nue has escaped and you chase him. He leads you along a remarkable path with beautiful statues on both sides. You follow the winding path through thick, dark vegetation, which does not give you a good feeling. But all your senses are focused on following the beast's trail. You pursue its tracks with their trail of blood, until at the end of the path, you arrive at a cave entrance. The creature has fled in there. Do you dare to follow its footsteps?

SECTIONS

1

The trail of blood of the nue disappears into a badly lit cave.

Consequences:

- Go to page 54 and follow the setup instructions for **Zone 3: Cave.**

ZONE 3: CAVE

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

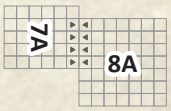
Spawn tokens

Interaction point

Kachi

Ashigaru

Tile 8A



· OBJECTIVE ·

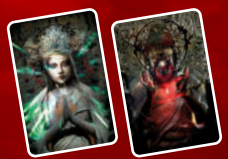
Find and defeat the nue.

· MALICE ·

Enemies attack with +1 ⚔ for each malice point.

· ORACLE DECK ·

Add the following cards to the Oracle deck:



· SECTIONS ·

1.

As soon as you enter the grotto, you know you have fallen into a trap, an ambush! The place is crawling with Shōgun soldiers who want to crush you. Fighting breaks out at once, but before the initial clash, you notice a rope lattice, anchored high above, holding a pile of stones. You can't make out much more. Screaming with extreme fury, the Shōgun's servants fall upon you.

SECTIONS

1

Just inside, a structure made of wood and rope seems to hold some big stone blocks above the cave entrance. The rotten wood barely supports their weight— you'd better not touch anything!

Consequences:

- No effect.

2

Against all odds, the heroes defeat the deadly nue and their other opponents. The grotto's foul, stinking air seeps deep into their lungs, still making it a terrifying place. But at least, all is quiet, or so the companions think, until the "dead" nue groans and starts to move.

You thought it was dead, and it certainly is badly wounded. It tries to get a leg underneath and push itself up, but it fails. Groaning again, it stretches forth one arm, pointing deeper into the cave.

"I can finish it off," Hattori says, drawing his weapon.

"Wait, do you hear that?" says Akira, whose hearing is the best of the four. "That noise. I hear whimpering."

"It's coming from deeper in the cave," says Tomoe. "Where the nue is pointing."

They all hear the whimpering now. It seems to greatly affect the wounded nue, which pulls itself onto all fours and starts to crawl toward the sound. Hattori gets behind it, ready to deal a death stroke.

"We must follow it," says Hikaru. He lights a torch that does little to dispel the darkness. They follow the slowly crawling nue. The whimpering sounds seem to make it more determined, despite its wounds.

They soon see an immense cage, set in a rocky nook of the cave. Hikaru brings the torch closer, and the whimpering changes to a wild keening.

"Incredible," Hikaru says. "There's another nue in here." They draw near to look. Its body is covered in sores, and gashes that look like whip cuts. This nue is a female. It grasps the bars as the other nue approaches, and pulls itself up with difficulty. The two nues start wailing and crying, or perhaps they are talking to each other. It's hard to tell.

Tomoe shakes her head. "Everything here suggests that the Shōgun's troops captured this creature and tortured it."

"I agree," says the monk. "In that way, they forced this male nue to attack the villagers. We can see how far our enemy is willing to go. He uses anyone to serve his purpose as he pleases, with all the means at his disposal. Threats, torture..."

"Our hatred of our enemy is fair… more than fair," says the ninja. He thinks, with sorrow, of his missing wife. Could she also, like the wounded nue, be a tortured captive?
"Well, we know everything now," Akira says. "Kill them both? We can't trust a yōkai. What if they heal and seek revenge?"
"The creature was good to the villagers until its mate was captured," Hattori says. "Let them both go. Maybe they'll heal and be good neighbors again."
Akira laughs. It's not a friendly laugh. "The villagers had to 'offer' them food, remember? What happens when they raise children, grandchildren. Lots of hungry nue to feed. Maybe not such nice ones, either."
Tomoe speaks quietly, but her words carry weight. "We will not always be the four upon whom the fate of Japan depends. Our time has come, and it will go. Other heroes will take up the mantle. Whatever evil they must face, whatever they must do… will they also have to deal with these nues and their descendants? The decision we make here is not just for us, and not just for the villagers. Akira?"
Akira raises his katana.
"One might say Live, one might say Die. Each is right," says the monk. "But remember: Spilled water is hard to recover. Death or life?"

Make a choice

- You end the lives of both nues, 📖 **3.**
- You spare the lives both nues, 📖 **4.**

3

Crestfallen and discouraged, after executing the creatures, the heroes leave the cave. The village is liberated, and its inhabitants can live in relative peace, at least for now. It's time to think about the future. What awaits the companions?

👍 THE PHASE ENDS IN SUCCESS

- If you previously marked ***"Unexpected clue":*** 📖 **306 from Hattori's character booklet.**
- All the characters lose 2 ⛩. If any character doesn't have enough, they loses 1 affinity level with their Kami.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you are playing Yomi Mode, and you have not yet faced the Shinigami, you can do it before moving on to the next chapter.
- Then, go to page 57 to start **Chapter 4.**

4

The heroes open the cage and the wounded nue crawls out. The heroes hold their weapons ready, tense, in case of an attack. But the female goes to a corner of the cave and grabs something in her jaws. She approaches the group and lays a strange item at their feet. It's a knuckle bone that gives off a musky odor. It is certainly an unusual gift, something clearly meant for all four of them, a token of gratitude and thanks. Intrigued, they decide to keep the bone. It might be useful someday.
The two nues crawl together and resume their whining, licking each other's wounds. Their sounds become quieter, more peaceful. The heroes put their weapons away. For a moment, they can relax. The village is liberated, and its inhabitants can live in relative peace. They can take pride in reuniting these two creatures, who may have never wished to do ill to humans. It's time to think about the future. What awaits the companions?

👍 THE PHASE ENDS IN SUCCESS

- If you previously marked ***"Unexpected clue":*** 📖 **306 from Hattori's character booklet.**
- Mark the first box in ***"I remember you."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you are playing Yomi Mode, and you have not yet faced the Shinigami, you can do it before moving on to the next chapter.
- Then, go to page 57 to start **Chapter 4.**

5

As a last resource, the desperate kachi hits the wall of this area.

Consequences:

- The **Zone 2: Path of the statues** is no longer connected to this zone. If there are any creatures in it, remove them from the board, although they aren't considered defeated.

6

New special rule: The nue won't leave the zone under any circumstances. When it is defeated: 📖 **2.**

Chapter 4: Osaka Defence

Adventure Phase

The four companions journey on, hiking down from Mountain Clan territory. Reaching Nagoya from the frigid heights, they look for an inn, craving peace, and a warming bowl of good miso soup.

They have explored very little before Akira cries, "Damned thing! More bad luck."

They look back at their companion. The ronin is crouched down, one knee on the ground, grabbing his foot.

Tomoe asks, "What's wrong?"

"One of the ribbons on my geta broke," he says, pointing to his traditional footwear. "That's just one more bad luck sign. Last night, a spider ran up my arm. Ill omens are all around us."

"Do you believe all that nonsense?" says the ninja, for whom superstitions make little sense.

"Since I lost my eyesight, I pay attention to any kind of omen, especially negative ones," the ronin replies. "You'll see. News is coming that we don't want to hear. Somewhere, something bad is happening that will be our problem."

"We lose nothing by taking care," says the monk. "Bear in mind what our companion says."

"Whether it's true or not," says Tomoe, "we're just standing here. Let's find a place to rest and eat."

"I need a craftsman to fix my geta belt," the ronin says. "There has to be one nearby. We're in a city."

After a repair and a well-deserved lunch of delicious fried tofu, soba, miso, and wagashi cakes, the four explore Nagoya further. On an empty street, a whistling sound startles them. It can't be! Is that Jirōbō?

The ninja points to a lonely alley, the source of the sound. They peer into this secluded place and there is the tengu! He beckons them to join him.

"Bad news," Akira whispers. "I warned you."

"Excellent, we are together again," Jirōbō says. "Follow me. We can't talk here."

The tengu leads them down the alley and through a path to an old, abandoned barn.

"You did well in the mountains," says Jirōbō. "I'm proud of you. Every day, you confirm that I was right to choose you. You have earned a good rest, but unfortunately, I must speak of trouble. We need your help."

"Aha!" The ronin gives them a grim smile. Hattori and Hikaru nod slowly in return, looking glum.

"What happened? What can we do?" asks the archer.

"I'm glad it is you who asked, Tomoe of the Sakura Clan, because it is your people who desperately need help," says Jirōbō. "The Blood Oni whom you forced to flee in the Tengu Forest has been searching for a way to unleash his vengeance. Wishing to please his lord and win back his trust, he has launched all his hosts against the Sakura Clan.

"The remnants of your clan had to flee Kyoto to save their lives. They have taken refuge in Osaka, where they are making a last stand. You must help them now, for if your leaders disappear, who knows who will fall next? Go now, before it's too late."

Tomoe jumps up in fury, fists clenched.

"Count on us!" Hikaru exclaims, stepping forward.

"That is good," Tomoe says. "We'll leave for Osaka immediately and resist. We will fight to the death. We will fight until the last flower falls."

INARI
MIYAZU
TSURUGA
IZANAMI
TENGU FOREST
— 3D4 —
GIFU
TAKASHIMA
DOSOJIN
TAMBA
HIKONE
START
NAGOYA
KYOTO
HACHIMAN
DARKSTONE TEA HOUSE
SUSANOO
HIMEJI
IGA
KOBE
OSAKA
10X
AWAJI
AMATERASU
ISE
AMATSUMARA
WAKAYAMA
GOJO
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Defeat the Shōgun's camps and prevent Osaka from being captured.

· INFLUENCE TRACK ·

Total rounds: 7. At the end of this round 🕮 3.
Starting influence: 1.
Influence increase: 1. In addition, increase the influence by 1 per each camp. Adding both effects cannot increase the influence by more than 3.
Failure due to influence: 🕮 2.
Triggers:
- Round 5: **🕮 5.**
- Round 6: **🕮 8.**
- Round 7: **🕮 9.**

· COMPONENTS ·

- Travel event cards: Unchanged.
- The Shōgun's influence cards for Chapter 4.
- The **Tengu Forest** and **Darkstone Teahouse** location cards.
- The mission cards for Chapter 4.

· SETUP ·

- If you DID NOT add **Darkstone Teahouse** previously to the **"Special locations"** list remove event 7 from the travel events deck.

· SPECIAL RULES ·

- The mission 1, 2, 3, and 4 cards are activated from the beginning; flip them over.
- **Shōgun's Influence Cards:** When these indicate moving Kachi, they will activate only once during step 4 of the Shōgun's turn.
- **Kachi:** Their movement and how to combat them are detailed in Mission Card 2. When a Shōgun´s Influence card indicates moving a Kachi that is not in play but whose objective token is, the Kachi is placed at its color's spawning point and will move 3 locations toward its corresponding color's objective.
- **Camps:** When the Shōgun's card indicates that they activate, roll 🎲 for each of them. If you roll a 5 or 6, spawn a horde on their location.
  Sabotage: A character can sabotage a camp by performing a 🥷 (5) test to avoid its next activation.
- **Hordes:** During step 4 of the Shōgun's turn, hordes always advance 2 locations toward Osaka. If a horde reaches Osaka, remove 1 resistance token from it. If they activate while they are in Osaka, remove 1 resistance token from the city for each horde on it.
- **Group Travel:** During this phase, group travel is NOT allowed due to the danger of being detected by enemies.

· PERSONAL MISSIONS ·

Tomoe: If you DID NOT mark ***"Lost clue"*** previously: **🕮 520.**

SECTIONS

1

If the "Darkstone Teahouse" is in the **"Special locations"** list: 📖 **7.**
Otherwise, keep reading.

On the side of the road you come across a geisha house. On seeing you, they ask for your help. You are told that a man is holding one of the best girls in a room against her will. Obviously you can't ignore this.
You struggle to subdue the man, but finally manage to get the geisha to safety. The woman in charge of the establishment is very grateful to you.
"I am very grateful to you. I am Fujiko, the manager of this humble teahouse."
When you go to introduce yourself, she raises her hand to cut you off.
"I know who you are, I was once a spy under the Emperor. I also know Jirōbō," she says, smiling at the look of astonishment on your face. I'm aware of the camps the Shōgun are setting up to raze Osaka. My girls and I will lend you a hand in any way we can.

Consequences:
- Lose 3 💔.
- Keep the mission card to remind you that characters get +1 when they ⚔ camps during this phase.

2

You can't stop the advance of the Shōgun.

👎 THE PHASE ENDS IN FAILURE
- Mark Osaka in **"Razed cities."**
- Mark box #3 next to ***"Advance of darkness."*** Go to page 64 to start the next exploration phase.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.

3

If Osaka has any resistance tokens, 👍📖 **4.**
If it doesn't have any resistance tokens, 👎📖 **6.**

4

The heroes repel the enemy hordes that threatened the city. They were relentless, like a gale whipping a rice paper door, but Osaka has withstood their ferocity. Yet now is not the time to rejoice, for the Blood Oni still lives. It will return, too soon for us to prepare, and try again to destroy the city.

👍 THE PHASE ENDS IN SUCCESS
- Mark box #3 next to ***"Advance of the resistance."***
- If Osaka has 8 or more resistance tokens, mark ***"Perfect defense"*** and mark 1 box next to ***"Sakura clan."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 64 to start the next exploration phase.

5

While struggling against the onslaught of the Shōgun's hordes against Osaka, you are informed of the return of the Blood Oni. The beast is besieging Miyazu, taking advantage of the departure of the troops of the Dragon Clan to help the Sakura Clan.

Consequences:
- Place the Oni miniature on Miyazu.
- Characters will not be able to neither prevent Miyazu's destruction nor the Oni's movement. He cannot be attacked or interacted with.
- Move the trigger to the round 6 position on the track.

6

Just as a rice paper door cannot withstand the fury of a storm, the heroes are unable to repel the enemy hordes that threaten the city. Osaka has fallen. Its streets are in chaos, and enemies run rampant, terrifying those who flee for their lives. The presence of the Blood Oni worsens this desperate situation, as there is no one to face an enemy of such great size. What can the group do to prevent disaster?

👎 THE PHASE ENDS IN FAILURE
- Mark box #3 next to ***"Advance of darkness."***
- Mark Osaka in **"Razed cities."**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 64 to start the next exploration phase.

7

"I'm glad to see you," says Fujiko, the manager of the Tea House. We are extremely grateful because you saved one of our girls from that bully. Please, sleep here tonight and we'll have the chance to talk.
After leaving your luggage in your room, you meet again with Fujiko in the main hall of the Tea House. On the low table, steam rises from two tea cups, and she invites you to sit in front of her.
"I'm aware of the camps the Shōgun is building to raze Osaka. My girls and I will help you any way we can."

Consequences:
- Regain all your 💔.
- Keep the mission card to remind you that characters get +1 when they ⚔ camps during this phase.

8

The Blood Oni continues to wreak havoc on Miyazu. The city's defenses have already fallen and the Blood Oni's forces are razing it to the ground.

Consequences:
- The characters will not be able to do anything to prevent the destruction of Miyazu or the advance of the Blood Oni. They cannot attack or interact with him.
- Move the trigger to the round 7 position on the track.

9

After conquering Miyazu, the Blood Oni and his army march on their next target, Osaka.

Consequences:
- Mark Miyazu in the list of **"Razed cities."**
- Place the Blood Oni miniature in the territory of the Sakura Clan.
- The characters will not be able to do anything to prevent the destruction of Miyazu or the advance of the Blood Oni. You cannot attack or interact with him.
- Flip the trigger and place the final round token in the round 7 position on the track.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants." Remove this card from the game.

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can.
"My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you.
"Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:
- Draw 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ◉.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

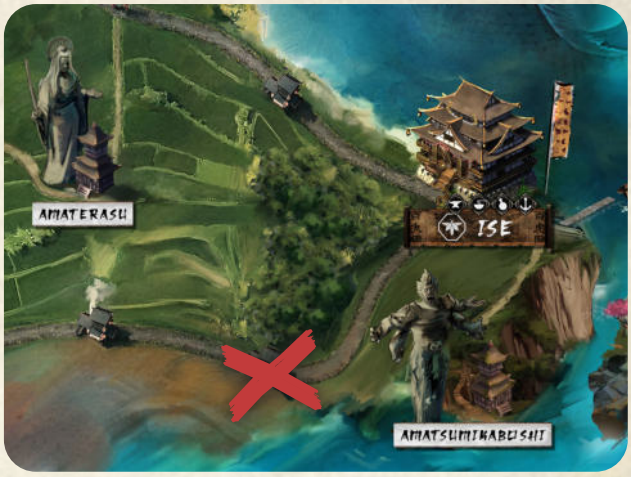
All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from to the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows upon you stops. Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Moreover, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5 ❤.
- Gain 2 👹.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game.
- Add card 9 to the travel events deck.

108

You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what's in them, we need very specific, hard to find herbs. If you help us get them, we can save them all."

Consequences:
- Place 1 clan token where indicated.
- You have to complete the mission during this phase.
- Keep this card. When you reach your destination, read the corresponding paragraph.



109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a 🔧 (3) test

👍 **Success:** After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.
Consequences:
- Regain 3 ❤.
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

👎 **Failure:** *You do not find the medicinal herbs, all of them look the same to you… Perhaps you weren't the best person for the task.*
Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

III

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:

- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

II2

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:

- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

Chapter 4: Osaka Defence

Exploration Phase

As soon as they pass through the city walls, the four find that Osaka is under a horrible attack. The troops of the Sakura Clan can barely resist, and everyone flees in desperation. The Blood Oni has sent all his hosts, a great army of humans and yōkai combined, whose orders are painfully obvious: wipe out every trace of life and raze the city. The companions know that they will have to make an extreme effort to defeat these enemies.

"Protect the weakest!" Hikaru shouts, trying to make himself heard over the din of battle. "We must stop this bloodbath!"

"People here are taking shelter as best they can," says Tomoe. "At the city center there will be more people and more enemies. We'll be more useful."

"We must find their leader," Akira says. "That damned oni must die! If we crush him, his army will disintegrate. It's our best chance."

"But many will die while we hunt for him," the monk replies. "We can't forget those people."

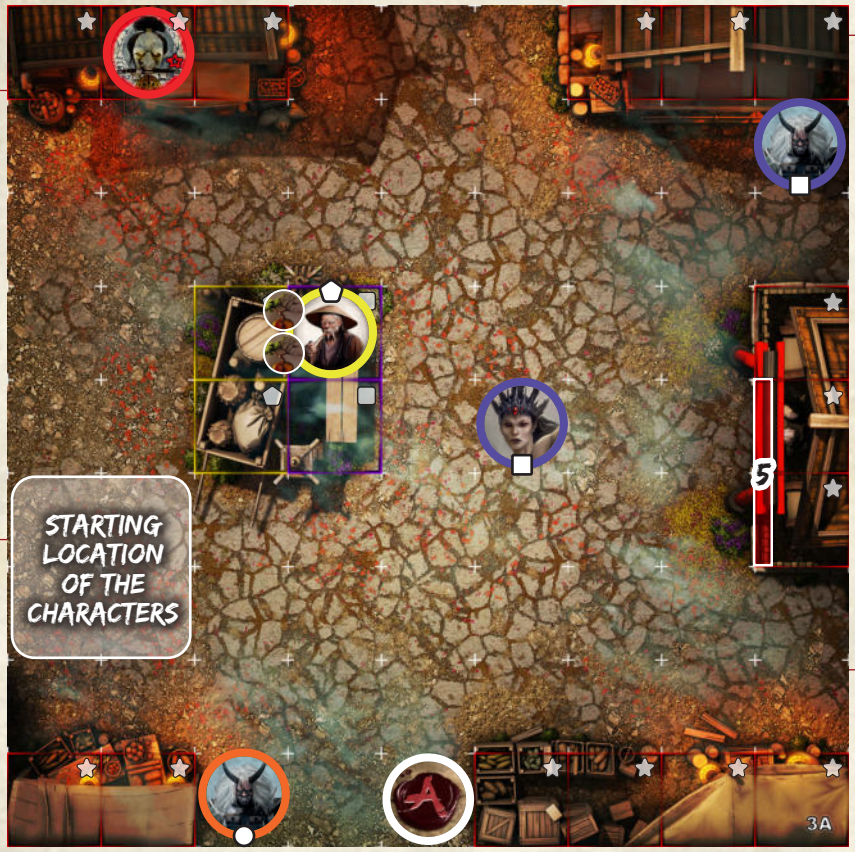
"What are we, nannies?" Hattori says. "Let them take care of themselves. Akira is right. We must eliminate the Blood Oni!"

"Damn it!" Tomoe explodes, her face distorted in anger. "I won't abandon the defenseless! Hattori, in the mountains I gave everything to help your clan, and I don't regret it. Now, I'll do the same for my own."

Hikaru intervenes. "Let's not waste a moment arguing. We must fight any enemy that blocks our way. May the Kami show us which path to follow."

"Very well. For the Sakura Clan!" Tomoe shouts, running toward the main square. Her companions follow. Once again, the destiny of an entire city is in their hands.

ZONE 1: CITY



COLORES

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn token
- Interaction point
- Resistance tokens
- Civil
- Shikome
- Ashigaru
- Tile 3A
- Closed door

· OBJECTIVE ·

Find the Oni.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- If you previously marked ***"Perfect Defence"***, remove the **ORANGE** ashigaru.

· SECTIONS ·

5 📖 1. 📖 2. 6 📖 3. 📖 5.

After making your way through the chaos, you reach the center square of Osaka. Shikome are attacking, and people are fleeing before them. Among these desperate scenes, a child, alone and defenseless, stalked by yōkai; they chase him into a tavern. He needs your help right now.
And you hear screams from a nearby building. Someone else is fighting for his life and needing help.
The sounds of war issue from the imposing palace of Osaka; a violent battle rages within. Perhaps the Blood Oni is there, attacking the heart of the city and its last defensive bastion. The gates of this fortress are locked, but you might be able to force them and enter.
You must decide: help the people in the square, or will you run to the fortress to find the oni?

SECTIONS

1

You hear screams from inside the shop.

Consequences:

- If you choose to investigate, flip the door 5 token and go to page 67 and follow the setup instructions for **Zone 2: Shop.**

2

The trail of destruction of the oni goes toward the palace of Osaka. The lifeless bodies of the soldiers of the Sakura Clan pile up in the entrance.

Consequences:

- You are about to leave the zone. If you want to continue, go to page 70 and follow the setup instructions for **Zone 4: Palace interior.** If you decide to stay, do not remove interaction point A.

3

You follow the kid to the tavern. She may have valuable information.

Consequences:

- Go to page 69 and follow the setup instructions for **Zone 3: Tavern.**

4

- Mark ***"The woman in the square"*** and 📖 **317** from Hattori's character booklet.

5

You see the kid sneaking among the stalls of the square, before she takes refuge inside the tavern.

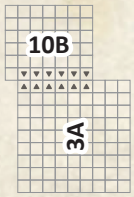
Setup:

- Remove the **YELLOW** civilian.
- Place the door 6 token on **RED.** Remove **RED.**

ZONE 2: SHOP

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green



COMPONENTS

Spawn token

Resistance tokens

Civilian

Kachi

Open door

Tile 10B

· OBJECTIVE ·

Save the shopkeeper.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SECTIONS ·

1.

When there aren't any enemies in the zone: **2.**

Shōgun soldiers dismember this place with their katanas, leaving nothing standing, like a tornado sweeping through the store. Its owner stands in a corner, screaming for help, out of his mind. More lives are in danger here. In addition, you see a strange creature on one of the shelves in the store. It is a large macaque, which is throwing various objects at the attackers. Nothing good awaits you here, and your enemies are on top of you.

SECTIONS

1

You operate the lever and hear gears moving. Shortly after, an item falls from the ceiling. It may come in handy.

Consequences:
- Draw 1 random market card.

2

If you previously marked box #1 next to ***"Saving the shopkeeper":*** 🕮 **3.**
Otherwise: 🕮 **4.**

3

"Thanks again. I seem to be followed by bad luck, but you always arrive to save me at the last moment. Welcome to my father's shop! He will be very grateful for your help to avoid it being ransacked. Take this a token of gratitude," he says, and gives you a pouch of gunpowder. "You may find it useful later."

Consequences:
- Mark ***"We are ready."***
- Mark box #2 next to ***"Saving the shopkeeper."***
- The characters in the zone can perform 1 market action immediately for free.

4

"You have arrived right on cue. This is a token of gratitude," he says, and gives you a pouch of gunpowder. "You may find it useful later."

Consequences:
- Mark ***"We are ready."***

ZONE 3: TAVERN

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

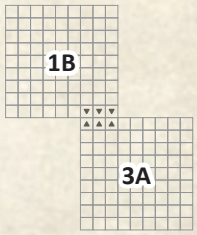
COMPONENTS

Spawn tokens

Ashigaru

Kachi

Tile 1B



· OBJECTIVE ·

Save the barmaid.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SECTIONS ·

When there aren't any enemies in the zone: 📖 **1.**

As soon as you enter the establishment, you see the little boy from the square. He has sought refuge, chased closely by Shōgun soldiers to the upper floor looking for shelter in a woman's arms. Your entrance attracts all the attention of his pursuers, a crucial respite for the child. The soldiers turn on you, weapons raised, shouting "Crush them!"

SECTIONS

1

The woman has several injuries, but none of them seems serious. After attending to her, she thanks you for finishing all the enemies off.
"They appeared from everywhere and are destroying our city. Their leader must be the large red beast that wields an axe as big as a building. I saw him entering the palace razing everything. If you want to go after him, you can use this trapdoor," she says, pointing to a ring handle between the tables. "This path will lead you straight to the palace of Osaka."

Make a choice

- You enter the palace through the entrance that the barmaid told you about. Go to page 72 and follow the setup instructions for **Zone 5: Cave.**
- You look for another way to go into the palace. No effect.

ZONE 4: PALACE INTERIOR

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn token

Kachi

Closed door

Tile 4B

· OBJECTIVE ·

Defeat all the enemies inside the palace to follow the tracks of the Oni.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

6 Only when there are no enemies 📖 3.

A 📖 1. B 📖 2.

The scene is devastating. Corpses everywhere, soldiers from both sides who died in a brutal fight. The fallen bodies of the Sakura Clan are grotesquely hacked in half. This is a living hell. The grisly, severed remains of the daimyo of Osaka are strewn about the back of the room: a head here, an arm there. Untouched weapons are everywhere, hanging on the walls or resting on shelves, ...including favorites of the daimyo; neither he... nor his valiant protectors, had time to seize them.
An ominous trail of blood leads to the garden beyond the room. Enemies are there; they will not let you pass. You must destroy them if you want to live.

SECTIONS

1

You see a small military arsenal and search it for something of interest.

Perform a (3) test

Success: You find a pouch with gunpowder that may come in handy. Mark ***"We are ready."***

Failure: Nothing catches your attention.

2

"We must search this," says Hattori, as he points to an area of the palace wall.
And he is right, because you find a stash of sake.
"How did you know it would be there," Tomoe asks.
"I'll just say it's not my first visit to this palace... nor to its cells."

Consequences:

- Draw 2 sake cards from the market deck, if there are any remaining.

3

You notice your enemy nearer. A door seems to lead to the famous gardens of the Osaka palace. Let's see how they are after the upcoming fight.

Consequences:

Go to page 73 and follow the setup instructions for **Zone 6: Palace garden.**

ZONE 5: CAVE

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Interaction point

Kappa

Tile 8A

· OBJECTIVE ·

Move toward the Palace Garden.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SECTIONS ·

1.

Thankful for the help you gave her, the barmaid shoves some barrels aside and lifts a trapdoor revealing a secret passage.
"This leads to the gardens of the Osaka palace," she says.
"The Shōgun's servants may have posted guards near its exit," you say.
"Very few know this path," the barmaid replies.
You drop down to the underground path. Your way will not be free of danger.

SECTIONS

1

In front of you, you see the exit of the gardens of the palace of Osaka. Apparently, your enemies didn't expect you to arrive this way.

Consequences:

- Mark ***"By surprise."***
- Go to page 73 and follow the setup instructions for **Zone 6: Palace garden.**

ZONE 6: PALACE GARDEN

COMPONENTS

- Interaction point
- The Blood Oni
- Kachi

Tile 6A

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

· OBJECTIVE ·

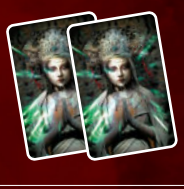
Defeat the Blood Oni. If you defeat it: 📖 **4.**

· MALICE ·

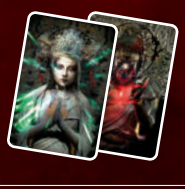
When revealing the zone, characters are dealt 1 💧 per malice point. Do not accumulate more malice points.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:



FAILURE IN THE ADVENTURE PHASE



· SPECIAL RULES ·

- If you previously marked ***"By surprise":*** The character that activated the zone surprises the green kachi posted in front of them and performs a 🌀 immediately (without spending 🎭) with +3 ✡. If you are **Stealthy:** Add +2 ✡.
- When the Oni sees the characters entering the garden, he smiles and gets ready for the fight. The Oni does not activate the first round, do not place his initiative card in the initiative queue.
- If you previously marked ***"First Blood"***, reduce the Oni's starting ❤ by 5.
- If Tomoe is in play and she previously marked ***"Kidnapped":*** 📖 **514** from her character booklet. If she is not in play, mark ***"Lost clue".***

· SECTIONS ·

D 📖 **1.** F 📖 **3.**

The Blood Oni is here in the garden, gigantic and imposing. He launches his soldiers at you, shouting, "Show no mercy! Finish them off! Crush them! I shall delight myself with the taste of their flesh. I shall enjoy the empty stares of their severed heads!"

Combat is inevitable, but you have the opportunity to finish off a powerful servant, dealing the Shōgun a painful blow. There is an old cannon at one side of the garden. Can you bring it into action? One way or another, you must fight for your lives.

SECTIONS

1

If you previously marked ***"We are ready,"*** , you will be able to shot the Oni. By doing so, you can deal damage to it and also reduce its accumulated rage. If you choose to wait, do not remove interaction Point D and continue with your activation. If you choose to shot, keep reading: roll . If you roll 6+ , read **"Success."** If you roll 5- , read **"Failure."**

Success: *The cannonball hits the monster straight in the chest.*

Consequences:

- The Oni loses equal to the obtained and discards all rage points.
- Remove interaction point **D.**

Failure: *The cannonball misses the target, opening a huge hole in the garden wall.*

Consequences:

- Mark ***"Plan B."***
- Remove interaction point **D.**

2

Wounded and afraid, but having lost none of its cunning, the Blood Oni takes flight before the heroes can finish it off. Seeing a hole in the garden wall that might have been from a stray cannon shot, instantly it is gone.

"We're losing him!" shouts Tomoe in despair. "He's getting away. We can't let him escape! Not again."

"Quick! Follow his footsteps!" says Hattori. All four of them dive through the wall and set off on a wild chase.

"He's leaving the city," the monk says. "Going toward the beach. If he grabs a boat, he's gone."

"Filthy rat, stand and fight," says Akira. "What honor is there in running away? We can't let him go this time."

At this moment, the companions desire nothing more than to end the Blood Oni's life. Will they catch him and give him the fate he deserves?

THE PHASE ENDS IN SUCCESS

- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Keep the Oni's remaining , and rage points ( ), as well as the malice points, for the next chapter.
- Keep the characters' remaining and for the next chapter.
- Then, go to page 76 to start **Chapter 5.**

3

A big cannon defends the entrance to this area of the palace. If you have gunpowder, you may fire it. A cannon shot could help reduce the Oni's rage.

Consequences:

- Replace interaction point F with D.

4

After a truly savage fight, the heroes end the life of their enemy. The colossal Blood Oni lies on the ground, inert.

"Look at him now!" Hattori exclaims. "Lying there, he doesn't look so powerful. He's a scrap of flesh that won't take long to rot. I would like to bring his remains to the Shōgun, so he can see what awaits his damned minions. This is the future for them all."

"He got what he deserved," Akira says. "All the evil he caused could only end with a just punishment, the death we gave him. Perhaps he was lucky to die so quickly. We should have made him suffer."

"If we had fought as we should, we would have crushed him," the ninja blurts out. "I sense too much caution here."

Tomoe's anger boils over. "Enough, Hattori! We've put up with your rude and disrespectful words for days, but I say this: no longer. My clan has suffered a terrible blow. We have avenged it, and we continue to need you. You are more than welcome in this group, but you must respect us. Perhaps..."

"He who smiles when he should be angry is stronger," Hikaru says, taking Tomoe's hand in his own. "Do not be driven by anger, nor pain, nor revenge. This creature has been executed for its crimes. Let's keep our minds and hearts calm."

Tomoe stands still, taking several deep breaths. She gives Hattori a last angry look, and then says, in a quiet, emotionless voice, "We will speak of this another time."

She turns to the others. "The Sakura Clan paid an awful price. I say we were too late. We should have avoided the whole mess caused by this oni, but I don't know what else we could have done."

"Don't torment yourself," the monk says. "This opponent was an extreme challenge for us. The Shōgun's hosts are numerous, he has henchmen everywhere, and his spies keep him informed of everything. No, Tomoe, don't punish

yourself for what has happened. If it piles up, even sand can form a mountain. Unity is our strength! We are those grains of sand, fighting in a desert full of them. We have shaped the first hill, and a mountain range will follow. We shall put an end to the Shōgun. That is our destiny, and I am proud to be with you."

The young samurai woman shakes her head to clear it, tears in her eyes. "Thank you, Hikaru. You are wise and comforting. Nothing must divert us from our goal. We must accept this: There will be suffering until we defeat the tyrant, and if not, we fight until the last flower falls."

The death of the Blood Oni must be a great blow to the usurping ruler. The survivors in the city of Osaka breathe a sigh of relief.

A blindfolded foreigner with a pale complexion introduces himself as Landolfo, a city scholar and adviser. He cautions that the oni's corpse might spawn more evil, so must be handled with care.

"I shall take great interest in studying this unique oni," he says, examining the beast expertly with his assistant, despite his blindness. "It could yield useful information that will assist our war against the Shōgun." He issues directions to have it removed to his chambers.

THE PHASE ENDS IN SUCCESS

- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 80 to start Chapter 6.

CHARACTERS LEVEL UP FROM LEVEL 2 TO 3

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔵.)
5. The weapons and armors of the new level become available at the blacksmith.

Chapter 5: The Beach

Exploration Phase

Just as they suspected, the trail of blood left by their opponent leads the group to a beach near Osaka. The four wish to put an end to the oni leading the Shōgun's troops, but they know they will not have an easy time of it.

"Our opponent is wounded," the ninja says, studying the ground. "Look at those bloodstains."

"Bad business!" Akira exclaims. "A wounded beast is always more dangerous."

"Look over there!" Tomoe points to a distant point along the beach. "I see movement. Enemies no doubt, soldiers protecting the Blood Oni."

"This time, we cannot fail," says Hikaru. "If he manages to escape, he will surely plot an even more terrible revenge, and as usual, those weakest will suffer most."

"If you fight as you should, we will crush him, but I doubt you will," the ninja blurts out.

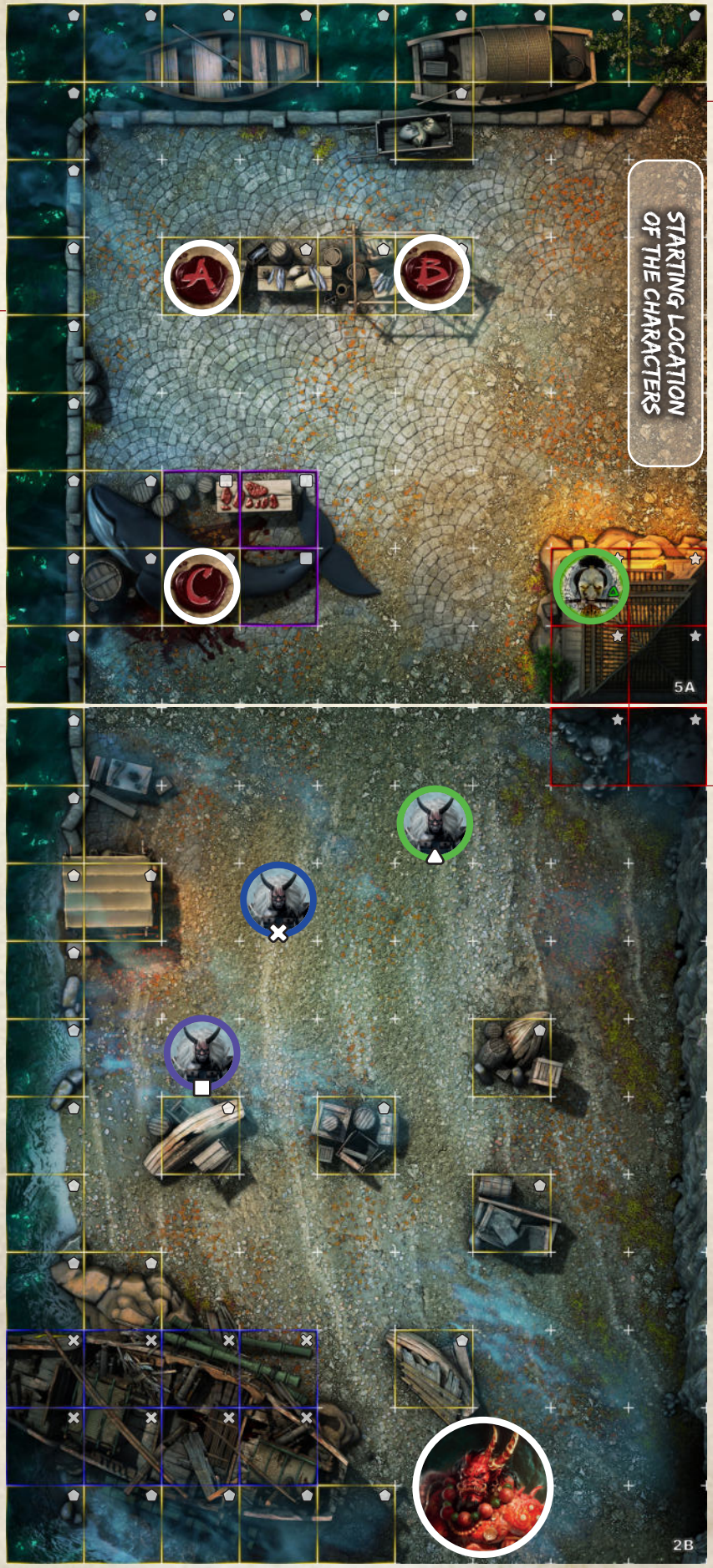
Tomoe's anger boils over. "Enough, Hattori! We've put up with your rude and disrespectful words for days, but I say this: no longer, especially not now. My clan has suffered a terrible blow. We must avenge it, and we need you. You are more than welcome in this group, but you must respect us. Perhaps."

"The oni! It's over there, in what looks like the wreckage of a ship!" says Hikaru.

The archer takes a look and becomes icy calm. "Let's kill him. We'll continue this talk another time."

"Well said!" says Akira. "Then, Hattori, you can swallow your words."

ZONE 1: PORT + BEACH



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn token

Interaction points

Ashigaru

The Blood Oni

Tiles 5A and 2B

· OBJECTIVE ·

Follow the tracks of the Blood Oni and destroy it once and for all. When the Oni has been defeated: 📖 **8.**

· MALICE ·

The Oni gains 1 rage point for each token gained and accumulated.

· ORACLE DECK ·

Add the following cards to the Oracle deck:

· SPECIAL RULES ·

- **Special terrain:** Does not obstruct LoS. Creatures that start their activation on this terrain can move through it. Creatures with flying treat it as regular terrain.
- Place the Oni where indicated with the health, armor, and rage values of the previous chapter.
- You can't enter special terrain spaces.
- During step 1 of the round, reveal 1 exploration event card for the Port and 1 for the Beach, simultaneaously.
- The RED spawn point is a cannon.

· SECTIONS ·

A 📖 1. B 📖 2. C 📖 3. D 📖 4.

A few meters from the sea, you get a better idea of the situation. The Blood Oni, wounded and exhausted, has hastily constructed a barricade from the remains of a boat. Numerous soldiers attend the monster, weapons raised. Raving, nearly out of its mind, the oni spouts barely intelligible orders, but it's clear the thing will reward whoever takes your heads. To your despair, amid the ship's ruins you can see a cannon, perhaps not in the best condition, but pointing directly at you.
Screams, blood, gunpowder, and steel: a new battle begins. Will you emerge victorious?

SECTIONS

1

Several empty bottles are piled up next to a wrecked stall that sells beverages. Most are shattered on the ground, one is still intact.

Consequences:
- Draw 1 random potion card from the market deck.

2

The blacksmith's shop has been ransacked and only the large anvil stands. Next to it, you think you see something shiny.

Consequences:
- Draw 1 random consumable item card from the market deck.

3

It seems the sailors were filleting the whale when they were surprised by the attack.

Perform a (3) test

Success: You finish cutting a piece of meat off the whale and eat it. Regain all your .
Failure: The whale doesn't deserve your attention. You have to hunt down the Blood Oni.

4

In front of you stands the narrow entrance of the bay's lighthouse.

Setup:
- Only 1 character can enter and exit the lighthouse interacting with **D**. Place their miniature on **D.** Do not remove **D** until instructed to do so.
- From the lighthouse, the character only can with 3+ weapons. The gains +3 . No type of terrain obstructs line of sight.
- The character inside the lighthouse can spend 1 (once per turn) to add to their .
- The character inside the lighthouse cannot be targeted.

5

You see an ashigaru near the cannon of the stranded ship. Then, with a guttural roar, the oni signals the soldier to shoot at you.

Consequences:
- The cannon (**RED**) performs 1 up to 12 against the closest character. Obstacles only obstruct line of sight if the character is adjacent to them.
- The cannon deals: , and -1 .
- Characters and enemies in adjacent squares to the target are dealt the same amount of -2.

6

The ashigaru on the ship prepares to fire again.

Consequences:

- The cannon (**RED**) performs 1 ⚔ up to 12 against the closest character. Obstacles only interrupt line of sight if the character is adjacent to them.
- The cannon deals: 🟪🟪🟠💧, and -1 ☠.
- Characters and enemies in adjacent spaces are dealt the same amount of 💧-1.

7

The relentless ashigaru loads and fires the cannon again, and the shell hits the lighthouse dead on. However, a small spark ignites the gunpowder around the cannon and the ship explodes.

Consequences:

- The cannon (**RED**) performs 1 ⚔ against the lighthouse. If there is any character inside, it is dealt ★★💧.
- Place their miniature adjacent to the lighthouse (outside).
- Remove interaction point **D.**

8

After a truly savage fight, the heroes end the life of their enemy. The colossal Blood Oni lies on the ground, inert.
"Look at him now!" Hattori exclaims. "Just lying there, he doesn't look so powerful. He's just a scrap, a pile of flesh that won't take long to rot! Let them take his remains to the Shōgun, so he can see what awaits his damned henchmen. This is the future for them all!"
"He got what he deserved," Akira says. "All the evil he caused could only end with a just punishment, the death we gave him. Perhaps he was lucky to die so quickly. We should have made him suffer."
"He who smiles when he should be angry is stronger," Hikaru says, placing gentle hands on Akira's and Hattori's shoulders. "Do not be driven by anger, nor pain, nor revenge. This creature has been executed for its crimes. Let's keep our minds and hearts calm."
"The Sakura Clan paid an awful price," Tomoe says. "I say we were too late. We should have avoided the whole mess caused by this oni, but I don't know what else we could have done."
"Don't torment yourself," the monk says. "This opponent was an extreme challenge for us. The Shōgun's hosts are numerous, he has henchmen everywhere, and his spies keep him informed of everything. No, Tomoe, don't punish yourself for what has happened. If it piles up, even sand can form a mountain. Unity is our strength! We are those grains of sand, fighting in a desert full of them. We have shaped the first hill, and a mountain range will follow. We shall put an end to the Shōgun. That is our destiny, and I am proud to be with you."
The young samurai woman shakes her head to clear it, tears in her eyes. "Thank you, Hikaru. You are wise and comforting. Nothing must divert us from our goal. We must accept there will be suffering until we defeat the tyrant, and if not, we fight until the last flower falls."
The combat on the beach was being observed by watchmen from Osaka's highest tower, and word of the Blood Oni's death traveled fast. Its defeat must have been a great blow to the usurping ruler, and a great relief to the survivors in Osaka. A delegation comes from the city and congratulates the heroes.
A blindfolded foreigner with a pale complexion introduces himself as Landolfo, a city scholar and adviser. He cautions that the oni's corpse might spawn more evil, so must be handled with care.
"I shall take great interest in studying this unique oni," he says, examining the beast expertly with his assistant, despite his blindness. "It could yield useful information that will assist our war against the Shōgun." He issues directions to have it removed to his chambers.

Will he find something the heroes can use?

THE PHASE ENDS IN SUCCESS

- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 80 to start the next adventure phase.

CHARACTERS LEVEL UP FROM LEVEL 2 TO 3

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔷.)
5. The weapons and armors of the new level become available at the blacksmith.

Chapter 6: The Disappearance

Adventure Phase

The companions have come to a dojo by the sea, south of the island of Awaji. They need to regain strength and prepare for the next challenge in their fight against the Shōgun. This place is under the protection of the resistance, home to Master Bubashi himself. He has traveled from Ise to meet the heroes, and together they enjoy some peace and quiet. The old man often spends long periods of time in his idyllic and secluded enclave, and it has become a magnificent meeting spot for those who oppose the tyrant.

A new day dawns on the island, and the group decides to organize combats on the beach to improve their skills. Hattori and Tomoe face each other first.

To avoid serious injury, the fight will be bare-handed. But Tomoe surprises them, launching a challenge.

"Since we've known you, we've had to put up with your mockery and suspicion of us," she says. "But that's not the worst of it. In Osaka you called us 'nannies' for our concern about the people of my own clan when they were dying. Anything like that must never happen again! I challenge you, here and now, to a blood match. If I win, you'll think twice before mocking us or leaving the most defenseless to their fate. Do you accept?"

Hattori smiles, arms folded. "I'm delighted to accept. You'll lose, and then I'll be in charge. You'll take your orders from me. Are you up for that?"

"Stop! This is an unnecessary way to resolve a difference," the monk interjects.

Tomoe silences him with a hard look and a wave of her hand. "Come on, Hattori! No more words."

Tension fills the air. The two combatants prepare, adopting their attack stances, and then the duel breaks out at lightning speed. Fists and legs strike and block relentlessly in a deadly dance. The contestants' technique is masterful, and they are so evenly matched that Akira and Hikaru wonder who will win. The archer fights with unparalleled dedication, remembering those who lost their lives in Osaka, but the ninja's speed is greater. She suffers a severe stomach punch, but she does not retreat an inch and responds with a brutal kick that catches her opponent off guard, smacking his chest so violently that he falls back onto the sand in pain.

Hattori is not willing to give in. Screaming his rage, he bounces up and lunges, unloading a flurry of punches. Tomoe dodges the first few, and then they begin to land: One, two, three, four, her abdomen sags and slumps under the attacks of her rival, leaving her breathless.

Desperate, she focuses on her opponent's face, a weak point, and she summons all her strength. Her arms generate more power and swiftness than one might guess from her unassuming appearance, due to her countless days of drawing her bow. She concentrates to the maximum and whirls, throwing an elbow strike so fast and powerful that the ninja cannot escape it.

His nose crunches under the impact. He staggers back and looks down at his own blood, staining his clothes. A look of pure fury floods his bloody face. But then, he regains his calm. Hattori knows he is done. He has lost the fight.

They face each other in a frozen moment. The companions remember Hattori's words before this combat began, and they wonder. Has this combat taught him anything? Will it make him better or worse?

"You have won, Tomoe of the Sakura Clan. You have gained my total respect. I will never doubt you again, and Ow! My nose really hurts."

He includes Akira and Hikaru in his gaze. "I apologize to all of you for my behavior. I have been unworthy to represent the Mountain Clan. In time, I hope to atone for my errors."

He looks down at the sand, and they wait for him to continue.

"I know it's no excuse, but you must hear my story. During the war my village was razed to the ground. My beloved wife disappeared without a trace. I hold the Shōgun responsible! I can't believe she is dead. But if I'm right, the Shōgun has kidnapped her for a dark purpose that I can't bear to imagine. I have searched for her relentlessly, but I am lost. Not knowing where she is or how to rescue her blinds me with rage and drives me mad, makes me speak without thinking, and causes me to feel a sense of suffocation beyond my control. I have taken my anger out on those who are least to blame. I'll try to change, but please...understand...I would offer my own life to free her. There are times when I get carried away by despair."

"I'm still in pain from the punches you gave me," Tomoe says. "But I can easily put that behind me. We all lost a lot in the war, and we understand your despair. Let me speak for us all: I welcome you, and this will be a new beginning for us. Let's unite more than ever and focus on our common enemy."

Hattori nods and smiles a little, standing strong and erect.

Hikaru gives them both a salve for their pain, and hands the ninja a cloth to wipe his face. "It is not victory that teaches," he says. "We learn more from defeat. Today, Hattori, we have all learned a lot, since what happened here was our failure as a group. We failed to understand your thoughts at their worst."

Hikaru addresses them all. "We should not torture ourselves about this. Even monkeys fall out of trees. Anyone can make a mistake."
"I made the worst mistake of all," Akira says, "and every day I pay for it. My blindness is an obvious proof of that. But although my past mistakes matter, even though I know I caused many to die, I must not let that blind my thoughts as well. We have to think about what to do next! If we quarrel, our enemy is glad. When we are united, yes, he fears us. Let's be whole, fighting side by side."
"I want to imagine the Shōgun like this," Hattori says. "Tomoe has bloodied his nose. His stomach aches from my punches. And you, Akira and Hikaru, you haven't even started on him."
"To cut off his head!" Akira says.
"To end his accursed punishment of the weak," Hikaru adds.
They clasp their hands together.

***

That same afternoon, with their spirits calm and the group more united than ever, the four of them are sitting next to the venerable Bubashi on the shore of the beach, enjoying a cup of green tea. They feel a pleasant sense of peace here, something they have not experienced in a long time. And yet, Bubashi does not seem as relaxed as they are.
They are surprised to hear a revelation from the old man. "Here's something you didn't know. I was Jirōbō's teacher."
"Really?" says Hikaru. "I never imagined such a thing."
"It was a long time ago, and he was very young." Bubashi takes a sip of his tea. "I taught him everything I knew, but I soon realized that he would surpass me. I sent him off to discover more advanced sources of knowledge, never guessing he would become the powerful tengu he is today. I'm glad he's with us, on the right side in this war."
Bubashi clears his throat. "I can put this off no longer. I'm afraid I must interrupt your rest. I wanted you to have more days of quiet, but disturbing news has reached me, and I must tell you what's going on."
"By all the fireflies of the Kizu River, speak up! We are prepared for anything," the ronin says.
"I know well, Akira, and it comforts my heart that I can trust you all. I hope you can help me. One of my most beloved disciples has disappeared: Byakuei, a remarkable monk. He plays a key role in the resistance against the Shōgun. Byakuei is extraordinarily skilled in the martial arts, and due to his intense studies, he radiates spiritual energy that enables those near him to refocus their skills."
He stares sadly at the companions. "It's hard to believe, but he has been captured. We must find him at all costs, and there are none better than you four to accomplish this mission."
"What an extraordinary person," Tomoe says. "What clues do we have? Where can we start our search?"
"He was last seen in Osaka City. I advise you to return there at once before the trail goes cold."
He rises, looking at them all, and they also stand. "I'm sorry that this responsibility falls on you. In this dangerous game, we can only play the pieces we have, and they are very few."
"Don't worry," says the ninja. "We'll find him and free him from their clutches."
"May the Kami hear you, Hattori," says the tengu's old master. "I truly hope you succeed."

INARI
MIYAZU
TSURUGA
IZANAMI
GIFU
TAKASHIMA
DOSOJIN
TAMBA
HIKONE
KYOTO
NAGOYA
HACHIMAN
HIMEJI
KOBE
OSAKA
IGA
SUSANOO
START
AMATSUMARA
WAKAYAMA
GOJO
AMATERASU
ISE
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Find clues about the whereabouts of the monk.

· INFLUENCE TRACK ·

Total rounds: 6. At the end of this round, 📖 11.
Starting influence: 1.
Influence increase: 2.
Failure due to influence: 📖 **14.**

Triggers:
- Round 4: 📖 **24.**

· COMPONENTS ·

- Travel event cards: Remove all Arc A cards from the game, add all Arc B, and add cards #16-#21.
- The Shōgun's influence cards for Chapter 6.
- The **Tengu Forest, Bubashi's House, School of Assassins** (if discovered), and **Darkstone Teahouse** location cards.
- The mission cards for Chapter 6.

· SPECIAL RULES ·

- The mission 1 card is activated from the beginning; flip it over.
- If you previously marked ***"Future consequence"***, 📖 **27.**

· PERSONAL MISSIONS ·

If you previously marked ***"Bubashi knows more"***: 📖 **207.**
Hikaru: 📖 **420.**

SECTIONS

1

To the brave defenders of Osaka,
My city, my clan, my family, and myself will always be in debt to you for the great courage you showed against the terrible enemy that attacked the city. Had not been for your effort, Osaka would have fallen into darkness. Now, we are counting our losses, which amount to thousands. If you could help us one more time, I would be eternally grateful. And, if in the future I can help you with my life or my death, I will do so.

Yours Sincerely,
Asano, Daimyō of Osaka.

2

The people of Osaka will be eternally grateful for your help to reclaim the city.

MISSION COMPLETED
- Gain 20 ◉.
- Each character gains 2 ⛩.
- Reduce the influence by 2.
- Mark 1 box next to ***"Sakura Clan."***

3

The Sakura Clan doesn't understand that you ignored their request for help and the Daimyō is disappointed.

MISSION FAILED
- Erase 2 marked boxes next to ***"Sakura Clan."***

4

Your feat didn't go unnoticed. For a long time, the people of Osaka will remember how you stopped the Shōgun's hordes led by the Blood Oni and how you killed this creature. And you feel it when you walk the streets of the wrecked city, where everybody shows you their admiration and heartfelt gratitude.
You decide to look for clues to the monk's whereabouts in the town square, where you saw him too. When you ask the survivors, they tell you how a monk with six arms (yes, six!) defended the southern gate of Osaka and allowed people escape to safer places. He alone fought against dozens, hundreds of enemies. But it cost him dearly. He ended up badly injured and left the city.
After gathering all the information you can, you have three clues worth following. Byakuei, the monk, belongs to the Sakura Clan. However, most of his training took part in the Sanctuary of Dosojin, so he may have returned there to heal his wounds.
Another rumor says that he was seen in the north, on the route to the Sanctuary of Amaterasu. Therefore, it may be worth going there and talking to the monks that live in the temple.

The last of the clues points to the Sanctuary of Susanoo, the place where Byakuei was training a group of young monks.

MISSION COMPLETED
- Draw the mission 3, 4, and 5 cards and place them face down near the board.
- Place the mission 3 token on the Sanctuary of Dosojin, the mission 4 token on the Sanctuary of Amaterasu, and the mission 5 token on the Sanctuary of Susanoo.

5

After helping the monks to defeat the last yōkai, the only thing you see around is destruction. The fire is razing the monks' rooms. Fortunately, it seems it won't reach the temple. Some hours later, you finally extinguish the fire. The monks, thankful for your help, invite you to stay in the temple. Then, they tell you what happened.
"We were surprised by a small army led by a fearsome enemy: a winged demon, wielding a scythe, riding on a huge demon head the size of a building."
"We had never seen such a powerful yōkai. He razed everything in its path..."
"And his fire was devastating..."
"Nor even Suijin's Bracelet could have opposed him."
"That's a legend, no more..."
"What is that?" you ask.
"The legend tells of an ancient artifact with a vast power. It is said, that due to its great power, the Kami hid this item so that it wouldn't fall into the wrong hands."

MISSION COMPLETED
- Regain all your ♥.
- Gain 3 .
- Mark 1 box next to ***"Relic."***

6

You catch up with the Shōgun's men and set them an ambush. They can't do anything against you and you finish them off. After a quick search of their bodies, you find the key to the carriage door. Inside, you find a man chained at his hands and feet, but soon you discover he is not the man you are looking for, is a nobleman of the Dragon Clan instead.
"Thank you, thank you! I thought my fate was sealed. I was caught a few days ago near the Sanctuary of Dosojin. Those bastards were attacking a woman and I fought against them. I thought that, this way, I could recover my house's honor... But they were too many. I'll never forget what you've done for me. I will repay my debt."

MISSION COMPLETED
- Gain 10 .
- Gain 1 .
- Reduce the influence by 1.
- Mark ***"Grateful."***
- Mark 1 box next to ***"Dragon Clan."***

7

Before you can react, you have fallen prey to the Shōgun's scheme, the caravan was just a decoy. You are greatly outnumbered and, finally, lay down your weapons. They place you in shackles and put you inside the dark carriage.

MISSION FAILED
- Discard 1 random item.
- Mark ***"Captured"*** and add your character's name.
- Remove your miniature from the board; you won't play any more rounds during the current adventure phase.
- Remove the kachi and its target in Nagoya.

8

The remains of a bloody battle are evident. Everything around you is destroyed, the area is full of dead bodies, and the stink of putrefaction hits your nostrils. Among the wreckage, you find the only survivor of the combat, although he won't last long, because you can't stop the blood that runs out of his chest.
"They were too many... and the demon... He rode on the head of a huge yōkai," he says, blood spilling from his mouth while you try to stop the bleeding. "The head was pure destruction, but the true danger was the rider. He started to control the monks' minds. Our mental discipline was useless... Soon we started to fight among ourselves... The very few who could resist had no choice but go to the Northern stronghold, leaving us to our fate. The monk you are looking for led this flight."

Consequences:
- Mark ***"Head."***
- Place the **Lost Sanctuary** location card on the board and place 1 clan token on it. Characters can only enter this location if they know where it is (remember that you can share information through Jirōbō's Omamori). If any character enters before the end of the phase, the game ends in success, 📖 **11.**

Make a choice

- Skip your next turn to give the kannushi a proper burial: 📖 **9.**
- Continue your journey, time is of the essence: 📖 **10.**

9

Preparing the monk's burial takes valuable time. The smell of incense permeates the whole place and his body lies face up on top of the funeral pyre. You have already covered the holes in his face with some smooth cloth you found within the temple. When the last ember of incense goes off, you get up and put your torch to the pyre with a steady hand.
"Go with your elders! You are free now!"

MISSION COMPLETED

- Gain 3 ⛩. If your Kami is Susanoo, increase your affinity level by 1.
- Mark 1 box next to ***"Mountain Clan."***
- Gain 1 random permanent item.
- Gain 1 random consumable item.
- The character is delayed.

10

You know you are not doing the right thing, but you can't be delayed any more. There wasn't much you could do for the poor unfortunate you badly buried beneath a cherry tree. You set off hoping that you are on time and don't have to bury another monk.

MISSION COMPLETED

- Lose 1 ⛩.

11

Success: If at least 1 character has reached the **Lost Sanctuary:** 📖 **13.**

Failure: If there aren't any characters in the **Lost Sanctuary:** 📖 **14.**

12

Tomoe goes in search of her companions, eager to reunite with them. She wonders how they are doing without her. Have they completed their mission? Do they at least know how to find the monk, Byakuei?
Exhausted by her own fruitless search, she fails to notice the unexpected. She senses movement in the trees and brush all around her, a surprise attack when she is most vulnerable and alone.
"Come, attack me if you dare, you cowards," she shouts. Backing against a stout tree, she fires a volley of arrows, killing two enemies outright. But her opponents far outnumber her. Twenty Shōgun soldiers swarm her. Nets fly and settle over her, a trap she cannot dodge.
Caught like a fish in the embrace of these strong nets, the young woman knows that her life is at risk. Resistance will be useless. She remains resolute while her captors pluck her from the nets and tie her up in ropes amid shouts of joy.
"Take me to my father, wherever you're holding him, you devil-spawn," she says, hoping for any kind of reaction, a clue, something to give her hope. She gets nothing more than loud laughter and jeers in response, and from that moment on, she utters not a word.
"We have the little flower of the Sakura Clan!" exclaims one.
"Our Lord will pay us a great price for her head!" shouts another.
"Cut it off and take that part to Him," adds a third.
"Shut up, fools! She's worth more alive," says their leader. He prods their prey's chin and looks her over, enjoying a moment he might have dreamed of for a long time.
Tomoe's fate is in her enemies' hands. What awaits the young samurai?

***

While waiting for their missing archer, the three companions discuss their failed mission. They have been unable to discover where their enemies are holding the monk Byakuei.
"What else can we do?" Hikaru asks. "We cannot just sit here in frustration, abandoning the search. A wind can blow away a mountain while we do nothing."
"We've tried everything. It's discouraging," says the ninja. "Maybe that wind of yours has blown our monk to pieces, maybe he's already dead. Maybe it's time to fight our war some other way."
"We have failed, I know it," Akira says. "But we can have revenge! Let's keep searching. Let's discover what happened. We can kill Byakuei's captors, or his killers."
"Or," says Hattori, "We can rest our weary shoes and wait for Tomoe. Where is she? She was supposed to meet us here."
"Good question, but I don't think you're going to like the answer."
They turn in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Tomoe has been captured," the tengu says. "The Shōgun's soldiers set a trap for her. She fought bravely, but fell into their clutches."
"Damn it, we must save her," Akira says.
"All hope is not lost," says Jirōbō. "Luckily for us, they are taking Tomoe to a little-known sanctuary on a high peak west of Nagoya, near the border that separates the lands of the Mountain Clan and the Firefly. You must intercept her caravan and rescue her. May the Kami be on our side, for you cannot fail on this occasion."
Jirōbō appeared to be very serious, and he sounded glum. "Let me say it again: Tomoe's life is in danger, and you must not fail. Make the most of this night to rest and regain your strength. Let dawn be your signal to act."

THE PHASE ENDS IN FAILURE

- Mark Tomoe under ***"Captured."***
- You have discovered the special location **Lost Sanctuary.** Add it to the **Special locations** list. From now on, it will be available during the adventure phases.
- Mark box #4 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

13

- If you previously marked Akira under ***"Captured"***: 📖 **15.**
- If you previously marked Hattori under ***"Captured"***: 📖 **16.**
- If you previously marked Hikaru under ***"Captured"***: 📖 **17.**
- If you previously marked Tomoe under ***"Captured"***: 📖 **18.**
- Otherwise: 📖 **19.**

14

- If you previously marked Akira under ***"Captured":*** 📖 **20.**
- If you previously marked Hattori under ***"Captured":*** 📖 **21.**
- If you previously marked Hikaru under ***"Captured":*** 📖 **22.**
- If you previously marked Tomoe under ***"Captured":*** 📖 **23.**
- Otherwise: 📖 **12.**

15

Defying all odds, the heroes successfully complete a risky and difficult mission. They now know that Byakuei, the monk they seek, is held in a little-known sanctuary on a high peak west of Nagoya near the border between the Mountain Clan and the Firefly.
"Akira was supposed to meet us here," Tomoe says. "He's late. That's strange, and I'm worried. We have all the information we need! As soon as that ronin gets here, we must rescue Byakuei."
"Don't be impetuous," says Hikaru. "We mustn't lose our calm. A frog in a pond doesn't know how big the ocean is, and I'm afraid the little we've discovered is no more than the water in that pond."
"But we must go quickly," the archer says. "They may be torturing him for information, killing him little by little."
"Of course we must go," the monk replies. "But we should not be too hasty. We need a good plan. We must recover our strength. No doubt, the sanctuary and its grounds will be more than well protected. If we lose our lives trying to accomplish our goal, we will achieve nothing."
"Hikaru is right," says the ninja. "Let's rest. Night will soon fall. Darkness may drop fresh ideas into our dreams and renew our hopes. As soon as Akira gets here, we can plan together. Where is he?"
"Good question, Hattori, but I don't think you're going to like the answer."
The group turns in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Akira has been captured," the tengu says. "The Shōgun's soldiers set a trap, and he fell into their nets. They were pretending to transport a prisoner in a caravan. Our friend thought it might be Byakuei himself, and he risked too much to rescue him."
"What do we do now? We must save him!" says Tomoe.
"Indeed, you must divert your efforts for this, but your goal remains in sight," says Jirōbō. "Luckily, they are taking Akira to the same sanctuary where Byakuei is held. All of your fates now intertwine. You must intercept the caravan and free your companion, and then, only then, come to the monk's aid. Make the most of this night to rest and regain your strength. Let Dawn be your signal to act."

THE PHASE ENDS IN SUCCESS

- Mark box #4 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

16

Defying all odds, the heroes successfully complete a risky and difficult mission. They now know that Byakuei, the monk they seek, is held in a little-known sanctuary on a high peak west of Nagoya near the border between the Mountain Clan and the Firefly.
"I'm tired of waiting for Hattori to return," Akira says. "We have all the information we need to get in there and get Byakuei out."
"Don't be impetuous," says Hikaru. "We mustn't lose our calm. A frog in a pond doesn't know how big the ocean is, and I'm afraid the little we've discovered is no more than the water in that pond."
"But we must go quickly," the archer says. "They may be torturing him for information, killing him slowly."
"Of course we must go," the monk replies. "But we should not be too hasty. We need a good plan. We must recover our strength. No doubt, the sanctuary and its grounds will be more than well protected. If we lose our lives trying to accomplish our goal, we will achieve nothing."
"You're right, as usual," says Tomoe. "Besides, we can't leave without Hattori. Where is he?"

"Good question, Tomoe, but I don't think you're going to like the answer."
The group turns in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Hattori has been captured," the tengu says. "The Shōgun's soldiers set a trap, and he fell into their nets. They were pretending to transport a prisoner in a caravan. Our friend thought it might be Byakuei himself, and he risked too much to rescue him."
"What do we do now? We must save him," says Tomoe.
"Indeed, you must divert your efforts for this, but your goal remains in sight," says Jirōbō. "Luckily, they are taking Akira to the same sanctuary where Byakuei is held. All of your fates now intertwine. You must intercept the caravan and free our companion, and then, only then, come to the monk's aid. Make the most of this night to rest, to regain your strength, and to plan. Let Dawn be your signal to act."

THE PHASE ENDS IN SUCCESS

- Mark box #4 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

17

Defying all odds, the heroes successfully complete a risky and difficult mission. They now know that Byakuei, the monk they seek, is held in a little-known sanctuary on a high peak west of Nagoya near the border between the Mountain Clan and the Firefly.
"I'm tired of waiting for Hikaru to return," Akira says. "We have all the information we need to get in there and get Byakuei out."
"We must get him out of there as soon as possible," says Tomoe.
"I agree," Hattori says. ""They may be torturing him for information, like an ume in a cherry press."
"You're right," says Tomoe, "but we can't be too hasty. We need a good plan. Night is falling, and the sanctuary and its grounds will be well protected. Besides, where is Hikaru? He was supposed to meet us here."
"Good question, but I don't think you're going to like the answer."
The group turns in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Hikaru has been captured," the tengu says. "The Shōgun's soldiers set a trap, and he fell into their nets. They were pretending to transport a prisoner in a caravan. Our friend thought it might be Byakuei himself, and he risked too much to rescue him."
"This is awful," Akira says. "We must save him right now!"
"Indeed, you must divert your efforts for this, but your goal remains in sight," says Jirōbō. "Luckily, they are taking Hikaru to the same sanctuary where Byakuei is held. All of your fates now intertwine. You must intercept the caravan and free our companion, and then, only then, come to Byakuei's aid. Make the most of this night to rest, to regain your strength, and to plan. Let Dawn be your signal to act."

THE PHASE ENDS IN SUCCESS

- Mark box #4 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

18

Defying all odds, the heroes successfully complete a risky and difficult mission. They now know that Byakuei, the monk they seek, is held in a little-known sanctuary on a high peak west of Nagoya near the border between the Mountain Clan and the Firefly.
"I'm tired of waiting for Tomoe," Akira says. "We have all the information we need to get in there and get Byakuei out."
"Calm down," says Hikaru. "Don't be impetuous. A frog in a pond doesn't know how big the ocean is, and I'm afraid the little we've discovered is no more than the water in that pond."
"But we must go now," the ronin says. "They may be torturing him, like an ume in a cherry press."
"Of course we must," the monk replies. "But we should not be too hasty. We need a good plan. We must recover our strength. No doubt, the sanctuary and its grounds will be more than well protected. Besides, where is Tomoe? I would have expected her to meet us on time."
"Good question, but I don't think you're going to like the answer."
The group turns in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Tomoe has been captured," the tengu says. "She is by nature alert and cautious, but the Shōgun's soldiers still found a way to surround her. She fought bravely, but fell into their nets. Those soldiers know they have seized a valuable prize."
"Damn it, we must save her!" Akira says.
"Indeed, you must divert your efforts for this, but your goal remains in sight," says Jirōbō. "Luckily, they are taking

Tomoe to the same sanctuary where Byakuei is held. All of your fates now intertwine. You must intercept the caravan and free our companion, and then, only then, come to the monk's aid. Make the most of this night to rest, to regain your strength, and to plan. Let dawn be your signal to act."

THE PHASE ENDS IN SUCCESS

- Mark box #4 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

19

Defying all odds, the heroes successfully complete a risky and difficult mission. They now know that Byakuei, the monk they seek, is held in a little-known sanctuary on a high peak west of Nagoya near the border between the Mountain Clan and the Firefly.
"At last we have the information we need. What are we waiting for?" says Akira.
"Don't be impetuous," says Hikaru. "We mustn't lose our newly-recovered calm. A frog in a pond doesn't know how big the ocean is, and I'm afraid the little we've discovered is no more than the water in that pond."
"Akira is right, we must go quickly," the archer says. "They may be torturing him for information. He may have little time left."
"Of course we must go," the monk replies. "But we should not be too hasty. We need a good plan. We must recover our strength. No doubt, this sanctuary and its grounds will be more than well protected. If we lose our lives trying to accomplish our goal, we will have achieved nothing."
"Hikaru is right," says the ninja. "Night will soon fall. Let us rest. Perhaps the winds of darkness will invade our dreams and tell us how to proceed. And dawn will give us the signal to act."

THE PHASE ENDS IN SUCCESS

- Mark box #4 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

20

They had a multitude of elements against them in this risky and difficult mission. Perhaps for that reason, the heroes were not able to complete it successfully, and they still do not know the whereabouts of Byakuei, the monk they need to rescue.
"What else can we do?" Hikaru asks. "We're just sitting here, waiting for Akira to return. A wind can blow away a mountain while we wait."
"We've tried everything. It's discouraging," says the ninja. "Maybe that wind of yours has blown Akira away. Maybe we need another wind to blow him back."
"We've failed so far," Tomoe says. "We need Akira to help us turn things around. Where is he?"
"Good question, but I don't think you're going to like the answer."
They turn in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Akira has been captured," the tengu says. "The Shōgun's soldiers set a trap, and he fell into their clutches."
"Captured, and not even able to see his captors," Hikaru says. "Unbound, he fights decisively. But now he needs our eyes to save him."
"Exactly! There is still hope," says Jirōbō. "Luckily for us, they are taking Akira to a little-known sanctuary on a high peak west of Nagoya, near the border that separates the lands of the Mountain Clan and the Firefly. You must intercept his caravan and rescue him. May the Kami be on our side, for you cannot fail on this occasion. Make the most of this night to rest and regain your strength. Let dawn be your signal to act."

THE PHASE ENDS IN FAILURE

- You have discovered the location **Lost Sanctuary.** Add it to the **Special locations** list. From now on, it will be available during the adventure phases.
- Mark box #4 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

21

Perhaps the fates have aligned against them in this risky and difficult mission. The heroes have been unsuccessful, and they do not even know how to find Byakuei, the monk they need to rescue.
"What else can we do?" Hikaru asks. "We're just sitting here, waiting for Hattori to return. A wind can blow away a mountain while we wait."
"We've tried everything!" says Akira. "I wish that wind of yours would blow Byakuei to us, right here. I don't know what else to do."
"We have failed until now," Tomoe says, "but we can still succeed. First, we need Hattori. Where has he gone?"
"Good question, but I don't think you're going to like the answer. "
They turn in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Hattori has been captured," the tengu says. "The Shōgun's soldiers set a trap for him, and he fell into their clutches."
"At the worst time," Akira says. "How can we possibly save him?"
"Do not give up hope," says Jirōbō. "They are taking Hattori to a little-known sanctuary on a high peak west of Nagoya, near the border that separates the lands of the Mountain Clan and the Firefly. You must intercept his caravan and rescue him. May the Kami be on our side, for you cannot fail on this occasion. Make the most of this night to rest and regain your strength. Let dawn be your signal to act."

THE PHASE ENDS IN FAILURE

- You have discovered the location **Lost Sanctuary.** Add it to the **Special locations** list. From now on, it will be available during the adventure phases.
- Mark box #4 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

22

Everything in this risky and difficult mission seemed to be against them. The heroes are unsuccessful, and they do not even know how to find Byakuei, the monk they need to rescue.

"We need to act!" Akira says. "How long have we been waiting for Hikaru to come back?"

"We don't know what to do. Haven't we tried everything?" says Hattori. "Maybe by now, our job is to give Byakuei a respectful burial."
"You needn't be so negative," Tomoe says, "We can still succeed. But we need Hikaru. Where is he?"
"Good question, but I don't think you're going to like the answer. "
They turn in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Hikaru has been captured," the tengu says. "The Shōgun's soldiers set a trap, and he fell into their clutches."
"At the worst time! We must save him." Akira says.
"Of course we must," Jirōbō says. "Luckily for us, I have discovered that they are taking Hikaru to a little-known sanctuary on a high peak west of Nagoya, near the border that separates the lands of the Mountain Clan and the Firefly. You must intercept his caravan and rescue him. May the Kami be on our side, for you cannot fail on this occasion. Make the most of this night to rest and regain your strength. Let dawn be your signal to act."

THE PHASE ENDS IN FAILURE

- You have discovered the location **Lost Sanctuary.** Add it to the **Special locations** list. From now on, it will be available during the adventure phases.
- Mark box #4 next to ***"Advance of darkness."***
- If mission 1 is still in play, 📖 3.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

23

The odds have been stacked against them in this risky and difficult mission. The three companions still do not know the whereabouts of the monk they are looking for.
"How are we supposed to rescue a man we can't find?" Hattori asks. "Are we waiting for a bird to drop a map at our feet?"
"We don't know where Tomoe is, and we don't know where Byakuei is," Akira says. "I'd say we've failed at everything."
"We may have failed so far," Hikaru says. "But we must discover resources that we haven't used yet. Tomoe might have a better idea, an inspiration. Where has she gone? She was supposed to meet us here."
"Good question, but I don't think you're going to like the answer."
They turn in surprise to the speaker who suddenly appears among them. It is Jirōbō.
"Tomoe has been captured," the tengu says. "The Shōgun's soldiers set a trap for her. She fought bravely, but fell into their clutches."
"At the worst time! We must save her. "Akira exclaims.
"Of course we must," Jirōbō says. "Luckily for us, I have discovered that they are taking Tomoe to a little-known sanctuary on a high peak west of Nagoya, near the border that separates the lands of the Mountain Clan and the Firefly. You must intercept her caravan and rescue her. May the Kami be on our side, for you cannot fail on this occasion."
Jirōbō appeared to be very serious, and he sounded glum. "Let me say it again: Tomoe's life is in danger. and you must not fail. Make the most of this night to rest and regain your strength. Let dawn be your signal to act."

THE PHASE ENDS IN FAILURE

- You have discovered the location **Lost Sanctuary.** Add it to the **Special locations** list. From now on, it will be available during the adventure phases.
- Mark box #4 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 94 to start the next exploration phase.

24

If Mission 6 has already been started, ignore any further effect. Otherwise, keep reading.
The enemy has taken Miyazu, exploiting that the defenders' efforts were focused elsewhere, on Osaka.

Consequences:

- Place 1 captured city token and 3 shikome on Myazu.
- Activate mission 6.
- If there are any characters in Miyazu, they are delayed.
- Flip the trigger and place the final round token in the round 6 position on the track.

25

You have broken the siege of the city.

MISSION COMPLETED

- Gain 30 ◉.
- Reduce the influence by 1.
- Mark 1 box next to ***"Dragon Clan."***

26

At the end, the siege of Miyazu destroyed the city.

MISSION FAILED
- Add Miyazu to the **"Razed cities."**
- Erease 2 marks of ***"Dragon Clan."***

27

An emissary from the Firefly Clan appears. He is unable to hide the shame on his face as he hands you a missive from the clan's Daimyo. The leader states his anger at the deception committed against him and his clan and seems to be withdrawing any support from you.

Consequences:
- Erease all boxes from ***"Firefly Clan".***

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can.
"My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you.
"Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:
- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ◉.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the

relentless attacks of the two tengu, and your clothes are turning red from to the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows upon you stops. Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5
- Gain 2 and 2 random market cards.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game
- Add card 9 to the travel events deck.

108

"You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what they have inside, we need some very specific, hard to find herbs. If you could help us get them, we could save them all."

Consequences:
- Place 1 clan token where indicated.
- You have this adventure phase to complete this mission.
- Keep this card. When you reach your destination, read the corresponding paragraph.

109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a (3) test

Success: *After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*
Consequences:
- Regain 3 .
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

Failure: *You do not find the medicinal herbs, all of them look the same to you… Perhaps you weren't the best person for this task.*
Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

111

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

112

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:

- If it has been previosly marked, return this card to the travel events deck and shuffle it.
- If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
- Remove this card from the game.

113

As far as you remember, this has been the most stressful journey of your entire life. When you hand the Daimyō the jar with the poison, you feel as though a great burden is lifted off your shoulders. They are tremendously grateful, because the poison will help them in their future experiments.

Consequences:
- Mark 1 box next to ***"Mountain Clan."***
- Remove this card from the game.

114

The jar can't stand the rough bumps, and eventually it breaks down. Everything around you starts to spin. You try to avoid inhaling it any way you can, but you can feel it penetrating your body through the pores of your skin. Your insides burn.
Luckily, some villagers find you and carry you to a nearby healer.

Consequences:
- Move your miniature to the closest city and lose half your health (rounded down).
- The character is delayed.
- Remove this card from the game.

115

You enter the city carrying the body of the dead child. Everybody guesses who he is. After the initial commotion, a nobleman thanks you for bringing the poor child's corpse, for now they will be able to give him an appropriate burial.

Consequences:
- Mark 1 box next to ***"Sakura Clan."***

116

Among the rubbish piling up in the alley, you see a small wooden door that is ajar. You must crouch down to cross it, gaining access to a small room that was once a wine cellar. In front of you, a young hooded man holds a dagger with both hands, pointing it directly at you. Behind him a girl lies down, covered with blankets and with a rag on her head. Next to her on the ground, you see some food, probably what he stole.

Make a choice
- Face the young man to deliver him to justice: 📖 **117.**
- Try to help him, since the little girl looks very sick: 📖 **118.**

117

You easily disarm and seize the youngster. After a while, you take both children to the guards.

Consequences:
- Mark 2 boxes next to the clan of the territory you are in. For example, if you are in the Sakura Clan territory, mark 2 boxes next to ***"Sakura Clan."***

118

You lay down your weapons and try to soothe the child, until you convince him that you are not a threat and can help his ill sister. When you come near the girl, you see that she has a very high fever.

If you are Hikaru:
You must do your very best, but eventually your healing skills seem to work and her fever subsides.

Consequences:
- Increase your affinity level by 1.
- Remove this card from the game.

If you have the Magic Pumpkin or the Medicinal Pills, you can use them to try saving the girl.
Thanks to your healing equipment, the fever starts subsiding. However, you must invest much valuable time in attending the girl.

Consequences:
- Lose 2 .
- Gain 5 .
- Remove this card from the game.

Otherwise:
There is little you can do for the girl. The illness had spread through her body and her fate was sealed. Crying in rage, the young boy tells you that she was hit by a poisoned dart shot from the shadows. He gives you the dart and, when you examine it, you see something in it that it is familiar to you, but you are not sure why.

Next morning, the brother and you bury the girl on the edge of the village. When you depart, you leave the boy keeping vigil at her grave.

Consequences:
- Lose 2 .
- Remove this card from the game.
- Add event card numbered 22 to the travel events deck.

119

While you are wandering through the stalls of the small market, you hear a very soft whistling behind you. At the last moment, you move your head and dodge the dart that targeted the back of your neck. You turn around, weapon in hand, to see where it came from, but a shout makes you lose your concentration. Looking to where the shout came, you see that the dart hit a woman in the chest and she has fallen to the ground. When you approach, you see that the dart is similar to the one that hit the girl you couldn't save.

If you previously marked box #3 next to ***"Healers":*** 📖 **120.**
If you previously marked box #2 next to ***"Healers,"*** discard event 11 from the travel events deck and 📖 **120.**
Otherwise, keep reading:

"Where is the best healer in the area?" you ask the nearby people.
"There is one on the edge of the village," says one man.
"He asked for the best one, and the one here is just a quack," a woman replies. "Go north and look for Tayuya; she is an expert on poisons."

Consequences:
- Place 1 clan token on the village to the east of Tsuruga.
- Place 3 resistance tokens on the event card. At the beginning of your turn, remove 1 token. If the card runs out of tokens, read the "Failure" conclusion.

120

You hear a familiar voice behind you.
"It's good to see you! Despite the circumstances. Let us help you."
The healers start attending to the woman. They apply a bandage with some herbs on the injury and give her a foul-smelling beverage to drink.

Some time later, the woman seems to come to her senses and begins to feel better.
"Where did that weird poisoned dart come from?" the healer asks you.
"I don't know, but I was the target. It's not the first time we have seen this kind of weapon. Some time ago, one of these killed a little girl we couldn't save. But we don't know where they come from."
"These weapons are common among the kunoichi of Iga. Perhaps you should visit their school."

Consequences:
- If it wasn't in play, draw the secret location card **School of Assassins** and add "School of Assassins" to the **Special locations** list. They will be available from the next Adventure Phase onwards.
- Remove event card 22 from the game.

121

Desperation seizes you when you arrive at Tayuya's hut, because there's no one there. The poisoned woman hasn't much time left. She's had a high fever for some days and is dying. Suddenly, an old woman comes out of the forest carrying a basket. As soon as you tell her about the problem, she starts working. Two days later, the fever starts subsiding and the woman's health seems to improve.

Consequences:
- Gain 20 .
- Gain 3 .
- The character is delayed.
- Remove event card 22 from the game.

122

Eventually, the woman dies in your arms. You couldn't make it in time to save her.

Consequences:
- Lose 1 .
- The character is delayed.
- Remove event card 22 from the game.

Chapter 6: The Disappearance

Exploration Phase

If you previously marked box #4 next to ***"Advance of the resistance"*** and DID NOT mark ***"Captured"*** previously: 🕮 Introduction A.
If you previously marked box #4 next to ***"Advance of the resistance"*** and DID mark ***"Captured"*** previously: 🕮 Introduction B.
If you previously marked box #4 next to ***"Advance of darkness"***: 🕮 Introduction B.

Introduction A

The sun has not breached the horizon, but its rays paint low-hanging clouds with streaks of fire. The group gets on their way toward the sanctuary that is now their objective, where they must rescue the monk Byakuei. It's not going to be easy, because the Shōgun's hosts control the entire area. But that does not make them hesitate for an instant. They give each other encouragement, especially Hattori, who has integrated well into the group.
"You're going to have to teach me how to hit like that," he says to his samurai companion. "The elbow with which you beat me surprised me completely."
"To be honest, it was a bit of luck," Tomoe replies. "You had knocked the wind out of me. If I had missed, I wouldn't have been able to resist your attacks much longer."
"You are both great warriors," the ronin says. "I'm glad not to have you as enemies. Our opponents usually outnumber us, but we four together make an unstoppable force."
"The sea is that large because it doesn't disparage its streams," Hikaru says. "Separately, we are simple streams. Together we form an ocean."
"I like the sound of that, "says the ninja. "Let's pick up the pace and not waste a moment. We'll free the monk. If the Shōgun's servants try to stop us, they will drown in our raging sea."

Then turn to page 95 and follow the setup instructions for **Zone 1A: Onsen.**

Introduction B

As soon as the sun peeks over the horizon, the three direct their steps toward the caravan containing their captured companion. They know they must attack the caravan before it reaches the sanctuary. The rescue won't be easy, for the caravan must be well protected. But that doesn't make them hesitate.
They feel more committed than ever and give each other constant encouragement. This may be the most important challenge they have faced. If they can't reunite and be four fearless warriors again, the Shōgun's servants will have a huge advantage. The people who have rejoiced in their exploits will lose hope. It will be a heavy blow to the resistance, perhaps the end of the rebellion.
Jirōbō's words resound in their heads, direct and clear: You must succeed. The fate of all Japan depends on it. Thousands of innocent people know that their future is in your hands. Have courage! Courage and more courage. Thwart the plans of your rivals.

Go to page 97 and follow the setup instructions for **Zone 1B: Path of the statues.**

ZONE 1A: ONSEN

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Resistance tokens
- Civilian
- Closed door
- Kappa+
- Akaname
- Tile 9B

· OBJECTIVE ·

Defeat the enemies and keep advancing.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SPECIAL RULES ·

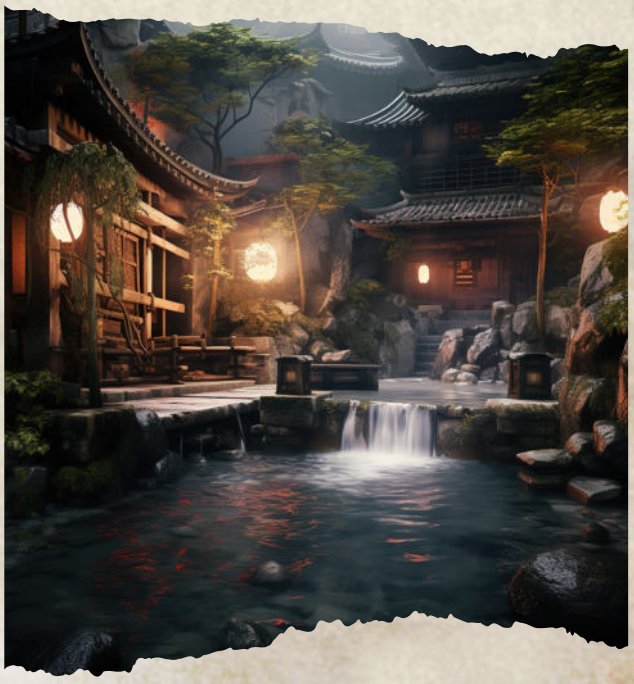
- If the civilian loses all their resistance tokens, remove the civilian token and put in its place the interaction point **A.**
- If the door loses all its resistance points, flip it over.

· SECTIONS ·

Only when there are no enemies: 📖 **2.**

📖 **3.** 1 📖 **1.**

On your way to the sanctuary, you stumble upon an onsen that looks more like a lethal trap than an idyllic hot-spring bath. Yōkai are standing guard everywhere, horrible-looking akaname and vicious kappa that block your intended path. Some of them seem distracted by noises from a nearby hut.
Someone must be hiding there. They might need your help, and your intervention could be crucial. Will you stop to investigate, or will you slip away from this cursed place?



SECTIONS

1

Looks like the door won't budge.

Consecuences:

- Remove 1 resistance token.
- If there are no more resistance tokens, flip the door 1 token.

2

"Those creatures came from the small lake," shouts the gardener, still scared for the sudden attack of the kappa and akaname.
Calming him down takes you some time, but he finally gives you the information you were looking for.
"Yes, they held your friend as a prisoner inside. The have tortured him endlessly, but he hasn't said a word. You must rescue him as soon as possible. Now it is the change of the guard and only one or two soldiers will be watching him. If you burst in like a tornado, you'll take them by surprise. However, if you prefer stealth, you must know there is a small passage that goes around the area of the guards and ends in the courtyard of the fortress. But, beware: if your presence is noticed, you are lost…"

Make a choice

- If you decide to infiltrate the sanctuary, go to page 99 to follow the preparation instructions for **Zone 2A: Interior Fortress** preparation of **Zone 2A: Interior Fortress.**
- If you decide to forcibly assault the sanctuary, go to page 102 to follow the instructions in preparation of **Zone 2B: Interior Fortress.**

3

There wasn't much you could do for the poor man, who now rests under his dear flowers. When you look up, you see the lost sanctuary rising in front of you. You must hurry up to spare Byakuei the same fate the gardener suffered.

Consequences:

- Go to page 102 and follow the setup instructions for **Zone 2B: Interior fortress.**

ZONE 1B: PATH OF THE STATUES

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Starting location of the characters

Civilians

Ashigaru

Kachi+

Tile 7A

· OBJECTIVE ·

Defeat all the enemies to set the prisoners free.
When you do so: 📖 **1.**

· MALICE ·

At the start of each round, cause 1 💧 to all characters for each malice point.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- In this zone, obstacles are considered difficult terrain instead.
- Place the character marked on **"Captive"** on the ***"Captive"*** marker.
- The captive character can interact with the handcuffs as the only available action, by spending 1 .

Interact with the handcuffs (7)

Success: You are no longer captive. You can continue your activations as usual.
Remove the GREEN and PURPLE civilians.

Failure: You can repeat this action as long as you have .

- If another character is adjacent to the captive, add both score to the captive's test.
- The captive character cannot be chosen as a target.
- If there are not any enemies remaining, the captive character is immediately set free.

When you reach the caravan in which your companion is held captive, you know you must strike at once. You concentrate on what you can see, preparing to face the numerous soldiers guarding the convoy. There are other prisoners, a few defenseless villagers with their hands tied. You have not been seen. You can try to prepare an ambush, but one false step could give your presence away.

SECTIONS

1

"Many thanks, brave warriors. We thought we were dead already," the prisioners reply, after being kept out of reach of the captors who focused on you during the rescue. "They say that those who enter the Lost Sanctuary as prisoners only come out as corpses. I hope it is not too late for the monk you seek. You will only have to follow the path until you spot him."

Consequences:

- If you previously marked 3 or more boxes next to ***"Advance of the resistance":*** 🕮 **2.** Otherwise, keep reading.
- Go to page 102 and follow the setup instructions for **Zone 2B: Interior fortress.**

2

"Just one more thing," the prisoner says. "I only know one person who escaped this prison. He said that there is a small passage that goes around the area of the guards and ends in the courtyard of the fortress. But, beware: if your presence is noticed, you are lost..."

Consequences:

- Go to page 99 and follow the setup instructions for **Zone 2A: Interior fortress.**

ZONE 2A: INTERIOR FORTRESS

COMPONENTS

- Interaction point
- Closed door
- Byakuei
- Kachi+
- Sedrik
- Tile 8B

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

• OBJECTIVE •

Rescue the monk.

• MALICE •

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

• SPECIAL RULES •

- You can interact with Byakuei from any adjacent space, even through the cell bars.
- Until an enemy has line of sight with a character, do not add Sedrik's and the ORANGE and PURPLE kachi+'s initiative cards to the initiative queue. Until their card comes into play, they are not considered active.
- As soon as an enemy has line of sight with a character, interrupt the current turn and 📖 **5.**
- If Sedrik is the only miniature on this zone, do not reveal an Oracle card.

• SECTIONS •

📖 **11.** 📖 **12.**

1 📖 **8.** **2** 📖 **9.** **5/6** 📖 **13.** **3** 📖 **10.**

Thanks to the passageways that were revealed to you, you approach the Sanctuary through secret tunnels. This hidden access gives you a great advantage. You scout the area by peering through cracks in the tunnels' walls and ceilings. You can see that the Shōgun's henchmen have desecrated this once sacred area and turned it into a small fortress. They do not seem to have blocked any of your tunnels' exits, however.

From your position, you hear the voices of two guards inside the fort. Their words, and the clacks of clamshell and stone on wood, tell you that they are engaged in a lively game of Go. Their engrossment in this game may explain their casual banter. They sound too relaxed, you may be able to take advantage.

You must stay quiet and unnoticed and avoid being discovered before you can locate the monk Byakuei. Can you do it?

SECTIONS

1

"Damn it! I'm tired of always losing at Go. I don't know how you can win all games, Shikamaru," says one of the soldiers on the other side of the wall.

"I've told you many times that the smoke of your cigar blurs your vision of the strategy, Asuma," replies another one in laughter. "Do you want to play again?" he says, and the bone tokens rattle again.

Consequences:

- No effect.

2

"I really hate Go."
"It is because you have no patience. Your game is too aggressive."
"Close your mouth and set the tokens up! I'll win this time!"

Consequences:
- All character's rolls get +1 during the current round.

3

"Your turn, Asuma."
"Yes, I know... I'm thinking... Aha! I've got you!" the soldier exclaims, hitting noisily the bone token against the Go board. "I've got you, Shikamaru!"

Consequences:
- No effect.

4

"You are right... It seems you will defeat me, at last..."
"Come on, give up!" Asuma says.
"Let me think," his comrade replies.
"Don't overdo it, Shikamaru, you have no escape."
"Except if... Eh? Did you hear that behind the walls?" says the soldier, who gets up fast and hits the board, scattering all the game tokens through the floor.
"Damn Shikamaru!" exclaims his companion.
"Shut up and listen!"

Consequences:
- **5.**

5

"There is someone here!" shouts one of the soldiers, drawing his katana.
"We are lost. The others won't get here in time," says the other soldier, and starts running toward the cell holding the beast. "I'm going to release this damn wolf, maybe he will help us."
"No, waaaai..." shouts his comrade. But it is too late. The impatient Asuma has already lowered the lever and the cell of the wolf is opening...
The powerful arm of the werewolf holds the door tightly. The cell cannot be closed again.

Consequences:
- Place the **ORANGE** kachi in the space adjacent to door 7.
- Flip the door 7 token, which will now remain open.
- Remove the door 1, 2, and 3 tokens, and the interaction point **D** (if there is any).
- Add Sedrik's and the **ORANGE** and **PURPLE** kachi+ initiative cards to the initiative queue.
- Shuffle the kachi+, Sedrik, and the unactivated character initiative cards to update the initiative queue. Sedrik is considered an enemy of the characters.
- If you previously marked box #1 next to ***"I remember you":*** **6.**
- If you haven't already done so, flip over both door 5 and 6 tokens.
- If you haven't already done so, go to page 104 to follow the stup instructions for Zone 3: Fortress courtyard.

6

The imprisoned creature smells the air and catches a familiar scent. Apparently, the smell of the bone the nue gave the characters calms his bloodthirst... at least, his thirst for the characters' blood.
"You are not my enemies. You helped my people. It's time to return the favor," he roars, while claws emerge from his skin and he faces his captors.

Consequences:
- Sedrik is considered an ally of the characters.
- Mark box #2 next to ***"I remember you."***
- Sedrik will follow the characters until the end of the phase.

7

You have finally picked the last lock that kept you apart from the monk. When he hears you, the monk gets up from the ground. He is a mere shadow of the powerful hero he was supposed to be. The ragged clothes leave one side of his body exposed, with thousands of scars from the endless tortures he has suffered. Extremely thin from the deprivation of food and water, the months-long beard doesn't improve his already terrible look either.
"We came to get you out of here," you explain him, as you strive to lift him off the ground.
Byakuei tries to say something, but he can't talk, feeble and thirsty as he is. But despite the dehydration, you see tears coming to his eyes for the happiness and comfort of a friendly hug.

Consequences:
- Place Byakuei's token on the character's supply. His token can be transfered to another character by interacting.
- The character carrying Byakuei will only gain 2 each round and their movement will be reduced by 1.
- The monk is extremely weak. Therefore, he can't be left on his own: he must always be carried by a character.
- If the character carrying Byakuei is defeated, the mission ends in failure.

8

As the man had told you, it seems that behind a small grille there is a passage through the walls of the fortress. The grille is secured with a lock, but it doesn't seem hard to pick.

Perform a (4) test

Success: Flip the door 1 token.
Failure: You gain 1 malice point. If the malice track has reached 3 or more: **5.** You may retake this test, increasing the difficulty by 1 for each failure.

9

On the other side of the passageway, you hear the soldiers playing Go. You find another grille that seems to lead straight to the area where Byakuei is held. You can see him, crouching immobile due to the continual beatings he has been suffering. Only this lock separates you from him.

Perform a (5) test

Success: Flip the door 2 token.

Failure: You gain 1 malice point. If the malice track has reached 3 or more,: **5.** You may retake this test, increasing the difficulty by 1 for each failure.

10

Now comes the hardest part: escaping unnoticed. You try to access the next section of the passage. It is very narrow, but you think Byakuei will be able to traverse it, despite being so weak.

Perform a (5) test

Success: Flip the door 3 token. You can pass through Byakuei's cell.

Failure: You gain 1 malice point. If the malice track has reached 3 or more: **5.** You may retake this test, increasing the difficulty by 1 for each failure.

11

You reach the end of the passageway and see a wooden ladder leading to the surface. Byakuei, invigorated by the sight of sunlight, grabs hold of the ladder and starts climbing, one rung at a time.

Consequences:

- Place the **YELLOW** interaction point on top of interaction point **D**.
- Go to page 104 and follow the setup instructions for **Zone 3: Fortress courtyard.**

12

If you are interacting with this token from inside the cell: **7.**

If you are interacting with this token from outside the cell and there aren't any enemies on the tile, keep reading.

The monk gets up from the ground. He is a mere shadow of the powerful hero he was supposed to be. The ragged clothes leave one side of his body exposed, with thousands of scars from the endless tortures he has suffered. Extremely thin from the deprivation of food and water, the months-long beard doesn't improve his already terrible look either. After a quick search of the kachi corpses, you find the key to the cell door and release him. The monk takes two steps out of the cell and faints. Luckily, one of the companions grabs him before he falls to the ground. He can't talk, feeble and thirsty as he is. But despite the dehydration, you see tears coming to his eyes for the happiness and comfort of a friendly hug.

Consequences:

- Place Byakuei's token on the characcter's supply. His token can be transfered to another character by interacting.
- The character carrying Byakuei will only gain 2 each round and their movement will be reduced by 1.
- The monk is extremely weak. Therefore, he can't be left on his own: he must always be carried by a character.
- If the character carrying Byakuei is defeated, the mission ends in failure.

13

A heavy gate seems to lead to the outside of the building. After removing the bolt, you can open both doors fully and access what seems to be the courtyard of the sanctuary.

Consequences:

- Flip over both door 5 and 6 tokens.
- Go to page 104 and follow the setup instructions for **Zone 3: Fortress courtyard.**

ZONE 2B: INTERIOR FORTRESS

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Interaction point
- Closed door
- Closed door
- Byakuei
- Kachi+
- Sedrik
- Tile 8B

· OBJECTIVE ·

Rescue the monk.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SECTIONS ·

1. Byakuei is only available if there aren't any more enemies in the zone. You can interact with him from an adjacent space, even through the cell bars.

5/6 **2.**

After eliminating a few exterior guards, you enter the sanctuary through the main door. The Shōgun's minions have desecrated this once sacred building and turned it into a small fortress. There is dim light everywhere, and you are discovered at once. A pair of soldiers jump up, abandoning their lively game of Go. One of them runs to some cages that you spy in the gloom. He flings one open and a bizarre humanoid creature scrambles out. Most of its body is covered in bear-like fur. The creature charges you, and some soldiers shout. Your battle has begun.

Consequences:

- If you have marked the first box of ***"I remember you"*** box, 3.
- Otherwise, Sedrik is considered an enemy of the characters.

SECTIONS

1

The monk gets up from the ground. He is a mere shadow of the powerful hero he was supposed to be. The ragged clothes leave one side of his body exposed, with thousands of scars from the endless tortures he has suffered. Extremely thin for the deprivation of food and water, the months-long beard doesn't improve his already terrible look either.
After a quick search of the kachi corpses, you find the key to the cell door and release him. The monk takes two steps out of the cell and faints. Luckily, one of the companions grabs him before he falls to the ground. He can't talk, feeble and thirsty as he is. But despite the dehydration, you see tears coming to his eyes for the happiness and comfort of a friendly hug.

Consequences:
- Place Byakuei's token on the characcter's supply. His token can be transfered to another character by interacting.
- The character carrying Byakuei will only gain 2 each round and their movement will be reduced by 1.
- The monk is extremely weak. Therefore, he can't be left on his own: he must always be carried by a character.
- If the character carrying Byakuei is defeated, the mission ends in failure.

2

A heavy gate seems to lead to the outside of the building. After removing the bolt, you can open both doors fully and access what seems to be the courtyard of the sanctuary.

Consequences:
- Flip over both door 5 and 6 tokens
- Go to page 104 and follow the setup instructions for **Zone 3: Fortress courtyard.**

3

The captured creature sniffed the air and caught a familiar smell. It seems that the scent of the bone the characters received from the Nue some time ago quenched their thirst for blood, at least against them.
"You are not my enemies. You helped my people. It is time for the favour to be returned," he roared, as claws emerged from his skin and he faced his captors.

Consequences:
- Sedrik is considered an ally of the characters.
- Mark box #2 of ***"I remember you".***
- Sedrik will follow the characters until the end of the phase.

ZONE 3: FORTRESS COURTYARD

COMPONENTS

Spawn tokens

Interaction points

Resistance tokens

Kachi+

Tile 2A

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

• OBJECTIVE •

Rescue the monk.

• MALICE •

If malice reaches 6, chapter ends in failure.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

• SPECIAL RULES •

- Characters can move between the YELLOW spawn token (if there is one) and the PURPLE spawn token as if they were adjacent.
- Place 4 resistance tokens on interaction point **B.** These represent the resistance of the exit door.
- Enemies will not consider interaction point B as a valid target.

• SECTIONS •

A 1. B 2.

More guards, well-armed and alert, meet you as you enter the main courtyard. This is a trap! You will be lucky to escape alive. You must cross the courtyard, force your way through a battered door on the other side, and bring the wounded Byakuei with you, magnifying your challenge.

But not everything is negative. There are some old weapons on the side walls, even a cannon. Could you blast a hole in the door and escape?

SECTIONS

1

A cannon is resting upon the wall. It seems to have gunpowder enough for one shot.

Make a choice

- Shoot against an enemy up to 12: It deals ★★● and -1 ☠ to the target.
- Shoot against the exit door: Remove up to 2 resistance tokens from interaction point **B.**

Consequences:

- Remove interaction point **A.**
- If you haven't done it yet, 📖 **5** from **Zone 2A: Inside the fortress,** if you played the zone during this chapter.

2

- If there are still any resistance tokens left on **B:** 📖 **4.**
- If there aren't any resistance tokens left on **B:** 📖 **5.**

3

The gear mechanism holding the door seems to have yielded and one side is ajar, leaving space enough to get out.
With great effort and sacrifice, the heroes achieve their goal, escaping from the fort with the monk Byakuei.
"I will always be indebted to you," he says, "and I shall always be deeply grateful for your efforts." He makes a heartfelt bow to the companions. Arms of pure energy sparkle on his back, and he places his front right fist upon his front left palm in a sign of respect. "I feared I would end my days trapped in that place, but you rescued me."
"We, the enemies of the Shōgun, must collaborate," Tomoe says. "It's the only way to put an end to him."
"I was afraid we'd never escape," Akira says. "Everything was guarded better than we expected, and I've been getting bad signs." He pauses for a moment, and continues in a quieter tone. "I didn't want to say anything discouraging, but I've been dreaming of white snakes for several nights."
"But white snakes are good fortune!" Hikaru says. "According to tradition, seeing them while we sleep means that luck will knock on our doors. It is said that such creatures bring messages from the gods."
"That's right," replies the ronin, "but in my dreams, the snakes all died. Some were savagely decapitated by whirling katanas, and demons devoured the rest. Something that was good in principle became a nightmare. I feared the worst."
"Whether these superstitions are true or not, there may be enemies nearby," the ninja says. "We should get away before they send their own white snakes after us, or worse."
"Hattori is right," says the archer. "If our new partner is strong enough, we should move on."
"Don't worry about me," Byakuei replies. "Being free gives me the courage to face anything. Let's go!"
With everything they have faced, the group feels more confident. They walk steadily away from that dangerous place, getting to know this unusual monk and sharing their experiences. After all, they have achieved an important victory against the Shōgun's troops.

Consequences:

- If you previously marked box #2 next to ***"I remember you"*** and Sedrik survived the combat: 📖 **7.**
- Otherwise: 📖 **9.**

4

It seems that some kind of gear mechanism keeps the door locked. You haven't found the key, so you'll have open it with brute force.

Spend 2 to perform a (4) test

Success: It looks like the gears start to yield. Remove 1 resistance token from **B.**

Failure: Your blow is too weak. The mechanism doesn't budge.

5

If you are carrying Byakuei's token: 📖 **3.**
Otherwise, keep reading.

The big gate can be easily opened. Yet, you don't know if your companions will be able to cross with the monk and decide to return to the combat to help your friends.

Consequences:

- No effect.

6

An enemy takes to the cannon and targets your party.

Consequences:

- The enemy closest to interaction point **A** moves to an adjacent space.

- Remove interaction point **A.**
- The character closest to it is dealt ★★● by the cannon.

7

"Thanks for getting me out of that damn prison," Sedrik says. I hope our paths cross again. I'll never forget you." With a fabulous leap, he gets to the top of the nearest tree and then jumps from tree to tree to get away. That night, while all the companions are sleeping, Akira hears a nearby howl, but he knows there is nothing to be afraid of.

Consequences:
- If you previously marked ***"Byakuei required":*** 🕮 **10.**
- Otherwise: 🕮 **8.**

8

THE PHASE ENDS IN SUCCESS
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you are playing Yomi Mode and have not faced the Shinigami at least 2 times, you can do so before moving on to the next chapter.
- Then, go to page 107 to start **Chapter 7.**

9

If you previously marked ***"Byakuei required":*** 🕮 **10.**
Otherwise: 🕮 **8.**

10

THE PHASE ENDS IN SUCCESS
- **Akira 🕮 214 from Akira's character booklet.**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you are playing Yomi Mode and have not faced the Shinigami at least 2 times, you can do so before moving on to the next chapter.
- Then, go to page 107 to start **Chapter 7.**

Chapter 7: The Tsurube Otoshi

Adventure Phase

The four have left the monk Byakuei in the care of the resistance, who will help him recover from the vile mistreatment he received in captivity. Perhaps the heroes have earned a few days of well-earned rest. They have made camp and are settling down for the night when they receive an unexpected visit from Jirōbō.

"You've done it again! Thanks to your victory, we are stronger. Our enemy is aware of it, and he's furious. But I'm afraid the news isn't..."

"What is it now?" Akira interrupts. "Tell us! Nothing can surprise us anymore."

"Don't be so sure," says Jirōbō. "The Shōgun has put a price on your heads, and many bounty hunters are searching for you. And here's the worst of it: One of the tyrant's strongest generals has joined the hunt, the fearsome Tsurube Otoshi."

At the sound of that name, Hikaru's stomach knots up. He stumbles back in terror, thinking of the danger they are in.

"Then let him come and get us!" says the ronin. "We'll be waiting for him."

"No, Akira. Not this time," says the monk. Hearing the strangled terror in his voice, they turn and stare.

"What is it?" Tomoe whispers.

Hikaru nervously shakes his head. "Tsurube Otoshi is far beyond us. We are not prepared to face anyone like him, not yet."

"Hikaru, you are right," says the tengu. "But even you, who know the world of yōkai well, do not understand the seriousness of this threat."

"Is there more?" asks the monk, looking pale.

"Indeed there is," says Jirōbō. "As you know, the Tsurube Otoshi is a special yōkai, a powerful, giant flying head that feeds on human flesh. He alone is a monster capable of consuming us all. But there is more. That enemy is driven by another, a being out of hell itself, completely loyal to the Shōgun: an intelligent and cunning demon, capable of summoning and controlling yōkai. This demon is controlling the Tsurube Otoshi himself. He has turned the Tsurube Otoshi into his mount, into his own fighting, biting, war beast. It is he who pursues you relentlessly. This demon's life is deeply entwined with its mount. It knows it will die when the Tsurube Otoshi does, and consequently it will stop at nothing."

Jirōbō stopped for a moment to give emphasis to his next words. "Whatever you have heard about the Tsurube Otoshi: right now it is much worse: faster, tougher, and smarter."

"You say we are doomed?" Hattori says. "I refuse to accept it. There must be a way to defeat this thing."

"He's not indestructible," says the tengu. "But as Hikaru explained, you're no match for him now. If you face the demon-plus-Tsurube Otoshi, you will lose your lives. I'm sorry to be so blunt, but that's the reality."

"What can we do?" Tomoe asks. "Do we have options?"

"Run and stay alive. I mean it: run," Jirōbō says. "You must avoid confrontation, but not out of cowardice. Keep low, don't get captured, and train; build your skills; develop your power, so that when the time comes for you to face this enemy you can fight and win".

Jirōbō smiles, but his face is not happy. "I wish you luck in days to come, for you will need it. May the Kami desire our paths to cross again. And may you know when, if ever, you are ready for this combat."

INARI
MIYAZU
TSURUGA
IZANAMI
GIFU
TAKASHIMA
DOSOJIN
TAMBA
HIMEJI
START
NAGOYA
KYOTO
HACHIMAN
SUSANOO
IGA
KOBE
OSAKA
AWAJI
AMATERASU
ISE
WAKAYAMA
GOJO
AMATSUMARA
AMATSUMIKABUSHI
TENGU FOREST
DARKSTONE TEA HOUSE
LOST SANCTUARY
BUBASHI'S HOUSE

PHASE SETUP

· OBJECTIVE ·

Survive until the end of the chase.
If all characters are defeated, 📖 **4.**

· INFLUENCE TRACK ·

Total rounds: 6. At the end of this round 📖 3.
Starting influence: 6.
Influence increase: 1.
Failure due to influence: 📖 **5.**

· COMPONENTS ·

- Travel event cards: Unchanged.
- The Shōgun's influence cards for Chapter 7.
- The **Tengu Forest, Bubashi's House, School of Assassin** (if discovered), **Darkstone Teahouse**, and **Lost Sanctuary** location cards.
- The mission cards for Chapter 7.
- Place the final round token in the 6 position on the track.

· SPECIAL RULES ·

- The mission 1 and 3 cards are activated from the beginning; flip them over.
- If you previously marked ***"Head,"*** each character gains 2 blessed tokens (if a character already had any, they gain up to 2.)
- If you previously marked ***"Mind control,"*** Hikaru gains 1 blessed token.
- First of all, draw the Shōgun's influence card ***"Persecution"*** and keep it active during the entire phase. It will serve to remember how many locations the Tsurube Otoshi advances on step 4 of the Shōgun's turn.
- As this phase progresses the characters will gain and lose visibility to the eyes of the Tsurube Otoshi.
- Visibility increase:
  - If you don't travel during your turn, your visibility increases by 2.
  - If you are delayed, your visibility increases by 1.
  - If you fail 1 ⚔ test, your visibility increases by 1.
- Visibility reduction:
  - If you succeed on 1 ⚔ test, your visibility is reduced by 1.
  - Spend 1 and 2 ⛩ in a sanctuary to reduce your visibility by 1.
  - Spend 1 and 1 blessed token to reduce your visibility by 2.
- During the Shōgun's turn, the Tsurube Otoshi will advance by land toward the most visible character a number of locations determined by the Shōgun's influence level. In case of a tie, he will move toward the closest character. If there is still a tie, the characters choose.
  If he reaches a character's location, the character is defeated. Remove that miniature from the board.
- The ports will be closed during this phase with the exception of KOBE and AWAJI.
- If Shōgun's soldiers appear, see mission card 3.

· PERSONAL MISSIONS ·

Hattori: 📖 **320.**

SECTIONS

1

When you arrive at the Sanctuary of Izanami, the monks welcome you and let you stay in their temple. The Sanctuary's Yamabushi receives you the following day. After a little friendly talk, he leads you to the library to consult ancient writings on yōkai. There, you soon find information about your enemy, the Tsurube Otoshi. This monster is a large floating head that used to live deep in the forest. He can levitate high and then leap down on his prey to crush it. His horrifying laughter breaks everyone's mental defenses and instills terror.
After hours and hours of research, you also gain some information about the being that probably controls this huge head. Its controller was once a powerful wizard. But he dabbled in black magic and his soul succumbed to the darkest evil. This wizard was famous for his psychic powers of telepathy, telekinesis, teleporting, and mind control. With him riding a beast as devastating as the Tsurube Otoshi, it's not a surprise that they are razing Japan.

Consequences:
- Gain 3 💔.
- Gain 1 blessed token (up to 2).
- If there is no clan token on Amatsumara sanctuary:

MISSION COMPLETED
- Gain 2 ⛩.

2

You have a brief chat with the Yamabushi of the Sanctuary of Amatsumara. He tells you that in the old times, there was a very powerful relic that provided its wearer with nearly divine mental defense. This item would be very useful against the dark wizard and the Tsurube Otoshi. The Yamabushi and his monks will start looking for information to locate the relic's whereabouts.

Consequences:
- Mark box #2 next to ***"Relic."***
- If there is no clan token on Izanami sanctuary:

MISSION COMPLETED
- Gain 2 ⛩.

3

Not even in your worst nightmares could you have imagined such a ferocious being with such lethal power. The chase was frantic, and could have ended in disaster, but you managed to hide your trail and confuse your enemy; a good result. Faced with failure, the demon controlling the Tsurube Otoshi has forced it to retreat, to gather a new army and prepare to attack again, with even greater ferocity. Will you be able to resist this new onslaught?

THE PHASE ENDS IN SUCCESS
- Mark box #5 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 115 to start the next exploration phase.

4

Not even in your worst nightmares could you have imagined a being of such power and lethal ferocity. Pursued relentlessly, overwhelmed and facing a last stand and total defeat, unexpectedly you were saved. But only by the intervention of the Kami was all of Japan saved from the inevitability of the Shōgun's rule.
And now it seems the demon and the Tsurube Otoshi have withdrawn from the hunt... at least for now.

THE PHASE ENDS IN FAILURE
- Mark box #5 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 115 to start the next exploration phase.

5

The Shōgun's shadows control Japan and his influence is unstoppable.

THE PHASE ENDS IN FAILURE
- Mark box #5 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 115 to start the next exploration phase.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you. "Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:
- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ◉.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from to the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows upon you stops. Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5 ♥.
- Gain 2 and 2 random market cards.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game.
- Add card 9 to the travel events deck.

108

"You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what they have inside, we need some very specific, hard to find herbs. If you could help us get them, we could save them all."

Consequences:
- Place 1 clan token where indicated.
- You have to complete the mission during this phase.
- Keep this card. When you reach your destination, read the corresponding paragraph.

109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a (3) test

Success: *After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*
Consequences:
- Regain 3 ♥.
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

Failure: *You do not find the medicinal herbs, all of them look the same to you… Perhaps you weren't the best person for this task.*
Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:

- If it has been previosly marked, return this card to the travel events deck and shuffle it.
- If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
- Remove this card from the game.

111

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

112

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

113

As far as you remember, this has been the most stressful journey of your entire life. When you hand the Daimyō the jar with the poison, you feel as though a great burden is lifted off your shoulders. They are tremendously grateful, because the poison will help them in their future experiments.

Consequences:
- Mark 1 box next to ***"Mountain Clan."***
- Mark ***"Poison."***
- Remove this card from the game.

114

The jar can't stand the rough bumps, and eventually it breaks down. Everything around you starts to spin. You try to avoid inhaling it any way you can, but you can feel it penetrating your body through the pores of your skin. Your insides burn.
Luckily, some villagers find you and carry you to a nearby healer.

Consequences:
- Move your miniature to the closest city and lose half your ❤ (rounded down).
- The character is delayed.
- Remove this card from the game.

115

You enter the city carrying the body of the dead child. Everybody guesses who he is. After the initial commotion, a nobleman thanks you for bringing the poor child's corpse, for now they will be able to give him an appropriate burial.

Consequences:
- Mark 1 box next to ***"Sakura Clan."***

116

Among the rubbish piling up in the alley, you see a small wooden door that is ajar. You must crouch down to cross it, gaining access to a small room that was once a wine cellar. In front of you, a young hooded man holds a dagger with both hands, pointing it directly at you. Behind him a girl lies down, covered with blankets and with a rag on her head. Next to her on the ground, you see some food, probably what he stole.

Make a choice

- Face the young man to deliver him to justice: 📖 **117.**
- Try to help him, since the little girl looks very sick: 📖 **118.**

117

You easily disarm and seize the youngster. After a while, you take both children to the guards.

Consequences:
- Mark 2 boxes next to the clan of the territory you are in. For example, if you are in the Sakura Clan territory, mark 2 boxes next to ***"Sakura Clan."***

118

You lay down your weapons and try to soothe the child, until you convince him that you are not a threat and can help his ill sister. When you come near the girl, you see that she has a very high fever.

If you are Hikaru:
You must do your very best, but eventually your healing skills seem to work and her fever subsides.

Consequences:
- Increase your affinity level by 1.
- Remove this card from the game.

If you have the Magic Pumpkin or the Medicinal Pills, you can use them to try saving the girl.

Thanks to your healing equipment, the fever starts subsiding. However, you must invest much valuable time in attending the girl.

Consequences:
- Lose 2 .
- Gain 5 .
- Remove this card from the game.

Otherwise:
There is little you can do for the girl. The illness had spread through her body and her fate was sealed. Crying in rage, the young boy tells you that she was hit by a poisoned dart shot from the shadows. He gives you the dart and, when you examine it, you see something in it that it is familiar to you, but you are not sure why.
Next morning, the brother and you bury the girl on the edge of the village. When you depart, you leave the boy keeping vigil at her grave.

Consequences:
- Lose 2 .
- Remove this card from the game.
- Add event card numbered 22 to the travel events deck.

119

While you are wandering through the stalls of the small market, you hear a very soft whistling behind you. At the last moment, you move your head and dodge the dart that targeted the back of your neck. You turn around, weapon in hand, to see where it came from, but a shout makes you lose your concentration. Looking to where the shout came, you see that the dart hit a woman in the chest and she has fallen to the ground. When you approach, you see that the dart is similar to the one that hit the girl you couldn't save.

If you previously marked box #3 next to ***"Healers":*** **120.**
If you previously marked box #2 next to ***"Healers,"*** remove travel event card 16 from the travel events deck and **120.**
Otherwise, keep reading:

"Where is the best healer in the area?" you ask the nearby people.
"There is one on the edge of the village," says one man.
"He asked for the best one, and the one here is just a quack," a woman replies. "Go north and look for Tayuya; she is an expert on poisons."

Consequences:
- Place 1 clan token on the village to the east of Tsuruga.

- Place 3 resistance tokens on the event card. At the beginning of your turn, remove 1 token. If the card runs out of tokens, read the "Failure" conclusion.

120

You hear a familiar voice behind you.
"It's good to see you! Despite the circumstances. Let us help you."
The healers start attending to the woman. They apply a bandage with some herbs on the injury and give her a foul-smelling beverage to drink.
Some time later, the woman seems to come to her senses and begins to feel better.
"Where did that weird poisoned dart come from?" the healer asks you.
"I don't know, but I was the target. It's not the first time we have seen this kind of weapon. Some time ago, one of these killed a little girl we couldn't save. But we don't know where they come from."
"These weapons are common among the kunoichi of Iga. Perhaps you should visit their school."

Consequences:
- If it wasn't in play, draw the special location card **School of Assassins** and add "School of Assassins" to the **Special locations** list. They will be available from the next Adventure Phase onwards.
- Remove event card 22 from the game.

121

Desperation seizes you when you arrive at Tayuya's hut, because there's no one there. The poisoned woman hasn't much time left. She's had a high fever for some days and is dying. Suddenly, an old woman comes out of the forest carrying a basket. As soon as you tell her about the problem, she starts working. Two days later, the fever starts subsiding and the woman's health seems to improve.

Consequences:
- Gain 20 .
- Gain 3 .
- The character is delayed.
- Remove event card 22 from the game.

122

Eventually, the woman dies in your arms. You couldn't make it in time to save her.

Consequences:
- Lose 1 .
- The character is delayed.
- Remove event card 22 from the game.

Chapter 7: The Tsurube Otoshi

Exploration Phase

The Tsurube Otoshi's retreat was a ruse, a trap for the heroes. Luck may have favored them before, but not this time.

The Shōgun's henchmen surprise them in the middle of the night and use magic to force Hikaru and Tomoe through a portal to a hidden destination, splitting them from their companions. Helpless and ensnared, they watch in horror as the opening seals behind them.. Other henchmen pursue Hattori and Akira, who make a desperate escape.

"Hikaru, where are we? What is this place?" Tomoe asks, as the whirling magical transport brings them to a stop. They are alone, in some kind of dark tunnel, its walls obscured by thick fog. Tomoe reaches out into the gloom but stops short, suddenly not daring to touch the wall.

"I would say that we are inside some kind of magic passage," says the monk. "We must find an exit."

"It's a little brighter that way," Tomoe says, pointing.

"It looks like our only option. Let's see where it leads us." But almost at once, he stops and concentrates deeply.

"What's the matter, are you all right?"

"I sense an energy that does not belong to our world," says the monk. "Something is corrupting this place...it defiles and punishes in an alarming way. I don't know what we are going to find ahead, and I fear the worst. Be prepared for anything."

"Damn it, Hikaru! How did we fall into this trap?"

"I don't know, Tomoe, I don't know. Our enemies are many and powerful. But we'll get through this together. Won't we?"

Tomoe laughs, a sliver of goodness, light flung into the evil dark. "Yes, Hikaru. Until the last flower falls!"

***

Holding their breath, Akira and Hattori stop and listen, to make sure they've thrown their pursuers off the scent.

"I hear nothing. Tell me what in the world happened, be my eyes!" The ronin says.

"It happened so fast. Hikaru and Tomoe were sucked into a magic portal, a crack that split open in front of us. They disappeared into nowhere, the crack closed, we fled, and I don't know any more. Here we are now. What should we do?"

"How could they surprise us like that?" Akira says. "I didn't even notice anyone approaching. But it's not going to stay that way! We must find our comrades and take revenge on those bastards."

"You know what, Akira? When our paths crossed, I didn't like you. It was because of the ancestral hatred between our clans, a hatred that's only there because of some stupid fishing issue, and no one even knows who started it. But over time I've come to appreciate you. And now, I'm pleased to rely on you. Please, save my life."

"You wish to rely on a ronin with no honor and no lord."

"Don't punish yourself with that anymore," Hattori says. "I've seen all the good in you. You have more honor than many who call themselves samurai."

"Wise words!" says the tengu, appearing out of nowhere, as usual.

"Jirōbō, you appear when we need you most," says Akira. "What happened to us, and do you know anything about our companions?"

"Easy, Akira. I've come to answer all that. You were ambushed by the demon-controlled Tsurube Otoshi. I warned you he was a clever enemy, and unfortunately, he proved it. Hikaru and Tomoe are paying the consequences. They are trapped in a cursed place from which they can't escape without help. Don't worry, I can show you how to free them."

"Tell us," says the ninja. "We'll act immediately."

"That's right, we can't waste an instant," says Jirōbō. "I myself will open a portal for you. It will lead to a sanctuary on a forgotten mountain top. That is the one place where you can discover how to break the curse that imprisons your companions. Portal magic is dangerous, and I do not like to use it at all. I'm crossing a red line, I may be risking everything, but this situation requires it."

To the bewilderment of Akira and Hattori, the tengu suddenly goes silent and his face changes to a look of fright.

"Hurry, someone's coming!" Jirōbō claps his palms together. His portal opens at once, and the two heroes see a translucent barrier that looks like a curtain of water.

"Jump! Away! Now!" shouts the tengu.

The ronin and the ninja hurl themselves through the curtain. As they pass through, it gives them a painful shock. They look back. Hattori gasps, and then he wails, a monstrous cry.

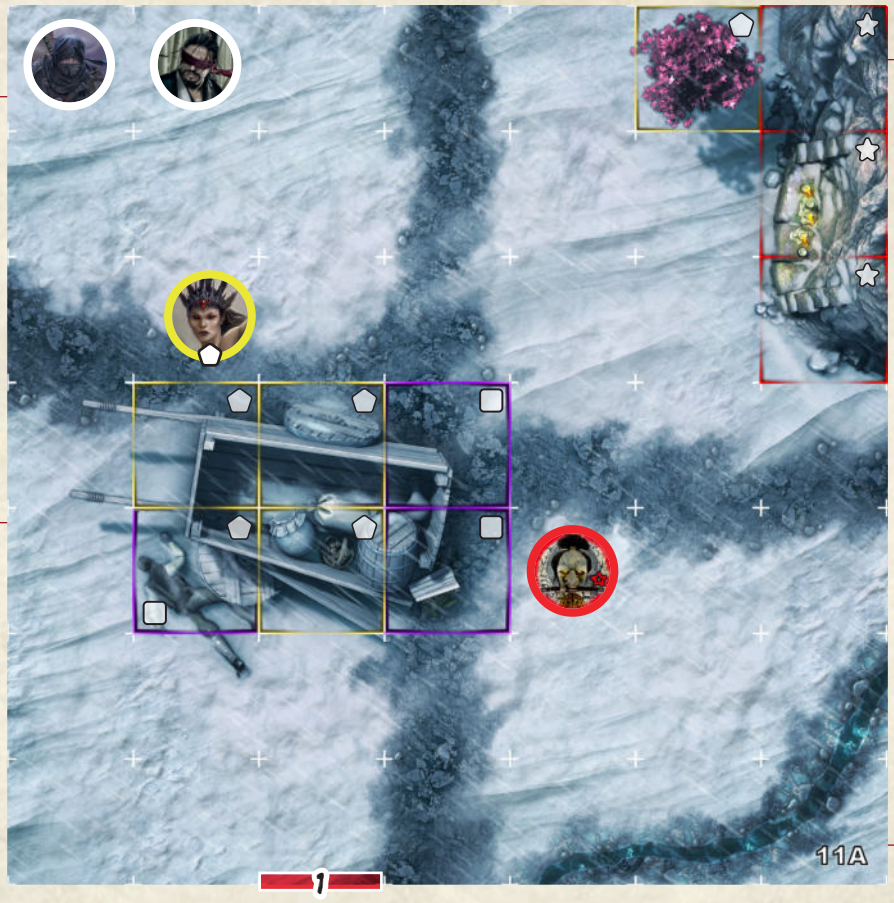
"What happened?" Akira asks.

"The Tsurube Otoshi appeared out of nowhere. I don't know how he did it. And then he...he bit Jirōbō, horribly. I don't know if anyone could survive such a bite."

"The worst things are happening," Akira says.

The portal closes, and they can only wonder about their wondrous tengu, while everything around them turns dark.

ZONE 1A: SNOWY FIELD



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn token
- Akira
- Hattori
- Shikome
- Closed door
- Tile 11A

• OBJECTIVE •

Enter the sanctuary.

• MALICE •

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

• SPECIAL RULES •

- Zones 1A and 1B are played simultaneously.Create an independent initiative queue for each zone.
- Use only 1 Oracle deck.

• SECTIONS •

1 📖 1.

You stumble out of Jirōbō's magic portal into a wide, snowy space on a mountain plateau. It's really cold here. Your omamori amulets start to glow. As you turn, wondering which way to go, your amulets glow stronger when you face an old sanctuary. You approach the sanctuary, and see one shikome searching dead bodies, possibly of stray adventurers who foolishly came here. Your amulets are glowing brighter, beckoning you to enter this sanctuary. But the shikome is hostile, blocking your way. To arms!

SECTIONS

1

Despite the snow, the entrance to the small temple is clear and the door opens effortlessly.

Consequences:

- Flip over the door 1 token.
- Go to page 118 and follow the setup instructions for **Zone 2: Sanctuary.**

ZONE 1B: TAVERN

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn token
- Tomoe
- Hikaru
- Jikininki
- Closed door
- Tile 1B

· OBJECTIVE ·

Leave the tavern.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- Zones 1A and 1B are played simultaneously. Create an independent initiative queue for each zone.
- Use only 1 Oracle deck.

· SECTIONS ·

5 1. 2.

Emerging from that strange tunnel of fog, you have no idea where you are, and now seem to be inside a ghastly tavern. There is an awful smell. Several jikininki attack you at once.

As you adopt combat positions, you feel sluggish, weighed down. Nothing here is as it should be. Everything is affected by a sinister energy that corrupts reality with its evil presence. Decomposed corpses, their nauseating stench crushing the atmosphere in a ghastly gloom, and sinking the spirits of everyone. Even the bravest are affected by the nightmare.

Getting out of here won't be easy, hampered by the curse that afflicts the area. Where did these yōkai come from? Perhaps if you follow their trail to its source, you can discover how to purify this place. Will you be able to do that?

SECTIONS

1

The tavern door leads to a small square where more enemies await you.

Consequences:

- Flip door 5 token. Go to page 120 and follow the setup instructions for **Zone 3: Village and stairs.**

2

It seems that one of the patrons left his sake untouched when he fled.

Consequences:

- Draw 1 ***Sake*** card from the market deck.

ZONE 2: SANCTUARY

· OBJECTIVE ·

Return with your companions.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SECTIONS ·

When there aren't any enemies remaining in this zone: 📖 **4.**

H 📖 **1.** F 📖 **3.** G 📖 **2.**

As soon as you enter the sanctuary, your omamori shimmer as if renewed by a resident force. Outside, the sanctuary had appeared to be in ruins. Inside, it is immaculate, clean and in perfect condition. Three altars vibrate with the same mysterious energy that permeates the air. Perhaps if you interact with them, you can find a way to reunite with your companions. Only by trying, will you find an answer.

SECTIONS

1

A small orb of darkness floats in front of you and you raise the amulet Jirōbō gave you to try to absorb it.

Perform a 🧘 (5) test

Success: *You see the orb fading little by little until it disappears.* Remove interaction point **H.** Mark 1 box next to ***"Source of power."*** If there aren't any interaction points left on this zone: 📖 **5.**

Failure: Remove interaction point **H.** Lose 3 ❤. If there aren't any interaction points left in this zone: 📖 **5.**

2

The orb of darkness radiates an evil that can be perceived from a distance. You raise Jirōbō's Omamori to try to eliminate it.

Perform a (4) test

Success: *You se the orb fading little by little until it disappears.* Remove interaction point **G.** Mark 1 box next to ***"Source of power."*** If there aren't any interaction points left on this zone: **5.**

Failure: When the orb is about to be absorbed by the amulet, you feel a strange vibration in your hand, making you drop it. You see a spirit flitting out of the orb and the orb vanishes. Remove interaction point **G** and place 1 onryo on that square. If there aren't any interaction points left on this zone: **5.**

3

Floating above the altar you see a golden pendant with embedded gems. An aura of darkness surrounds the pendant, trying to penetrate it. The Shōgun's dark magic is attempting to corrupt this relic of great power.

Roll 1 and check the result

5-6 You deactivate the relic and all the onryos at 2 from interaction point **F** are dealt 1 . If there aren't any interaction points on this zone: **5.**

4 You deactivate the relic and regain 4 . If there aren't any interaction points on this zone: **5.**

3 You deactivate the relic. If there aren't any interaction points on this zone: **5.**

2 You deactivate the relic and are dealt 1 . If there aren't any interaction points on this zone: **5.**

1 You deactivate the relic, but lose 2 . If there aren't any interaction points on this zone: **5.**

4

You hear the sorceress' voice inside your heads: "When you cross it, I'll try to bring you as near your companions as I can."

Setup:

- Remove Snowy Field and Sanctuary tiles, along with the event cards.
- If **Zone 3: Village and stairs** has already been revealed, place the 2 characters adjacent to interaction point **E.**
- If **Zone 3: Village and stairs HASN'T** been revealed, mark ***"We arrived first"*** and go to page 120 to follow the setup instructions for **Zone 3: Village and stairs.**

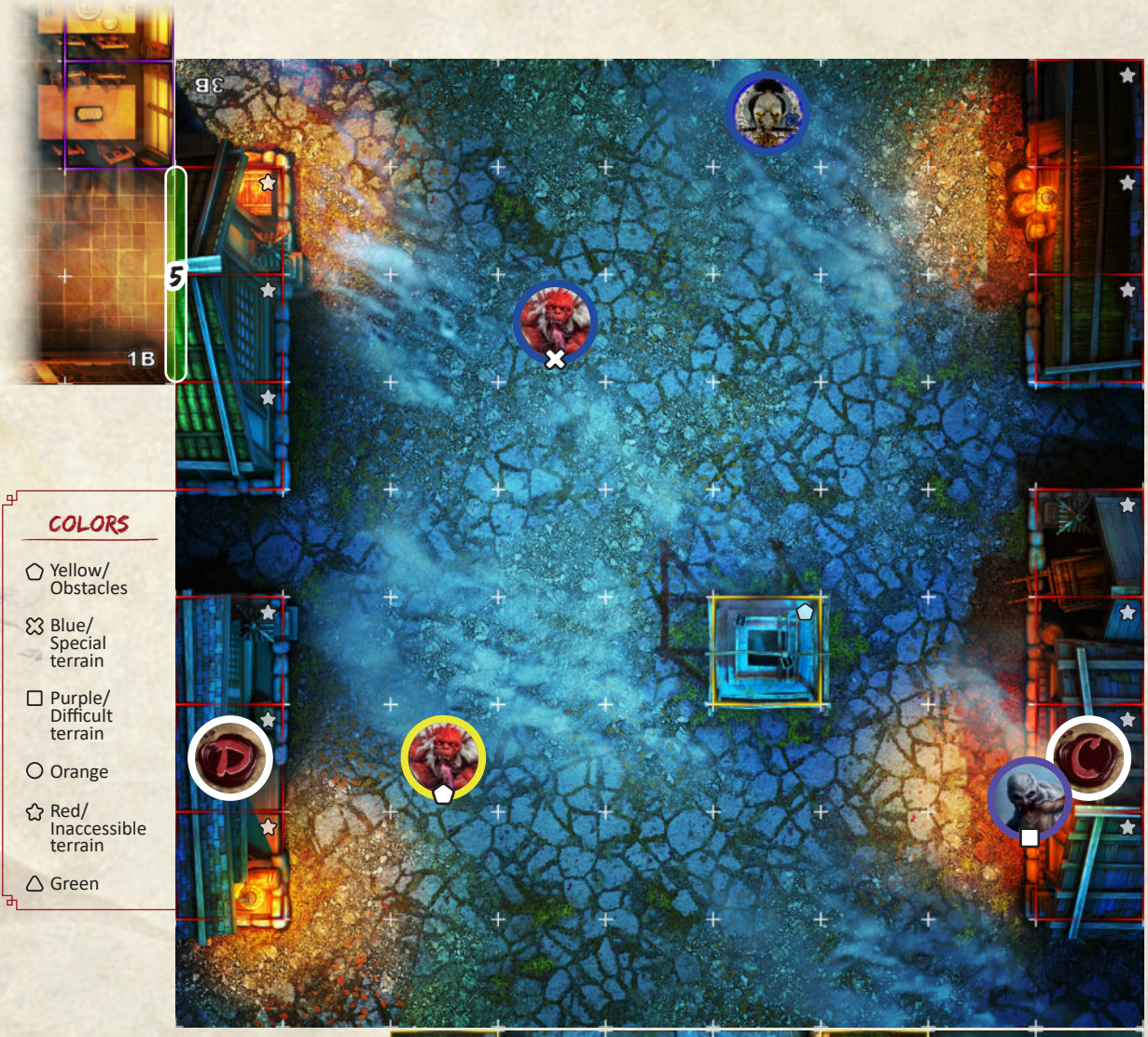
5

After you dissipate all the dark energy in the temple, something starts crackling behind you. When you turn around, you see a portal beginning to open. At last, the sorceress can help you reunite with the rest of your companions.

Setup:

- Place interaction point **B** adjacent to the **GREEN** spawn token.

ZONE 3: VILLAGE AND STAIRS



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

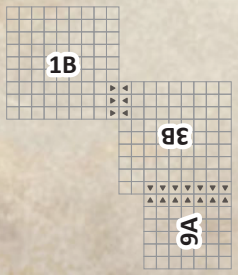
Interaction points

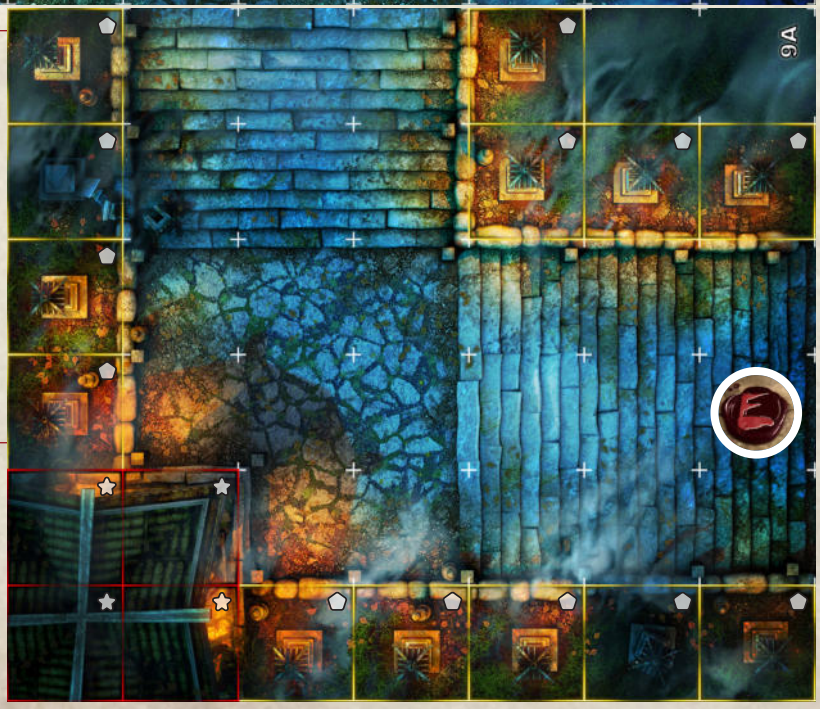
Spawn token

Akaname

Open door

Tiles 3B and 9A





· OBJECTIVE ·

Find the origin of the cursed zone.

· MALICE ·

Enemies attack with +1 ✪ for every 2 malice points (rounded down).

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- If you previously marked ***"We arrived first,"*** place Akira and Hattori adjacent to interaction point **E.**

· SECTIONS ·

C 📖 **3.** D 📖 **2.**

E Only when the 4 characters are in this tile and there aren't any enemies remaining in the zone: 📖 **1.**

You approach the village with akaname screaming angrily around; everything is death and desolation, no live villager in sight. Cursed, corrupted, afflicted by the same sinister energy as before, you feel the ground defiled beneath your feet; the freezing cold assaulting your ears. And you are trapped here by this malignant, evil force. To escape, you must defeat this yōkai.

SECTIONS

1

You arrive at gates of the old cemetery.

Consequences:

- Go to page 122 and follow the setup instructions for **Zone 4: Cemetery.**

2

Out of the corner of your eye, you see a villager throwing you something which could come in handy.

Consequences:

- Draw 1 random market card.

3

Again, enemies leap on you from the shadows, taking you by surprise.

Consequences:

- Place 2 jikininki adjacent to interaction point **C.**

ZONE 4: CEMETERY

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

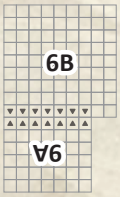
COMPONENTS

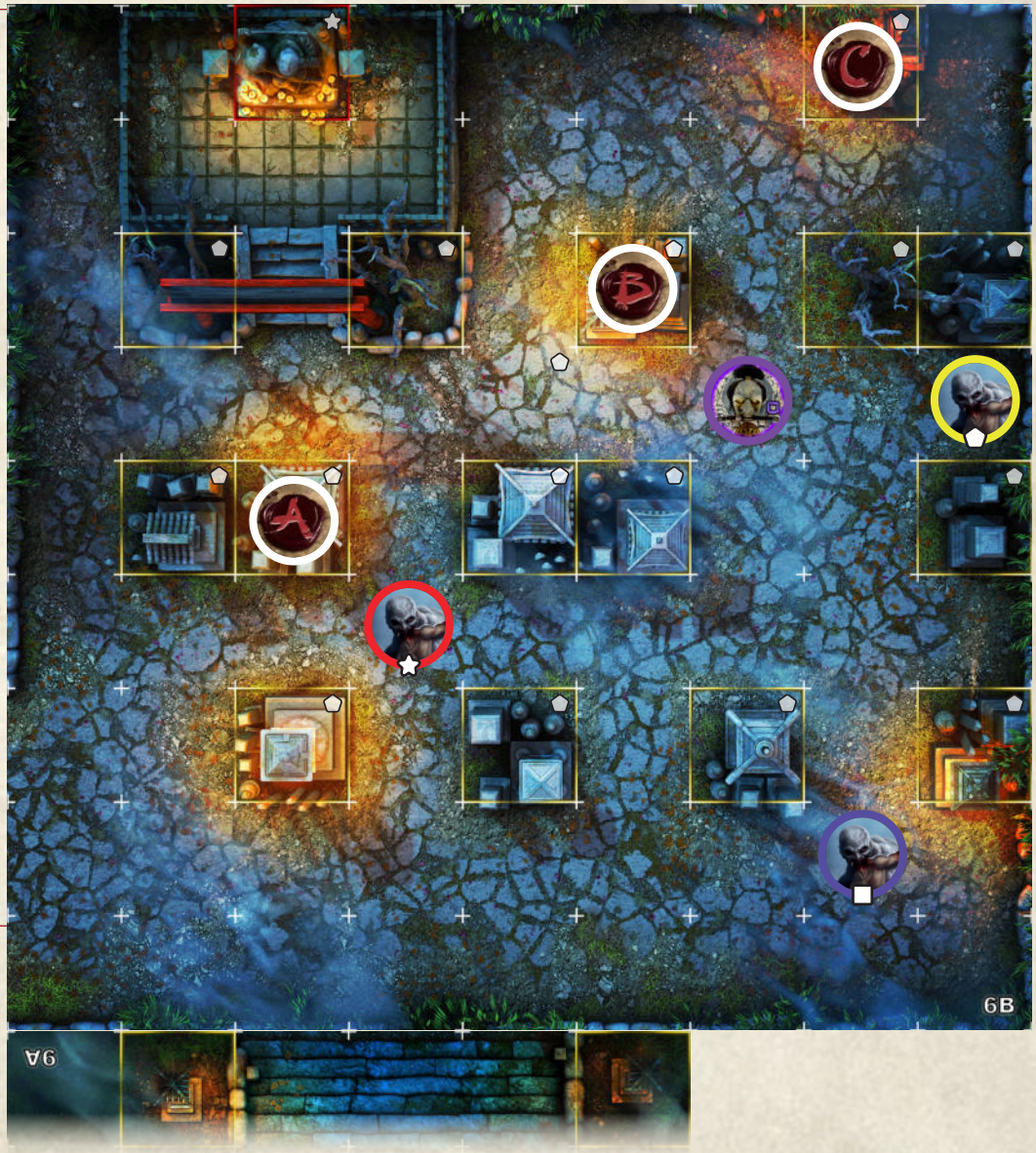
Spawn token

Interaction points

Jikininki

Tile 6B





· OBJECTIVE ·

Defeat all the enemies, including the Undertaker.
📖 4.

· MALICE ·

Every two malice points (rounded down) add +1 to the "They appear everywhere" roll.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- **They appear everywhere!** From the lit up graves indicated by interaction points A, B, and C, new jikininki emerge.
  - At the start of each round, roll 1 ⬢ for each interaction point (A, B, or C) remaining on the board. If you roll a 4-6, a new jikininki will appear adjacent to the interaction point, up to a maximum of 6 in play.
  - Interact with a grave to close it and stop other creatures from emerging.

· SECTIONS ·

A 📖 1. B 📖 2. C 📖 3.

You are finally reunited.
The combined strength of your omamori dissipates some of the corrupt energy that affects everything in this place. You can now see a path, and you follow it. It leads to the village cemetery, a cold, creepy, threatening place. You have no time to ponder the way the earth moves under the cemetery's illuminated tombs, because a monster comes at you right now: a bestial yōkai with a coffin on its back and a huge machete gripped tightly in one of its four menacing hands.
The creature points at you with a grotesque grin, running a long tongue across its lips. It shouts, and you can understand what it says: "Your days are over, here and now."
The force of its words make the ground tremble. "You will be worm food, and my lord will reward me for it!"
A curious stone hangs from its neck, emitting a dusky glow. That stone might control the evil energy that keeps you here. Perhaps you can use it to escape from this cursed place. Together, you have enough arms to overcome this misshapen monster. Can you snatch the stone?

SECTIONS

1

Despite the heat of the combat, you can move the stone to cover the hole and prevent further jikininki from emerging.

Consequences:
- Remove interaction point **A.**

2

With great effort, you push the heavy stone over the hole to prevent the appearance of more yōkai.

Consequences:
- Remove interaction point **B.**

3

Another jikininki starts to crawl out of the hole at your feet. Quickly, you drop the heavy stone on him, crushing the yōkai, closing the hole, and preventing more of his kind from appearing.

Consequences:
- Remove interaction point **C.**

4

Once again, the heroes rise to victory against a creature that seemed to come from hell itself. They snatch the gem it carried and dissipate the energy that had trapped them in this cursed village. When a portal opens before them, they dive eagerly into it.
In the blink of an eye, the sun shines on their heads and warms them with its light, taking away the inexplicable cold that had possessed them. They are again in the Japan that they know, free from unworldly evil influences.
"It was fortunate that you found us," Tomoe says to the ronin and the ninja. "Otherwise, I don't know how we could have escaped."

"This time we've truly proved how much stronger we are as a group," Hikaru says. "Tomoe and I alone would not have been able to defeat that opponent. Its very presence chilled my blood."
"Thank poor Jirōbō," Akira says. "Just when we leaped into his portal, the Tsurube Otoshi attacked him. I fear Jirōbō is injured, or worse."
"The Tsurube Otoshi actually bit him," Hattori says. "Still, I'll bet he got away all right. He's a powerful tengu who has seen much and knows more than he says. It won't be long before he pops up out of nowhere, flashing his usual smile."
"If the Tsurube Otoshi attacked him."
"He did!"
"Then I'm deeply concerned." Tomoe sighs. "I fear everything that the demon-controlled Tsurube Otoshi can do. I sincerely hope Jirōbō got away, but that leaves our awful enemy wandering around, frustrated, and angry that we escaped his trap."
"And he will come after us again," says Hikaru. "I'm sure he's already planning how to crush us, to make us suffer as much as possible."
"Then we must prepare," Hattori says. "Next time he finds us, we should have a surprise for him. Only, how do we do that?"
"The ninja has the right idea," the monk says. "And we can find the way: first with our minds, then with our eyes, and finally with our bodies."
"Yes! That's the way," says Tomoe. "I propose we go to Kyoto. We can regroup with what's left of the Sakura Clan. The resistance there will have new information, and perhaps we can use what they know to prepare ourselves."
"That seems like a good plan," Hikaru says. "We don't know what has happened to Jirōbō, and the Tsurube Otoshi must be on our trail. We need to know more about how the situation stands."
"Then it is decided," says Akira. "I wish we were in Kyoto, right this minute."

THE PHASE ENDS IN SUCCESS

- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 125 to start **Chapter 8.**

CHARACTERS LEVEL UP FROM LEVEL 3 TO 4

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔵.)
5. The weapons and armors of the new level become available at the blacksmith.

5

But it is not the end of the horror you are experiencing. From the desecrated ground of the cemetery a new monster arises: a bestial yōkai with a coffin on its back and a huge machete gripped tightly in one of its four menacing hands. The creature points at you with a grotesque grin, running a long tongue across its lips. It shouts, and you can understand what it says:
"Your days are over, here and now." The force of its words makes the ground tremble. It shouts again: "You will be worm food, and my lord will reward me for it!"
A curious stone hangs from its neck, emitting a dusky glow. For how it shines, it could be a powerful relic. That stone might control the evil energy that keeps you here. Perhaps, with that relic, you can escape this cursed place. Do you have courage to overcome this misshapen monster? Can you snatch the stone?

Consequences:

- Place the Undertaker adjacent to **PURPLE.** Remove **PURPLE.**
- For each mark on ***"Source of power"*** the undertaker receives 3 🩸.

Chapter 8: Uncertain Destinies

Adventure Phase

Frustrated at not ending the lives of the heroes, the demon controlling the Tsurube Otoshi launches a decisive attack. He sends his hordes of yōkai, a bloodthirsty host that will stop at nothing, against the four clans' rebellion. And compounding the companions' danger, another deadly enemy is hunting them on the orders of the Shōgun himself.

The companions are now staying with members of the resistance in Kyoto.

"Without Jirōbō, I don't know what advice to give you," says Bubashi. "On the one hand, you must defend our land. You must protect it from the troops of the Tsurube Otoshi. But on the other hand."

"Speak, sensei!" The ronin interrupts. "What must we do?"

"On the other hand, as I said..." Bubashi shakes his head. "You must flee! Akira, You will not like what I am about to say, but our spies have warned us that the Demon Hunter is very close and desperately seeking to wipe you out. The Demon Hunter, remember? You are not nearly ready to face him."

The ronin remembers and struggles to control a wave of terror that threatens to overwhelm him. He recalls facing this colossal creature and how, battling in his citadel in Gojo, the monster had lashed at his face with lava, burning and blinding him. "The Demon Hunter... has returned," he says. A rising rage displaces his fear, a desire for revenge, even though he knows that in combat, the thing could easily kill him.

"The Shōgun isn't invincible, and neither are his disgusting sycophants," Hattori says. "What do we know about this Demon Hunter? What is his weakness?"

"I know of none," Hikaru says. "He comes from Yomi itself, the land of the dead, and he wields a giant scythe that spits actual fire and molten lava. We know what he did to Akira. Trying to confront him would be like measuring the sea with a shell."

"What is your advice, master?" Tomoe asks. "We can't run away at this worst moment, when our people need us most."

"No, you shouldn't. But you can't fall into the clutches of the Demon Hunter either," Bubashi says. "I wish Jirōbō was here with us. He would know what to do. I pray that he's still alive."

"Then we must resort to all our cunning and stealth," says Tomoe. "We must hide from the Demon Hunter, erase our trail so he can't find us, and at the same time, help our clans and their cities against the yōkai commanded by the Tsurube Otoshi. That is one way! I see no other. Are you with me?"

"Fire and blood!" Akira exclaims, clenching his fists.

"I shall die if I must," says the ninja.

"Dream of Kyoto, dream of Osaka. Everything is fleeting, nothing is eternal," says Hikaru. "Better times must come. I am sure of it. But things will not change by themselves. Count on me in this fight, to the very last consequences."

INARI
MIYAZU
5X
TSURUGA
IZANAMI
GIFU
5X
TENGU FOREST
– 354 –
TAMBA
DOSOJIN
TAKASHIMA
START
KYOTO
HIKONE
LOST SANCTUARY
– 207 –
NAGOYA
DARKSTONE TEA HOUSE
– 362 –
HACHIMAN
HIMEJI
SUSANOO
IGA
KOBE
5X
OSAKA
ISE
AWAJI
TERASU
5X
GOJO
AMATSUMARA
WAKAYAMA
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Prevent the locations from falling into enemy hands.

· INFLUENCE TRACK ·

Total rounds: 6. At the end of this round 📖 3.
Starting influence: 1.
Influence increase: 2.
Failure due to influence: 📖 **2.**

· COMPONENTS ·

- Travel event cards: Unchanged.
- The Shōgun's influence cards for Chapter 8.
- The **Tengu Forest, School of Assassins** (if discovered,) **Darkstone Teahouse,** and **Lost Sanctuary** location cards.
- The mission cards for Chapter 8.

· SPECIAL RULES ·

- Mission card 1 starts activated, flip it over.
- 📖 **1.**
- If you previously marked ***"Hunter,"*** each character gains 2 blessed tokens (if a character already had any, they gain up to 2.)
- If you previously marked ***"Fire and destruction,"*** Hikaru gains 1 blessed token.
- The Demon Hunter will move from one territory to another according to the indications on the Shōgun's cards. He can stay in the same territory.
- If 1 or more characters are in the same territory the Demon Hunter moves to, each one rolls 1 ⬢:

  6· The character is defeated.

  3-5· The character loses 3 ❤.

  2· The city under siege in that territory loses 2 resistance tokens.

  1· No effect.

- You can spend 1 blessed token to reroll the Demon Hunter's die.
- Every time the enemies activate, they advance 3 locations toward the closest city under siege, using the shortest path.
- When an enemy ends their activation in a city under siege, remove 1 resistance token from the city. If a city loses all its resistance tokens, place 1 razed city token on that city. During the Shōgun's next turn, the enemies in the city will advance toward the closest city under siege. f the four cities have been razed, they will advance toward the closest character. If they reach them, the character loses 2 ❤.

· PERSONAL MISSIONS ·

Akira: 📖 **219.**
Tomoe: If you DID NOT mark ***"Lost clue"*** nor ***"Kidnapped"*** previously: 📖 **521.**

SECTIONS

1

Suddenly, the sun is covered by the figure of a winged beast. The four companions run to hide among the forest trees. A thundering roar echoes through the trees.
"What was that?" Hattori whispers.
"The Demon Hunter. He did this to me," Akira says, pointing to the bandage that covers his eyes. If his tear ducts hadn't been destroyed, Akira would have cried. "The night that the disgrace fell upon the Firefly Clan and my lord was killed, that terrible beast led the army that attacked the castle. This colossal demon, winged and all-powerful, rose behind the hordes of Shōgun's soldiers. He wielded a maddening weapon" an enormous double-bladed scythe with the form of a demon head. When it hit, it spat fire and lava, and left a trail of corpses behind. I faced that nightmarish being, but I failed and was hit straight in the face. Lava fell on my eyes and they burnt away, leaving me in eternal darkness.

2

The hordes of the dark Shōgun keep on marching across Japan, razing everything in their path.

👎 THE PHASE ENDS IN FAILURE

- Mark box #6 next to ***"Advance of darkness."***
- Add Miyazu, Kobe, Gojo, and Gifu to the **"Razed cities."**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 133 to start the next exploration phase.

3

👍 **Success:** If 1 or more cities have resistance tokens: 📖 **4.**

👎 **Failure:** If Miyazu, Kobe, Gojo, and Gifu have been razed: 📖 **5.**

4

After the storm, at last comes some calm. The Demon Hunter has withdrawn, but he's likely to be plotting a cunning plan to checkmate the heroes. For the moment, they have survived this terrible enemy while saving the cities of their clans from utter destruction.
The struggle is not over. This apparent respite is a mirage that will soon be dispelled by harsh reality.

THE PHASE ENDS IN SUCCESS

- Mark box #6 next to ***"Advance of the resistance."***
- If any city was razed, add it to the **"Razed cities."**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 133 to start the next exploration phase.

5

After the storm, there's brief moment of calm. The Demon Hunter has withdrawn, but he's likely to be plotting a cunning plan to checkmate the heroes. The companions have survived this terrible enemy, but they have not been able to save all of their cities. That destruction will surely give the Demon Hunter an advantage.
Their arch rival has given them a respite that is only a mirage. It will soon be dispelled by harsh reality.

THE PHASE ENDS IN FAILURE

- Mark box #6 next to ***"Advance of darkness."***
- Add Miyazu, Kobe, Gojo, and Gifu to the **"Razed cities."**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 133 to start the next exploration phase.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:

- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can.
"My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:

- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

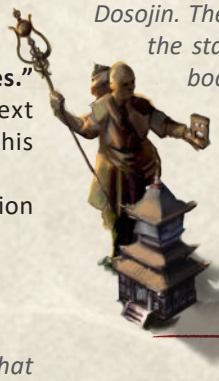
"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:

- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.



Consequences:

- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you.
"Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:

- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his

hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ◉.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from to the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows upon you stops. Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand and helps you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5 ♥
- Gain 2 ☠ and 2 random market cards.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game
- Add card 9 to the travel events deck.

108

You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what's in them, we need very specific, hard to find herbs. If you help us get them, we can save them all."

Consequences:
- Place 1 clan token where indicated.
- You have to complete the mission during this phase.
- Keep this card. When you reach your destination, read the corresponding paragraph.

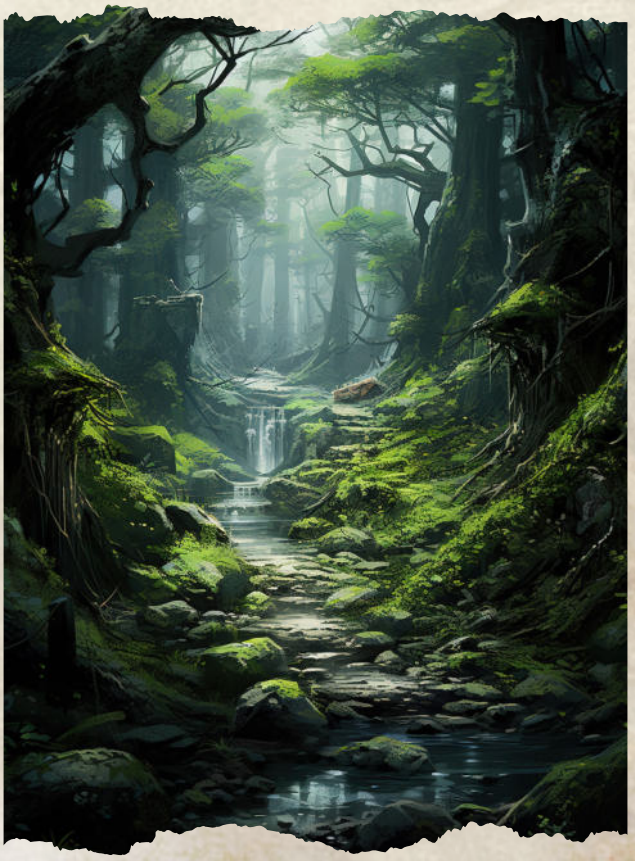
109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a 🔬 (3) test

👍 **Success:** *After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*
Consequences:
- Regain 3 ♥.
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

👎 **Failure:** *You do not find the medicinal herbs, all of them look the same to you… Perhaps you weren't the best person for this task.*
Consequences:
- Remove this card from the game.



110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:

- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

111

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:

- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

112

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:

- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

113

As far as you remember, this has been the most stressful journey of your entire life. When you hand the Daimyō the jar with the poison, you feel as though a great burden is lifted off your shoulders. They are tremendously grateful, because the poison will help them in their future experiments.

Consequences:

- Mark 1 box next to ***"Mountain Clan."***
- Mark ***"Poison."***
- Remove this card from the game.

114

The jar can't stand the rough bumps, and eventually it breaks down. Everything around you starts to spin. You try to avoid inhaling it any way you can, but you can feel it penetrating your body through the pores of your skin. Your insides burn.

Luckily, some villagers find you and carry you to a nearby healer.

Consequences:

- Move your miniature to the closest city and lose half your health (rounded down).
- The character is delayed.
- Remove this card from the game.

115

You enter the city carrying the body of the dead child. Everybody guesses who he is. After the initial commotion, a nobleman thanks you for bringing the poor child's corpse, for now they will be able to give him an appropriate burial.

Consequences:

- Mark 1 box next to ***"Sakura Clan."***

116

Among the rubbish piling up in the alley, you see a small wooden door that is ajar. You must crouch down to cross it, gaining access to a small room that was once a wine cellar. In front of you, a young hooded man holds a dagger with both hands, pointing it directly at you. Behind him a girl lies down, covered with blankets and with a rag on her head. Next to her on the ground, you see some food, probably what he stole.

Make a choice

- Face the young man to deliver him to justice: 📖 **117.**
- Try to help him, since the little girl looks very sick: 📖 **118.**

117

You easily disarm and seize the youngster. After a while, you take both children to the guards.

Consequences:

- Mark 2 boxes next to the clan of the territory you are in. For example, if you are in the Sakura Clan territory, mark 2 boxes next to ***"Sakura Clan."***

118

You lay down your weapons and try to soothe the child, until you convince him that you are not a threat and can help his ill sister. When you come near the girl, you see that she has a very high fever.

If you are Hikaru:
You must do your very best, but eventually your healing skills seem to work and her fever subsides.

Consequences:
- Increase your affinity level by 1.
- Remove this card from the game.

If you have the Magic Pumpkin or the Medicinal Pills, you can use them to try saving the girl.
Thanks to your healing equipment, the fever starts subsiding. However, you must invest much valuable time in attending the girl.

Consequences:
- Lose 2 .
- Gain 5 .
- Remove this card from the game.

Otherwise:
There is little you can do for the girl. The illness had spread through her body and her fate was sealed. Crying in rage, the young boy tells you that she was hit by a poisoned dart shot from the shadows. He gives you the dart and, when you examine it, you see something in it that it is familiar to you, but you are not sure why.
Next morning, the brother and you bury the girl on the edge of the village. When you depart, you leave the boy keeping vigil at her grave.

Consequences:
- Lose 2 .
- Remove this card from the game.
- Add event card numbered 22 to the travel events deck.

119

While you are wandering through the stalls of the small market, you hear a very soft whistling behind you. At the last moment, you move your head and dodge the dart that targeted the back of your neck. You turn around, weapon in hand, to see where it came from, but a shout makes you lose your concentration. Looking to where the shout came, you see that the dart hit a woman in the chest and she has fallen to the ground. When you approach, you see that the dart is similar to the one that hit the girl you couldn't save.

If you previously marked box #3 next to ***"Healers":*** **120.**
If you previously marked box #2 next to ***"Healers,"*** remove travel event card 16 from the travel events deck and **120.**
Otherwise, keep reading:

"Where is the best healer in the area?" you ask the nearby people.
"There is one on the edge of the village," says one man.
"He asked for the best one, and the one here is just a quack," a woman replies. "Go north and look for Tayuya; she is an expert on poisons."

Consequences:
- Place 1 clan token on the village to the east of Tsuruga.

- Place 3 resistance tokens on the event card. At the beginning of your turn, remove 1 token. If the card runs out of tokens, read the "Failure" conclusion.

120

You hear a familiar voice behind you.
"It's good to see you! Despite the circumstances. Let us help you."
The healers start attending to the woman. They apply a bandage with some herbs on the injury and give her a foul-smelling beverage to drink.
Some time later, the woman seems to come to her senses and begins to feel better.
"Where did that weird poisoned dart come from?" the healer asks you.
"I don't know, but I was the target. It's not the first time we have seen this kind of weapon. Some time ago, one of these killed a little girl we couldn't save. But we don't know where they come from."
"These weapons are common among the kunoichi of Iga. Perhaps you should visit their school."

Consequences:
- If it wasn't in play, draw the special location card **School of Assassins** and add "School of Assassins" to the **Special locations** list. They will be available from the next Adventure Phase onwards.
- Remove event card 22 from the game.

121

Desperation seizes you when you arrive at Tayuya's hut, because there's no one there. The poisoned woman hasn't much time left. She's had a high fever for some days and is dying. Suddenly, an old woman comes out of the forest carrying a basket. As soon as you tell her about the problem, she starts working. Two days later, the fever starts subsiding and the woman's health seems to improve.

Consequences:
- Gain 20 .
- Gain 3 .
- The character is delayed.
- Remove event card 22 from the game.

Consequences:
- Lose 1 .
- The character is delayed.
- Remove event card 22 from the game.

122

Eventually, the woman dies in your arms. You couldn't make it in time to save her.

Chapter 8: Uncertain Destinies

Exploration Phase

During their flight to escape the Demon Hunter, the heroes stop in the city of Himeji. They present themselves to the local daimyo, named Tadakatsu, to ask for his help and for shelter where they can rest.

The leader of this town is haughty and unsympathetic to the resistance. "You want to free Japan, do you? That's very well, if you think you can, but it's none of my business. Get out of my palace before the Shōgun's spies start to think that I'm on your side."

"Please understand," Tomoe says. "Your home is already in danger, whether we are here or not. If the Shōgun remains on the throne, no one will be free. We must stand up to him at all costs."

"I can't hear you," Tadakatsu says, covering his ears. "Get out before I arrest you."

Hikaru gently taps the man's arm. "You may think that our enemy won't notice you and will leave you alone, but you shall learn very much otherwise." Hikaru's manner turns grave. "I never thought I would ever hear a member of my Dragon Clan speak in such terms. I am grieved that you have surrendered to the power of the Shōgun."

"Insults. Veiled threats!" The daimyo turns to the guards at his side. "Arrest them!"

His words are drowned out by shouts, loud bangs, and sounds of breaking windows. An emissary rushes into the hall. "My lord, we are under attack! Hundreds of Shōgun troops are falling on the city!"

"This is your fault!" Tadakatsu shouts, venting his rage. "You have brought misfortune to my home."

Tadakatsu's soldiers rush to their posts, while courtiers tremble, murmuring their fears, waiting for orders. Confusion spreads everywhere throughout the palace. One of the daimyo's advisors shocks everyone, grabbing Tadakatsu's young son from his father's arms and running out of the room.

"What...? What is happening?" stammers the surprised daimyo, paralyzed with indecision.

"Do you trust that man?" asks Hattori. "Does he take the child to safety, or to its death? Speak up, damn it, tell us!"

"I don't...I don't know..." says Tadakatsu. "Please, help me. Follow my son. Make sure he's safe."

"I hear kappa!" Akira says, recognising their characteristic grunting sounds. He readies his katana. "Many are coming. We must prepare our defense."

There's no time for more. Many kappas attack. The heroes will again have to save their own lives and try to save some of the innocents.

ZONE 1: INTERIOR PALACE

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Interaction point
- Kappas+
- Closed door
- Tile 4B

· OBJECTIVE ·

Defeat enemies.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

5 When there aren't any enemies in the zone: 📖 **1.**

6 When there aren't any enemies in the zone: 📖 **2.**

C 📖 **3.** **D** 📖 **4.** **E** 📖 **5.**

The kappa bursting into this room seems endless. They cruelly hack their way toward you, killing courtiers in their path. The room fills with screams, blood, and the horror of mutilated bodies. More cries come from outdoors, where even more kappa may be attacking.
Several enemies appear and mercilessly kill the Daimyō's guards, who disappeared behind a secret passage in a wall.
"Save Sanjuro and he will reward you!" shouts one of the Daimyō's guards before an enemy slits his throat.
The Daimyō's advisor carries the little boy into the fortress, dodging the kappas.
It is precisely in this situation that you must make a desperate decision:

Decide

- **Door 5.** You follow in the footsteps of the Daimyō's son to protect him, heeding his father's pleas.
- **Door 6.** You come to the aid of the people, whose screams of terror reach you from outside.

SECTIONS

1

You believe that the Daimyō's life is vital to the future of Japan, and desperately rush off to look for him.

Consequences:
- Flip door token 5. Remove door token 6.
- Go to page 138 and follow the setup instructions for **Zone 2B: Interior fortress.**

2

A single man's life can't be more precious than the lives of many people, it doesn't matter how noble he is. You think you must save as many people as you can.

Consequences:
- Go to page 136 and follow the setup instructions for **Zone 2A: City.**

3

A strange lever catches your attention.

Perform a (5) test

Success: *A small container opens.* Draw 1 random market card.

Failure: There is a security system and a trap triggers. You are dealt and you get 1 poisoned condition token.

4

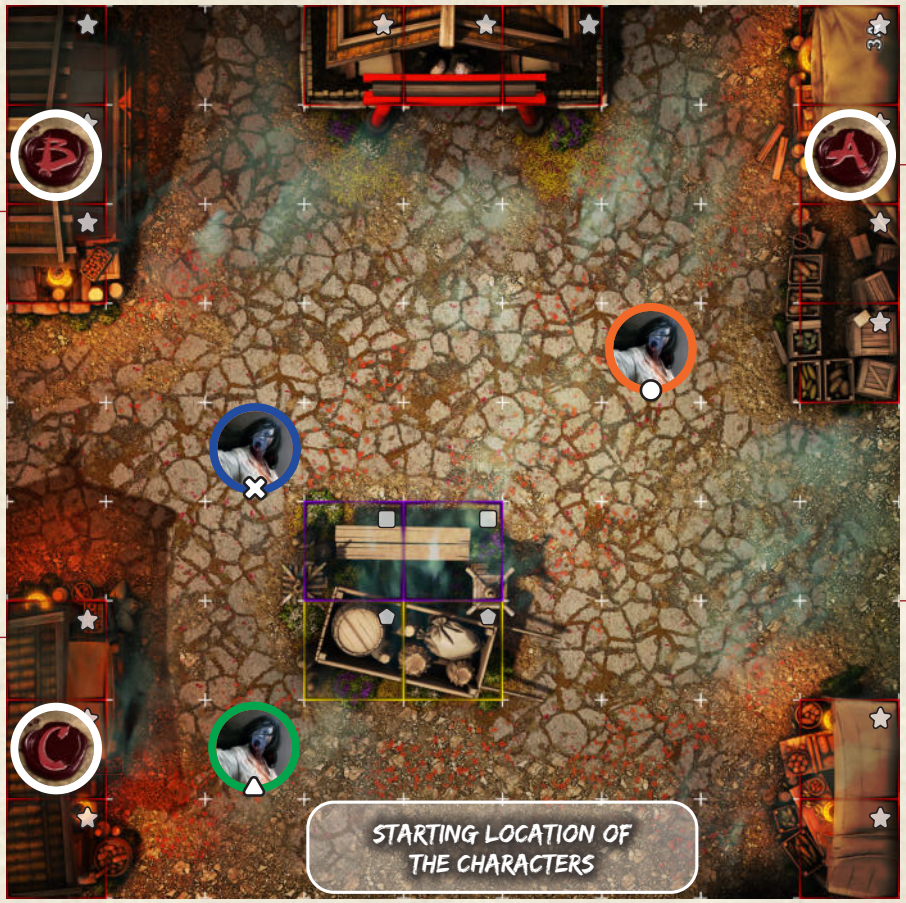
One of the bottles catches your attention.

Consequences:
- Draw the special market card **"Stinky Syrup."**

5

Not all that glitters is gold. As soon as you touch it, the armor falls to pieces. It can't be very valuable.

ZONE 2A: CITY



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Interaction points

Onryo+

Tile 3A

· OBJECTIVE ·

Try to save as many citizens as possible.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

A 1. B 2. C 3.

As you fight your way to the palace gates, you hear Tadakatsu still screaming behind you. "Idiots! Come back! My son is here! May the Kami never aid you, if you fail to save him!"

The sounds of the Shōgun's hordes at the palace gates muffle his screams. You burst through those gates into a city square, where you assess the scene before you.

Bloody corpses lie on the ground. Ghostly silhouettes of onryo are searching in crooked paths for new victims. People in nearby buildings are screaming, some in terror, others crying for help. And the horror does not end there. If Akira could see, he would shout that the signs are very bad, that everything seems strangely sinister. A crescent moon peeks through dark, black clouds. Night's darkness invades the square.

A woman's body lies on the ground near you, so densely covered in wounds that she must be a corpse. And yet she cries to you, "The children! Protect the children!" Before you can take a step toward her, one of the onryo silences her.

The city is full of innocents who need help. You may not have time to save them all. You will have to prioritize.

SECTIONS

1

In the opposite building there are no survivors, but you do find two kappa lurking inside.

Consequences:

- Place 2 kappa+ adjacent to interaction point **A.**

2

Civilians scream their desperation inside the dojo.

Consequences:

- Place the open door 5 token on **B** and then remove **B.**
- Go to page 139 and follow the setup instructions for **Zone 3: Dojo.**

3

Although it seems to be empty, you hear a noise and discover a man hidden behind a closed door.
"They didn't see me. Please go away before you reveal where I am! You can take this."

Consequences:

- Look for 1 **sake** card in the market deck; if there is any, add it to your supply.

ZONE 2B: INTERIOR FORTRESS

COMPONENTS

- Spawn token
- Civilian
- Kachi+
- Closed door
- Tile 8B

COLORS

Yellow/ Obstacles	Blue/ Special terrain	Purple/ Difficult terrain	Orange	Red/ Inaccessible terrain	Green

· OBJECTIVE ·

Follow the kidnapper.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

7 📖 1.

Well, you made your decision, leaving Tadakatsu and his courtiers to fend for themselves, and you dashed down what turns out to be the correct hallway. You see Tadakatsu's advisor in the distance, carrying the child and talking to one of the soldiers. He seems to give orders, and then he hurries toward the palace gardens. The daimyo's troops close ranks to confront you, and you realize what that man did: He is indeed a traitor, and he has commanded the soldiers to keep you from following him. The soldiers should have been your allies, but now they are your enemies. You will have to defeat them to catch up with the corrupted advisor.

SECTIONS

1

You must hurry up. Sanjuro's life hangs by a thread.

Consequences:

- Flip the door token 7.
- Go to page 141 and follow the setup instructions for **Zone 4: Palace gardens.**

ZONE 3: DOJO

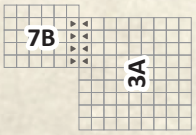
COMPONENTS

Spawn tokens

Civilians

Resistance tokens

Tile 7B



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

• OBJECTIVE •

Protect the civilians from the attack.

• MALICE •

At the start of each round, for every 2 points of malice (rounded down), remove 1 point of resistance from a random civilian.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

Inside the Dojo, you see an imposing old woman in a martial stance, one that marks her as an expert, but she is covered in blood. She's protecting some little children who crouch behind her, crying. A bruised yōkai lies on the ground before the woman, pulling itself together to resume their combat. She has held the yōkai off, but she looks haggard, unable to resist much longer. Some kappa have smashed the windows and are climbing in to join the attack. You are just in time.

SECTIONS

1

The fierce combat is over. The floor and the walls of the dojo are blood-stained and you can't distinguish the living from the dead.

If none of the civilians survived: 📖 **2.**
If 1 to 3 civilians survived: 📖 **3.**
If 4 or 5 civilians survived: 📖 **4.**

2

All you see around you is death. Corpses of enemies and villagers are piled up on the tatami, Children's lifeless bodies bleed out onto the tatami.

👎 THE PHASE ENDS IN FAILURE

3

After a truly epic fight, the heroes are victorious. They have rescued the children in the dojo and removed them to a friendlier place, where their sleep will not be disturbed for a while. It was good to get them away, for the dojo had turned into a nightmare full of corpses of defeated yōkai. But this triumph is bittersweet. Tomoe breaks her silence after some thought. "This is not wholly good news.

We rescued these children. No one can question that! But meanwhile, we abandoned the innocent child of an important man."
"Tomoe is right," Hikaru says. He has just come back from returning some of the children to their mothers. "I was talking to a soldier, and what he told me sounds bad."
"What happens now? I fear the worst!" says Akira.
"Tadakatsu's son has disappeared," Hikaru says. "A monstrous winged creature snatched him away from the Daimyō's advisor and carried him off. After, I must add, brutally murdering that advisor. His father blames us for abandoning him."
"We couldn't help them all," Hattori says. "We had to choose, and I think we chose wisely. We have saved many children, and each life is as valuable as the life of the Daimyō's son."
"We've gained a powerful enemy to add to our long list," the ronin says, "and I fear there are already too many of them. What is Tadakatsu going to do to us?"
"There's no point regretting our decision," says Tomoe. "Now, how can we go forward?"
"The rain is only a problem for those who don't want to get wet," says the monk. "But we aren't just wet, we're in, up to our necks!" "We saved many lives," Tomoe says. "We mortals lack the power of the Kami to divine our fates. Let's stand proud and be ready for whatever finds us next."

THE PHASE ENDS IN SUCCESS

- Erase 1 marked boxes next to ***"Dragon Clan."***
- Hikaru loses 1 affinity level with his Kami.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you are playing Yomi Mode and have not faced the Shinigami at least 3 times, you can do so before moving on to the next chapter.
- Then, go to page 143 to start **Chapter 9.**

4

After a truly epic fight, the heroes are victorious. They have rescued the children in the dojo and removed them to a friendlier place, where their sleep will not be disturbed for a while. It was good to get them away, for the dojo had turned into a nightmare full of dead, defeated yōkai. But this triumph is bittersweet. Tomoe breaks her silence after some thought.
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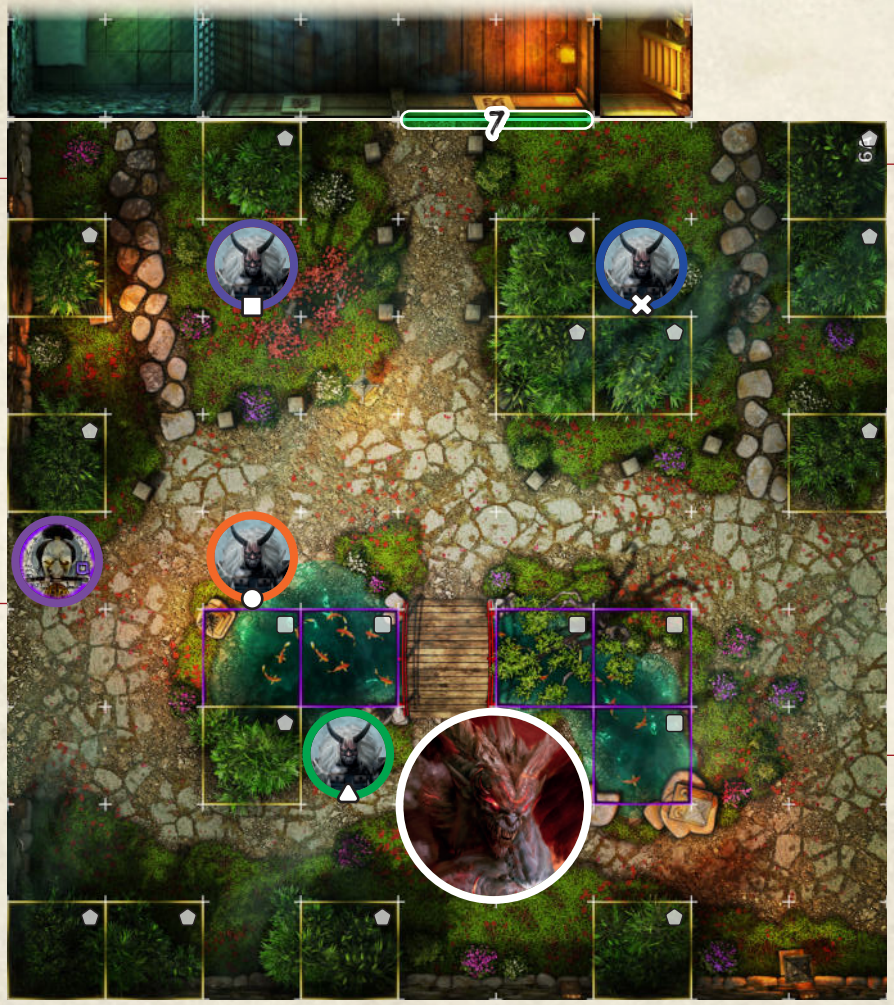
THE PHASE ENDS IN SUCCESS

- Mark ***"Hero of Miyazu."***
- Mark 2 boxes next to ***"Dragon Clan."***
- Hikaru loses 1 affinity level with his Kami.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- If you are playing Yomi Mode and have not faced the Shinigami at least 3 times, you can do so before moving on to the next chapter.
- Then, go to page 143 to start **Chapter 9.**

ZONE 4: PALACE GARDENS



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn token

Demon hunter

Ashigarus+

Tile 6A

· OBJECTIVE ·

Try to defeat the Demon Hunter. If you deal the Demon Hunter 20+ 🩸: 📖 **2.**

· MALICE ·

For each point of malice, increase the requirement 🩸 to meet the zone objective by 2.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

At the beautiful palace gardens, you see... how can this be... it's terrifying all over again...it's... the Demon Hunter. You never expected to stumble over him like this, what's he doing here?

The Demon Hunter is surrounded by traitorous soldiers. Tadakatsu's advisor hands the child to the monster. You see how the Demon Hunter repays the advisor for his services, and this does nothing to quiet your fears: with its horrible lava-spitting scythe, it cleanly splits him in two, and the corpse falls dead at its feet. The Demon Hunter is still holding the child in its other hand. It takes a few steps. Maybe it intends to leave? The monster laughs aloud, raises its scythe again, and...and...it...notices you.

It chuckles and cackles, sinister sounds that make your spines crawl.

It addresses you in its cavernous voice. "What do we have here? You're as slippery as salamanders, but your luck has run out. My lord will be glad of your miserable deaths, for I need only one arm and my faithful scythe to crush you."

The child cries miserably in the Demon Hunter's tightening grip. The thing waves its scythe high in the air as it approaches. You were supposed to prepare for this meeting somehow. Did you ever find time to do that? But your paths have crossed, leaving you no choice. This might be your final test.

SECTIONS

1

The Demon Hunter tucks the young boy with one of his hands.
"I just need one arm to defeat you!" he shouts.

Consequences:
- All Demon Hunter's attacks are reduced by 2, until otherwise indicated.

2

Facing an extraordinary, coordinated attack by the companions that the biwa hōshi, the lute priests, will surely sing about for a thousand years, the Demon Hunter must retreat. It gives Tadakatsu's son a last quick whack, drops the child, and flees. Hikaru takes the boy into his arms to comfort him. The poor child cries and cries, reaching to rub some of its cuts, scratches, and bruises. The Demon Hunter had beaten it. Why would it do that?
With the battle over, Hattori hurries off to find out what happened in the city. The others take a moment to catch their breath.
"He escaped, didn't he?" Akira says, still full of rage. "I wanted my revenge for what he did to my people. We might not be so lucky next time. Remember what he said: 'I'll be back! You won't be able to hide! You will wish to die, to end your suffering before I kill you.'"
But now, he hears the daimyo arriving at the run, hugging Hikaru and embracing his son. He knows that he and his friends have done well, and his anger ebbs.
"You all saved him, and I am indebted to you!" Tadakatsu exclaims. "My home, what's left of it, is now yours. My doors will always be open to you. Stay here if you wish, and know that you have a new ally in the war against the Shōgun. That bastard wanted to take away my son and heir, my most precious treasure, and that is something I will never forgive."
"It's not all good news," says Tomoe. "We rescued your son, yes, no one can question that, but we abandoned many innocent people, and they paid for it with their lives. Your people have suffered the consequences."
"Tomoe is right," says the ninja as he rejoins the group.
"What's happening now? I fear the worst!" Says Akira.
"You're not wrong," Hattori says. "A surviving soldier told me it was a real massacre. People gathered many children in a dojo to try to protect them, and I'm afraid they've all died."
"We abandoned them to rescue Tadakatsu's son, and now we will carry their deaths on our consciences," says Hikaru, sounding dejected. "As an old proverb says, there is a door through which good or bad fortune can enter...but you have the key. On this occasion, I don't know if we chose the right key."
"How can you speak so!" says the daimyo. "You saved my son. Of course you chose well."
"Sir," says Hikaru, "consider, please, a balance scale with your son on one side and so many mothers and children on the other. Now tilt the scale so that all those others, your own citizens who look to you for protection, fall off that scale into the fire. Can you imagine that?"
The daimyo covers his face with his hands and sobs.
"Such is the Shōgun's way," says Tomoe, "to turn a great victory into misery and suffering. We must face the future with fortitude. But Hikaru is right. We shall carry this on our consciences, until the last flower falls."

THE PHASE ENDS IN SUCCESS
- Mark ***"Sanjuro."***
- Mark 2 boxes next to ***"Dragon Clan."***
- All the characters lose their karma tokens. If a character doesn't have any, they lose 1 affinity level with their Kami.
- If you are playing Yomi Mode and have not faced the Shinigami at least 3 times, you can do so before moving on to the next chapter.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 143 to start **Chapter 9.**

Chapter 9: Relics

Adventure Phase

Several days after leaving Himeji, the four are camped in the middle of the forest when they receive a very special visitor. It is not Jirōbō, for there is still no trace of him. Their visitor is Mochizuki, the sorceress they met near the beginning of this adventure in the Tengu Forest. She stands before them, quite exhausted after her hard journey, still clothed only in the ophidians that entwine around her. "At last, I find you! I've been looking for you for days!"

Hikaru holds out a flask of water. Tomoe notes that her three male companions can't stop staring. "Honorable sorceress, those ophidians of yours," she says. "Could they…?"

Mochizuki nods and shifts her body a little. The ophidians reposition themselves, providing a more proper covering. The sorceress eagerly drinks from the monk's flask and then gives him her thanks.

"Has something happened that we don't know about? Do you have any news about Jirōbō?" Akira's questions pile up, but the newcomer answers quickly.

"Calm, calm. I know of no new misfortune, although I'm afraid we still know nothing of Jirōbō."

"Then why were you looking so long and hard for us?" Hattori asks.

"To help you in your fight. All have heard of your lethal enemies, and we are greatly afraid. Both the Tsurube Otoshi and the Demon Hunter have the strength to crush you. You are no match for them, and so we must rebalance the scales."

"Will you join us?" Tomoe asks. "Can your powers turn the tide in our favor?"

Mochizuki shakes her head. "I cannot offer enough power in battle. But I have valuable information. If you can locate certain relics and objects of power, and seize them, your ability on the battlefield will increase against your rivals."

She smiles. "It will be wonderful for everyone if you can recover these items from oblivion. People will see it as a good sign, an omen to encourage us all, and give us confidence in the fight against the Shōgun. You risk little in this quest and have much to gain. Please, undertake it as soon as possible."

"I've heard of objects like the ones you mention, imbued with great power," the monk says. "I have researched them. I would love to hold one in my hands, even briefly. But I've never known where to begin."

"I fasted and prayed to the Kami for enlightenment, and I ascertained important knowledge," Mochizuki says. "This has the potential to change everything."

"I've often heard the elders of the Mountain Clan mention such things," the ninja says. "Weapons with magical properties bestowed by the Kami, hidden in a legendary fortress that was destroyed by a landslide. Are those the ones you mean?"

"Yes indeed," Mochizuki says. "You can't imagine the power they hold. It's important that you get some of those pieces, the more the better, to ensure your success."

"Let's leave as soon as possible!" says Hikaru, displaying an eagerness that his companions have never seen. "I've been dreaming for years of a moment like this, of a starting point that would allow me to commence such a quest."

"You've convinced me," Tomoe says. "Just seeing Hikaru so excited gives me the courage to accept this challenge, no matter how hard the road may be."

"That's the spirit," says the sorceress. "I'm so glad! Your determination will be needed. I wish you the best of luck in this challenge. Now here's what you must do..."

INARI
MIYAZU
TSURUGA
IZANAMI
TENGU FOREST
– 354 –
TAMBA
DOSOJIN
TAKASHIMA
GIFU
HIMEJINE
HIDDEN FORTRESS
– 261 –
MISSIONS 3, 4, 5, 6, AND 7 ARE CONDITIONAL.
SEE THE "SPECIAL RULES" SECTION.
DARKSTONE TEA HOUSE
– 362 –
HACHIMAN
KYOTO
LOST SANCTUARY
– 357 –
NAGOYA
SUSANOO
KOBE
OSAKA
IGA
SCHOOL OF ASSASSINS
– 259 –
AMATERASU
ISE
AWAJI
BUBASHI'S HOUSE
– 256 –
START
AMATSUMARA
WAKAYAMA
GOJO
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Find as many relics of power as possible.

· INFLUENCE TRACK ·

Total rounds: 7/9 (check special rules). At the end of this round 📖 44.
Starting influence: 2.
Influence increase: 1.

Failure due to influence: 📖 53.

Triggers:
- Round 5: 📖 **39.**

· COMPONENTS ·

- Travel event cards: Unchanged.
- The Shōgun's influence cards for Chapter 9.
- The **Tengu Forest, Bubashi's House, School of Assassins, Hidden Fortress, Darkstone Teahouse, and Lost Sanctuary** location cards.
- The mission cards for Chapter 9.

· SPECIAL RULES ·

- If you have not previously marked at least 3 boxes next to ***"Sakura Clan,"*** remove the mission 3 card and token.
- If you have not previously marked box #1 next to ***"Relic,"*** discard the special location card of the Tengu Forest, along with the token and the mission card 4.
- If you have not previously marked box #2 next to ***"Relic,"*** remove the mission 5 card and token.
- If you have not previously marked at least 5 boxes next to ***"Advance of the resistance,"*** remove the mission 6 card and token.
- If you have not previously marked at least 2 boxes next to "***Advance of the darkness,"*** remove the mission 7 card and token.
- If there are 4 or fewer initial missions, the total rounds are 7. If there are 5 or more initial missions, the total rounds are 9.
- If you have not previously added **School of Assassins** to the **Special locations** list, remove event card 22 from the travel events deck.
- Kachis:
  - On the Shōgun's turn, kachi move 3 spaces toward the nearest mission token.
  - If a kachi reaches a mission token, remove both the kachi and the mission token.
  - ⚔ (8). 👍 Gain 1 👹. 👎 Lose 3 ❤.

· PERSONAL MISSIONS ·

Akira: if you do not have the second mark of ***"Crystal Power: Monks", "Crystal Power: Blacksmith"*** or ***"Crystal Power: Byakuei",*** 📖 **219.**
Hikaru: If you previously marked ***"The Legend of the Dragon Clan"*** and you don't have ***"Ryūjin awake"*** marked: 📖 **422.**

SECTIONS

1

"It's great to see you! I didn't know if the messenger could get hold of you in time," Kukuta exclaims when you enter his blacksmith's shop.
"We came as soon as possible. What's so urgent?"
"You'll see," he says, grabbing a notebook from his desk. "My master devoted his whole life to researching an ancient amulet of great power. According to legends, it belonged to a warrior from old times who brought peace to Japan centuries ago. When he died, the amulet was split in three to prevent anyone from possessing it in full."
The blacksmith turns around and picks up a small chest. When he opens it, you see a fragment of something in the bottom of the chest that looks like a dragon tail coiled around a gem.
"I never believed in his nonsense, until one day he came up with this fragment. It's evident that it holds a great power within, although it is incomplete. If you could obtain the two missing parts, I would forge the amulet again and imbue it with all its power. However, everything comes at a cost. My master had to desecrate an ancient warrior's family crypt; after that, he fell into disgrace and wasted away," he says, his voice breaking.
He picks up the notebook and shows you its last page.
"Here, you've got the locations of the two other crypts of that warrior's lineage. I don't know what you'll see underground. But if you can bring the two missing fragments, we'll have a powerful weapon against those terrible yōkai."

Consequences:
- Place 1 clan token on the Sanctuary of Amatsumikaboshi and 1 clan token on the Sanctuary of Amatsumara.

2

Night falls and the temple falls quiet. A couple of monks keep watch all night, but you have no problem sneaking in without being noticed. Once in the cemetery, you identify the family emblem of the warrior who wore the relic. A door with rusty bars blocks your way. But you pick the lock and go into the dark crypt, using the dim light of your lantern.
As you go descend underground, voices start echoing in your head.

Perform a 🧘 (5) test

👍 **Success: 📖 3.**
👎 **Failure: 📖 4.**

3

You overcome the spirits of the crypt that try to possess you. At the end of a narrow aisle, you discover the burial mound. There are several burial niches in the walls, but the tomb you look for is in the center of the room. The relic fragment you want is lying on the tombstone. Under it, there is an inscription: "Only the pure in spirit can contain my power."

Make a choice

- If you choose to take the relic: 📖 **5.**
- If you choose to abandon the mission: 📖 **6.**

4

The voices inside your head become unbearable. Desperate to silence them, you drop the lantern to press hard on your temples. A gust of wind blows the lantern out and you are surrounded by darkness. Then you notice you are not alone. Several onryo surround and try to take control of you.

Perform a ⚔ (5) test

Perform a ⚔ (6) test

Perform a ⚔ (6) test

Perform 3 combat tests and try to succeed on at least 2:

Success: 📖 **3.**

Failure: You lose 1 🧘 but, eventually, manage to defeat them. 📖 **3.**

5

As soon as your hand touches the fragment, you feel a strong energy running through your body.

Consequences:

- You gain 1 relic fragment. Place 1 special token on your character's token as a reminder. Take it to the blacksmith.
- If your 🧘 is 2+, gain 1 extra attribute point.
- If your 🧘 is 1, gain 2 ⛩.
- If your 🧘 is 0, you lose all your ⛩. If you have run out of karma, you lose 1 affinity level with your Kami.

6

Just when your hand is about to grab the relic fragment, you decide to turn around. You fear that your spirit is not pure enough, yet, to hold the power that will be released if you touch this object. The fragment can wait in the dark crypt, although not forever.

Consequences:

- For the duration of the phase, another or the same character can revisit this location location if they know where it is located.

7

You arrive near the Sanctuary of Amaterasu, and go to the location marked on the blacksmith's map. The family crypt of the legendary warrior is outside the temple, in an area that monks and visitors do not visit much. The gate's padlock is ripped open and lying on the ground. You start to go down inside the crypt. Dirty water sloshes all over the floor. An awful stink of rotten flesh pervades the air. You begin to hear noises, not far away—you are not alone in this underground.
Suddenly, you hear splashes behind you.

Make a choice

- You draw your weapon to face the threat: 📖 **8.**
- You start to run down the tunnel: 📖 **9.**

8

The sound of steps approaches through the water. You stay your attack centimeters from your "enemy," when you see her: a young miko who is terrified.
"Sorry, my lady," you say, sheathing your weapon.
"No, I should apologize. I… I saw you going down here… It's the tomb of my ancestors. I know what you are looking for. I saw it in my visions. You want to forge my old family relic again to confront the enemies of Japan. Follow me. Please!"
The miko guides you through the tunnels until you reach a large room. In the center, you see the armor of a kneeling samurai.
"This is what you are looking for," she says, pointing at a piece in the center of the armor.

Consequences:

- You gain 1 relic fragment. Place 1 special token on your character's token as a reminder. Take it to the blacksmith.

9

You rush to lose your pursuers. The stink of rotten flesh grows increasingly unbearable. You enter a large room and stop to listen. It seems nobody is chasing you anymore. The silence is broken by a familiar sound: a kappa's beak

snapping a corpse bone. Suddenly, you are surrounded by evil yellow eyes.

Perform a ⚔ (6) test

Perform a ⚔ (7) test

Perform a ⚔ (7) test

Perform 3 combat tests and try to succeed on at least 2:

👍 **Success:** Gain 2 👹. While you plunder the bodies, you hear that sound behind you again: 🕮 **8.**

👎 **Failure:** 🕮 **10.**

10

You are powerless, at the mercy of your enemies, but something momentarily paralyzes them… …and then they run away madly, fleeing into darkness. You get up, soaked by the groundwater, when suddenly you understand why the kappa fled: the noise behind you has returned.

Consequences:

- Discard 1 random item and lose -4 ❤. 🕮 **8.**

11

At last, you have delivered the two missing parts of the ancient relic to the blacksmith. He opens the chest where he keeps the third fragment, the one his mentor paid for with his life, and puts the three parts on his workbench.
"I wish my master could see this!" Kukuta says, contemplating the three fragments of the relic with sorrowful eyes. "I'll finish his work."
Resolute, he takes up his blacksmith hammer and works all night long.

👍 **MISSION COMPLETED**

- Gain 10 ◉.
- Draw the special item card **Kukuta's Amulet.**
- Reduce influence by 1.

12

If you are Tomoe: 🕮 **47.**
Otherwise, keep reading.

Late at night, you arrive at the hostelry to which you were summoned. Inside, about ten patrons are drinking sake. It's easy to see that they are Emperor's men. You head resolutely to a private room. When you open the curtains, you see a young man sitting at a table. How much he has grown since you last saw him!
"My Emperor," you say, and you bow. He motions for you to stand up.
"I know all about your progress and the enemies who hunt you. I'm sorry I can be of no help to you, but I must keep hidden. However, I have some information that may be useful for you. The Sakura Clan owns a relic that has been passed from generation to generation, a powerful armor. When war broke out, my father hid it in a safe place. The map that marks its exact location was cut in half and each part was handed to one of my father's most loyal men."
He removes a signet from his finger. "Show this signet to those men, and they will eagerly give you their part of the map."

Consequences:

- Place 1 of your clan tokens on Osaka and 1 on Awaji.

13

If you are Tomoe: 🕮 **48.**
Otherwise, keep reading.

You arrive in Osaka. Soon, you find the man you are looking for. You suspect he was one of the Commanders of the Sakura army that faced the Shōgun in the battle of the "Hundred Days of Edo." When you show him the signet, he recognizes it right away.
"My Emperor sends you, doesn't he?"
"You are right. I imagine that you know all about the terrible yōkai that are devastating Japan."
"Yes. And I can guess why you are here. You want to find the relic of the Sakura Clan. I have wished for this day: when someone could wear that precious armor again."
He gets up and goes to the chest of drawers behind him. He opens a drawer and takes out a roll of parchment.
"Here is my part of the map. When you have both, they will show you the exact location where we hid the powerful relic."

Consequences:

- Draw 1 special token and place it on your character board.
- If you already have 2 special tokens: 🕮 **15.** Otherwise, go to Awaji.

14

If you are Tomoe: 🕮 **49.**
Otherwise, keep reading.

You finally set foot on dry land: you have arrived at the port of Awaji. The man you are looking for is the current ruler of this fishing city. Thanks to the Emperor's signet, he receives you at once in his own house.
"If you have that signet, there is only one reason why you are here. I knew that sooner or later somebody would claim the relic. I'm happy to know that the Emperor chose you. I've heard about your feats."
"The situation is desperate. Our enemies are far more powerful than we. We need all the help we can get."
"I know," he says. Then he pulls a roll of parchment out of his kimono and hands it to you. "Here is my part of the map. When you have both, they will show you the exact location where we hid the relic. Good luck!"

Consequences:

- Draw 1 special token and place it on your character board.

- If you already have 2 special tokens: 📖 **15.** Otherwise, go to Osaka.

15

At last, you have both map fragments. When you put them together, they clearly signal a specific point in the middle of the sea.

Consequences:
- Place 1 clan token where indicated. You can pay for a boat trip in the usual way to get to this point.
- When you interact with the location marked on the map, read the mission's conclusion.

16

If you are Tomoe: 📖 **50.**
Otherwise, keep reading.

When the helmsman tells you that you have arrived at the location indicated on the map, you feel dispirited. There is only water around you. No trace of where the relic could be. Except…
You dive into the sea at the exact location marked on the map. Below you, a large chest rests in a gorgeous purple coral reef. You tie a rope around the chest and haul it up to the ship.

MISSION COMPLETED
- Gain 30 ◉.
- Draw the special item card **Chest's Headband.**
- Reduce the influence by 1.

17

When you arrive at the hut, you find the sorceress, behind her jars and books.
"Come in, come in! I'll be with you in a minute," she says, while she counts the drops that fall into a crystal flask, with the utmost accuracy. "Thank goodness you are here."
"What's going on?" you say.
"Do you remember the rumor you heard in the Sanctuary of Dosojin about Suijin's Bracelet?"
"Yes, I do. But I thought it was just a legend…"
"Listen—I've been investigating and, well, it does exist. And it is hidden nearby. We always had it close to us!"
"Tell me where it is and I'll go get it."
"That's the problem. Keiko seems to be looking for the bracelet too, so you must fly. I marked on this map the four locations where it can be. Hurry up and beat the Shōgun's men to it. Don't let them have it!"

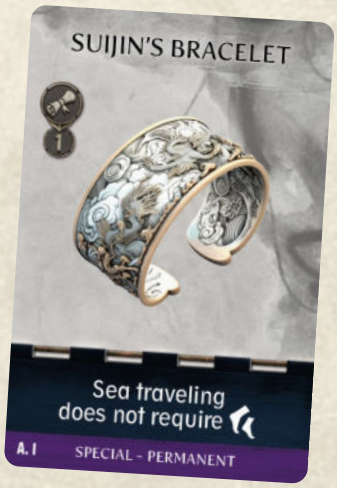
Consequences:
- Place 1 of your clan tokens on Himeji, Miyazu, the Sanctuary of Hachiman, and the Sanctuary of Dosojin.

18

If it's the third zone you visit: 📖 **22.**
Otherwise, keep reading.

Following the sorceress' indications, you arrive at the surroundings of what you think was once a garden devoted to Suijin, the water Kami. For a moment, you think you are too late, because the fountain dedicated to the Kami is very busy. However, they are just monks from the Dragon Clan, praying in front of the statue of Suijin. You wait for them to finish their prayers and leave, and then start looking for the bracelet.
As it had to be, it is on the right wrist of the statue. Such a powerful artifact hidden in plain sight!

MISSION COMPLETED
- Draw the special item card **Suijin's Bracelet**.
- Reduce the influence by 1.



19

If it's the third zone you visit: 📖 **22.**
Otherwise, keep reading.

The sorceress suggested that you searched in the fountains near the Sanctuary of Hachiman. However, you find no trace of the relic there. Therefore, you decide to try your luck at the next location.

20

If it's the third zone you visit: 📖 **22.**
Otherwise, keep reading.

Outside Miyazu, there is a statue dedicated to Saijin, the water Kami. It would be the perfect place for hiding

the bracelet. However, you look for a long time and find nothing. Therefore, you decide to try your luck at the next location.

21

If it's the third zone you visit: 📖 **22.**
Otherwise, keep reading.

Outside Miyazu, there is a statue dedicated to Saijin, the water Kami. It would be the perfect place for hiding the bracelet. However, you look for a long time and find nothing. Therefore, you decide to try your luck at the next location.

22

You've been too slow and you see a party of kachi carrying a small chest. The relic has fallen into the Shōgun's hands.

MISSION FAILED
- Discard the mission 4 card.
- Mark ***"Corrupted relic."***
- Increase the influence by 2.

23

When you arrive at the Sanctuary of Izanami, you are met by a strange monk.
"It was written that you would come," he says, gesturing you to follow him.
You walk along the temple corridors until you come to a room with several paintings hanging on its walls.
"The Bake-kurija is a ghostly whale that ravages our coasts," says the monk, indicating a painting of a sea creature swallowing a large boat. "This temple was built centuries ago by a brave monk who devoted his whole life to fighting that terrible yōkai, until he killed it."
The next painting shows a warrior, spear in hand, fighting the ghost whale in the middle of the ocean.
"This is what you came for," he says, pointing at the weapon the warrior wields. "It is Ame-No-Nuboko, a spear blessed by the Kami which, in the right hands, can be devastating."
"And where can I find that spear?"
"It is embedded in the skull of the beast. I don't know what kind of magic brought the beast back to the world of the living, but it has already sunk several ships. I'll go with you to recover the spear, and we'll finish that yōkai off for good."

Consequences:
- Place 1 clan token on the location shown in the image. You can travel from the Sanctuary of Susanoo (for free) or from any port in this sea (10 ◉) to move to this location.
- When you interact with the location marked on the map, read the mission's conclusion.

24

The monk's sailing skills surprise you, as you see how he effortlessly controls the boat despite the rough sea. Suddenly, the sea begins to rise in front of you and you see the ghostly whale itself, with the Spiritual Spear embedded in the middle of its skull. The beast seems to consider you its dinner and attacks. "Dodge its strike!" the monk says.

- If you are SKILLED: 📖 25.
- Otherwise, you try to haul the halyards to turn the boat:

Perform a (5) test

Success: 📖 **25.**
Failure: 📖 **26.**

25

You turn the boat just before the whale's tail smacks the sea. The monk's own skillful maneuver gives you a chance to attack. Nimbly, you leap onto the back of the beast to attack it.

Perform a ⚔ (7) test
Brave + 1

Success: 📖 **28.**
Failure: 📖 **29.**

26

You are too slow. The whale smashes into the boat and you end up in the water, where you swim for your life.

Lose 5 ♥. If your health reaches 0: 📖 **32.**
If you are SURVIVOR: 📖 **27.**
Otherwise, the monk tries to help you get back on the boat. If you have 1+ ✊: 📖 **27.**
Otherwise:

Perform a ✊ (4) test

Success: 📖 **27.**
Failure: 📖 **30.**

27

You grab the monk's hand and get up on the boat. But you have no time to celebrate your rescue, because the whale surfaces again, ready to attack.

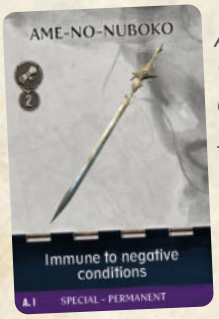
If you are IMPASSIBLE: 📖 **28.**

You pray to the Kami that the boat can withstand the attack:

Perform a (5) test

Success: 28.
Failure: 29.

28



Against all odds, you survived the whale's attack. You leap on its back again, yank the spear out of its forehead, and ram it in deep with all your strength. The beast howls and groans, and its body shakes. You pull out the spear and jump back into the boat. Then, the monk sets course and steers the boat back to the sanctuary.

MISSION COMPLETED
- Gain 10 .
- Draw the special item card **Ame-No-Nuboko.**
- Place your miniature on the Sanctuary of Susanoo.
- Reduce the influence by 1.

29

The attack hits you dead on. The wooden planks of the boat crunch and snap, and water pours in.

Lose 5 . If your health reaches 0: 32.
If you are still alive, you can attack again.

Perform a (7) test

Success: 28.
Failure: 30.

30

Your last attempt to attack the whale fails and the beast sinks into the depths for good. Defeated and empty-handed, you set course for the sanctuary.

MISSION FAILED
- Place your miniature on the Sanctuary of Susanoo.
- Increase the influence by 2.

31

You examine the ring on the lifeless finger of what used to be a man. It bears several inscriptions you don't understand. Feeling that it must be something bad, you leave it where it is.

MISSION COMPLETED
- Gain 30 .
- Mark ***"Assassins of Iga."***
- Remove the sieged city token from Iga.
- Reduce the influence by 1.

32

The whale sinks the boat. When you wake up on the coast of Ise, you don't remember anything. You don't see any trace of the boat or the monk. And, of course, the whale is nowhere to be found. The spear has disappeared once again.

MISSION FAILED
- Discard 1 random item.
- Place your miniature on Ise.
- Increase the influence by 2.

33

A member of the Resistance tells you the legend of Otohime, the Dragon Princess, daughter of Ryūjin, the guardian dragon of the seas. It is said that sometimes, a very beautiful young woman is seen walking on the beaches of Nagoya, near the statue dedicated to the princess. However, at other times, people see a fiery dragon coiled around the statue. According to the legend, Otohime, whose name means "luminous jewel" in Japanese, has a powerful pendant that would be worth obtaining. However, it is said that only the chosen one can obtain it from the princess's hand.

Consequences:
- Each character places a clan token in Nagoya.

34

Walking on the beach of Nagoya, you find the statue of the dragon princess. You close your eyes and say a prayer. When you open them again, you see the face of a dragon in front of you, its eyes full of wrath. The beast doesn't have to say anything—you know you must leave.

MISSION FAILED
- You have failed, remove your clan token on Nagoya.

35

Beach sand covers your bare feet when you arrive in front of the statue. You can't see it, but you feel it represents a beautiful woman. You kneel and pray. Suddenly, you sense the touch of a soft hand on your cheek.
"Stand up," says the most musical voice you've ever heard. "I know you came for this," and you can tell she is pointing at the pendant hanging from her slender neck. "This is the Luminous Jewel. I'm sure you'll use it wisely."

MISSION COMPLETED
- Gain 10 .
- Draw the special item card **Otohimie's Pendant.**

36

Beach sand covers your bare feet when you arrive in front of the statue. You are surprised at how realistic the sculpture is, and you can't take your eyes off her infinite beauty. There's something about her that reminds you of

your wife. Suddenly, you sense the touch of a soft hand on your cheek. "Stand up," says the most musical voice you've ever heard. "I know you came for this," she says, pointing at the pendant hanging from her slender neck. "This is the Luminous Jewel. I'm sure you'll use it wisely."

MISSION COMPLETED
- Gain 10 ◉.
- Draw the special item card **Otohimie's Pendant.**

37

Beach sand covers your bare feet when you arrive in front of the statue. You are surprised at how realistic the sculpture is, and you can't take your eyes off her infinite beauty. You kneel and pray. Suddenly, you sense the touch of a soft hand on your cheek.
"Stand up," says the most musical voice you've ever heard. "I know you came for this," she says, pointing at the pendant hanging from her slender neck. "This is the Luminous Jewel. I'm sure you'll use it wisely."

MISSION COMPLETED
- Gain 10 ◉.
- Draw the special item card **Otohimie's Pendant.**

38

Beach sand covers your bare feet when you arrive in front of the statue. You are surprised at how realistic the sculpture is, and you can't take your eyes off her infinite beauty. You kneel and pray. Suddenly, you sense the touch of a soft hand on your cheek.
"Stand up," says the most musical voice you've ever heard. "I know you came for this," she says, pointing at the pendant hanging from her slender neck. "This is the Luminous Jewel. I'm sure you'll use it wisely."

MISSION COMPLETED
- Gain 10 ◉.
- Draw the special item card **Otohimie's Pendant.**

39

Time is against you. You must hurry and obtain as many relics of power as possible.

Consequences:
- If mission 4 is in progress or not yet activated, remove its card, tokens or clan tokens assigned to it.
- Mark ***"Corrupted relic."***
- Flip the trigger and place the final round token in the round 7 or 9 position on the track, depending on the special rules for this Phase.

40

If you previously added **School of Assassins** to the **"Special locations" list: 📖 54.**
Otherwise, keep reading.

When you set foot in the dojo, you are excited to be in Iga's famous ninjutsu school. At first sight, it looks like an ordinary dojo. A kunoichi meets you at the entrance and instantly recognizes you.
"Come with me!" she says. After operating a secret lever, a flight of stairs appears, and she leads you down to the biggest training ground you've ever seen.
"After the war, we had to hide to survive. The few of us who remained built this dojo underground, so that the Shōgun's allies wouldn't find us."
You see ninjas training at different exercises: shuriken throwing, short-weapon combat, explosive handling, physical training, hook throwing, climbing... It's clear why this school has always produced the best ninjas.
"We asked you to come to help us recover Iga. Our city has been under siege for weeks and we don't know how long we can resist. Deaths and injuries have reduced our numbers to the minimum. We aren't enough to start such a large operation, we need your help. If you help us, we promise to help you and your companions in the future.

Consequences:
- Place 1 clan token on Iga.

41

When night falls, you infiltrate the captured city and start your war against the general who controls it. Hidden in the shadows, you eliminate all your enemies one by one. At last, you find their chief.
If you are Hattori and have +2 ✊: 📖 **43.** Otherwise:

Perform a ✊ (8) test

Success: 📖 43.
Failure: 📖 42.

42

You've been discovered. Several enemies surround you and their chief joins them. What used to be a man is now a deformed beast wearing a ring that radiates darkness. Get ready for a very hard fight.

Perform a ✊ (5) test

Perform a ✊ (6) test

Perform a ✊ (7) test

Successfully pass 2 of the 3 tests. If you are a TROUBLEMAKER, you only need to pass 1.

👍 **Success: 📖 43.**

MISSION FAILED

- You fall in combat. Place your miniature on the Sanctuary of Amaterasu and set your ❤ to 3.
- Remove the special location card **School of Assassins** from the game: They are dead.
- Increase the influence by 2.
- Erase 1 box next to ***"Firefly Clan."***
- Change the sieged city token on Iga for a razed city token.
- Add Iga to the **"Razed cities."**

43

Although the chief was a formidable enemy, you have defeated him. When his lifeless body scrapes on the gravel, you see dark energy escaping from his ring and dissipating into the sky. You take a moment to examine the strange ring your enemy wore.

If you have 0 🏯: 📖 **31.**
Otherwise:

Make a choice

- You take the ring and examine it: 📖 **51.**
- You burn the ring with the body: 📖 **52.**

44

- If you have 3 or more relics in total: 📖 **45.**
- If you have 2 or less relics in total: 📖 **46.**

45

Acquiring relics was a daring use of their time, for while they were busy, they knew that the Shōgun never rested. But what the heroes have obtained is enormously powerful. This will help in combats to come, but much more than powerful objects will be needed for ultimate victory. To achieve that will require cunning and skill on the battlefield, and they must be prepared to make an extreme sacrifice.

👍 THE PHASE ENDS IN SUCCESS

- Mark box #7 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 159 to start the next exploration phase.

46

Despite all their efforts, the heroes have failed this crucial quest. They will not be able to call upon the power of those relics in their fight against the Shōgun's servants. To defeat their enemies they must rely on their cunning and skill on the battlefield. And extreme sacrifices may also be required.

👎 THE PHASE ENDS IN FAILURE

- Mark box #7 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 159 to start the next exploration phase.

47

Late at night, you arrive at the hostelry to which you were summoned. Inside, about ten patrons are drinking sake. It's easy to see that they are Emperor's men. You head resolutely to a private room. When you open the curtains, you see a young man sitting at a table. You recognize your cousin quickly. How much he has grown since the last time you saw him!
"My Emperor," you say, and you bow. He motions you to stand up.
"Dear cousin, I should bow to you. I know all about your progress and the enemies who hunt you. I'm sorry I can be of no help to you, but I must keep hidden. However, I have some information that may be useful for you. Our family, the Sakura Clan, has a relic that has been treasured from generation to generation. When war broke out, my father hid it in a safe place. The map that marks its exact location was cut in half and each part was handed to one of my father's most loyal men." He removes a signet from his finger. "Show this signet to those men, and they will eagerly give you their part of the map."

Consequences:

- Place 1 of your clan tokens on Osaka and 1 on Awaji.

48

You arrive in Osaka. Soon, you find the man you are looking for. The old man in front of you is a living legend of the Sakura Clan, one of the Commanders that faced the Shōgun in the battle of the "Hundred Days of Edo," and a close friend of both your father and your family.
"My dear child, you are just like your mother," says the old man, holding both your hands. I'm very happy that you are still doing well!"
You take some time to catch up.
"But, please tell me, what brings you here?" You show him the Emperor's signet. "The Emperor wants to recover the

old clan's armor, doesn't he? We hid that powerful relic after the war, so that it didn't fall into the wrong hands. I guess the situation must be desperate if the Emperor wants it to be retrieved."
"You are right. We are not dealing with your normal yōkai. Two of the Shōgun's Chosen are hunting us. And we've already witnessed their vast power. We need all the help we can get to face them." The old man stands up and goes to the chest of drawers behind him. He opens a drawer and takes out a roll of parchment. "Here is my part of the map. When you have both, they will show you the exact location where we hid the powerful relic."

Consequences:
- Draw 1 special token and place it on your character board.
- If you already have 2 special tokens: 📖 **15.** Otherwise, go to Awaji.

47

You finally set foot on dry land: you have arrived at the port of Awaji. The man you are looking for is the current ruler of this fishing city. Thanks to the Emperor's signet, he receives you at once in his own house.
"How you have grown, Tomoe! I'm very happy to see you again! If you have that signet, there is only one reason why you are here. I knew that sooner or later somebody would claim the armor. I'm happy to know that the Emperor chose you. I've heard about your feats."
"The situation is desperate. Our enemies are far more powerful than we. We need all the help we can get."
"I know," he says. Then he pulls a roll of parchment out of his kimono and hands it to you. "Here is my part of the map. When you have both, they will show you the exact location where we hid the powerful relic. Good luck!"

Consequences:
- Draw 1 special token and place it on your character board.
- If you already have 2 special tokens: 📖 **15.** Otherwise, go to Osaka.

50

When the helmsman tells you that you have arrived at the location indicated on the map, you feel dispirited. There is only water around you. No trace of where the relic could be! Except…
You dive into the sea at the exact location marked on the map. Below you, a large chest rests in a gorgeous purple coral reef. "It matches the clan colors perfectly, uncle. You thought of everything," you think, while you tie a rope around the chest and haul it up to the ship.

MISSION COMPLETED
- Gain 30 ◉.
- Draw the special item card **Chest's Headband.**
- Reduces the Shōgun's influence by 1.

51

You take the ring from the lifeless finger of what used to be a man and examine it. It bears several inscriptions that you don't understand. You feel a need to put it on your finger... and so you do.

MISSION COMPLETED
- Gain 30 ◉.
- Draw the special item card **Lieutenant Ring.**

52

You resist the temptation of picking up the ring. You don't know what it is, but you feel it's something bad. Therefore, you decide to set fire to both the body and the relic.

MISSION COMPLETED
- Gain 30 ◉.
- Reduce the influence by 2.
- Mark ***"Assassins of Iga."***
- Remove the sieged city token from Iga.

53

You've run out of time for arming yourselves. Your enemies keep on marching relentlessly.

THE PHASE ENDS IN FAILURE
- Mark box #7 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 159 to start the next exploration phase.

54

When you come back to the Dojo of Iga, a kunoichi meets you at the entrance and instantly recognizes you.
"Come with me!" she says. After operating a secret lever, you go down a flight of stairs that lead to the famous training ground of the assassins. You see ninjas training at different exercises: shuriken throwing, short-weapon combat, explosive handling, physical training, hook throwing, climbing… It's clear why this school has always produced the best ninjas.
"We asked you to come to help us recover Iga. Our city has been under siege for weeks and we don't know how long we can resist. Deaths and injuries have reduced our numbers to the minimum. We aren't enough to start such a large operation, we need your help. If you help us, we promise to help you and your companions in the future.

Consequences:
- Place 1 clan token on Iga.

55

When you arrive at the Sanctuary of Amaterasu, you are met by its kannushi leader. You go with him to a room

excavated under the great temple where, for centuries, only a few have entered.
"We have guarded this relic hundreds of years," he says, pointing at the small chest in front of him. It's been centuries since the last time anyone wielded this dagger."
He opens the chest and pure light blazes from within it, as if the chest held the sun itself. The whole room is lit, all shadows dispelled.
"It was called the 'Devourer of Darkness.' This is a weapon that can turn the tide in your favor. It's yours now. But, remember—you must return it to the chest as soon as you complete your task."
With a steady hand, you extend your arm to grab the dagger. Your heart seems about to explode within your chest, but you act decisively. However, when your fingers touch the hilt... All the light emanating from the weapon disappears, leaving the room in darkness. You try to open your hand, but you can't let go of the dagger. The relic releases a purple smoke that rises up your arm, toward your nose and mouth... As if from afar, you hear the kannushi utter an enchantment, but it fails. Suddenly, you hear the voice of the Shōgun inside your head.
"How naive... Did you think I would let you gain possession of this artifact? HA, HA, HA! I couldn't confront Amateratsu to obtain it, so I chose to curse it with the help of my witches. HA, HA, HA! Enjoy your new acquisition, mortal."
Everything goes dark. There is silence. Something inside of you has changed—you cannot get rid of that cursed dagger.

MISSION COMPLETED
- Gain 30 ◉.
- Draw the special item card **Cursed Dagger.**
- Increase the influence by 1.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can. "My name is Jinpa," he says, greeting you with a bow of his head."Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If you previously marked 2 names, remove this card from the game.
- Draw and read travel event card 28.

103

You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head."Keep this token, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you. "Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:
- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ◉.
- Lose all your ⛩.

- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

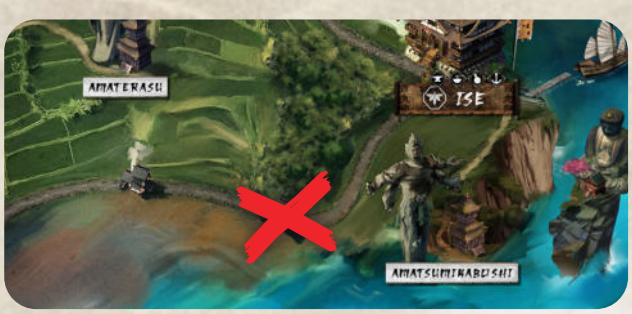
All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from to the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows upon you stops. Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5 ♥
- Gain 2 and 2 random market cards.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game
- Add card 9 to the travel events deck.

108

You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what's in them, we need very specific, hard to find herbs. If you help us get them, we can save them all."

Consequences:
- Place 1 clan token where indicated.
- You have this adventure phase to complete this mission.
- Keep this card. When you reach your destination, read the corresponding paragraph.



109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a (3) test

Success: *After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*
Consequences:
- Regain 3 ♥.
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

Failure: *You do not find the medicinal herbs, all of them look the same to you… Perhaps you weren't the best person for this task.*
Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

111

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

112

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

113

As far as you remember, this has been the most stressful journey of your entire life. When you hand the Daimyō the jar with the poison, you feel as though a great burden is lifted off your shoulders. They are tremendously grateful, because the poison will help them in their future experiments.

Consequences:
- Mark 1 box next to ***"Mountain Clan."***
- Mark ***"Poison."***
- Remove this card from the game.

114

The jar can't stand the rough bumps, and eventually it breaks down. Everything around you starts to spin. You try to avoid inhaling it any way you can, but you can feel it penetrating your body through the pores of your skin. Your insides burn.
Luckily, some villagers find you and carry you to a nearby healer.

Consequences:
- Move your miniature to the closest city and lose half your health (rounded down).
- The character is delayed.
- Remove this card from the game.

115

You enter the city carrying the body of the dead child. Everybody guesses who he is. After the initial commotion, a nobleman thanks you for bringing the poor child's corpse, for now they will be able to give him an appropriate burial.

Consequences:
- Mark 1 box next to ***"Sakura Clan."***

116

Among the rubbish piling up in the alley, you see a small wooden door that is ajar. You crouch down to cross it and gain access to a small room that was once a wine cellar. In front of you, a young hooded man holds a dagger with both hands, pointing it directly at you. Behind him a girl lies down, covered with blankets and with a rag on her head. Next to her on the ground, you see some food, probably what he stole.

Make a choice

- Face the young man to deliver him to justice: 📖 **117.**
- Try to help him, since the little girl looks very sick: 📖 **118.**

117

You easily disarm and seize the youngster. Soon after that, you take both children to the guards.

Consequences:
- Mark 2 boxes next to the clan of the territory you are in. For example, if you are in the Sakura Clan territory, mark 2 boxes next to ***"Sakura Clan."***

118

You lay down your weapons and try to soothe the child, until you convince him that you are not a threat and can help his ill sister. When you come near the girl, you see that she has a very high fever.

If you are Hikaru:
You must do your very best, but eventually your healing skills seem to work and her fever subsides.

Consequences:
- Increase your affinity level by 1.
- Remove this card from the game.

If you have the Magic Pumpkin or the Medicinal Pills, you can use them to try saving the girl.
Thanks to your healing equipment, the fever starts subsiding. However, you must invest much valuable time in attending the girl.

Consequences:
- Lose 2 .
- Gain 5 .
- Remove this card from the game.

Otherwise:
There is little you can do for the girl. The illness had spread through her body and her fate was sealed. Crying in rage, the young boy tells you that she was hit by a poisoned dart shot from the shadows. He gives you the

dart and, when you examine it, you see something in it that it is familiar to you, but you are not sure why.
Next morning, the brother and you bury the girl on the edge of the village. When you depart, you leave the boy keeping vigil at her grave.

Consequences:
- Lose 2 .
- Remove this card from the game.
- Add event card numbered 22 to the travel events deck.

119

While you are wandering through the stalls of the small market, you hear a very soft whistling behind you. At the last moment, you move your head and dodge the dart that targeted the back of your neck. You turn around, weapon in hand, to see where it came from, but a shout makes you lose your concentration. Looking to where the shout came, you see that the dart hit a woman in the chest and she has fallen to the ground. When you approach, you see that the dart is similar to the one that hit the girl you couldn't save.

If you previously marked box #3 next to ***"Healers":*** 📖 **120.**
If you previously marked box #2 next to ***"Healers,"*** remove travel event card 16 from the travel events deck and 📖 **120.**
Otherwise, keep reading:

"Where is the best healer in the area?" you ask the nearby people.
"There is one on the edge of the village," says one man.
"He asked for the best one, and the one here is just a quack," a woman replies. "Go north and look for Tayuya; she is an expert on poisons."

Consequences:
- Place 1 clan token on the village to the east of Tsuruga.
- Place 3 resistance tokens on the event card. At the beginning of your turn, remove 1 token. If the card runs out of tokens, read the "Failure" conclusion.

120

You hear a familiar voice behind you.
"It's good to see you! Despite the circumstances. Let us help you."
The healers start attending to the woman. They apply a bandage with some herbs on the injury and give her a foul-smelling beverage to drink.
Some time later, the woman seems to come to her senses and begins to feel better.
"Where did that weird poisoned dart come from?" the healer asks you.
"I don't know, but I was the target. It's not the first time we have seen this kind of weapon. Some time ago, one of these killed a little girl we couldn't save. But we don't know where they come from."
"These weapons are common among the kunoichi of Iga. Perhaps you should visit their school."

Consequences:
- If it wasn't in play, draw the special location card **School of Assassins** and add "School of Assassins" to the **Special locations** list. They will be available from the next Adventure Phase onwards.
- Remove event card 22 from the game.

121

Desperation seizes you when you arrive at Tayuya's hut, because there's no one there. The poisoned woman hasn't much time left. She's had a high fever for some days and is dying. Suddenly, an old woman comes out of the forest carrying a basket. As soon as you tell her about the problem, she starts working. Two days later, the fever starts subsiding and the woman's health seems to improve.

Consequences:
- Gain 20 .
- Gain 3 .
- The character is delayed.
- Remove event card 22 from the game.

122

Eventually, the woman dies in your arms. You couldn't make it in time to save her.

Consequences:
- Lose 1 .
- The character is delayed.
- Remove event card 22 from the game.

123

You delivered the letter that the messenger of the Dragon Clan carried, on time. The Daimyō thanks you for your dedication and for how you treated his man.

Consequences:
- Gain 20 .
- Mark 1 box next to ***"Dragon Clan."***
- Remove this card from the game.

124

You catch the cultists by surprise and they cannot complete their ritual. Finishing them off isn't an easy

task, but finally your weapon decapitates the last one. When you approach the altar, you see that the young woman still breathes and her face looks familiar to you.

Perform a (4) test

Success: *At once, you realize she is Keiko, the witch who appeared at the Tengu Forest. It's time to put an end to her life.* **127.**

Failure: **126.**

125

While you fight against the cultists, the naked woman at the altar starts levitating... ¡with her body divided into pieces!¿What is this?When you seeher face, the image of that Keiko witch that you saw in the Tengu Forest comes to your mind... but it's not exaclty her... maybe her sister? Her body recomposes and starts absorbing everyone's souls.

Perform a (6) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*

Consequences:
- You lose half of your remaining .
- Remove event card 26 from the game.

Failure: *You notice your soul leaving your body.*

Consequences:
- You are defeated.
- Remove event card 26 from the game.

126

Very carefully, you take the woman down from the altar and cover her naked body. You try to wake her up as tenderly as you can. And it seems to be working, because her eyes open... Just then, you recognize the woman's face... and your body freezes. She is Keiko, the witch that surprised you in the Tengu Forest. But now she is much younger.
Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a (6) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powe*rful.

Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 28 from the game.

Failure: *You notice your soul leaving your body.*

Consequences:
- You are defeated.
- Remove event card 28 from the game.

127

You raise your weapon against the defenseless witch. While your hand drives down, something suddenly paralyzes it. When you turn around, you see a woman in the forest, her hands outstretched toward you... and you feel as if invisible threads sprouted from her fingers and restrained you.

If you previously marked box #3 next to ***"Tengu":*** **128.**
If you previously marked box #2 next to ***"Tengu"***, remove travel event card 9 from the travel events deck and **128.**
Otherwise, keep reading.

You hear a noise and see that Keiko has woken up. Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a (5) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*

Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 26 from the game.

Failure: *You notice your soul leaving your body.*

Consequences:
- You are defeated.
- Remove event card 26 from the game.

128

You hear a noise and see that Keiko has woken up. Her dead eyes fix upon you while she starts levitating and tries to absorb your soul.
Suddenly, you hear a devastating scream behind you. You can control your body again, so you rise your weapon against Keiko and stop her from absorbing your soul.
Behind you, a tengu has severely damaged the other woman, who is defenseless, on her knees. Keiko disappears... and reappears next to the other witch. Before the tengu can execute them, the witches disappear through a portal.
"You saved my life," you say.
"My debt is paid then. It's a pity we couldn't put an end to those hellish beings!"

Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 26 from the game.

CHAPTER 9: RELICS

Exploration Phase

With the relic quest behind them, Hikaru is leading the companions to a remote coastal area east of Miyazu. He seems unusually excited.

"Out with it," Hattori says. "You're happier than we are. Where are we going, and why?"

"I've been keeping a secret," the monk says. "I realized the significance of something the sorceress revealed to us."

"Oh, some powerful gem or other, no doubt," says the ninja.

"Exactly," says Hikaru. "How did you know?"

Hattori appears dumbstruck, but Akira jumps in. "What is it. What exactly?"

"This piece could be vital," Hikaru says. "A powerful gem to help us in our fight. We must not fail to find it. To explain, I must go back to the origins of my own clan, the Dragon clan."

"Not so far back!" Akira says. "Tell us more about what to do right now."

"Please, everyone. According to the ancient story, my clan was created by a mysterious dragon who lived in Lake Biwa. Old manuscripts say that this creature gave men a wondrous jade jewel to defend us from our enemies. Apparently, its bearer would have some control over life and death, but the information I have read was imprecise. People wondered whether the story was authentic, since the gem was lost at the dawn of time."

Again, Hikaru beamed. "The sorceress's words have revealed where it is hidden, and right now, we're very close."

"How practical is this advice?" Tomoe asks. "What, exactly, are we looking for? What is our destination?"

"This piece, this jewel, lies hidden in an underground sanctuary, a subterranean sanctuary. Its access is hidden somewhere in these very lands."

"But that tells us nothing," Akira says. "It would be impossible to find the entrance, based on what you've said."

"True," Hikaru says, "but the sorceress revealed more. The sanctuary entrance that we seek is in, or very near, one of those rice fields near the coast." He points. "That's where we should start looking, and that is precisely where we're going."

"I'm not so optimistic," the ronin says, "This clue is too vague. We'll lose precious time!"

"If there is a chance, however small, of finding the jade jewel that the dragon gave to my clan, I intend to exhaust that chance to the utmost," the monk says. "It won't take so long to search these rice paddies, and if we succeed... what could it mean for us? Think about it, Akira! A weapon to face not only the Tsurube Otoshi, but also the Demon Hunter who blinded you."

"Say no more. You've convinced me."

Mochizuki has never misled us," Tomoe says. "Let's trust her instincts one more time. And may the kami guide our way."

Hattori had listened silently to their talk. Now he added. "I'm not as hopeful as you are. I don't trust the power of a gemstone too much. But here's the good part: there will surely be enemies guarding it." He gave them a wicked smile. "That'll do for me. Another great fight! We'll finish off anyone who dares to stop us."

ZONE 1: RICE FIELD

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Closed door
- Kappa+
- Tile 1A

· OBJECTIVE ·

Defeat all the enemies. When you have done so, 📖 1

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

1 📖 3. A 📖 2.

This Rice Field search is going to be more complicated than you thought. The whole area is infested with hostile kappa. As you prepare to face them, something that might be important catches your attention where you least expected it: a voice calling from a simple hut at the rear of the rice plantation. You've all heard that voice before, but none of you recall whose it was. You must eliminate all those kappa and get to the building, to find out.

SECTIONS

1

After making your way through the relentless yōkai who tried to kill you, you arrive at the hut and are surprised to find the advisor you met in the city of Osaka, the foreigner whose pale complexion and blindfold were hard to forget. You remember that he had taken the corpse of the Blood Oni to study.

The man is carrying a staff. He holds his other hand up to you, palm out. This appears to be a gesture of peace, but then you understand: his palm sees you. He has an eye in the middle of his palm.

He says, "Thank you, those kappa wouldn't let me out. I owe you my life!" He draws near.

"We have met," you say. "You're Landolfo."
"I am, you're right, but my research has led me away from the cities to this place. And you...what are you doing here?"
Might it be a good idea to tell him, or might it be a horrible mistake? Well...you don't know exactly where it is. Maybe he can help. Looking forward to getting information, you ask, "Do you know anything about a powerful gem?"
The foreigner cracks a smile. He spreads his palm wide, and his eye seems to sparkle. "Are you looking, by any chance, for, oh, let's say, a hidden sanctuary?"
"We're looking for a powerful gem that will help us in the fight against the Shōgun. The trail we follow has led us here."
"We both know why, don't we?" Landolfo says. "That powerful gem, a special relic, lies in a nearby sanctuary. Come here." He motions you to come close and continues in a low voice. "In order to free the gem, we need to make an incantation with an oori flower. They are rare here, growing only near the two entrances to the sanctuary. You could borrow my boat and row quickly to a nearby, abandoned fishing village. You'll easily find a cave near the coast. Its subterranean passage leads to the sanctuary. Grab an oori before you enter. The passage is easy to follow. We'll meet at the sanctuary."
He shifts his palm to each side, as if looking both ways, fearful of being overheard. "Or we can stay together. I saw an oori in a nearby cemetery. We can grab it and go down the stairs to the sanctuary, but the cemetery is too dangerous for me alone, just now. Will you protect me? "I know the gem will help you. It will help our cause," says Landolfo. "I want you to have it! But I'm afraid of the kappa guarding that cemetery. Will you fight them and protect me, or would you rather take my boat?"

Make a choice

Consequences:

A. Follow Landolfo: Go to page 162 to follow the setup instructions for **Zona 2A: Onsen.**

B. Use his boat: Go to page 169 and follow the setup instructions for **Zone 2B: Port and Beach.**

2

Something shines in the muddy waters of the rice field.

Consequences:

- Draw 1 random market card.

3

Apparently, the door can't be opened from the outside.

Consequences:

- No effect.

ZONE 2A: ONSEN

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Interaction point
- Akaname+
- Closed door
- Tile 9B

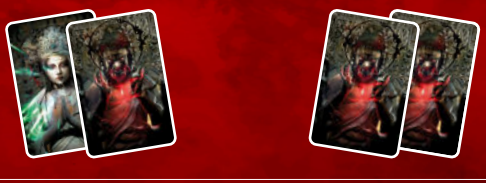
· OBJECTIVE ·

Go with Landolfo to the cemetery.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE	FAILURE IN THE ADVENTURE PHASE
Add the following cards to the Oracle deck:	



· SPECIAL RULES ·

- Landolfo joins you as an ally; add his card to the initiative queue. *Remember: Wanderers are priority targets for the enemies.*
- Keep track of Landolfo's health for future zones.
- Place Landolfo adjacent to the characters.

· SECTIONS ·

A 📖 2. B 📖 5.

C When there aren't any enemies remaining in play: 📖 6.

D 📖 3. 1 📖 1.

As your new guide leads you to the cemetery, you reach an onsen that has seen better times. The area has been devastated. Corpses lie everywhere, full of strange and grotesque scars. Everything here feels cursed. Landolfo presses you to keep moving and not stop for a moment, to leave this sinister place as quickly as possible.

SECTIONS

1

The inside seems quiet and ordered, but you see two human corpses on the ground. They each have a large cut in their chest, through which their organs have been removed. Next to them, you see an object lying on the floor.

Consequences:

- Place interaction point **D** on **BLUE**. Remove **BLUE.**
- Place interaction point **C** on **PURPLE**. Remove **PURPLE.**

2

You see the shape of a rare golden koi fish; you can try to catch it, or you can let it go.

Make a choice

- You catch it: 📖 **7.**
- You let it go: 📖 **4.**

3

You see a lot of blood-stained tools. The blood is dry, yet you think it hasn't been there for long. Very likely, they were used to slit the two corpses open.

Consequences:
- No effect.

4

Strangely enough, the fish seems to perceive what you are trying to do and calmly swims away.

Consequences:
- Gain 1 blessed token and 1 ⛩.

5

Something seems to shine at the bottom of the onsen's waters.

Consequences:
- Draw 1 random market card.

6

A path seems to wind its way through here in the direction of the cemetery.

Consequences:
- Go to page 164 and follow the setup instructions for **Zone 3: Cemetery and Stairs.**

7

The fish slips away through your hands before you can catch it.

Consequences:
- No effect.

ZONE 3: CEMETERY AND STAIRS

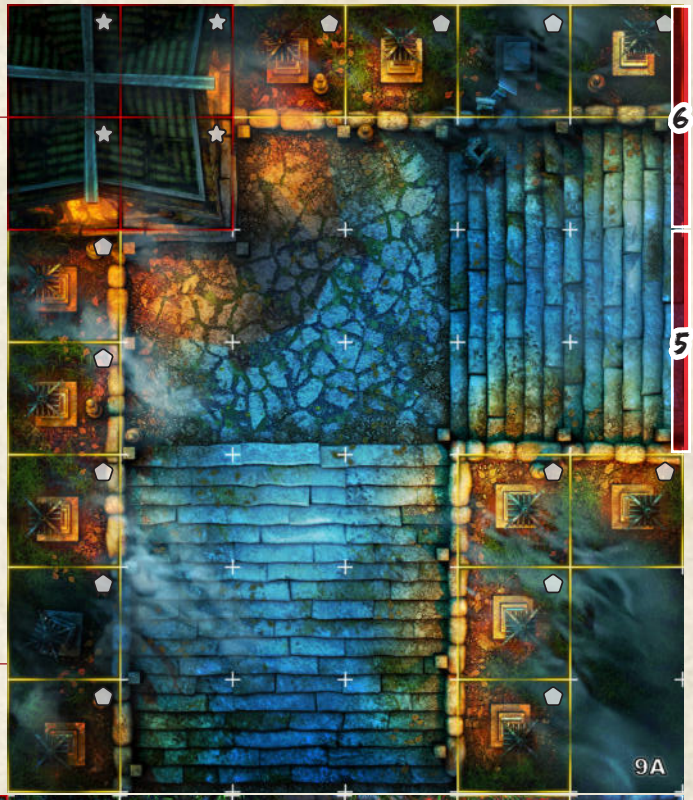
COMPONENTS

Interaction points

Closed door

Jikininki+

Tiles 9A and 6B



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

• OBJECTIVE •

Follow the tracks of Landolfo to enter the sanctuary.

• MALICE •

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

• SPECIAL RULES •

- **They are coming!** New enemies emerge from the tombs illuminated by interaction points.
  - At the end of each round, roll 1 for each interaction point (**A, B,** or **C**) remaining on the board. If you roll a 5-6, 1 new jikininki+ will appear adjacent to the interaction point. There can't be more than 6 in play.
  - A character can spend 1 and interact with a grave to close it and stop other creatures from emerging.

• SECTIONS •

A 📖 1. B 📖 2. C 📖 3.

3/6 When there aren't any enemies in the zone: 📖 **4.**

You arrive at the cemetery, a nightmarish, threatening place full of foreboding.
"Here we are!" exclaims Landolfo. "You just have to go down those stairs to the bottom, to find the entrance to the sanctuary. But first, you must protect me. Wait here while I gather that oori."
Saying these words and leaving you no time to respond, he runs off toward a tomb. He reaches down and picks something. Then he keeps on running, disappearing down those stairs.
How are you supposed to protect him, when he runs away like that? You want to follow him immediately, but you can't. Suddenly jikininki are appearing everywhere, even rising out of the ground beneath your feet. Landolfo said there were kappa here, not jikininki. Did that man say anything that wasn't a lie?
There's no time to think. You've got to kill these creatures before you can follow his trail.
Remove Landolfo's miniature from play.

SECTIONS

1

You manage to close the hole that was opening in front of you.

Consequences:
- Remove interaction point **A.**

2

One of those creatures is crawling out of the hole at your feet. You cut its head off and finally close the hole.

Consequences:
- Gain 1 .
- Remove interaction point **B.**

3

With great effort, you throw three large stones into the hole, blocking it.

Consequences:
- Remove interaction point **C.**

4

The big wooden door in front of you seems to be the entrance to a sanctuary.

Consequences:
- Go to page 166 and follow the setup instructions for **Zone 4: Sanctuary (I).**

ZONE 4: SANCTUARY (I)

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Interaction point
- Charge tokens
- Landolfo
- Zomboni
- Tile 10A

· OBJECTIVE ·

Defeat the Zomboni and Landolfo. When you do so: 📖 7.

· MALICE ·

At the start of each round, the characters are dealt 1 🩸 for each malice point.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SPECIAL RULES ·

- Place 3 charge tokens on **A.**
- Use the "Blood Oni" initiative card to activate the "Zomboni". Use the "Blood Oni" miniature.

· SECTIONS ·

A 📖 6. B 📖 2.

C 📖 8. 5/6 📖 11.

You have found the sanctuary! Getting here makes you feel better, even though it's a gloomy place. Adjusting to its dim light, at first you see nothing of interest. There's a pile of bones in the middle of the room, mixed with bits of sparkly trash. You kick the bones and nothing happens. But you hear something, a low voice. There's a large side room, and you all look in. It's a laboratory; tools hang on the wall, shelves with rolls of parchment, and Landolfo.

You can't believe what you see.

The Blood Oni's corpse is here. Why did he bring it to this sanctuary? The advisor is standing next to the corpse. He reaches up and presses a jade gem against the corpse's forehead. Then he holds the oori flower up and stuffs it into the corpse's mouth. The corpse shudders and trembles.

The puzzle falls painfully into place. That jade is what you were looking for. Landolfo hoped the enemies would kill you, or keep you from getting here too soon. What is he doing with the gem?

Nothing has prepared you for what happens next. The Blood Oni rises, standing tall like a living dead. This oni is not as he was. He is more terrifying, more dangerous, and more lethal than he was in life.

"You've been fooled, and you're too late!" Landolfo laughs at you. "Anyway, our cause is the same. Thanks to my newly acquired skills, I will do away with the Shōgun and become the supreme leader. I will create a new order in Japan with no more wars or hardship, only loyalty. We will only pay obeisance to the Shinigami, the Kami of death, and my subjects will serve me until they cross death's threshold. And then, in death: they will serve me again."

He gestures toward the Blood Oni, who seems to be taking notice of you, and speaks in icy tones. "I have given my oni a new name, Zomboni. This is only the first of my

many undead. He will be followed by more and more. You four are about to have the honor to serve me beyond the grave."
"I have given my oni a new name, Zomboni. This is only the first of my many undead. More and more will follow. You four are about to have the honour of serving me beyond dead."
You back up cautiously into the main sanctuary room. The advisor and the oni come after you. Landolfo points his staff at the sanctuary's doors, and they close with a crash. You are trapped inside the sanctuary with enemies who intend to turn your corpses into their allies. Kill them!

SECTIONS

1

Suddenly, Akira feels a stabbing pain in his hand. "That voice... I remember that voice," says the ronin to himself. "He is the blind man I helped some time ago!" he shouts, finally realizing who the man is. "That's right, good Samaritan," Landolfo replies in a honeyed voice. "I knew one day this mark would be useful... The first time I saw you, I knew our paths would cross again. Enjoy my magic, ronin." Akira's hand starts to burn, but that does not stop him from fighting.

Consequences:
- Akira cannot perform focus attacks during the rest of the combat.

2

Your search is rewarded with an interesting item.

Consequences:
- Draw 1 random market card.

3

The impact makes a lot of noise and part of the Zomboni's armor shatters.

Consequences:
- Reduce Zomboni's ☠ by 1.

4

Tomoe realizes that the creature on the plans she saw in the black rose room is none other than this Zomboni. At once, she recalls its anatomy and its weak points.

Consequences:
- From this round on, Tomoe attacks the Zomboni with +2 ✪.

5

Hikaru wonders if his healing skills would have the opposite effect on the Zomboni. "Being an undead, maybe healing energy will deal it damage," he says to himself. "Nothing is lost in trying."

Consequences:
- From this round on, Hikaru can use his healing skill to deal direct damage if the Zomboni is the target.

6

This strange orb seems to affect the Zomboni's rage.

You may decide to interact or leave the orb by now.
If you decide not to activate it, no effect.
If you decide to activate it, keep reading.

Consequences:
- Remove 1 charge token.
- The Zomboni loses 2 rage points.
- If there aren't any tokens remaining, remove **A.**

7

After a brutal and exhausting combat, eventually the heroes finish their enemy off. They take a brief rest and then carefully examine the aberration created by Landolfo: a corpse brought to life that might have been the first of a legion of reanimated monstrosities.

"I hardly believe what I saw, but I know my eyes didn't lie to me," Tomoe says, trying to catch her breath after the intense combat.

"And we thought the Shōgun would be our strongest rival... But see this monster here!" Hattori adds. "I praise the Kami because we found this thing on time and could nip the problem on the bud. I don't want to think what would have happened if we had to fight against many creatures like this one."

"You already heard that vile Landolfo," says Akira. "He wanted to recruit us for his army! He would have brought us back to life as his servants... after killing us, that is. Crazy!"

Hikaru stands before the corpse of the colossal Oni. He opens the mouth of the monster and takes the flower out. Then, he removes the gem from its forehead.

"This victory comes with a well-deserved reward," says Hikaru. "This time, we can change the course of events. Never say that something is impossible. Instead, say that you never tried."

The monk raises the gem.

"I never thought I would see it, let alone hold it in my hands. The dragon who founded my clan gave this very jade gem to my ancestors. Our chances of victory increase. You already saw its power. We have gained an incredible weapon with which to face our rivals."

"Well, how do we use it?" the ronin asks. "I'm eager to settle accounts with the Demon Hunter. And the Tsurube Otoshi." "Are you going to animate a corpse too?"

"Give me some time," Hikaru says. "I must study it."

"Well, we may as well clean this mess a bit, right?" Hattori says. "What are we going to do with these corpses?"

"We have a lot to do," the archer says. "Let's bury Landolfo. The cemetery is just upstairs."

"And what do we do with the Blood Oni? If only I had a few hours..." Hikaru says.

"After the war!" everybody else answers.

"I know it seems the right moment to celebrate, but we must keep a level head," Tomoe says. "We must be happy for our victory, and for our rewards, of course. But don't let our enthusiasm blind us. I'm sure our enemies still have a couple of tricks up their sleeve." Then, she turns to Hikaru. "About the gem... I ask you to be cautious. And I'm sure you know what I mean."

THE PHASE ENDS IN SUCCESS

- Draw the special item card **"Dragon Clan Gem."**
- If you previously marked ***"The black rose,"*** Tomoe 📖 **516.**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 175 to start **Chapter 10.**

CHARACTERS LEVEL UP FROM LEVEL 4 TO 5

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔵.)
5. The weapons and armors of the new level become available at the blacksmith.

8

It's just a pile of rubbish. There is nothing you can use.

Consequences:

- No effect.

9

Consequences:

- The impact breaks the statue in half, which falls on top of the Zomboni, dealing him 🌲🔥💧.

10

The impact creates a huge crack in the door and a jikininki comes through it.

Consequences:

- Place 1 jikininki+ adjacent to **GREEN.**

11

This door seems to be locked by some kind of magic.

Consequences:

- No effect.

ZONE 2B: PORT AND BEACH

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn token

Ashigaru+

Akaname+

Onryo+

Tiles 5A and 2B

· OBJECTIVE ·

Find the oori flowers and the path that leads to the sanctuary.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- **Special terrain:** Does not obstruct LoS. Creatures that start their activation on this terrain can move throught it. Creatures with flying treat it as regular terrain.

· SECTIONS ·

A 1. B 2.

When you arrive at this old, abandoned fishing port, you observe the scene with care. As expected, you see no one. There's a menacing, thick fog that shrouds ghostly, slithering silhouettes. The fog does not quite hide what looks like a cave entrance into the rocky wall at the far side of the beach. That could be what you are looking for. As you approach the entrance, you spy a whole field of oori flowers. But those silhouettes look like trouble.

SECTIONS

1

You have found a good clump of oori flowers and take some. Then you focus on finding the road to the old sanctuary which has to be by the cliff wall.

Consequences:

- Place **B** on **BLUE.** Remove **BLUE.**

2

A small crack leads to what seems to be a cave. Maybe you could access the sanctuary through it.

Consequences:

- Go to page 171 and follow the setup instructions for **Zone 5: Cave.**

ZONE 5: CAVE

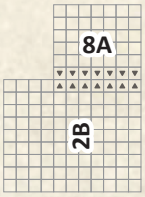
COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Kappa

Tile 8A



· OBJECTIVE ·

Defeat the enemies and find the path that leads outside the cave.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

When there aren't any enemies: 📖 **1.**

This entrance must be the right place. You enter a tunnel that leads you inland, and it widens to a high-ceilinged grotto. From your experience, you know what to expect. Evil never sleeps, does it?
This grotto is the lair of a group of kappa. They nest here, and they are coming out to defend their home with their lives. However, you can see this is not a simple cavern. Faint light filtering through cracks in the walls catches your attention. Maybe there's something hopeful in this place. Might those fissures lead somewhere?

SECTIONS

1

At the far side of the grotto, some cracks seem to connect to ancient passages. Following these, eventually you get inside the sanctuary. Just in time, because, a moment later, the ceiling collapses behind you.

Consequences:

- Go to page 172 and follow the setup instructions for **Zone 6: Sanctuary (II).**

ZONE 6: SANCTUARY (2)

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn tokens

Interaction point

Charge tokens

Nue

Tile 10A

· OBJECTIVE ·

Defeat all the enemies. 📖 3.

· MALICE ·

At the beginning of each round, the characters are dealt 1 🩸 for each malice point.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- Place 3 charge tokens on interaction point **A.**

· SECTIONS ·

A 📖 1. 5/6 📖 2.

You are following a rift that's probably leading you to the sanctuary. You reach an abandoned gloomy cave that leaves you breathless with dread. On the far side, you see an ornate door. That can only mean one thing! You crowd around the door listening, but nothing. You open it.
You step into the sanctuary. Early morning light filters down from above. A few nearby tables show signs of use. There's a door leading to a side room, obviously locked.
There shouldn't be a pile of bones on the floor in the middle of the sanctuary, but there is. Bits of glass, or trash, or maybe something better, sparkle among those bones in the dim light. You kneel down to examine what's there.
A black cloud rises and swirls menacingly above the bones. The cloud vanishes, and in its place, a tiger's body forms, with monkey-like arms and a flickering tongue. It's a gigantic nue, and it's angry. You got too close to its "treasures," and now it's attacking you. Maybe it was guarding something important: the relic you seek. You'll have to defeat the nue to find out. Can you do that?

SECTIONS

1

The strange orb can contain the nue.

Consequences:

- Remove 1 charge token.
- The nue is dealt 1 ★🩸.
- If there aren't any tokens remaining, remove **A.**

2

Apparently, the door can't be opened from the inside.

Consequences:
- No effect.

3

The nue and that gravedigger who joined it put up a terrific fight, and it was a brutal battle, but the heroes prevailed and killed them. Now they carefully examine the bone pile, wondering whether the gem that they came for is somewhere among the nue's junk.
"I hope it was worth the effort," says Tomoe, catching her breath after the intense struggle.
"I doubt it," Hattori replies. "There's nothing here but scraps and bones."
"We have rid Japan of two terrible enemies," says Akira. "It's better than nothing."
"Just a moment... Be quiet for a moment... wait... I believe our victory has gained a greater reward." It's Hikaru. He's kneeling among the bones, sweeping aside old trinkets. "... able to change the course of events!" he says.
He stands up, holding a dusty gem. He gives it a few wipes, and it gleams.
"This is it! I never thought I would see it, let alone hold it in my hands. The dragon who founded my clan gave this very jade gem to my ancestors. Our chances of victory increase! We have gained an incredible weapon with which to face our rivals."
"Well, how do we use it?" the ronin asks. "I'm eager to settle accounts with the Demon Hunter. And the Tsurube Otoshi."
"I don't know yet," Hikaru says. "I must study it."
"While you're 'studying' it," Hattori says, "try not to conjure up another nue and a gang of jikininki."
"I understand your concern," the monk says. "But think of the potential."
"The undertaker came through that other door. If we remove the rocks that block it now…" the ronin says. "It must lead back to the cemetery. The shortest way out, I'll bet."
When the path is almost open, they hear a clatter of footsteps. Landolfo comes down those very stairs and runs into the room.
"I took so long," he says. "I had to wait for those yōkai to go aw—"
He raises his palm to stare at the heroes, while his other palm lets its eye check out a nearby table. He turns pale.
"Oh, this is awful." He looks down at the nue's corpse. "Oh, Kami of Kami, what did you do to my pet?"
"We had to kill it," Akira says. "It attacked us."
"It's supposed to protect me," the advisor says. "To protect my... I suppose you have the oori flower? Not that there's any point now." He points his staff at the table. "The gem was right there. It's gone."
"We got the gem after we killed the nue," Akira says.
"The gem!" Landolfo says. "Give it to me. Now! I must have it! Which of you has it?"
He stares at each of them in turn, but they do not answer. They are extremely suspicious of Landolfo, and there's a strange gleam in the eyes on his palms.
The advisor slams the point of his staff down hard, into the corpse of the nue. He draws it out, dripping with dark wet blood.
"My pet protected me in life," he says. "Its blood gives me power in death. Now! I shall have that gem. You!" He takes a step toward the ninja. "You have it! Give it to me!"
Hattori beckons.
"Sure, of course I'll do that. Come at me. Maybe it's in my pouch. Maybe I dropped it behind me, maybe it's in my pants."
Landolfo angrily raises his staff.
"One step," the ronin says. "One tiny step toward Hattori, and I'll kill you."
Landolfo stamps his staff on the ground, not at Hattori, but near Akira. The rock floor underneath Akira trembles.
"I'm blind!" the ronin cries.
"You've been blind how long, and you never noticed?" Hattori says.
"I mean I can't sense anything. I don't know where you are, or anything. Protect yourself!"
But Landolfo has almost lost interest in Akira. He taps his staff in the ninja's direction. Hattori drops his gear, drops down and fumbles desperately, struggling to pick anything up.
Landolfo draws a pattern on the rock floor near Hikaru, and the rock trembles beneath him, too.
"Dear little Hikaru," he says. "Give the gem to your father."
"I'm so, so sorry," Hikaru says. He sounds like a witless little boy. "I was very bad. Don't hit me. Here, here…"
Tomoe has drawn her bow.
"Stop this magic, Landolfo, or die."
He swiftly smacks his staff in her direction, and now the rock floor is trembling under all four heroes.
"I don't believe it," Tomoe says. "You're so far away, I can barely see you. How can you be so far away in this little room?"

"Having a little trouble seeing, aren't you?" the advisor says. "Here, little Hikaru."

Landolfo reaches out to take the gem, but Tomoe's bow twangs, and her arrow drives right through his throat. The force of the arrow tosses him aside, and he crashes to the floor, dead. A small door to the sanctuary, that seemed closed up to now, swings gently open.

"Did I hit him?" Tomoe asks, still under Landolfo's spell. "Such a far, far arrow shot." But now Landolfo's spells are gone, and she sees. "He seemed so far away," she says. "It was hard to aim."

"You got him!" Akira cries.

Hikaru looks in wonderment at the gem in his hand, that he had momentarily been willing to surrender.

"It would've been nice if we could have asked him a few questions." "What would he have done to us before we learned something?" the ninja says.

"I liked him better as an enemy before he showed us what he could do."

"Give me a short time to see whether any of these tomes along this wall says anything about our gem," Hikaru says. "I'll take a quick look, and let's leave."

THE PHASE ENDS IN SUCCESS

- Draw the special item card **"Dragon Clan Gem."**
- If you previously marked ***"The black rose":*** **📖 516 from Tomoe's character booklet.**
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 175 to start **Chapter 10.**

CHARACTERS LEVEL UP FROM LEVEL 4 TO 5

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🎲.)
5. The weapons and armors of the new level become available at the blacksmith.

Chapter 10: The Resurgence of the Kami

Adventure Phase

Several days after the last fight, Hikaru is in despair. He shares his unease with the rest of his companions. "Have you communed with the Kami? I'm not sure what's going on, but it's bad."

"What do you mean?" Tomoe asks. "When I prayed recently, I did not feel their presence, but that was my fault, I'm sure. I was distracted."

"My fault, too, I'm sure," Hattori says. "How can the Kami be here for me, if I'm only thinking about that…Shōgun."

"I can't get in touch with the Kami at all," the monk says. "I don't feel their presence. It's as if they've disappeared, or worse: as if they've abandoned us."

The companions fall silent, each trying once more to reach out. One by one they open their eyes, looking away in defeat.

"This has to be impossible," the archer says. "The Kami have always been with us since the creation of the world and the foundation of Japan. Could a disaster this great be the Shōgun's doing?"

"I always think the worst," Akira says. "Don't rule the tyrant out. He stops at nothing, even murdering the children who are our own future. Why wouldn't he attack the Kami, if he could?"

"If the Kami are destroyed, we are lost," Hikaru says. "Without their help, our chances of victory collapse."

"Well, what can we do?" Hattori asks. "Can you think of anything, monk? If anyone among us can find a solution, it's you. I can run without tiring, climb an impenetrable wall, fight to the point of exhaustion. But when it comes to deities, I'm a beginner."

"I need to meditate and bring my spirit into balance," says the monk. "Only then can I try to find answers. Right now I'm quite confused and can't think clearly. Let me commune for a while. Perhaps the Kami are intentionally withholding themselves from us. If so…how do we regain their protection?"

INARI
MIYAZU
TSURUGA
IZANAMI
GIFU
TAKASHIMA
DOSOJIN
TAMBA
START
HIKONE
KYOTO
NAGOYA
LOST SANCTUARY
— 357 —
HACHIMAN
SUSANOO
HIMEJI
KOBE
OSAKA
IGA
AWAJI
BUBASHI'S HOUSE
— 206 —
AMATERASU
ISE
AMATSUMARA
WAKAYAMA
GOJO
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Regain the Kami's trust.

· INFLUENCE TRACK ·

Total rounds: 7. At the end of this round 📖 34.
Starting influence: 4.
Influence increase: 1. Do not increase it during Round 1.
Failure due to influence: 📖 **18.**

· COMPONENTS ·

- Travel events cards: Remove all Arc B cards from the game, add all Arc C cards, and add cards #23 to #26.
- The Shōgun's influence cards for Chapter 10.
- The **Bubashi's House, School of Assassins** (if available), and **Lost Sanctuary** location cards.
- The mission cards for Chapter 10.
- Place the final round token in the round 7 position on the track.

· SPECIAL RULES ·

- If you previously marked ***"Yastun Lad,"*** look for event card 27 and add it to the deck.
- If you previously marked ***"Assassins of Iga,"*** place the special location card **School of Assassins** on the board.
- Kami skills will not be available this phase.
- Depending on the Kami linked to each character, prepare 4 of the following missions (if any character changed their Kami during the campaign, set their mission based on their initial Kami):
  - **Amaterasu:** Place the mission 2 card face down near the board and the mission 2 token on the Lost Sanctuary special location.
  - **Amatsumara:** Place the mission 8 card face down near the board and the mission 8 token on the Hidden Fortress special location.
  - **Amatsumikaboshi:** Place the mission 6 card face down near the board and the mission 6 token on the Sanctuary of Amatsumikaboshi.
  - **Dosojin:** Place the mission 3 card face down near the board and the mission 3 token on the Sanctuary of Dosojin.
  - **Hachiman:** Place the mission 4 card face down near the board and the mission 4 token on the Sanctuary of Hachiman.
  - **Inari:** Place the mission 5 card face down near the board and the mission 5 token on the Sanctuary of Inari.
  - **Izanami:** Place the mission 1 card face down near the board and the mission 1 token on the Darkstone Teahouse.
  - **Susanoo:** Place the mission 7 card face down near the board and the mission 7 token on the Sanctuary of Susanoo.

· PERSONAL MISSIONS ·

Akira: If you **DID NOT** mark box #2 next to ***"The power of the crystal: Monks," "The power of the crystal: Blacksmith,"*** or ***"The power of the crystal: Byakuei" previously:*** 📖 **219.**
Hikaru: If you **DID NOT** mark ***"The Legend of the Dragon Clan" previously:*** 📖 **421.**

SECTIONS

1

After a long journey where you've tried to go unnoticed as much as possible, you and Masako arrive at the doors of the Sanctuary of Izanami. All monks come out of the temple to welcome you. And, of course, they insist that you stay there to rest and recover from your injuries.

MISSION COMPLETED

- Gain 25 ◉.
- Gain 1 affinity level with your Kami.
- Gain 1 random market card.
- Gain 4 ❤.
- Mark 1 box next to ***"Mountain Clan."***
- Remove all the kachi that tried to capture the miko.
- Reduce the influence by 1.

2

You knew it was a very hard mission. You were outnumbered. Lying on the ground, powerless and covered in blood, you watch your enemies drag the poor miko away.

MISSION FAILED

- You lose half your current health.
- Lose 1 ☠.
- Erase 1 box next to ***"Mountain Clan."***
- Remove all the kachi that tried to capture the miko.
- Mark ***"Miko."***

3

Your powerful prayers dispel the spirits who had taken control of the Kami's sanctuary. The sanctuary can be used again as a place of worship.

MISSION COMPLETED
- Gain 10 ◉.
- Gain 1 affinity level with your Kami.
- Mark 1 box next to ***"Firefly Clan."***

4

Your spirit is weak and you falter at the worst moment. The onryō paralyze you with terror and take control of the sanctuary.

MISSION FAILED
- Place your miniature on an adjacent location.
- Erase 1 box next to ***"Firefly Clan".***

5

Thanks to his extraordinarily strong spirit, the monk has resisted all this time. You make him drink the antidote and the fever starts decreasing. The man calms down and is fully recovered in a few days.

MISSION COMPLETED
- Gain 30 ◉.
- Gain 1 affinity level with your Kami.
- Mark 1 box next to ***"Dragon Clan."***

6

You cannot save the spirit of the master, who falls into the darkness of the Shōgun's witches.

MISSION FAILED
- Erase 1 box next to ***"Dragon Clan."***
- Lose 1 affinity level with your Kami.

7

When you arrive near the Sanctuary of Hachiman, ou hardly believe what you see. You've heard rumors about a thick green mist that had appeared and surrounded the temple, but now you can see it with your very eyes. As they said, anyone touched by the mist began to suffer hallucinations of unutterable horrors.

Make a choice

- You decide to enter the thick mist: 📖 **8.**
- You are not ready to face the horrors that might hide behind the mist: 📖 **13.**

8

The fog becomes thicker with every step you take. You now breathe it, little by little. You start hearing murmurs around you and draw your weapon. You try to identify where the voices come from. But when you look in any direction, they seem to come from the opposite way.

Decide:
- You choose to keep heading toward the temple: 📖 **9.**
- You flee: 📖 **13.**

9

You advance with a steady step, trying to ignore the increasingly loud voices. When you arrive at the central square of the Sanctuary, you see the temple on the opposite side. As soon as you step on the gray cobblestones of the square, everything starts trembling. The ground begins to crack and lava flows out of it. The voices become shouts! You look for their origin, but you cannot focus your eyes. When you finally come to your senses, you see a huge winged being wielding a scythe riding on a demon head.

Consequences:
- If you have 1 🧘, you can continue heading toward the temple: 📖 **10.**
- Otherwise, fear takes over and you try to run away: 📖 **13.**

10

"It isn't real, it isn't real, it isn't real," you repeat to yourself over and over, getting closer to the Hunter with every step you take. When you are almost besides him, he raises his huge scythe toward you…

Make a choice

A. You don't move, it's just an illusion: 📖 **11.**
B. You try to dodge the blow. Keep reading.

Perform a 👁 (5) test

Success: 📖 **12.**
Failure: 📖 **11.**

11

The impact is terrible. As you fall with your chest slit open by that savage scythe, your last thought is: "That wasn't an illusion." Then, everything goes dark around you.
You wake up lying in a bunk, not knowing how many days you've been unconscious. Just then, a monk comes into the room; judging by his clothes, you are still in the Sanctuary of Hachiman.
"What happened?" you ask, still confused. You try to sit up, but a sharp pain pierces your chest, and you notice it is covered in bandages.

"You confronted the horrors of the mist, and your spirit prevailed. With your sacrifice, you set the sanctuary free."

MISSION COMPLETED
- Gain 25 ◉.
- Gain 1 affinity level with your Kami.
- Gain 1 random market card.
- You lose half your ❤, rounded down.
- Lose 1 ☠.
- Mark 1 box next to ***"Sakura Clan."***
- Mark 1 box next to ***"Scar"*** and the character's name on it.

12

The scythe strikes where you were just an instant before. "It doesn't seem like an illusion," you think, while you get ready to charge your enemy. When your attack is about to hit the winged demon, the monster vanishes. Around you, the mist begins to disperse, and light makes its way into the sacred site again.

MISSION COMPLETED
- Gain 25 ◉.
- Gain 1 affinity level with your Kami.
- Gain 1 random market card.
- Mark 1 box next to ***"Sakura Clan."***

13

Your legs still tremble when you go away from the Sanctuary of Hachiman, leaving the people there to their fate.

Consequences:
- Lose 2 ⛩.
- Another character can try to succeed where you have failed. Share information with them so that they can arrive at the sanctuary.
- Erase 1 box of ***"Clan sakura."***

14

"The Sanctuary of Inari is in a mess. A detachment of the Shōgun's army broke into it a few days ago, razing everything in their path."
"They appeared at night, when all of us were sleeping. They set everything on fire, stole our valuables, and kidnapped some monks."
"Do you know where they took them?"
"They said they would take a ship in Wakayama."

Setup:

- Place 1 horde token on Takashima that will represent the caravan. Place 3 +1 ☠ tokens and 10 ❤ tokens near the board. These are the values of the caravan.

- Place 1 objective token on Wakayama.
- During the Shōgun's turn, the caravan will advance 4 locations toward its objective using the imperial road.
- A character in the same location as an enemy can perform an attack in an attempt to weaken it. Take into account that you must deduct the caravan's ☠ from the total impacts.

15

Your continuous attacks on the caravan transporting the monks finally bear fruit. You have killed the last guards with your final charge, and the monks are free. Now they can return to their sanctuary to rebuild it.

MISSION COMPLETED
- Gain 15 ◉.
- The bearer of the mission 5 card gains 1 affinity level with their Kami.
- Each character who helped (except the bearer of the mission) gains 2 ⛩.
- Mark 1 box next to ***"Dragon Clan."***

16

Your pursuit of the caravan lasted longer than expected. When it arrived near Wakayama, it was too late. The Shōgun had occupied the city and the fate of the monks was already sealed.

MISSION FAILED
- Lose 2 ⛩.
- Erase 1 box next to ***"Dragon Clan."***
- Remove the horde token and the objective token from Wakayama.
- Place 1 razed city token on Wakayama.
- Add Wakayama to the "**Razed cities.**"

17

"This is a complete disaster!" says the monk in charge at the Sanctuary of Amatsumikaboshi. "See the wrath of the Kami!"
"What happened?" you ask, trying to calm him down.
"I don't know why, but Amatsumikaboshi is furious. We must placate him, no matter what. Otherwise, chaos will spread across Japan, resulting in a great tragedy."
"How can we help?"
"I can just think of making offerings in the different sanctuaries across Japan. Even so, I'm not sure it will calm him down."

Setup:

- Place 1 clan token on the Sanctuary of Amaterasu, the Sanctuary of Dosojin, the Sanctuary of Susanoo, and the Sanctuary of Inari. Donate ⛩ in these sanctuaries to appease the hate.
- Place the mission card on top of the Shōgun's deck. While the mission is active, you can't draw any Shōgun cards.
- During the Shōgun's turn, instead of drawing a card, read the effect of Amatsumikaboshi, based on the current round. The influence continues increasing as usual.
- Remember that you can share information.
- The effects of enemies' movements and attacks are performed during the Shōgun's turn, as usual.

18

Nobody can oppose the advance of the Shōgun's army.

THE PHASE ENDS IN FAILURE

- Mark box #8 next to ***"Advance of darkness."***
- If any other Kami mission was not completed, its bearer loses 1 affinity level and 2 ⛩.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 189 to start the next exploration phase.
- If mission 4 was in play and hasn't been completed: 📖 **42.**

19

Despite the efforts of the heroes, the wrath of the Chaos Kami has not been appeased. He remains distant from the people he recently protected. It's hard to predict what this means, but the Kami have not abandoned them completely, and some of them are again answering prayers.

THE PHASE ENDS IN FAILURE

- Mark box #8 next to ***"Advance of darkness."***
- If any other Kami mission was not completed, its bearer loses 1 affinity level and 2 ⛩.
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 189 to start the next exploration phase.
- If mission 4 was in play and hasn't been completed: 📖 **42.**

20

Each character turns their 👹 into 10 ◎.

21

Each character turns their 5 ◎ into 1 ⛩ (maximum of 3 times).

22

All the characters lose half their 💔.

23

All the characters' 👹 drops to 0.

24

All the characters lose 1 affinity level with their Kami.

25

All the characters are defeated. 📖 19.

26

You have calmed Amatsumikaboshi down and can focus on the Shōgun again.

MISSION COMPLETED

- Gain 15 ◎.
- The bearer of the mission 5 card gains 1 affinity level with their Kami.
- Each character who helped (except the bearer of the mission) gains 2 ⛩.
- Mark 1 box next to ***"Firefly Clan."***
- Remove all of your clan tokens left from the sanctuaries.
- Remove the mission 6 card, but continue using the Shōgun's cards in the following turns.

27

On your way to the Sanctuary of Susanoo, you think you see, a few times, the terrible sea monster that is devastating these coasts. You've heard of this kind of yōkai: huge snakes covered by a slippery oil that they release in the ocean. Usually, they are not aggressive. Clearly, something or someone controls this monster that is attacking the sanctuary and its coast.

Consequences:

- Place 7 resistance tokens on the sanctuary.
- Place 3 resistance tokens on the sea. These tokens represent both the power and the resistance of the ikuchi. Spend 1 ⛨ to attack the monster. The difficulty of the roll is indicated in the mission card.
- During the Shōgun's turn, remove 1 resistance token from the sanctuary for each resistance token remaining on the ikuchi.

28

You defeat the ikuchi, which retreats to the deep of the ocean. The Sanctuary of Susanoo becomes a stronghold of peace again.

MISSION COMPLETED
- Gain 15 ◉.
- Gain 1 affinity level with your Kami.
- Mark 1 box next to ***"Mountain Clan."***
- Reduce the influence by 1.

29

Your efforts are useless. The terrible creature totally destroys the Sanctuary of Susanoo. Both the monks and you must leave.

MISSION FAILED
- Place your miniature on Nagoya.
- Erase 1 box next to ***"Mountain Clan."***
- Increase the Shōgun's influence by 1.

30

"Thank goodness you are here! It is horrible, I can't work! Amatsumara has been silent for some days, I don't know what is happening."
"How can I help you?"
"If you came with me to his sanctuary, I could see what is happening."
"Let's go, as soon as possible!"

Setup:
- Place 1 clan token on the Sanctuary of Amatsumara.
- Discard the Hidden fortress special location card. It won't be available until stated otherwise.

31

When you finally arrive at the sanctuary, you are surprised there is nobody around. As you approach the temple, you notice a stink of rotten flesh in the air. You tell the blacksmith to wait while you examine a smoking hole nearby in the ground. At the bottom, you see several burnt bodies: you've found the monks.
You take the blacksmith to the entrance of the main temple, where there is a large forge and a statue of Amatsumara.
"I know what was in that hole," Kukuta says. "The troops of the Shōgun attacked this sacred place..."
He approaches the statue.
"They tried to desecrate the statue, but Amatsumara didn't allow them to. This is Amatsumara's Katana," he says, pointing at the shattered blade of a katana which lies on the floor. "I'm sure it killed several looters before it broke. I must forge it again..."
Just when Kukuta ends his sentence, you hear noises behind you. You turn around to see Shōgun's men rushing to the temple.
"I must forge it! Protect me!" Kukuta shouts. At once you close the large gate of the temple.

Setup:
- Place 4 resistance tokens on the sanctuary.
- Place 3 kachi on Wakayama and 2 on the sanctuary. The test's difficulty when facing them is indicated in the mission card.
- Place 1 objective token on the sanctuary.
- During the Shōgun's turn, the kachi advance toward the sanctuary or, if they are already there, they remove 1 Resistance token for each one. Moving from Wakayama to Awaji takes them 1 turn.

32

You hear Kukuta's hammer hitting the anvil behind you, while you relentlessly fight against all the enemies attacking the sanctuary. Suddenly, you stop hearing the

hammer blows. When you turn round, you see the statue of Amatsumara wielding a katana with both hands and making a cut in the air. Then, a red wave crosses the temple and you crouch just in time to avoid the attack. When you stand up, you see the Shōgun's men split in two. And yet the statue remains immobile, just as it should be.
"We made it, we appeased Amatsumara!" Kukuta exclaims.
"What has just happened?"
"I think this is how the Kami has thanked us. Now, we can come back."
When you are about to leave the temple, you hear a metallic noise behind you. When you turn around, you find Amatsumara's katana on the anvil.
It seems that the Kami wants you to have his weapon.

MISSION COMPLETED
- Gain 15 ◉.
- Gain 1 affinity level with your Kami.
- Mark 1 box next to ***"Sakura Clan."***

33

"How long will it take you?" you say, while another enemy falls dead at your feet.
"I need more time."
"I can't stop them much longer!" You see more reinforcements coming in through the entrance to the sanctuary. "We must leave!" You grab the blacksmith and escape through the rear of the temple. While you ride, leaving the Sanctuary of Amatsumara behind, you see sadness in Kukuta's face.

MISSION FAILED
- Erase 1 box next to ***"Sakura Clan."***

34

Success: If you completed ALL the Kami missions successfully: 🕮 **35.**
Failure: If you failed in 1 or more Kami missions: 🕮 **36.**

35

An excellent surprise: the heroes have appeased the wrath of the Kami. A new force flows through the air, endowing the members of the group with vigor, determination, and indescribable power. They are prepared for any fight that offers a chance of victory. Well done!

THE PHASE ENDS IN SUCCESS
- Mark ***"Divine favor."***
- Mark box #8 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 189 to start the next exploration phase.

36

Thanks to the efforts of the heroes, some of the Kami are again answering their prayers and the prayers of the populace. But not all, some remain distant and unresponsive, leaving the population unprotected. It's hard to predict what this means, but little good can come from such a fragile situation.

THE PHASE ENDS IN FAILURE
- Mark box #8 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 189 to start the next exploration phase.
- If mission 4 was in play and hasn't been completed: 🕮 **42.**

37

When you enter the Tea House, you see the owner sitting at the main table with a miko, whose clothes indicate that she has ties with Izanami.
"Sit down, please," the owner asks you. "Her name is Masako," she says, pointing at the other woman, "and she is the main miko of the Sanctuary of Izanami. As she is in permanent contact with the Kami, Masako has become a main target of the Shōgun, who wants her dead. You must escort her back to the sanctuary, in one piece. Therefore, you must avoid the Imperial road at all costs, for she won't pass unnoticed there. Travel only on secondary paths."

Consequences:
- The mission token represents the miko. Only the character who has the mission token can complete the mission.
- Place 1 clan token on the Sanctuary of Izanami. You can only travel using paths. If you travel using an imperial road, the miko will be captured and the mission will fail.
- Place 1 kachi on Iga, 1 on Osaka, and 1 on Gifu. During the Shōgun's turn, the kachi will advance 3 locations toward the miko. When they share a location with the bearer of the miko, combat will take place. The difficulty is indicated in the mission card.

38

Byakuei welcomes you with open arms.
"It's great to see you again! I'll never be able to repay you for saving me. Thank you very much!"
"You'd have done the same for any of us. I'm sure you'll have the chance of returning the favor in the future."
The monk nods and asks you to come into the Lost Sanctuary with him. Inside the temple, you see another monk, much shorter and thinner than Byakuei.
"I asked you to come because Kawasaki says that Amateratsu has not answered his prayers for days. Strange events are taking place in the temple, as if there were evil spirits around. If you could have a look around and cleanse the area, I would be in debt with you... again."

Setup:
- Place 1 of your clan tokens and 2 onryo on the Sanctuary of Amaterasu.
- Place 3 charge tokens on the mission 2 card. If the Charge tokens run out, the mission fails.
- When you are at the Sanctuary of Amaterasu, spend 1 to defeat the onryo. The difficulty is indicated in the mission card.

39

Everybody is praying around the bed of the great master. You also pay your respects and say a prayer for the poor man. As you've been told, he fell ill more than a week ago. Day and night, he is delirious with fever. Only the sorceress may know the cure.

Consequences:
- Place 1 clan token on the Tengu Forest to talk to the sorceress.

40

"Come in! I was waiting for you," says a voice from within the old hut.
You sit down and tell her about the condition of the great master of the Sanctuary of Dosojin.
"This does look bad. The great master seems to be under the influence of a dark spell. I wouldn't be surprised if Izumi or Keiko were behind all this. If you told me right, it is a possession spell and the strong spirit of the monk is striving to resist it. I don't think he will endure it for much longer." She stands up and goes to retrieve a book from the shelves behind her. "Here. Go south and find this plant before it is too late."

Setup:
- Place 3 clan tokens representing the plant on:

- Place 1 clan token on 4 rounds (maximum up to round 7) ahead of the current round of the influence track to act as a trigger. You have time until that round to find the plant and take it to the Dosojin Sanctuary to save the monk. The difficulty is indicated on the mission card.

41

Finally, you find the rare plant the sorceress told you to look for. Following her accurate instructions, you make the antidote to break the spell that affects the great master. Now, you must carry it to the Sanctuary of Dosojin as fast as you can.

Setup:
- Remove all your clan tokens from plant zones indicated by the sorceress.
- Place 1 clan token on the Sanctuary of Dosojin. Interact with her to complete the mission.

42

The thick green mist finally consumes the sanctuary and its surroundings.

MISSION FAILED
- If a character has Hachiman as their Kami, loses 1 affinity level.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:

- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:

- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you.
"Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Conclusions

- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:

- Gain 10 ●.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows upon you stops. Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:

- Lose 5 ❤
- Gain 2 and 2 random market cards.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game
- Add card 9 to the travel events deck.

108

"You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what they have inside, we need some very specific, hard to find herbs. If you could help us get them, we could save them all."

Consequences:

- Place 1 clan token where indicated.
- You have this adventure phase to complete this mission.
- Keep this card. When you reach your destination, read the corresponding paragraph.

109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a (3) test

Success: *After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*

Consequences:
- Regain 3 .
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

Failure: *You do not find the medicinal herbs, all of them look the same to you... Perhaps you weren't the best person for this task.*

Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

111

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

112

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previously marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

113

As far as you remember, this has been the most stressful journey of your entire life. When you hand the Daimyō the jar with the poison, you feel as though a great burden is lifted off your shoulders. They are tremendously grateful, because the poison will help them in their future experiments.

Consequences:
- Mark 1 box next to ***"Mountain Clan."***
- Mark ***"Poison."***
- Remove this card from the game.

114

The jar can't stand the rough bumps, and eventually it breaks down. Everything around you starts to spin. You try to avoid inhaling it any way you can, but you can feel it penetrating your body through the pores of your skin. Your insides burn.
Luckily, some villagers find you and carry you to a nearby healer.

Consequences:
- Move your miniature to the closest city and lose half your (rounded down).
- The character is delayed.
- Remove this card from the game.

115

You enter the city carrying the body of the dead child. Everybody guesses who he is. After the initial commotion, a nobleman thanks you for bringing the poor child's corpse, for now they will be able to give him an appropriate burial.

Consequences:
- Mark 1 box next to ***"Sakura Clan."***

116

Among the rubbish piling up in the alley, you see a small wooden door that is ajar. You must crouch down to cross it, gaining access to a small room that was once a wine cellar. In front of you, a young hooded man holds a dagger with both hands, pointing it directly at you. Behind him a girl lies down, covered with blankets and with a rag on her head. Next to her, on the ground, you see some food, probably what he stole.

Make a choice

- Face the young man to deliver him to justice: 📖 **117.**
- Try to help him, since the little girl looks very sick: 📖 **118.**

117

You easily disarm and seize the youngster. After a while, you take both children to the guards.

Consequences:
- Mark 2 boxes next to the clan of the territory you are in. For example, if you are in the Sakura Clan territory, mark 2 boxes next to ***"Sakura Clan."***

118

You lay down your weapons and try to soothe the child, until you convince him that you are not a threat and can help his ill sister. When you come near the girl, you see that she has a very high fever.

If you are Hikaru:
You must do your very best, but eventually your healing skills seem to work and her fever subsides.

Consequences:
- Increase your affinity level by 1.
- Remove this card from the game.

If you have the Magic Pumpkin or the Medicinal Pills, you can use them to try saving the girl.
Thanks to your healing equipment, the fever starts subsiding. However, you must invest much valuable time in attending the girl.

Consequences:
- Lose 2 .
- Gain 5 .
- Remove this card from the game.

Otherwise:
There is little you can do for the girl. The illness had spread through her body and her fate was sealed. Crying in rage, the young boy tells you that she was hit by a poisoned dart shot from the shadows. He gives you the dart and, when you examine it, you see something in it that it is familiar to you, but you are not sure why.
Next morning, the brother and you bury the girl on the edge of the village. When you depart, you leave the boy keeping vigil at her grave.

Consequences:
- Lose 2 .
- Remove this card from the game.
- Add event card numbered 22 to the travel events deck.

119

While you are wandering through the stalls of the small market, you hear a very soft whistling behind you. At the last moment, you move your head and dodge the dart that targeted the back of your neck. You turn around, weapon in hand, to see where it came from, but a shout makes you lose your concentration. Looking to where the shout came, you see that the dart hit a woman in the chest and she has fallen to the ground. When you approach, you see that the dart is similar to the one that hit the girl you couldn't save.

If you previously marked box #3 next to ***"Healers":*** 📖 **120.**
If you previously marked box #2 next to ***"Healers,"*** remove travel event card 16 from the travel events deck and 📖 **120.**
Otherwise, keep reading:

"Where is the best healer in the area?" you ask the nearby people.
"There is one on the edge of the village," says one man.
"He asked for the best one, and the one here is just a quack," a woman replies. "Go north and look for Tayuya; she is an expert on poisons."

Consequences:
- Place 1 clan token on the village to the east of Tsuruga.
- Place 3 resistance tokens on the event card. At the beginning of your turn, remove 1 token. If the card runs out of tokens, read the "Failure" conclusion.

120

You hear a familiar voice behind you.
"It's good to see you! Despite the circumstances. Let us help you."
The healers start attending to the woman. They apply a bandage with some herbs on the injury and give her a foul-smelling beverage to drink.
Some time later, the woman seems to come to her senses and begins to feel better.
"Where did that weird poisoned dart come from?" the healer asks you.

"I don't know, but I was the target. It's not the first time we have seen this kind of weapon. Some time ago, one of these killed a little girl we couldn't save. But we don't know where they come from."
"These weapons are common among the kunoichi of Iga. Perhaps you should visit their school."

Consequences:
- If it wasn't in play, draw the special location card **School of Assassins** and add "School of Assassins" to the Special locations list. They will be available from the next Adventure Phase onwards.
- Remove event card 22 from the game.

121

Desperation seizes you when you arrive at Tayuya's hut, because there's no one there. The poisoned woman hasn't much time left. She's had a high fever for some days and is dying. Suddenly, an old woman comes out of the forest carrying a basket. As soon as you tell her about the problem, she starts working. Two days later, the fever starts subsiding and the woman's health seems to improve.

Consequences:
- Gain 20 ◉.
- Gain 3 ⛩.
- The character is delayed.
- Remove event card 22 from the game.

122

Eventually, the woman dies in your arms. You couldn't make it in time to save her.

Consequences:
- Lose 1 ⛩.
- The character is delayed.
- Remove event card 22 from the game.

123

You delivered the letter that the messenger of the Dragon Clan carried, on time. The Daimyō thanks you for your dedication and for how you treated his man.

Consequences:
- Gain 20 ◉.
- Mark 1 box next to ***"Dragon Clan."***
- Remove this card from the game.

124

You catch the cultists by surprise and they cannot complete their ritual. Finishing them off isn't an easy task, but finally your weapon decapitates the last one. When you approach the altar, you see that the young woman still breathes and her face looks familiar to you.

Perform a 🔫 (4) test

👍 **Success:** *At once, you realize she is Keiko, the witch who appeared at the Tengu Forest. It's time to put an end to her life.* 🕮 **127.**
👎 **Failure:** 🕮 **126.**

125

While you fight against the cultists, the naked woman at the altar starts levitating... ¡with her body divided into pieces!¿What is this?When you seeher face, the image of that Keiko witch that you saw in the Tengu Forest comes to your mind... but it's not exaclty her... maybe her sister? Her body recomposes and starts absorbing everyone's souls.

Perform a 🧘 (6) test

👍 **Success:** *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*
Consequences:
- You lose half of your remaining ❤.
- Remove event card 26 from the game.

👎 **Failure:** *You notice your soul leaving your body.*
Consequences:
- You are defeated.
- Remove event card 26 from the game.

126

Very carefully, you take the woman down from the altar and cover her naked body. You try to wake her up as tenderly as you can. And it seems to be working, because her eyes open...
Just then, you recognize the woman's face... and your body freezes. She is Keiko, the witch that surprised you in the Tengu Forest. But now she is much younger.
Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a 🧘 (6) test

👍 **Success:** *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*
Consequences:
- You lose half of your remaining ❤.
- Gain 1 attribute point.
- Remove event card 28 from the game.

👎 **Failure:** *You notice your soul leaving your body.*
Consequences:
- You are defeated.
- Remove event card 28 from the game.

127

You raise your weapon against the defenseless witch. While your hand drives down, something suddenly paralyzes it. When you turn around, you see a woman in the forest, her hands outstretched toward you... and you feel as if invisible threads sprouted from her fingers and restrained you.

If you previously marked box #3 next to ***"Tengu":*** 📖 **128.**
If you previously marked box #2 next to ***"Tengu"***, remove travel event card 9 from the travel events deck and 📖 **128.**
Otherwise, keep reading.

You hear a noise and see that Keiko has woken up. Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a 🧘 (5) test

👍 **Success:** *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*

Consequences:
- You lose half of your remaining 💔.
- Gain 1 attribute point.
- Remove event card 26 from the game.

👎 **Failure:** *You notice your soul leaving your body.*

Consequences:
- You are defeated.
- Remove event card 26 from the game.

128

You hear a noise and see that Keiko has woken up. Her dead eyes fix upon you while she starts levitating and tries to absorb your soul.
Suddenly, you hear a devastating scream behind you. You can control your body again, so you rise your weapon against Keiko and stop her from absorbing your soul.
Behind you, a tengu has severely damaged the other woman, who is defenseless, on her knees. Keiko disappears… and reappears next to the other witch. Before the tengu can execute them, the witches disappear through a portal.
"You saved my life," you say.
"My debt is paid then. It's a pity we couldn't put an end to those hellish beings!"

Consequences:
- You lose half of your remaining 💔.
- Gain 1 attribute point.
- Remove event card 26 from the game.

Chapter 10: The Resurgence of the Kami

Exploration Phase

The Shōgun has learned of the companions' search for relics and their attempt to win back the Kamis' favor. He retaliates in fury, gathering a large army and launching a merciless strike against the city of Ise. News of the ferocious attack spreads quickly and the heroes learn of it within hours, being a mere half day away. They race to Ise, hoping at least to be able to save as many people as possible. But they are frantic, believing the charismatic resistance leader Bubashi is there. If he were to be killed by the Shōgun and the city razed, it could be a disaster, the end of the resistance.

"The Firefly Clan is suffering the full wrath of the Shōgun, as a consequence of our actions," says Akira. "I feel as if I have failed my people yet again. We may arrive to discover a great massacre. But I vow revenge! I will crush every enemy in the streets of Ise."

"We will stand together," Hattori says. "I'll not allow the city to suffer the same way my village did. I know what that means." Remembering his beloved, he shouts, "On, on, let's pick up the pace!"

"Do well with what is in your hand; the rest is up to fate," Hikaru says, reciting an ancient proverb. "It is in our hands to protect the people. Concentrate on that first. Only then can we focus on our final goal."

"We won't forget Bubashi," says Tomoe. "He's probably at home and at risk. We've lost contact with Jirōbō. The same, or worse, must not happen to the master!"

The heroes arrive at a city under fire, hoping they are not too late.

ZONE 1: CITY AND PORT

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Interaction points
- Civilians
- Resistance tokens
- Ashigaru+
- Kappa

Tiles 3A and 5A

• OBJECTIVE •

Defeat all the enemies and save as many civilians as possible. When there are no Interaction Points or enemies left in play (all zones), move all remaining civilians to the common pool and 📖 **5.**

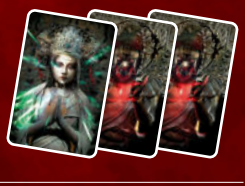
• MALICE •

At the start of each round, for every 2 points of malice (rounded down), remove 1 resistance token from a random civilian.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE



• SPECIAL RULES •

- After interacting with a civilian and reading the corresponding section, take any token to count how many you have saved.
- If a civilian loses all their resistance tokens, remove them from play.

• SECTIONS •

A 📖 4. B 📖 3. 📖 1.

C When there are no civilians in this zone. 📖 **2.**

You enter Ise through the harbor area, where you find a bloody battle. The fighting has spread everywhere, and you see only destruction. The Shōgun has ordered his troops to wipe out everything, and citizens flee in terror from certain death.
Enemy soldiers, kappa and a terrifying nue confront you, spreading horror in their path. If you can take them out, you might be able to restore order to the city.
You hear screams coming from different buildings. People everywhere need your help.

SECTIONS

1

"This may come in handy."

Consequences:
- Draw 1 random market card.
- If you previously marked ***"Grateful,"*** keep reading.

The Shōgun's hordes attack relentlessly and their numbers seem endless. However, suddenly an arrow pierces the neck of one of your enemies. When you turn around, you see a familiar figure standing on a roof. It is the archer you helped some time ago, when you saved Byakuei. He is back to return the favor.

Consequences:
- At the beginning of each round (including the current one) and as long as there are enemies up to 5 from the **GREEN** spawn token, 1 of them is dealt ★★.

2

The tavern and the house open.

Consequences:
- Change interaction point **C** for door token 8 on its open side.
- Go to page 193 and follow the setup instructions for **Zone 2: Tavern and house.**

3

The dojo opens.

Consequences:
- Change interaction point **B** for door token 6 on its open side.
- Go to page 195 and follow the setup instructions for **Zone 3: Dojo.**

4

The Store opens.

Consequences:
- Change the interaction point **A** for door token 7 on its open side.
- Go to page 196 and follow the setup instructions for **Zone 4: Shop.**

5

If you have rescued 4 or fewer civilians...

PHASE ENDS IN FAILURE

If you have rescued at least 5 civilians, keep reading.

Showing their great fighting expertise, the heroes save most of the people of the city. However, a lot of lives are lost, so the victory celebration is bittersweet. And things get worse when a surviving member of the Resistance approaches. His side is injured and he struggles to walk, but his life is not in danger. Resisting the pain, he speaks to the party.
"I'm sorry, but I have bad news," he says, pausing briefly to master his pain. "I won't beat around the bush. Master Bubashi was found and captured during the attack."
"He was captured? And where is he now?" Tomoe asks, worried about the fate of their faithful ally.

"We don't know," the soldier says. "Several kappa dragged him out of his hiding place and we don't know anything about him since then. Some say he was tied and put on a carriage that rushed out of the city. But due to the chaos of battle, we aren't sure of anything. I'm afraid they will torture him to get information. And when they finish, his fate will be sealed. As he has done before, I'm sure the Shōgun will want a public execution of such a prominent leader of the Resistance as Master Bubashi. It would be a hard blow. Such a public show of the tyrant's power would intimidate everyone."

"When will our misfortunes end?" the young samurai says, saddened by the bad news. "We can't allow it. We must track down the master and find him as soon as possible."

"Tomoe is right," says Akira. "And we must hurry up too! The events in Ise are proof enough of the Shōgun's desperation. He doesn't just want to control Japan. He prefers setting the country on fire to losing his grip on it. Thousands of innocents will lose their lives!"

"I don't mind fighting with a disadvantage... to death even, if necessary," Hattori says. "I think I have proved it enough times. But this is something else. We don't know where to start our search. And as our friend said, the Shōgun seems so angry that whatever we choose to do will end in our deaths. Don't get me wrong, because I'm not afraid at all. But, some way or another, I have a feeling that the end is near... And the outcome might be very different to what we hope."

"The Wheel of Destiny turns and turns, and we are sometimes up and sometimes down," Hikaru says. "But it means that there is hope too, because movement never stops. Any moment, we could find an edge over the tyrant. So, I say you must not give up hope, despite our situation, although all seems to be lost. Mistakes are the foundation of success. Let's learn from ours and start looking for the master. With the help of the Kami, I'm sure we can find him."

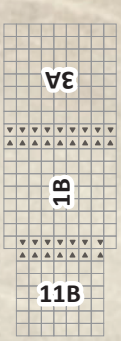
PHASE ENDS IN SUCCESS

- Go to the 198 page to start **Chapter 11.**
- If you are playing Yomi Mode and have not faced the Shinigami at least 4 times, you can do so before moving on to the next chapter.

ZONE 2: TAVERN AND HOUSE

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green



COMPONENTS

Civilians

Spawn token

Resistance tokens

Ashigaru+

Kachi+

Open door

Tiles 1B and 11B

· OBJECTIVE ·

Defeat all the enemies and save as many civilians as possible. When there are no Interaction Points or enemies left in play (all zones), move all remaining civilians to the common pool go to page 191 and 📖 5.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SEPECIAL RULES ·

- After interacting with a civilian and reading the corresponding section, take any token to count how many you have saved.
- If a civilian loses all their resistance tokens, remove them from play.

As soon as you enter this tavern, it is clear to you that the place is not at its best. There are several corpses lying on the floor, blood everywhere, and as for the furniture, it looks like a real gale. However, there are still survivors who are trying to defend themselves from the pursuing soldiers. They do not have much time and you must act quickly, for your enemies are filled with the frenzy of battle, and are eager to kill. Make these enemies pay dearly for what they have done.

SECTIONS

1

Some of the Shōgun's soldiers are distracted, searching the bodies of the villagers recently slaughtered in cold blood.

Consequences:

- Characters advance 1 position in the initiative queue.
- 2 random enemies don't add their initiative card to the initiative queue.

2

A blood-stained ashigaru comes out of a trapdoor on the ground. The mere idea of what they may have done troubles Hikaru.

Consequences:

- Hikaru only gains 1 this round, if he is there.
- Place 1 ashigaru+ on **YELLOW.** Remove **YELLOW.**

ZONE 3: DOJO

COMPONENTS

- Civilian
- Resistance tokens
- Ashigaru+
- Kachi+
- Open door
- Tile 7B

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

· OBJECTIVE ·

Defeat all the enemies and save as many civilians as possible. When there are no Interaction Points or enemies left in play (all zones), move all remaining civilians to the common pool go to page 191 and 📖 5.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SEPECIAL RULES ·

- After interacting with a civilian and reading the corresponding section, take any token to count how many you have saved.
- If a civilian loses all their resistance tokens, remove them from play.

Hearing screams from this dojo, you enter to find enemy soldiers torturing the citizens who had hoped to hide there: prodding them with their weapons, showing off their superiority, and cutting wounds into their flesh.
Their mockery is interrupted by your arrival, they turn to face you. You see that they are true fanatics who will fight to the death for the glory of the Shōgun. Defeat them and save the innocents!

SECTIONS

1

You let your guard down at the soldier's request, who takes the opportunity to attack you with a knife he was hiding. "What a stupid thing to do, hahaha!

Consequences:

- You have 0 ☠ during this attack.
- You are dealt 🌲🌲💥. If you are harmed 🩸 you obtain bleeding.

2

Consequences:

- Perform a ⚔ ⬢ without spending 🧔 which obtains a (🟢) critical hit.

ZONE 4: SHOP

COMPONENTS

- Interaction point
- Civilian
- Resistance tokens
- Ashigaru
- Open door
- Tile 10B

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

· OBJECTIVE ·

Defeat all the enemies and save as many civilians as possible. When there are no Interaction Points or enemies left in play (all zones), move all remaining civilians to the common pool go to page 191 and 📖 5.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- After interacting with a civilian and reading the corresponding section, take any token to count how many you have saved.
- If a civilian loses all their resistance tokens, remove them from play.

· SECTIONS ·

📖 **2.**

When there aren't any enemies remaining in the zone: 📖 **3.**

SECTIONS

1

"It's you! Impossible! Every time I start a new business, I'm dogged by ill luck. And then, you appear. Take what's there and don't let them kill me!"

2

You can picku up an item through the bars. You won't let this chance escape, will you?

Consequences:
- Draw 1 random permanent item card from the market deck.

3

If you previously marked box #2 next to ***"Saving the shopkeeper":*** 🕮 **4.**
Otherwise, keep reading.

"I don't know who you are or where you came from. But, although I'm thankful for your help, I beg you: leave my store so I can lock up... please."

Consequences:
- No effect.

4

"You? Again? Are you always in trouble, or are you my saviors? I wish the good times would return some day, when you could sell your merchandise and lead an honest life without fear of being killed every five minutes... I guess it all depends on the success of your mission. So, please, if I can help you in any way, just tell me."

Consequences:
- Mark the #3 ***"Saving the shopkeeper"*** box.

Chapter 11: Master Bubashi

Adventure Phase

A few days after the battle, the heroes are searching the surroundings of Ise for clues to the location of Master Bubashi. An emissary on a black horse gallops up to them.
"What a joy to see you at last!" he says, without getting off his mount. "Mochizuki sent me. I must take you to the Tengu Forest at once. The sorceress is already there and needs your help to find the master."
"I hope this is great news," Tomoe says. "Lead us there at once."

***

The heroes journey at once to the Tengu Forest and enter the hut where Mochizuki is waiting. To their delight they find their favorite tengu there as well.
"Jirōbō!" Tomoe exclaims. "You're alive and safe. We didn't expect to find you here. What happened to you? How did you get here?"
"I was fortunate," Jirōbō replies. "The Tsurube Otoshi is a fearsome enemy, and he left me bleeding to death. I think his controlling demon, that infernal creature, preferred to prolong my agony, rather than kill me at once. His mistake! I have survived my wounds, and thanks to Mochizuki's help, I have already recovered some of my powers in this moment of greatest need; we have no time to waste."
Jirōbō's face darkens. He exchanges a dark glance with the sorceress. She nods, and he continues:
"Master Bubashi is definitely in the hands of the enemy. We need to rescue him at all costs. Could one of you travel with me back to Ise? We will go to the master's dojo and collect some of his personal belongings. Moshuzuki can then perform an ancient ritual over them. Through them she may be able to locate their owner."
"What about the rest of us?" asks the ronin. "The three of us who will not accompany you."
"You must carry out another mission, Akira. Visit our allies who are also following the trail of the master, and find out what they may have discovered."
"The strategy is clear: we shall divide into two separate missions. If either succeeds, we all succeed," says Tomoe.
"I'm ready for anything," says Akira. "I want to take revenge for what was done to Bubashi. I'll go wherever you think I'll be most useful."
"I urge caution," Hikaru says, "for I see that our paths must diverge. Remember this: carelessness is a dangerous enemy. Be alert! My own spirit will not be calm until we find the master, but I see that either path can lead to success."
Hattori speaks last. "We have the greatest respect and admiration for Master Bubashi. I hope we are not too late, because right now, we are losing precious time. I hope that the Kami will show each of us which path to pursue."
"I wish all of you the best of luck in these two quests," says Mochizuki. "I'm greatly worried for the master."

START
TENGU FOREST
– 254 –
INARI
MIYAZU
TSURUGA
HIDDEN FORTRESS
– 261 –
IZANAMI
GIFU
TAKASHIMA
DOSOJIN
TAMBA
HIMONE
KYOTO
3
DARKSTONE TEA HOUSE
– 262 –
2
LOST SANCTUARY
– 257 –
NAGOYA
HACHIMAN
SUSANOO
HIMEJI
6
KOBE
OSAKA
IGA
AWAJI
BUBASHI'S HOUSE
– 256 –
AMATERASU
ISE
AMATSUMARA
WAKAYAMA
GOJO
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE ·

Find the whereabouts of Master Bubashi.

· INFLUENCE TRACK ·

Total rounds: 7. At the end of this round 📖 22.
Starting influence: 2.
Influence increase: 2.
Failure due to influence: 📖 24.

· COMPONENTS ·

- Travel event cards: Unchanged.
- The Shōgun's influence cards for Chapter 11.
- The **Bubashi's House, Hidden Fortress, Darkstone Teahouse,** and **Lost Sanctuary location cards.**
- The mission cards for Chapter 11. (At the beginning, mission 5 will not be available.).
- Place the final round token in the round 7 position on the track.

· SPECIAL RULES ·

- The mission 1 card is activated from the beginning; flip it over.
- If you previously marked ***"Assassins of Iga,"*** draw mission card 4 face up and place 1 token from each clan in Wakayama.
- If you previously marked 3 boxes on ***"Save the shopkeeper",*** interactions with markets have no cost.

· PERSONAL MISSIONS ·

Akira: If you DID NOT mark box #2 next to ***"The power of the crystal: Monks", "The power of the crystal: Blacksmith," or "The power of the crystal: Byakuei"*** **📖 219.**

SECTIONS

1

Setup:
- Choose 1 character to go with Jirōbō. That character must place 1 clan token on the special location card **Bubashi's House**.

2

Although you can't see it, you can tell what happened in the dojo. Surely, the master gave his all. But he was outnumbered by powerful enemies and was finally defeated. The smell of the corpses of the Shōgun's men impregnates the air.
"We must find a very personal locket that belongs to the master. It has enough energy for the sorceress to perform the spell," the tengu says.
"I won't be much help in the search, but I'll do my best."

If you are SKILLED: **📖 3.**
Otherwise: **📖 4.**

3

Your effort and training make up for your blindness. Searching the rooms, you think you've found something useful. When you are going to tell Jirōbō about your finding, a strange noise puts you on guard.
You sidle along a side wall and see two enemies coming through the door.

If you are BRAVE or 2+ ✊: **📖 5.**
Otherwise:

Perform a ⚔ (8) test

👍 **Success: 📖 5.**
👎 **Failure:** Lose 4 ❤ and keep reading.

You underestimated your enemies. They've hit you several times and you begin to bleed. You can just defend yourself from these brutes. Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time. "Thanks," you say to the tengu, sheathing your weapon.
"Are you hurt?" he asks.
"It's nothing," you reply.
"We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

4

You're not really great at searching. So, while the tengu tries to find the locket, you decide to meditate. You must have fallen asleep... and the cold touch of steel on your throat shocks you awake.

If you are IMPASSIBLE: 📖 **6.**
Otherwise, keep reading.

You can't see your enemies' faces, but you feel there are two of them.
"Get up!" says the one in front of you, taking your weapon away.
"Where is the tengu that came with you?" asks the one behind you, the one with the dagger.
Your lips remain closed, so he lowers the dagger and stabs you in the side.
Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time! Thanks," you say to the tengu.
"Are you hurt?" he asks.
"It's nothing, I'll survive," you say, rubbing your injury.
"We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Lose 5 ❤.
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

5

Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.
"I see you need no help. We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

6

You've lived through a lot. Otherwise, you'd be scared to death. Instead, acting decisively, you immobilize the outstretched arm and make your enemy drop his dagger. You catch the weapon in midair and attack your enemies. Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.
"I see you need no help. We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

7

When you arrive at the dojo, you don't feel its usual peace and quiet. Everything around you is destroyed, Surely, the master gave his all. But he was outnumbered by powerful enemies and was finally defeated. The smell of the corpses of the Shōgun's men impregnates the air.
"We must find a very personal locket that belongs to the master. It has enough energy for the sorceress to perform the spell," the tengu says.
"I won't be much help in the search, but I'll do my best."

If you are LUCKY: 📖 **8.**
Otherwise: 📖 **9.**

8

You don't know exactly what you are looking for, but you get to work. Searching the rooms, you think you've found something useful. When you are going to tell Jirōbō about your finding, a strange noise puts you on guard.
You sidle along a side wall and see two enemies coming through the door.

If you are TROUBLEMAKER or 2+ ✊: 📖 **10.**
Otherwise:

Perform a ⚔ (8) test

Success: 📖 **10.**
Failure: Lose 5 ❤ and keep reading.
You underestimated your enemies. They've hit you several times and you begin to bleed. You can just defend yourself from these brutes. Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time! "Thanks," you say to the tengu, sheathing your weapon.
"Are you hurt?" he asks.
"It's nothing," you reply.
"We were too confident, thinking that all enemies had left.

Did you find something?" You show him what you found. "Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

9

You're not really great at searching, so you try to focus on it fully. But you are so focused that you lower your guard. While you are crouched searching some drawers, you feel the cold touch of steel in your throat.

If you are TROUBLEMAKER: 📖 **11.**
Otherwise, keep reading.

You can't see your enemies' faces, but you know there are two of them.
"Get up!" says one of them, taking your weapon away.
"Where is the tengu that came with you?" asks the one behind you, the one with the dagger.
Your lips remain closed, so he lowers the dagger and stabs you in the side.
Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time! Thanks," you say to the tengu.
"Are you hurt?" he asks.
"It's nothing, I'll survive," you say, rubbing your injury.
"We were too confident, thinking that all our enemies had left. Did you find something?" You show him what you found. "Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Lose 5 ❤.
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

10

Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.
"I see you need no help. I thought that all enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

11

You've lived through a lot. Otherwise, you'd be scared to death. Instead, you take the chance—acting decisively, you immobilize the outstretched arm and make your enemy drop his dagger. You catch the weapon in midair and attack your enemies. Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.
"I see you need no help. We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

12

When you arrive at the dojo, you don't feel its usual peace and quiet. Everything around you is destroyed, Surely, the master gave his all. But he was outnumbered by powerful enemies and was finally defeated. The smell of the corpses of the Shōgun's men impregnates the air.
"We must find a very personal locket that belongs to the master. It has enough energy for the sorceress to perform the spell," the tengu says.
"I won't be much help in the search, but I'll do my best."

If you are SCHOLAR: 📖 **13.**
Otherwise: 📖 **14.**

13

You have knowledge about the most varied issues, and now it pays off. Searching the rooms, you think you've found something useful. When you are going to tell Jirōbō about your finding, a strange noise puts you on guard.
You sidle along a side wall and see two enemies coming through the door.

If you are LEADER or 2+ ●: 📖 **15.**
Otherwise:

Perform a ⚔ (7) test

Success: 📖 **15.**
Failure: Lose 5 ❤ and keep reading.

You underestimated your enemies. They've hit you several times and you begin to bleed. You can just defend yourself from these brutes. Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time! "Thanks," you say to the tengu, sheathing your weapon.
"Are you hurt?" he asks.
"It's nothing," you reply.
"We were too confident, thinking that all our enemies had left. Did you find something?" You show him what you found. "Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

14

You're not really great at searching, so you try to focus on it fully. But you are so focused that you lower your guard. While you are crouched searching some drawers, you feel the cold touch of steel in your throat.

If you are IMPASSIBLE: 📖 **16.**
Otherwise, keep reading.

You can't see your enemies' faces, but you know there are two of them.
"Get up!" says one of them, taking your weapon away.
"Where is the tengu that came with you?" asks the one behind you, the one with the dagger.
Your lips remain closed, so he lowers the dagger and stabs you in the side.
Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time! Thanks," you say to the tengu.
"Are you hurt?" he asks.
"It's nothing, I'll survive," you say, touching your side.
"We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Lose 5 ❤.
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

15

Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.
"I see you need no help. We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

16

You've lived through a lot. Otherwise, you'd be scared to death. Instead, you take the chance—acting decisively, you immobilize the outstretched arm and make your enemy drop his dagger. You catch the weapon in midair and attack your enemies. Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.
"I see you need no help. We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found. "Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

17

When you arrive at the dojo, you don't feel its usual peace and quiet. Everything around you is destroyed, Surely, the master gave his all. But he was outnumbered by powerful enemies and was finally defeated. The smell of the corpses of the Shōgun's men impregnates the air.
"We must find a very personal locket that belongs to the master. It has enough energy for the sorceress to perform the spell," the tengu says.
"I won't be much help in the search, but I'll do my best."

If you are LUCKY: 📖 **18.**
Otherwise: 📖 **19.**

18

You have knowledge about the most varied issues, and now it pays off. Searching the rooms, you think you've found something useful. When you are going to tell Jirōbō about your finding, a strange noise puts you on guard.

You sidle along a side wall and see two enemies coming through the door.

If you are BRAVE or 2+ : 📖 **20.**
Otherwise:

Perform a ⚔ (7) test

Success: 📖 **20.**
Failure: Lose 5 ♥ and keep reading.

You underestimated your enemies. They've hit you several times and you begin to bleed. You can just defend yourself from these brutes. Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time! "Thanks," you say to the tengu, sheathing your weapon.
"Are you hurt?" he asks.
"It's nothing," you reply.
"We were too confident, thinking that all our enemies had left. Did you find something?" You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

19

You're not really great at searching, so you try to focus on it fully. But you are so focused that you lower your guard. While you are crouched searching some drawers, you feel the cold touch of steel in your throat.

If you are BRAVE: 📖 **21.**
Otherwise, keep reading.

You can't see your enemies' faces, but you know there are two of them.
"Get up!" says one of them, taking your weapon away.
"Where is the tengu that came with you?" asks the one behind you, the one with the dagger.
Your lips remain closed, so he lowers the dagger and stabs you in the side.
Suddenly, Jirōbō breaks into the room through one of the paper walls, taking your enemies by surprise, and finishing them off with two precise slashes of his katana.
"Right on time! Thanks," you say to the tengu.
"Are you all right?" he asks.
"It's nothing, I'll survive," you say, rubbing your injury.
"We were too confident, thinking that all our enemies had left. Did you find something?" You show him what you found. "Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Lose 5 ♥.
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

20

Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.
"I see you need no help. We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

21

You've lived through a lot. Otherwise, you wouldn't have survived this long. So, you take the chance—acting decisively, you immobilize the outstretched arm and make your enemy drop his dagger. You catch the weapon in midair and attack your enemies. Your lethal blows kill those bastards. Alerted by the noise of combat, Jirōbō breaks into the room.

"I see you need no help. We were too confident, thinking that all our enemies had left. Did you find something?"
You show him what you found.
"Perfect! That's it! I'm returning to the Tengu Forest as fast as I can. I'll communicate with you by means of the pendant I gave you. Go help your companions!"

MISSION COMPLETED
- Place 1 trigger on the "round 2" space of the influence track. When the round marker reaches the trigger: 📖 **25.**
- Reduce the Shōgun's influence by 1.

22

Success: If you completed mission 5: 📖 **23.**
Failure: If you didn't complete mission 5: 📖 **24.**

23

The heroes and their allies have achieved a great reward: a clue that may lead to Master Bubashi on the island of Awaji. Now, it is time to tug on this thread,and find if it leads to him. Will they arrive in time? Or will this rescue mission fail?

THE PHASE ENDS IN SUCCESS
- Mark box #9 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 217 to start the next exploration phase.

24

The heroes and their allies gave their all to discover where Master Bubashi is held captive. It has cost them crucial time and effort, to discover that they must travel to the island of Awaji. They must rescue the master. But are they already too late?

THE PHASE ENDS IN FAILURE
- Mark box #9 next to ***"Advance of darkness."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 217 to start the next exploration phase.

25

The pendant Jirōbō gave you begins to vibrate strongly. You hear the voice of the sorceress in your heads. "I tried to perform the spell to find the master, but something is interfering and I can't pinpoint his exact location. Four sources of dark energy block my attempts. Go to where they are and destroy them." Then, you hear Jirōbō's voice: "I modified your pendants so that you can absorb that dark energy with them."

Setup:
- Discard the mission 2 and 3 cards.
- Remove the mission 2 and 3 tokens, if they are still in play.
- Draw the mission 5 card face up.
- If the weren't previously there, place 1 **A, B, C, and D** interaction point on the indicated locations.

- If you previously marked ***"Absorbed,"*** remove interaction point **D.**
- Each character places 1 clan token on each interaction point.

26

"Come in, come in!" Byakuei says, inviting you to the room where he was meditating. "I'm glad to see you again, despite the horrible news."
You sit on one of the floor cushions.
"I already know, the sorceress told me about it. I've been trying to find the master, but with no success. But I did find two sources of dark energy which generate anomalies. If you have time, you could go investigate them."

Setup:
- Place 1 interaction point **A** and 1 interaction point **B** on the indicated locations.
- Place 1 of your clan tokens on **A** and 1 on **B**.

27

After traveling across the snowy land for a long time, you arrive at a frozen lake. A black orb spins in the center of the lake, surrounded by fluctuating energy. Resolutely, you step onto the frozen surface of the lake. The ice crackles under your feet, but it is thick enough to support you. You don't quite understand what you see in front of you. A black orb floats above the lake, emitting dark light.
Doubts assail you…
When you stretch your hand out to the orb, a surge of energy rushes through your body. Your insides burn and you feel like you're going to explode. A moment later, the energy ceases to flow inside you. What just happened is beyond your knowledge. You must learn more about those mysterious orbs.

Consequences:
- Lose 5 ❤.
- The character is delayed.
- Find another way of interacting with the orb. Don't remove interaction point **A.**

28

After traveling across the snowy land for a long time, you arrive at a frozen lake. A black orb spins in the center of the lake, surrounded by fluctuating energy. Resolutely, you step onto the frozen surface of the lake. The ice crackles under your feet, but it is thick enough to support you.
"So, this is the orb the sorceress talked about!" you say, at the same time that you take out Jirōbō's pendant. You hold the pendant in front of the source of dark energy and activate it...

Perform a 🧘 (6) test

👍 **Success: 📖 29.**
👎 **Failure: 📖 30.**

29

You feel the orb's energy run through you and harmonize with your spirit. After the pendant absorbs all the energy, the orb vanishes.

Consequences:
- Gain 1 🧘.
- Reduce the Shōgun's influence by 1.
- Remove interaction point **A.**

30

The pendant begins to absorb the dark energy, and you feel it pierce you. Your insides burn, but you know you must resist until the orb vanishes. When it's all over, you fall on the ground.

Consequences:
- Lose half your ❤ (rounded down).
- Remove interaction point **A.**

31

Walking through the fields in the south, you begin to sense the feeling that Byakuei told you about. Soon after, you see a dark orb in the middle of a rice field. All you see around it is darkness. Resolutely, you approach the dark orb. The closer you get to it, the denser the air becomes. The sun is nowhere to be seen, and your surroundings grow darker and darker. Now, you can clearly see the floating black orb.
When you touch it, you feel nothing, but it starts fluctuating weirdly. Suddenly, two onryo emerge from the orb.

Perform a ⚔ (8) test

👍 **Success: 📖 32.**
👎 **Failure:** Lose 5 ❤ and keep reading.

You walk away from there, bleeding from your injuries. You don't know what that strange energy is, but you don't want to be near it again.

Consequences:
- Find another way of interacting with the orb. Don't remove interaction point **B.**

32

You defeat both yōkai and leave the place at once. You don't know what that strange energy is, but you don't want to be near it again.

Consequences:
- Gain 2 👹.
- Find another way of interacting with the orb. Don't remove interaction point **B.**

33

Walking through the fields in the south, soon after, you see a dark orb in the middle of a rice field. All you see around it is darkness. Resolutely, you approach the dark orb. The closer you get to it, the denser the air becomes. The sun is nowhere to be seen, and your surroundings grow darker and darker. Now, you can clearly see the floating black orb. You take out Jirōbō's pendant, hold it in front of the dark orb, and activate it…

Perform a 🧘 (7) test to absorb the energy

👍 **Success: 📖 34.**
👎 **Failure: 📖 35.**

34

You feel the orb's energy run through you and harmonize with your spirit. After the pendant absorbs all the energy, the orb vanishes.

Consequences:
- Gain 1 .
- Reduce the Shōgun's influence by 1.
- Remove interaction point **B.**

35

The pendant begins to absorb the dark energy, and you feel it pierce you. Your insides burn, but you know you must resist until the orb vanishes. When it's all over, you are exhausted.

Consequences:
- Lose half your (rounded down).
- Remove interaction point **B.**

36

When you enter the Tea House, one of the girls tells you to go down to the storeroom. Approaching the door, you hear a man begging for his life on the other side. When you enter, you see a woman interrogating a man, who turns and speaks to you:
"You have arrived right on time. My friend Mikuchi is going to tell us something very important."
No doubt, Mikuchi has seen better days. His face is heavily bruised, his nails are missing, and the floor is blood-stained.
"I don't know... where they took the master..." he slurs.
"I just know they have deployed dark orbs to prevent you from finding him."
"And now you are going to tell us their locations, aren't you?" Poor Mikuchi nods.

Setup:
- Place 1 interaction point **C** and 1 interaction point **D** on the indicated locations.
- Place 1 of your clan tokens on **C** and 1 on **D**.

37

In the distance, you see the city of Miyazu. However, what you are looking for is farther south. When you arrive at an abandoned village, you feel something strange. You must be close to the point Mikuchi indicated.
You move toward the source of dark energy. Now, you can see it clearly: a dark orb floats above the ground. As you approach it, darkness surrounds you.
You don't know how long you have been walking in this darkness, but when you finally get away from it, you feel exhausted.

Consequences:
- The character is delayed.
- Find another way of interacting with the orb. Don't remove interaction point **C.**

38

In the distance, you see the city of Miyazu. However, what you are looking for is farther south. When you arrive at an abandoned village, you feel something strange.
You move toward the source of dark energy. Now, you can see it clearly: a dark orb floats above the ground. As you approach it, darkness surrounds you. You take out Jirōbō's pendant, hold it in front of the dark orb, and activate it.

Perform a (7) test to absorb the energy

Success: 39.
Failure: 40.

39

You feel the orb's energy run through you and harmonize with your spirit. After the pendant absorbs all the energy, the orb vanishes.

Consequences:
- Gain 1 .
- Reduce the Shōgun's influence by 1.
- Remove interaction point **C.**

40

The pendant begins to absorb the dark energy, and you feel it pierce you. Your insides burn, but you know you must resist until the orb vanishes. When it's all over, you are exhausted.

Consequences:
- Lose half your (rounded down).
- Remove interaction point **C.**

41

You leave Osaka behind and begin to approach the point indicated by Mikuchi, the poor fellow you met at the Tea House.
The air becomes more rancid as you approach the source of it all: a dark orb floating above the ground. When you

are about ten meters from the orb, you see the charred corpse of a man. He must have gotten too close to the source of dark energy.

Make a choice

- You approach the orb: 📖 **42.**
- You leave: 📖 **43.**

42

You don't understand what happens to the pendant Jirōbō gave you, but it begins to vibrate intensely. The pendant must be absorbing the orb of darkness.

Perform a 🧘 (7) test to absorb the energy

👍 **Success:** 📖 **58.**
👎 **Failure:** 📖 **59.**

43

You are not prepared to face this kind of magic. It's better to wait until the Tea House's owner finds out more. As you are moving away, a black ray comes out of the orb and surges toward you. You cannot dodge and it knocks you down on the grass.

Consequences:
- Lose 7 💔.
- Find another way of interacting with the orb. Don't remove interaction point **D.**

44

You leave Osaka behind and the air becomes more rancid as you approach orb. Everything is altered, and everything disturbs you. You take out Jirōbō's pendant, hold it in front of the dark orb, and activate it.

Perform a 🧘 (5) test to absorb the energy

👍 **Success:** 📖 **45.**
👎 **Failure:** 📖 **46.**

45

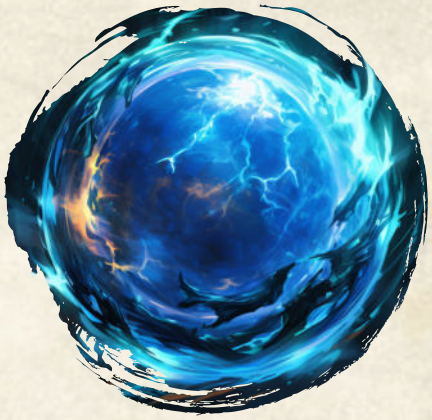
You feel the orb's energy run through you and harmonize with your spirit. After the pendant absorbs all the energy, the orb vanishes.

Consequences:
- Gain 1 🧘.
- Reduce the Shōgun's influence by 1.
- Remove interaction point **D.**

46

The pendant begins to absorb the dark energy, and you feel it pierce you. Your insides burn, but you know you must resist until the orb vanishes. When it's all over, you are exhausted.

Consequences:
- Lose half your 💔 (rounded down).
- Remove interaction point **D.**



47

The pendant vibrates again, but this time it brings good news. "Thanks to your help removing the four sources of dark energy, I could locate the master. They haven't taken him off Awaji Island yet; they were playing with us. You must do your best to bring him back alive. Get ready for a hard battle."

👍 **MISSION COMPLETED**
- Each character who took part in the mission gains 100 ◎.

48

You are in shock, you can't react. The Shōgun stands up in front of you wielding a dagger. He aims the dagger at you. And just when the point of the weapon is about to sink into your chest, you recover, and you can react. You manage to jump into the sea and run away.

👎 **MISSION FAILED**
- Increase the Shōgun's influence by 1.

49

When you arrive in the vicinity of Wakayama, you are greeted by the assassins.
"We are also looking for the Master," one of them begins to tell you. After interrogating several enemies, we finally have a solid lead on a high-ranking member of the Shōgun's army. It seems he was the one who led the assault on the Master's dojo.
"And I suppose he's here."
"Indeed. It seems they have set up camp here, controlling that port gives them a strategic advantage. If you would accompany us, you would be of great help."

Night is falling by the time you make your plan and get going.

Make a choice

- You choose to go with the assassins: 📖 **52.**
- You go separate ways to cover more ground and find the general faster: 📖 **53.**

50

You approach the central tent, the largest of the camp. The man you are looking for must be inside. You see a couple of assassins near and all of you break into the tent at the same time. A man is snoring in a bed and, on a large table, there's a detailed map of the area.
One of the assassins draws her dagger and puts it to the man's neck and then slaps him to wake him up.
"What the....?" But he feels the sharp blade at his neck and shuts up.
"We know you kidnapped Master Bubashi... Where is he?" the assassin asks.
"That old man... he is dead."
"Speak, you dog!" The assassin presses her dagger a bit harder and the man starts bleeding.

If you are DIPLOMATIC: 📖 **54.**
If you are IMPASSIBLE: 📖 **55.**
Otherwise, keep reading.

With shocking quickness, the man frees himself, stands, and draws his weapon.

Perform a ⚔ (6) test

👍 **Success:** 📖 **56.**
👎 **Failure:** 📖 **57.**

51

Your accuracy knows no limits. Your precision shot pierces his throat, and the man bleeds out and dies on the spot. You hide his corpse and keep on moving toward your target.

Consequences:
- 📖 **50.**

52

The camp is highly guarded. It's hard to advance together and pass unnoticed.
If you are STEALTHY and LUCKY: 📖**50.**
Otherwise, keep reading.

When you pass between two tents, you find a guard with his back to you. But just then, he turns round and spots you. Luckily, you take him out at once. As his body hits the ground, you see movement to your right. Another guard stands, ready to raise the alarm.

If you have a bow, kunais (spend 1 charge token) or shurikens (spend 1 charge token): 📖 **51.**
Otherwise, keep reading.

The guard raises the alarm and armed soldiers come out of the tents, surrounding you.
"Run away! We'll cover you," says one of the assassins. "Find the master and save Japan. Hurry!"

👎 **MISSION FAILED**
- Erase the mark next to ***"Assassins of Iga."***
- Erase the special location **School of Assassins** from the **Special locations** list and remove the card from the game. They died trying to protect you.
- Increase the Shōgun's influence by 1.
- Place your miniature on Gojo.
- The character is delayed.

53

You infiltrate the camp without difficulty. You all split up to cover more ground and find the general. You sneak toward the largest tent, expecting that your man will be there.
As you advance, you see soldiers, but you avoid them by hiding in the shadows. However, security increases as you approach the central tent. At the corner of one tent, you come face to face with a lone guard. You don't hesitate and kill him before he can say a word. However, a nearby guard sees you and is about to raise the alarm.

If you have a bow, kunais (spend 1 charge token) or shurikens (spend 1 charge token): 📖 **51.**
Otherwise, keep reading.

The eyes of the guard open wide, but he can't warn anybody. A thin line of blood runs from his mouth, and he falls. Just behind him, one of the assassins salutes you.

Consequences:
- 📖 **50.**

54

Bargaining with someone who has a dagger to his neck is always easy. The man only knows approximately where the master is. But he was in charge of security there. And he warns you: trust nobody. The villagers are not what they seem.

MISSION COMPLETED
- Mark ***"Hidden enemies."***
- Reduce the Shōgun's influence by 1.

55

The kunoichi shoves a cloth in the man's mouth to muffle any sound, and then she starts hitting him. The man's face reflects the pain he is suffering and tears run from his eyes. The general surrenders at last to the ninja's torture. He only knows approximately where the master is. But he was in charge of security there. And he warns you: trust nobody. The villagers are not what they seem.

MISSION COMPLETED
- Mark ***"Hidden enemies."***
- Reduce the Shōgun's influence by 1.

56

Desperate for the situation, the man rushes madly at you as if possessed. Your blade pierces his naked chest and the general falls to his knees in the center of the tent. An alarm sounds in the camp... You must get away. For once, being too good at killing played against you.

MISSION FAILED
- The general dies and you fail to get any information.
- Gain 1 and 10 .
- Increase the Shōgun's influence by 1.

57

Desperate for the situation, the man rushes madly at you, wounding you seriously.
Some days later, you wake up in a comfortable bed with your chest bandaged.
"What happened?" you ask the kunoichi who is watching over you.
"You were severely injured, but we overpowered the man and got some information out of him. He told us they keep the master prisoner on an island. We are trying to find which one. He actually laughed while telling us to trust no one, not a single one of the islanders."
Looks like failing your attack turned out to be the best.

MISSION COMPLETED
- Mark ***"Hidden enemies."***
- Reduce the Shōgun's influence by 1.
- Reduce your down to 2.
- Place your miniature on Iga.
- The character is delayed.

58

You feel the orb's energy run through you and harmonize with your spirit. When the pendant absorbs all the energy, the orb vanishes, but you can't move.

Consequences:
- Gain 1 .
- Mark ***"Absorbed."***
- Reduce the Shōgun's influence by 1.
- Remove interaction point **D.**
- The character is delayed.
- You won't have any until another character is in the same location as you are.

59

The pendant begins to absorb the dark energy, and you feel it pierce you. Your insides burn, but you know you must resist until the orb vanishes. When it's all over, you are exhausted and can't move. Something holds you back.

Consequences:
- Lose half your (rounded down).
- Mark ***"Absorbed."***
- Remove interaction point **D.**
- The character is delayed.
- You won't have any until another character is in the same location as you are.

60

It's midday and you can't wait until night to infiltrate the camp. You must improvise. You set fire to some crates piled up against the hull. Most of the soldiers hurry to put out the fire, leaving the prisoner unguarded on the ship's deck. You climb a rope up the side of the ship to get on deck. Without delay, you run to the prisoner and remove his hood... and you see a bald man smiling at you. It is the Shōgun himself! He used himself as a decoy to lure you into a trap...

If you are **LUCKY:** 📖 **64.**
If you are **BRAVE:** 📖 **48.**
Otherwise:

Perform a (6) test

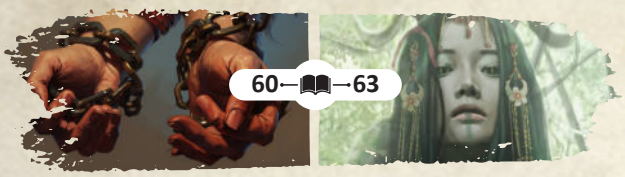
Success: 📖 **64.**
Failure: keep reading.
You are in shock, you can't react. The Shōgun stands up and stabs you in the chest with his dagger, leaving you on the brink of death. You hear him laughing while everything turns black.

MISSION FAILED
- Increase the Shōgun's influence by 2.
- You are defeated, remove your character from the game; you won't play during the current phase.
- At the beginning of the phase, your resurrection roll has +1 difficulty.

61

You arrive at the port of Nagoya just when a detachment of the Shōgun's soldiers is preparing a ship to depart. They are escorting a prisoner, but he is hooded and you can't know for sure whether he is the master or not.

Make a choice



- You put yourself at risk to set the prisoner free: 📖 **60.**
- You wait to see if the sorceress can shed any light on his whereabouts: 📖 **63.**

62

The informer waits for you in a seedy joint near the port of Osaka. If the rumor didn't give you any confidence, the meeting place gives you even less. You come in with your senses on full alert, and your hand in the hilt of your sword. "Welcome," says the only person inside. "I'm an old student of Master Bubashi. And, just like all his other pupils, I've been forced to go into hiding."
He takes a long sip from his drink.
"He's been captured. He was kidnapped at his dojo and they took him here, to Osaka, by ship. Now they are carrying him on foot. He was escorted by a large number of soldiers, so the rear guard will be strong. You should take them out first. I heard them say that they are traveling to Nagoya to take another ship to Edo. If the master gets into that ship, I'm afraid we won't see him again," he concludes, his voice breaking.

Consequences:
- Place 1 clan token on Nagoya.
- Place 6 kachi where indicated.

63

You watch the prisoner for a while. The way he moves...it doesn't seem like he's the master. Attacking a ship full of soldiers in broad daylight is suicide. Your only hope is that this all was just a decoy to lure you into a trap.

MISSION FAILED
- Lose 3 ⛩.
- Increase the Shōgun's influence by 1.

64

You are in shock, you can't react. The Shōgun stands up in front of you wielding a dagger. Suddenly, there's a big explosion on the side of the ship, and debris flies everywhere through the air. The Shōgun is thrown off balance and falls on the deck, and you dive into the sea. You can't believe your luck: some of those crates must have held gunpowder.

MISSION COMPLETED
- Reduce the Shōgun's influence by 1.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up, bruised and mumbling, and run away as quick as they can. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you.
"Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:
- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thanks for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ●.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Just when you fall on your back, the rain of blows you were getting stops. Your last opponent standing stares at the lifeless body of his companion just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5 ❤
- Gain 2 and 2 random market cards.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game
- Add card 9 to the travel events deck.

108

"You always arrive just when we need you most!" exclaims the healer holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what is in them, we need some very specific and hard to find herbs. If you could help us get them, we could save them all."

Consequences:
- Place 1 clan token where indicated.
- You have to complete the mission during this phase.
- Keep this card. When you reach your destination, read the corresponding paragraph.

109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a (3) test

Success: *After searching for a long time, you finally find them. Using Jirōbō's Omamori, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*

Consequences:
- Regain 3 ❤.
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

Failure: *You do not find the medicinal herbs, all of them look the same to you… Maybe you weren't the best person for the task.*

Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

111

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

112

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

113

As far as you remember, this has been the most stressful journey of your entire life. When you hand the Daimyō the jar with the poison, you feel as though a great burden is lifted off your shoulders. They are tremendously grateful, because the poison will help them in their future experiments.

Consequences:
- Mark 1 box next to ***"Mountain Clan."***
- Mark ***"Poison."***
- Remove this card from the game.

114

The jar can't stand the rough bumps, and eventually it breaks down. Everything around you starts to spin. You try to avoid inhaling it any way you can, but you can feel it penetrating your body through the pores of your skin. Your insides burn. Luckily, some villagers find you and carry you to a nearby healer.

Consequences:
- Move your miniature to the closest city and lose half your health (rounded down).
- The character is delayed.
- Remove this card from the game.

115

You enter the city carrying the body of the dead child. Everybody guesses who he is. After the initial commotion, a nobleman thanks you for bringing the poor child's corpse, for now they will be able to give him an appropriate burial.

Consequences:
- Mark 1 box next to ***"Sakura Clan."***

116

Among the rubbish piling up in the alley, you see a small wooden door that is ajar. You must crouch down to cross it, gaining access to a small room that was once a wine cellar. In front of you, a young hooded man holds a dagger with both hands, pointing it directly at you. Behind him a girl lies down, covered with blankets and with a rag on her head. Next to her, on the ground, you see some food, probably what he stole.

Make a choice

- Face the young man to deliver him to justice: 📖 **117.**
- Try to help her, since the little girl looks very sick: 📖 **118.**

117

You easily disarm and seize the youngster. After a while, you take both children to the guards.

Consequences:
- Mark 2 boxes next to the clan of the territory you are in. For example, if you are in the Sakura Clan territory, mark 2 boxes next to ***"Sakura Clan."***

118

You lay down your weapons and try to soothe the child, until you convince him that you are not a threat and can help his ill sister. When you come near the girl, you see that she has a very high fever.

If you are Hikaru:
You must do your very best, but eventually your healing skills seem to work and her fever subsides.

Consequences:
- Increase your affinity level by 1.
- Remove this card from the game.

If you have the Magic Pumpkin or the Medicinal Pills, you can use them to try saving the girl.
Thanks to your healing equipment, the fever starts subsiding. However, you must invest much valuable time in attending the girl.

Consequences:
- Lose 2 .
- Gain 5 .
- Remove this card from the game.

Otherwise:
There is little you can do for the girl. The illness had spread through her body and her fate was sealed. Crying in rage, the young boy tells you that she was hit by a poisoned dart shot from the shadows. He gives you the dart and, when you examine it, you see something in it that it is familiar to you, but you are not sure why.
Next morning, the brother and you bury the girl on the edge of the village. When you depart, you leave the boy keeping vigil at her grave.

Consequences:
- Lose 2 .
- Remove this card from the game.
- Add event card numbered 22 to the travel events deck.

119

While you are wandering through the stalls of the small market, you hear a very soft whistling behind you. At the last moment, you move your head and dodge the dart that targeted the back of your neck. You turn around, weapon in hand, to see where it came from, but a shout makes you lose your concentration. Looking to where the shout came, you see that the dart hit a woman in the chest and she has fallen to the ground. When you approach, you see that the dart is similar to the one that hit the girl you couldn't save.

If you previously marked box #3 next to ***"Healers":*** **120.**
If you previously marked box #2 next to ***"Healers,"*** remove travel event card 11 from the travel events deck and **120.**

Otherwise, keep reading:
"Where is the best healer in the area?" you ask the nearby people.
"There is one on the edge of the village," says one man.
"He asked for the best one, and the one here is just a quack," a woman replies. "Go north and look for Tayuya; she is an expert on poisons."

Consequences:
- Place 1 clan token on the village to the east of Tsuruga.
- Place 3 resistance tokens on the event card. At the beginning of your turn, remove 1 token. If the card runs out of tokens, read the "Failure" conclusion.

120

You hear a familiar voice behind you.
"It's good to see you! Despite the circumstances. Let us help you."
The healers start attending to the woman. They apply a bandage with some herbs on the injury and give her a foul-smelling beverage to drink.
Some time later, the woman seems to come to her senses and begins to feel better.
"Where did that weird poisoned dart come from?" the healer asks you.
"I don't know, but I was the target. It's not the first time we have seen this kind of weapon. Some time ago, one of these killed a little girl we couldn't save. But we don't know where they come from."
"These weapons are common among the kunoichi of Iga. Perhaps you should visit their school."

Consequences:
- If it wasn't in play, draw the special location card **School of Assassins** and add "School of Assassins" to the **Special locations** list. They will be available from the next Adventure Phase onwards.
- Remove event card 22 from the game.

121

Desperation seizes you when you arrive at Tayuya's hut, because there's no one there. The poisoned woman hasn't much time left. She's had a high fever for some days and is dying. Suddenly, an old woman comes out of the forest carrying a basket. As soon as you tell her about

the problem, she starts working. Two days later, the fever starts subsiding and the woman's health seems to improve.

Consequences:
- Gain 20 .
- Gain 3 .
- The character is delayed.
- Remove event card 22 from the game.

122

Eventually, the woman dies in your arms. You couldn't make it in time to save her.

Consequences:
- Lose 1 .
- The character is delayed.
- Remove event card 22 from the game.

123

You delivered the letter that the messenger of the Dragon Clan carried, on time. The Daimyō thanks you for your dedication and for how you treated his man.

Consequences:
- Gain 20 .
- Mark 1 box next to ***"Dragon Clan."***
- Remove this card from the game.

124

You catch the cultists by surprise and they cannot complete their ritual. Finishing them off isn't an easy task, but finally your weapon decapitates the last one. When you approach the altar, you see that the young woman still breathes and her face looks familiar to you.

Perform a (4) test

Success: *At once, you realize she is Keiko, the witch who appeared at the Tengu Forest. It's time to put an end to her life.* **127.**

Failure: **126.**

125

While you fight against the cultists, the naked woman at the altar starts levitating… ¡with her body divided into pieces!¿What is this?When you seeher face, the image of that Keiko witch that you saw in the Tengu Forest comes to your mind… but it's not exaclty her… maybe her sister? Her body recomposes and starts absorbing everyone's souls.

Perform a (6) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*

Consequences:
- You lose half of your remaining .
- Remove event card 26 from the game.

Failure: *You notice your soul leaving your body.*

Consequences:
- You are defeated.
- Remove event card 26 from the game.

126

Very carefully, you take the woman down from the altar and cover her naked body. You try to wake her up as tenderly as you can. And it seems to be working, because her eyes open…
Just then, you recognize the woman's face… and your body freezes. She is Keiko, the witch that surprised you in the Tengu Forest. But now she is much younger.
Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a (6) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*

Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 28 from the game.

Failure: *You notice your soul leaving your body.*

Consequences:
- You are defeated.
- Remove event card 28 from the game.

127

You raise your weapon against the defenseless witch. While your hand drives down, something suddenly paralyzes it. When you turn around, you see a woman in the forest, her hands outstretched toward you… and you feel as if invisible threads sprouted from her fingers and restrained you.

If you previously marked box #3 next to ***"Tengu":*** **128.**
If you previously marked box #2 next to ***"Tengu"***, remove travel event card 9 from the travel events deck and **128.**
Otherwise, keep reading.

You hear a noise and see that Keiko has woken up. Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a (5) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*

Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 26 from the game.

Failure: *You notice your soul leaving your body.*

Consequences:
- You are defeated.
- Remove event card 26 from the game.

128

You hear a noise and see that Keiko has woken up. Her dead eyes fix upon you while she starts levitating and tries to absorb your soul.
Suddenly, you hear a devastating scream behind you. You can control your body again, so you rise your weapon against Keiko and stop her from absorbing your soul.
Behind you, a tengu has severely damaged the other woman, who is defenseless, on her knees. Keiko disappears… and reappears next to the other witch. Before the tengu can execute them, the witches disappear through a portal.
"You saved my life," you say.
"My debt is paid then. It's a pity we couldn't put an end to those hellish beings!"

Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 26 from the game.

Chapter 11: Master Bubashi

Exploration Phase

The heroes travel to Kobe, where they take a ship manned by members of the resistance, spies who have joined the search for the master, and who know where, on the island of Awaji, Bubashi may be held.

When the coast is in sight, the captain says, "We will set you ashore very close to the suspect village, on a narrow, sandy beach with a rocky wall beyond. That wall is riddled with caves, one of which, we hope, will lead you directly to a settlement that has long been under the influence of the Shōgun. There's moonlight, you shouldn't have trouble getting there, but we can't be certain. For weeks now, the area seems to have been cursed. Be ready!"

"Thank you," Hikaru replies. "Your warning seems well-advised."

The group bids the sailors farewell and lands under a bright moon. They begin to explore their surroundings in a tense silence broken only by the sea pounding the shore.

"The captain was right," says Tomoe. "This place is creepy, and something's going on. Everything feels corrupted, tainted. I'm worried."

"We are not alone here," the monk says. "I see some onryo wandering in the shadows, and they will soon be on to us. Remember what brought us to this island, and that we cannot fail. The master's life depends on us."

"I see many footsteps in the sand," Hattori says. "They all lead to the same place." He points to a particular grotto in the rock wall. "That one might lead to the village. Let's check it out."

"Enough words!" Akira exclaims. "Let's act. Of course there are enemies here. We'll fight our way past them if we have to. Come! Come and get us!" he yells, surprising his companions. "A battle for victory is at hand!"

ZONE 1: BEACH

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Interaction point
- Ashigaru+
- Onryo+
- Tile 2B

· OBJECTIVE ·

Rescue the master.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SPECIAL RULES ·

- **Special terrain:** Does not obstruct LoS. Creatures that start their activation on this terrain can move throught it. Creatures with flying treat it as regular terrain.

· SECTIONS ·

1.

Those onryo that roam the area are a great threat, but they will not stop you from getting to the grotto. You face the disturbing scene with characteristic courage and composure. Master Bubashi's life may soon be lost, so you hurry.

SECTIONS

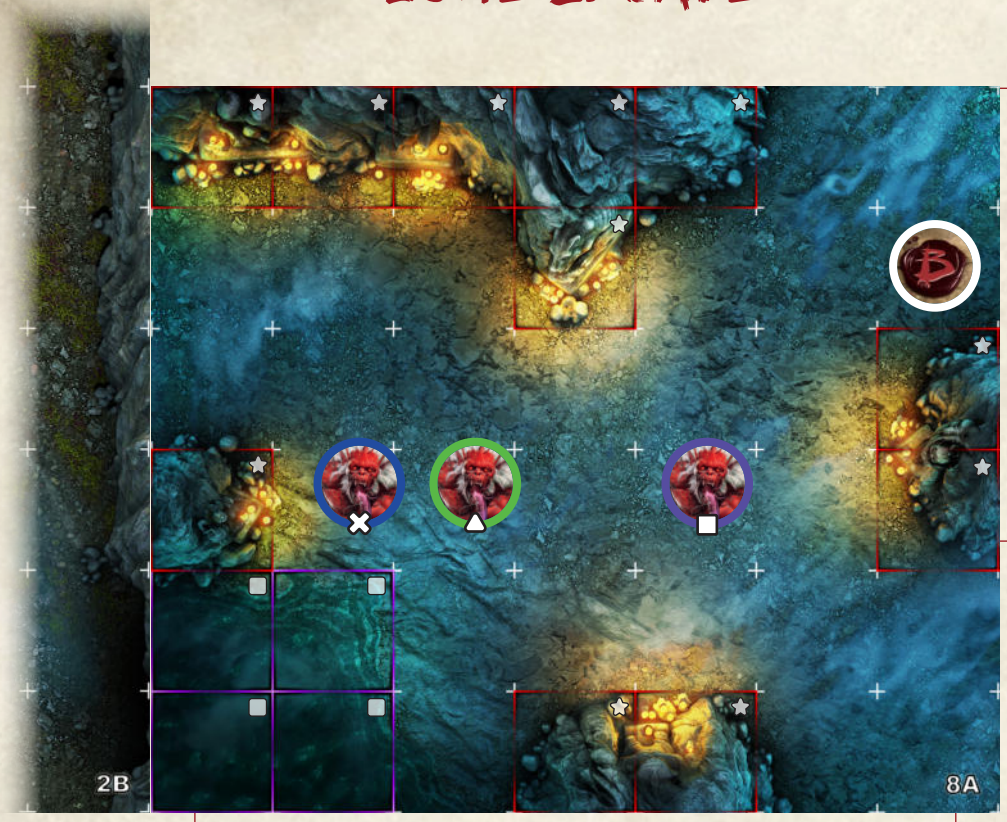
1

In front of you is the path that leads into the grotto. You must get into the cave to follow the trail of the master.

Consequences:

- Go to page 219 and follow the setup instructions for **Zone 2: Cave.**

ZONE 2: CAVE

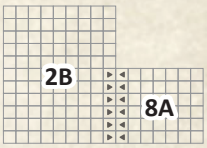


COMPONENTS

Interaction point

Akaname

Tile 8B



COLORS

Yellow/ Obstacles	Blue/ Special terrain	Purple/ Difficult terrain	Orange	Red/ Inaccessible terrain	Green

· OBJECTIVE ·

Rescue the master.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

1.

You feared this grotto would be full of enemies, but unexpectedly, on entry you find a strange peace. The exit is illuminated by a lantern, and you run towards it, hoping that it leads to the village you are looking for. As you rush along, several murderous akaname block your way. Kill them!

SECTIONS

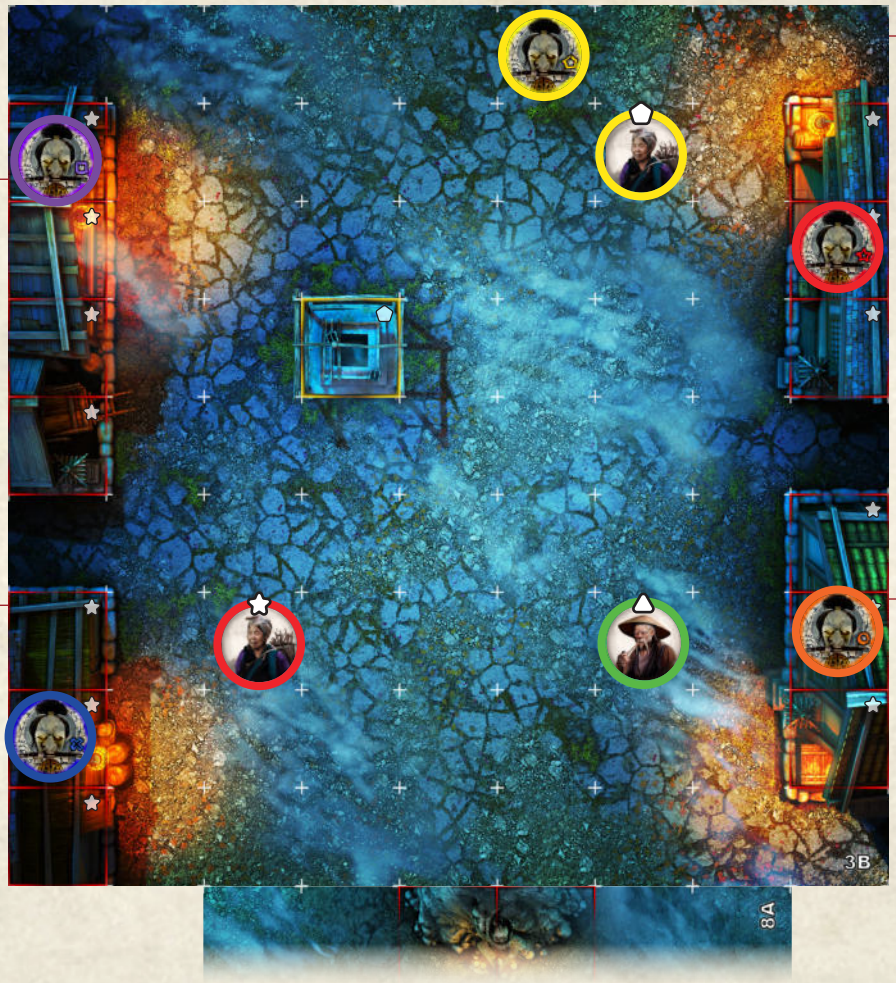
1

You see lights beyond the grotto. This must be is the settlement you are looking for. Bubashi is near!

Consequences:

- Go to page 220 and follow the setup instructions for **Zone 3: Village.**

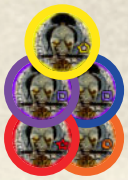
ZONE 3: VILLAGE



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS



Spawn tokens

Civilians

Tile 3B

· OBJECTIVE ·

Rescue the master.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

5 📖 1. 6 📖 2. 7 📖 3. 📖 10.

📖 4. 📖 5. 📖 6.

You have found a village. But it's remarkably quiet here. Are you in the wrong place? If Master Bubashi was here, The exit is illuminated by a lantern, and you run towards it, hope increasing that it leads to the village you are looking for. be much better guarded. You see only three people; an old man, a woman and a girl, who stop briefly to observe you and then go on about their business. Are you on the right trail, or have you wandered astray, wasting precious time whilst the master is in peril?

SECTIONS

1

You have reached the door with a sign faded away over time. If the clues you've gathered are correct, the master should be here.

Consequences:

- Go to page 222 and follow the setup instructions for **Zone 4: Dojo.**

2

You think you hear a whispered conversation on the other side of the door... Is it the master or just a trap? The only way to find out is to go in.

Consequences:
- Go to page 224 and follow the setup instructions for **Zone 5: House.**

3

Although the store is closed, you see a flickering light filtering through the cracksof the wooden door and windows. You must go in to discover who or what awaits you inside.

Consequences:
- Go to page 225 and follow the setup instructions for **Zone 6: Shop**.

4

A peasant woman asks you: "Are you looking for Master Bubashi? Be careful, there are Shōgun's soldiers lurking nearby. I saw them take someone to the store a few hours ago. I'm sure it was him!"

Consequences:
- Place door 7 on **RED.** Remove **RED**.
- Remove the **RED** civilian.
- If you previously marked ***"Hidden enemies:"***

Perform a (5) test

Success: 7.

5

An old man in strange clothes points to a nearby building. "Be careful! Shōgun's soldiers just told us that, if anyone was looking for Master Bubashi, we should tell them to go to the dojo, where they had set an ambush. But I did see them taking the master inside that house."

Consequences:
- Place, if not in play already, door 5 on **ORANGE.** Remove **ORANGE.**
- Place door 6 on **PURPLE.** Remove **PURPLE.**
- Remove the **GREEN** civilian.
- If you previously marked ***"Hidden enemies"***:

Perform a (5) test

Success: 8.

6

A girl plays with a broken doll. She looks at you and tells you: "The Shōgun's soldiers stepped on doll. They were carrying an old man to the dojo. Can you fix my dolly for me?"

Consequences:
- Place, if not in play already, door 5 token on **ORANGE.** Remove **ORANGE.**
- If you previously marked ***"Hidden enemies:"***

Realiza una prueba de (5)

Success: 9.

7

You see a sword's scabbard peeking out from the peasant woman's clothes. Hmm, strange... peasants don't usually wield swords. Plus, her hands are clean and unchafed.

8

You notice that the old man seems nervous and sometimes stumbles over his words. Does he drink too much, or has someone frightened him?

9

The tears of the girl seem sincere. Just after she talks to you, a woman calls her, and the girl goes into one of the houses.

Consequences:
- Place interaction point **F** on **BLUE**. Remove **BLUE.**

10

When you get close to that house, you hear a warning voice: "Please help us! They've taken the master to the dojo, and they won't let us talk to you. Besides, they have accomplices everywhere to deceive you. Luckily, they didn't pay attention to little Habu. Take this!"

Consequences:
- Gain 1 random market card.

ZONE 4: DOJO

COMPONENTS

Spawn token

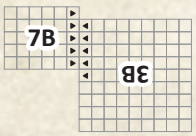
Bubashi

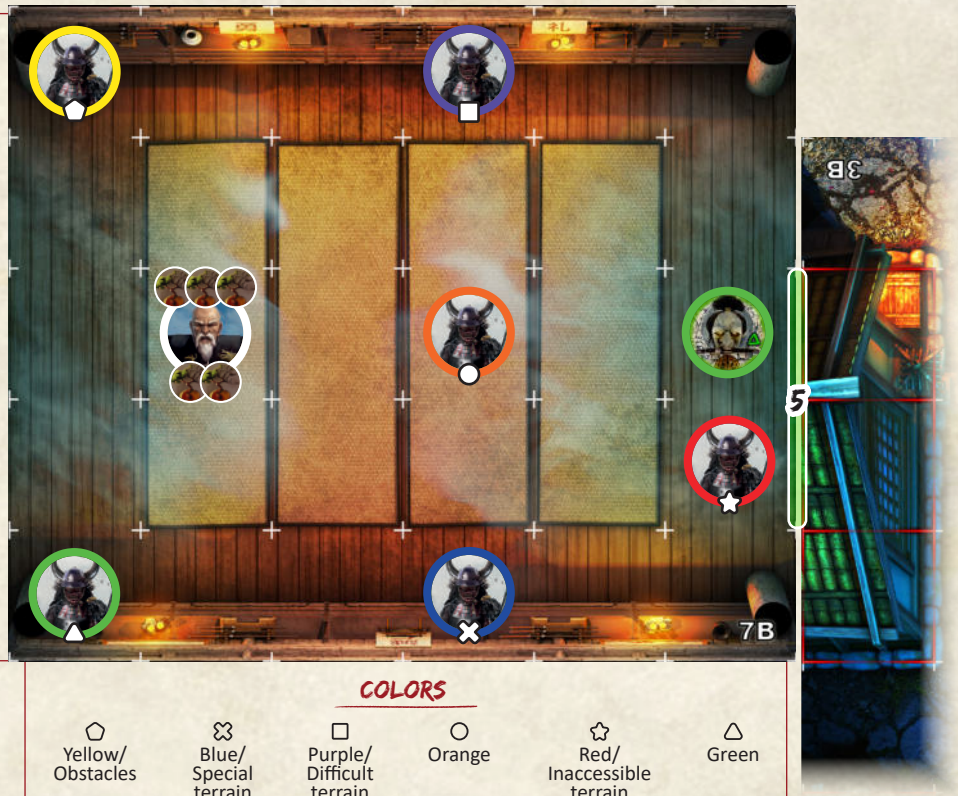
Resistance tokens

Kachi+

Open door

Tile 7B





COLORS

Yellow/ Obstacles	Blue/ Special terrain	Purple/ Difficult terrain	Orange	Red/ Inaccessible terrain	Green

· OBJECTIVE ·

Rescue the master.

· MALICE ·

Enemies attack with +1 ✪ for each malice point.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SPECIAL RULES ·

- If the master loses all his resistance tokens, the phase end in failure.
- If you previously marked ***"Corrupted Relic"***, a random character with a relic discards it. The **Cursed Dagger** cannot be discarded.

· SECTIONS ·

When there aren't any enemies remaining in the zone: 📖 **1.**

You have found the master! He has freed himself from his bonds and is fighting desperately for his life. But he is wounded, injured and weak. He has obviously been tortured, and is outnumbered. You strove so long and so hard to arrive at this moment. Now you must save him.

SECTIONS

1

Guided by providence, the heroes have saved Master Bubashi from a hideous death. They have defeated the Shōgun's forces in hand-to-hand combat and survived the treachery of the villagers. They gather around Master Bubashi in an upwelling of joy, full of hope for the future of the resistance. Until they see their master's somber face.

He's leaning on Hikaru for support, as he is quite weak. "Thank the Kami that you found me. I'm proud of you for rising to these challenges to liberate me. I'm merely an old man who has left his glory days behind, and yet you have risked your lives for me. I will always be indebted to you. Unfortunately, we have not a moment to lose. We must prepare ourselves!"

"What is it, sensei?" Tomoe asks. "Something else that we don't know about?"

"Indeed. While I was being tortured, I decided to make the most of the situation, and I attempted to see and

hear as much as possible. Some soldiers were talking about their orders. The Shōgun has given a terrible order: his troops must completely raze the lands of your four clans. He has decreed that the crops must burn, and the buildings as well. If we do not prevent it, the towns and villages, both big and small, will be turned to ashes by the destructive power of his flames."

He stares solemnly at them all.

"He will take no prisoners. That wretch wants every man, woman, and child of the four clans to die. The Shōgun claims that this is the only way for Japan to be reborn again, to remake it from its ashes."

"But that's terrible! He's lost any sanity that he ever had!" Akira says.

"It's worse than you imagine," Bubashi continues.

"Worse still? How?" Tomoe asks.

"The tyrant's troops are not alone," the master says. "At their front are his two most terrible generals, and you know what they can do. Yes, yes, I'm talking about the Tsurube Otoshi and the Demon Hunter. Divided in two forces, they lead the hosts of the Shōgun, an army more vast and powerful than you have ever seen, and they will stop at nothing."

"I warned you that we were nearing the end, and I was not mistaken," Hattori says. "If they are coming for us, we will be waiting for them! I know I have prepared myself for this moment. I have trained to exhaustion; I have learned from the best teachers, and now I place my expertise at the service of our clans. I'll say it again: If they are coming, we will be waiting for them! We will make them regret their actions."

The ninja's speech ignites his companions. The young samurai speaks next, but not as she did before. Now, there is hatred in her eyes.

"If I must give my life defending our people, I will happily die! There is no greater honor than to die on the battlefield, fighting for a just cause! Like Hattori, I say: we are ready for you, and we will fight until the last flower falls."

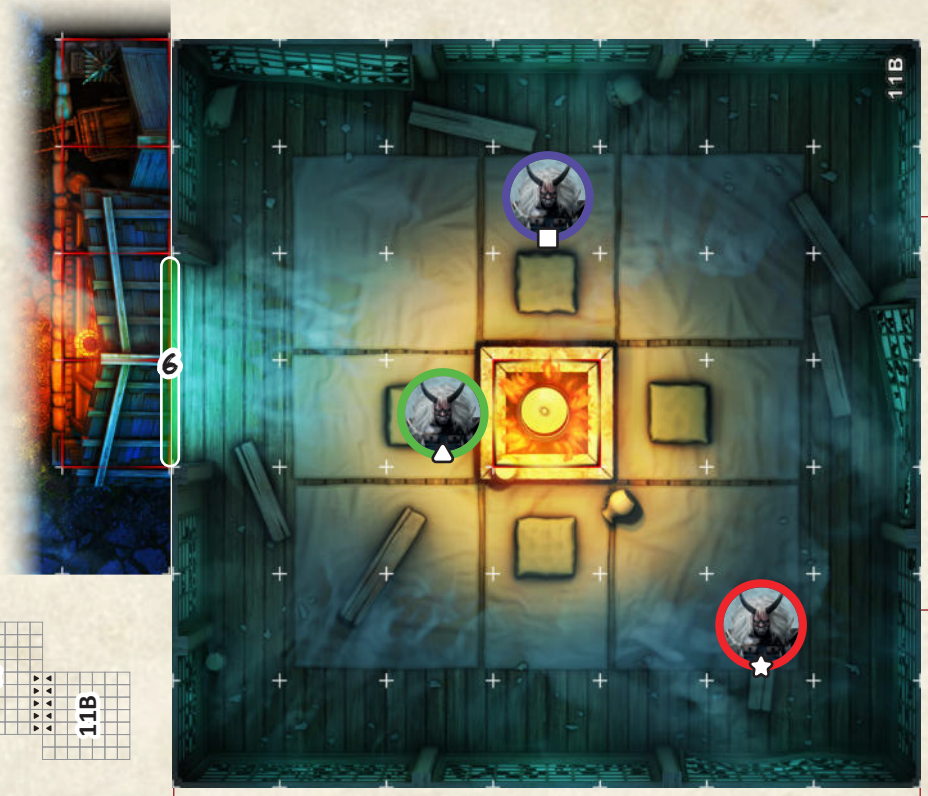
"My katana thirsts to taste the Demon Hunter's blood," Akira cries. "I vow, here and now, damned Hunter, that when I draw it in your presence, I will not sheathe it again until I have made you die. May the Kami give me strength!"

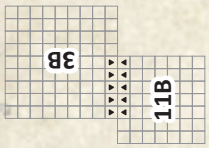
"People say: Juunintoiro: Ten people, ten colors," says Hikaru. "But now I say, no! Not ten, not four. We are One, united against our foe. I am honored to fight at your side. For the innocent, for freedom, for Japan: We await them. Let them come."

THE PHASE ENDS IN SUCCESS

- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 226 to start **Chapter 12.**

ZONE 5: HOUSE





COMPONENTS

Ashigaru+

Open door

Tile 11B

COLORS

Yellow/ Obstacles	Blue/ Special terrain	Purple/ Difficult terrain	Orange	Red/ Inaccessible terrain	Green

• OBJECTIVE •

Defeat the enemies and continue looking for the master.

• MALICE •

Enemies attack with +1 for each malice point.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

You shouldn't have come here! It's a trap, full of enemy soldiers, waiting in ambush. A nightmare is unleashed around you in the blink of an eye, and you will struggle to escape.

ZONE 6: SHOP

COLORS

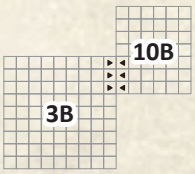
- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Ashigaru+

Open door

Tile 10B



· OBJECTIVE ·

Defeat the enemies and continue looking for the master.

· MALICE ·

Enemies attack with +1 for each malice point.

· SPECIAL RULES ·

If you previously marked 3 boxes on ***"Tengu"***, do not place 2 random ashigaru.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

Hikaru would say that after the storm comes the calm. But in this shop, the opposite is true. The villagers who seemed so peaceful led you here, right into a trap. You'll need courage and dedication to overcome the dangers here.

Chapter 12: All or Nothing

Adventure Phase

The Shōgun launches his ultimate battle to wipe out the four clans, and the heroes discover the hatred that lies between the Tsurube Otoshi and the Demon Hunter. Resistance spies report that each general wishes to crush the other, to earn every last drop of glory for the victory and become their tyrant's most beloved supporter.

But each of them is highly effective. They devastate everything in their paths, killing all who stand up to them. Their armies are monstrous and gigantic, and they show no mercy. Victory against the Shōgun seems impossible, and despair spreads everywhere. People flee in panic, thinking only to save themselves.

"The enmity between those two generals must give us an advantage," Tomoe says. "A way to weaken the Shōgun's forces, perhaps, enabling us to finish them off."

"The Tsurube Otoshi and the Demon Hunter must both be destroyed," Hattori adds. "Otherwise, our clans will disappear, our people will die, and there will be nothing left to save. It would be the end of the Japan we used to know, of everything we love."

"I agree, but what should we do?" Akira asks. "We have faced them before and not even begun to eliminate them. Why should it be different now? No one wants to crush those two more than I do, but the balance is not in our favor. I will fight them, but I fear this may be our last fight."

"Facing them in the open is more than risky. It's foolhardy," Hattori says. "But what other options do we have? We might wear them down with guerilla attacks from the shadows, but the risks will be too great."

"Do not despair!" Hikaru says. "The Kami are surely on our side. They will find a way to help us. And do not think too much about how to stop both the Tsurube Otoshi and the Demon Hunter. I call to mind an old saying: If you chase two hares, you will end up with none. Do not split efforts to face them both! Choose one, either one, and at the end of so many hardships, we can rise to victory."

"Hikaru, you are wise," Tomoe says. "I wish to find how to pit these two evil generals against each other, but perhaps it would be better to face them one at a time."

START
TENGU FOREST
– 254 –
INARI
MIYAZU
TSURUGA
TAKASHIMA
DOSOJIN
TAMBA
HIMONE
GIFU
IZANAMI
HIDDEN FORTRESS
– 261 –
4
DARKSTONE TEA HOUSE
– 262 –
HACHIMAN
KYOTO
5
LOST SANCTUARY
– 257 –
NAGOYA
SUSANOO
HIMEJI
KOBE
OSAKA
IGA
AWAJI
BUBASHI'S HOUSE
– 256 –
AMATERASU
ISE
AMATSUMARA
WAKAYAMA
GOJO
AMATSUMIKABUSHI

PHASE SETUP

· OBJECTIVE·

The characters have one last chance to get rid of their pursuers. They have to survive their attacks and find the way of weakening or even defeating them.

· INFLUENCE TRACK ·

Total rounds: 7. At the end of this round 📖 7.
Starting influence: 2.
Influence increase: 1.

· COMPONENTS ·

- Travel event cards: Unchanged.
- The Shōgun's influence cards for Chapter 12.
- The **Bubashi's House, Darkstone Teahouse, School of Assassins** (if available), and **Lost Sanctuary** location cards.
- The mission cards for Chapter 12.
- Place the final round token in the round 7 position on the track.

· SPECIAL RULES ·

- The mission 1, 2, and 3 cards are activated from the beginning; flip them over.
- If you found the 4 pillars linked to the mark next to ***"The 4 pillars",*** draw the mission 6 card and place it face down near the board. Place mission token 6 on the special location the Tengu Forest.
- If you previously marked "Hero of Miyazu", place 4 blessed tokens on Miyazu. Each time a character passes through this location they can take a blessed token until they have a maximum of 2 each.
- If you previously marked ***"Divine favor",*** place 1 blessed token on each Kami sanctuary. Each time a character passes through them they can take a blessed token until they have a maximum of 2 each.
- If you previously marked ***"Save the shopkeeper",*** the first city interaction per character per round costs no 👹 this phase.

- TSURUBE OTOSHI (62 ❤):

As this phase progresses the characters will gain and lose visibility to the eyes of the Tsurube Otoshi.
The visibility will change as follows:

- If you don't travel during your turn, your visibility increases by 2.
- If you are delayed, your visibility increases by 1.
- If you fail on an ⚔, your visibility increases by 1.
- If you succeed on an ⚔, your visibility is reduced by 1.
- Spend 1 👹 and 2 ⛩ in a sanctuary to reduce your visibility by 1.
- Spend 1 👹 and 1 blessed token to reduce your visibility by 2.

- During the Shōgun's turn, the Tsurube Otoshi will advance toward the most visible character a number of locations determined by the Shōgun's influence level. In case of a tie, he will move toward the closest character. If there is still a tie, the characters choose. Thus, the Tsurube Otoshi will advance 3 locations when the level is green, 4 when the level is orange, and 5 when the level is red.
- The ports will be closed during this phase with the exception of KOBE and AWAJI.
- If the Tsurube is in the same location as a character, the character is defeated.
- If the Tsurube is in the same territory as the Demon Hunter they roll 1 ⬢ each and whoever gets the lowest result loses 4 ❤. In case of a tie, both lose 2 ❤.

DEMON HUNTER (59 ❤):

- The Demon Hunter will move from one territory to another according to the indications on the Shōgun's cards. If 1 or more characters are in the same territory the Demon Hunter moves to, each one rolls 1 ⬢. If any of them rolls a 6, that character is defeated. Remove the character's miniature from the board.
- If 1 character has the ***"Scar"*** mark ignores the first 6 obtained during the phase.
- You can spend 1 blessed token to reroll the Demon Hunter's die.
- If the Tsurube is in the same territory as the Demon Hunter they roll 1 ⬢ each and whoever gets the lowest result loses 4 ❤. In case of a tie, both lose 2 ❤.

· PERSONAL MISSIONS ·

Akira: If you DID NOT mark box #2 next to ***"The power of the crystal: Monks," "The power of the crystal: Blacksmith," or "The power of the crystal: Byakuei":*** 📖 **219.**

SECTIONS

1

Incredible! The heroes can't believe the magnitude of their victory, but reality is undeniable. The Tsurube Otoshi has been crushed in a magnificent victory, and its controlling demon is dead. Japan is one step closer to freedom. The Demon Hunter remains a great threat, but many who fled the Shōgun's approaching armies have gained hope and they have returned to oppose the Shōgun. That tyrant has suffered a decisive strike that will increase his desire to counterattack, but his forces are diminished. It's time to strike the final blow.

MISSION COMPLETED
- Each character gains 1 blessed token.
- Each character gains 3 ⛩.
- If they were defeated by a character's trap, that character takes 3 random cards from the market.
- Mark ***"The eye closes."***

2

Incredible! The heroes can't believe the magnitude of their victory, but reality is undeniable. The Demon Hunter was crushed. He escaped barely alive and has fled far away to seek refuge. He will need time to heal his wounds, and meanwhile the group can concentrate on their remaining foes. Hope is reborn among the people of Japan. The heroes must now defeat the terrible Tsurube Otoshi, but their goal seems more attainable. Akira takes special pride in this victory,
although it is bittersweet for him.
"I'm delighted," he says, "but the Demon Hunter has escaped again. Our paths have not crossed for the last time! I will eliminate him once and for all, and make his name merely a bad memory. But I must save that pleasure for later. We must destroy the tyrant's remaining forces. The time has come to strike the final blow!"

MISSION COMPLETED.
- Each character gains 1 blessed token.
- Each character gains 3 ⛩.
- The 2 characters that defeated him take 2 random market cards each.
- Mark ***"The last flight."***

3

"I knew you would make it. This will be a hard blow for the Shōgun and his army, and will weaken them greatly. There is one last step remaining. Each of you will have to be in one of the four pillars and activate it, at the same time that, here, I perform the ritual to invoke the much more powerful Spirit of the Forest. Synchronization is paramount."

Setup:
- Each character places 1 clan token on 1 of the 4 locations you wrote down on the map that matches the mark ***"The 4 pillars."***

4

The sorceress's hut is changed. All furniture has been removed, leaving a large central space on the floor with a seal drawn in the middle, Mochizuki is waiting for you next to it.

If you previously marked ***"Spirit of the Forest":*** 📖 **5.**
If you previously marked ***"Spirit of the Forest enhanced":*** 📖 **3.**

5

"I knew you would make it. This will be a hard blow for the Shōgun and his army, and will weaken them greatly. There is one last step remaining. Each of you will have to be in one of the four pillars and activate it, at the same time that, here, I perform the ritual to recover the Spirit of the Forest from the clutches of Spirit."

Setup:
- Each character places 1 clan token on 1 of the 4 locations you wrote down on the map that matches the mark ***"The 4 pillars."***

6

The pillar begins to vibrate. Light comes out from the cracks of the stone. Suddenly, a beam of light is cast toward the sky. When you look up, you see three more beams that converge with yours in the same point, high above.
Jirōbō's pendant vibrates too and then you hear the sorceress's voice.
"We made it! The daidarabotchi is on our side and is really angry! It's our chance to finish off some of the Shōgun's Chosen.

MISSION COMPLETED.
- Place the daidarabotchi miniature on the Tengu Forest.
- Draw the mission 7 card and place it face down near the board. It includes a reminder of the following "Special Rules" section.

Special Rules:
- During their turn, a character can spend, once, 1 👹 to move the daidarabotchi 1 location. He can only move by land.
- If the Tsurube is in an adjacent location at the beginning of his turn, he loses 10 ❤. If you previously marked ***"Spirit of the Forest enhanced":*** He loses 13 instead of 10.

7

The chase has ended. It's the moment of truth.

If you previously marked ***"The last flight":*** 📖 **10.**
If you previously marked ***"The eye closes":*** 📖 **11.**
If both enemies are still alive: 📖 **12.**

8

When you enter the blacksmith's shop, you see Kukuta striking his hammer against the anvil.
"I'm glad you came! See my last toy!" he shouts enthusiastically, showing you a gadget you've never seen before.
"What is this?" you ask confused.
"This is.... our freedom. When the damn head activates the sensor, he will receive a terrible shock all through his body. You just have to place it on the ground and operate this lever. This will activate the sensor, and when that yōkai flies over the device.... ZAS! Raijin's wrath will fall upon him."

Consequences:
- Draw 1 special token and place it in your game zone. You can only carry 1 special token at the same time.
- How to use traps is explained in the mission 4 card.

9

Byakuei meets you in the main room of the sanctuary.
"I'm aware of the situation. Japan is in great danger. Our enemies are incredibly powerful. We may have a minimum chance. All the sanctuaries in Japan are sources of divine energy. If we can channel that energy at the right moment, we may weaken the Hunter little by little. When you find him in a territory, activate the sanctuaries in that territory and the energy will target the yōkai."

Consequences:
- How to use the Sanctuaries is explained in mission 5 card.

10

Your chances of victory are intact. You'll have to deal with the Tsurube Otoshi, but at least the Hunter had to flee severely injured.

THE PHASE ENDS IN SUCCESS
- Mark box #10 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 236 to start the next exploration phase.

11

But you are not fully aware of what you have achieved. The fearsome Tsurube Otoshi has been eliminated. And although the Hunter still remains, you feel a new hope in your hearts. A new dawn is possible.

THE PHASE ENDS IN SUCCESS
- Mark box #10 next to ***"Advance of the resistance."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 236 to start the next exploration phase.

12

The companions have given their all without finishing off either of the Shōgun's two generals. They have weakened the tyrant's troops, but the danger they pose remains great. The Tsurube Otoshi and the Demon Hunter sweep across Japan like twin tornadoes, devastating everything in their path. The end is near if the group cannot stop them. There is only one hope left: to strike two decisive blows at once, despite the great risks involved, risks that could lead to the death of the heroes.

THE PHASE ENDS IN FAILURE
- Mark box #10 next to ***"Advance of darkness."***
- Mark ***"We will have to defeat both."***
- If you are playing in Yomi Mode, mark 1 box next to ***"Yomi"*** for each character defeated during this phase.
- Then, go to page 236 to start the next exploration phase.

101

"Did you really defeat Sozin? Amazing. I'm sure that arrogant ass was left with his mouth open. Well, well. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

102

While you try to restore peace, the onyx pebble falls from your pocket. The old man is surprised at seeing it and, before you can bend down to recover it, he sends the youngsters flying. Then, the rascals get up bruised and mumbling, and run away as fast as they can. "My name is Jinpa," he says, greeting you with a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 28.

103

"You are a box full of surprises, traveler. Not many know the importance of the White Lotus," he says, greeting you with

a bow of his head. "Keep this token safe, because you are now a novice member of the Order of the White Dragon. If you ever need help, just show it to the merchants."

Consequences:
- Mark your name under ***"The Order of the White Dragon."*** If there was already another name listed, remove this card from the game.
- Draw and read travel event card 29.

104

In front of you stands the enormous temple dedicated to Dosojin. The monks greet you with full honors and return the statuette of the Kami to its altar. You feel your body being purified.

Consequences:
- If your Kami is Dosojin, increase your affinity level by 1.
- Otherwise, gain 2 ⛩ and regain all your ❤.
- Remove this card from the game.

105

As soon as you enter the city, the guards recognize the chest you carry and the town's mayor quickly comes to meet you. "Some days ago, a despicable thief took this priceless relic from our temple. Thanks to you, it is safe again where it belongs."

Consequences:
- Gain 1 random market card.
- Mark 1 box next to ***"Firefly Clan."***
- Remove this card from the game.

106

When you approach the Sanctuary of Amaterasu, the blind man starts mumbling and slows down. His whispering grows louder and louder, until suddenly you cannot move. Now the hunched blind man is levitating in front of you, pointing at you with the palms of his hands, where a pair of eyes have appeared and look at you fixedly.
"Thank you for freeing me. With the energy that emanates from this sanctuary, I will recover my full strength."

Consequences:
- Gain 10 ⚫.
- Lose all your ⛩.
- Remove this card from the game.
- If any character has Amaterasu as a Kami, flip its card. The Kami card will not be available this phase and the affinity track cannot be increased until the card becomes available.

107

All through the combat, you are one step behind your enemies. Your weapon swings constantly to parry the relentless attacks of the two tengu, and your clothes are turning red from to the blows you cannot deflect. Your fate seems decided until…
Another winged beast drops from the sky and lands behind your enemies. As you keep on parrying, a blade sparkles, cutting a tengu in half from head to toe. Suddenly, just when you fall on your back, the rain of blows upon you stops. Your last opponent standing stares at the lifeless body of his companion, just before the blade of your savior severs his head from his body.
The ally tengu offers you his hand to help you get up.
"Thank you so much! You arrived at just the right moment."
"You also came to help us when we needed it most and saved a lot of us. Besides, it's always a pleasure to do away with this corrupted scum," says your savior, as he kicks the head of the dead tengu. "I'll see you again," he says and takes flight.

Consequences:
- Lose 5 ❤.
- Gain 2 👹 and 2 random market cards.
- Mark box #2 next to ***"Tengu."***
- Remove this card from the game.
- Add card 9 to the travel events deck.

108

"You always arrive just when we need you most!" the healer exclaims, holding your hand warmly. "The situation is very serious. These people seem possessed by something weird, they have spasms and a high fever. If we don't do anything, they will die. To extract what they have inside, we need some very specific, hard to find herbs. If you could help us get them, we could save them all."

Consequences:
- Place 1 clan token where indicated.
- You have to complete the mission during this phase.
- Keep this card. When you reach your destination, read the corresponding paragraph.

109

When you arrive where the healers told you to go, you start looking for the herbs they need.

Perform a (3) test

Success: *After searching for a long time, you finally find them. Using Jirōbō's amulet, you ask him to get hold of the healers and tell them to wait for you in the next city, so you can give them the herbs.*

Consequences:
- Regain 3 .
- Mark box #2 next to ***"Healers."***
- Remove this card from the game.
- Add card 11 to the travel events deck.

Failure: *You do not find the medicinal herbs, all of them look the same to you… Maybe you weren't the best person for the task.*

Consequences:
- Remove this card from the game.

110

This must be one of the four pillars the sorceress talked about. You take the map and mark the exact location.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

111

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

112

You finally touch the pillar and a surge of energy rushes through your body.

Consequences:
- Check the maps on page 268 to see if there is a pillar on the location where you are:
  - If it has been previosly marked, return this card to the travel events deck and shuffle it.
  - If it has not been previously marked, mark 1 box next to ***"The 4 pillars"*** and draw this location on any of the remaining scrolls on page 268.
  - Remove this card from the game.

113

As far as you remember, this has been the most stressful journey of your entire life. When you hand the Daimyō the jar with the poison, you feel as though a great burden is lifted off your shoulders. They are tremendously grateful, because the poison will help them in their future experiments.

Consequences:
- Mark 1 box next to ***"Mountain Clan."***
- Remove this card from the game.

114

The jar can't stand the rough bumps, and eventually it breaks down. Everything around you starts to spin. You try to avoid inhaling it any way you can, but you can feel it penetrating your body through the pores of your skin. Your insides burn.
Luckily, some villagers find you and carry you to a nearby healer.

Consequences:
- Move your miniature to the closest city and lose half your health (rounded down).
- The character is delayed.
- Remove this card from the game.

115

You enter the city carrying the body of the dead child. Everybody guesses who he is. After the initial commotion, a nobleman thanks you for bringing the poor child's corpse, for now they will be able to give him an appropriate burial.

Consequences:
- Mark 1 box next to ***"Sakura Clan."***

116

Among the rubbish piling up in the alley, you see a small wooden door that is ajar. You crouch down to cross it and gain access to a small room that was once a wine cellar. In front of you, a young hooded man holds a dagger with both hands, pointing it directly at you. Behind him a girl lies down, covered with blankets and with a rag on her head. Next to her on the ground, you see some food, probably what he stole.

Make a choice

- Face the young man to deliver him to justice: 📖 **117.**
- Try to help him, since the little girl looks very sick: 📖 **118.**

117

You easily disarm and seize the youngster. After a while, you take both children to the guards.

Consequences:
- Mark 2 boxes next to the clan of the territory you are in. For example, if you are in the Sakura Clan territory, mark 2 boxes next to ***"Sakura Clan."***

118

You lay down your weapons and try to soothe the child, until you convince him that you are not a threat and can help his ill sister. When you come near the girl, you see that she has a very high fever.

If you are Hikaru:
You must do your very best, but eventually your healing skills seem to work and her fever subsides.

Consequences:
- Increase your affinity level by 1.
- Remove this card from the game.

If you have the Magic Pumpkin or the Medicinal Pills, you can use them to try saving the girl.
Thanks to your healing equipment, the fever starts subsiding. However, you must invest much valuable time in attending the girl.

Consequences:
- Lose 2 .
- Gain 5 .
- Remove this card from the game.

Otherwise:
There is little you can do for the girl. The illness had spread through her body and her fate was sealed. Crying in rage, the young boy tells you that she was hit by a poisoned dart shot from the shadows. He gives you the dart and, when you examine it, you see something in it that it is familiar to you, but you are not sure why.
Next morning, the brother and you bury the girl on the edge of the village. When you depart, you leave the boy keeping vigil at her grave.

Consequences:
- Lose 2 .
- Remove this card from the game.
- Add event card numbered 22 to the travel events deck.

119

While you are wandering through the stalls of the small market, you hear a very soft whistling behind you. At the last moment, you move your head and dodge the dart that targeted the back of your neck. You turn around, weapon in hand, to see where it came from, but a shout makes you lose your concentration. Looking to where the shout came, you see that the dart hit a woman in the chest and she has fallen to the ground. When you approach, you see that the dart is similar to the one that hit the girl you couldn't save.

If you previously marked box #3 next to ***"Healers":*** 📖 **120.**
If you previously marked box #2 next to ***"Healers,"*** remove travel event card 16 from the travel events deck and 📖 **120.**
Otherwise, keep reading:

"Where is the best healer in the area?" you ask the nearby people.
"There is one on the edge of the village," says one man.
"He asked for the best one, and the one here is just a quack," a woman replies. "Go north and look for Tayuya; she is an expert on poisons."

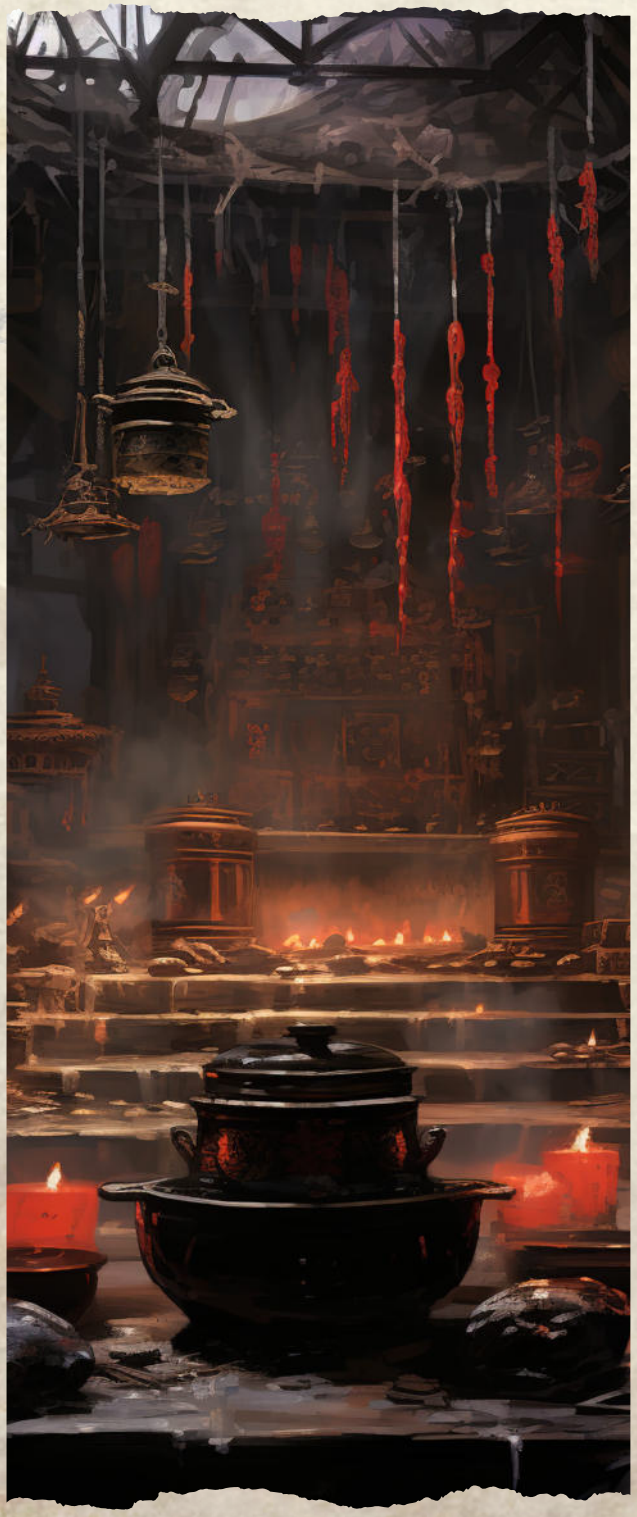
Consequences:
- Place 1 clan token on the village to the east of Tsuruga.
- Place 3 resistance tokens on the event card. At the beginning of your turn, remove 1 token. If the card runs out of tokens, read the "Failure" conclusion.

120

You hear a familiar voice behind you.
"It's good to see you! Despite the circumstances. Let us help you."
The healers start attending to the woman. They apply a bandage with some herbs on the injury and give her a foul-smelling beverage to drink.
Some time later, the woman seems to come to her senses and begins to feel better.
"Where did that weird poisoned dart come from?" the healer asks you.

"I don't know, but I was the target. It's not the first time we have seen this kind of weapon. Some time ago, one of these killed a little girl we couldn't save. But we don't know where they come from."
"These weapons are common among the kunoichi of Iga. Perhaps you should visit their school."

Consequences:
- If it wasn't in play, draw the special location card **School of Assassins** and add "School of Assassins" to the **Special locations** list. The assasins will be available at the beginning of the next adventure phase.
- Remove event card 22 from the game.



121

Desperation seizes you when you arrive at Tayuya's hut, because there's no one there. The poisoned woman hasn't much time left. She's had a high fever for some days and is dying. Suddenly, an old woman comes out of the forest carrying a basket. As soon as you tell her about the problem, she starts working. Two days later, the fever starts subsiding and the woman's health seems to improve.

Consequences:
- Gain 20 .
- Gain 3 .
- The character is delayed.
- Remove event card 22 from the game.

122

Eventually, the woman dies in your arms. You couldn't make it in time to save her.

Consequences:
- Lose 1 .
- The character is delayed.
- Remove event card 22 from the game.

123

You delivered the letter that the messenger of the Dragon Clan carried, on time. The Daimyō thanks you for your dedication and for how you treated his man.

Consequences:
- Gain 20 .
- Mark 1 box next to ***"Dragon Clan."***
- Remove this card from the game.

124

You catch the cultists by surprise and they cannot complete their ritual. Finishing them off isn't an easy task, but finally your weapon decapitates the last one. When you approach the altar, you see that the young woman still breathes and her face looks familiar to you.

Perform a (4) test

Success: *At once, you realize she is Keiko, the witch who appeared at the Tengu Forest. It's time to put an end to her life.* **127.**

Failure: **126.**

125

While you fight against the cultists, the naked woman at the altar starts levitating... ¡with her body divided into pieces!¿What is this?When you seeher face, the image of that Keiko witch that you saw in the Tengu Forest comes to your mind... but it's not exaclty her... maybe her sister? Her body recomposes and starts absorbing everyone's souls.

Perform a (6) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*
Consequences:
- You lose half of your remaining .
- Remove event card 26 from the game.

Failure: *You notice your soul leaving your body.*
Consequences:
- You are defeated.
- Remove event card 26 from the game.

126

Very carefully, you take the woman down from the altar and cover her naked body. You try to wake her up as tenderly as you can. And it seems to be working, because her eyes open…
Just then, you recognize the woman's face… and your body freezes. She is Keiko, the witch that surprised you in the Tengu Forest. But now she is much younger.
Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a (6) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*
Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 28 from the game.

Failure: *You notice your soul leaving your body.*
Consequences:
- You are defeated.
- Remove event card 28 from the game.

127

You raise your weapon against the defenseless witch. While your hand drives down, something suddenly paralyzes it. When you turn around, you see a woman in the forest, her hands outstretched toward you… and you feel as if invisible threads sprouted from her fingers and restrained you.

If you previously marked box #3 next to ***"Tengu":*** **128.**
If you previously marked box #2 next to ***"Tengu"***, remove travel event card 9 from the travel events deck and **128.**
Otherwise, keep reading.

You hear a noise and see that Keiko has woken up. Her eyes fix upon you while she starts levitating and tries to absorb your soul.

Perform a (5) test

Success: *You feel the strength of your Kami opposing her from within, and you prevent the witch from possessing your soul. You walk away from this place knowing that you leave behind a supernatural being that has become even more powerful.*
Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 26 from the game.

Failure: *You notice your soul leaving your body.*
Consequences:
- You are defeated.
- Remove event card 26 from the game.

128

You hear a noise and see that Keiko has woken up. Her dead eyes fix upon you while she starts levitating and tries to absorb your soul.
Suddenly, you hear a devastating scream behind you. You can control your body again, so you rise your weapon against Keiko and stop her from absorbing your soul.
Behind you, a tengu has severely damaged the other woman, who is defenseless, on her knees. Keiko disappears… and reappears next to the other witch. Before the tengu can execute them, the witches disappear through a portal.
"You saved my life," you say.
"My debt is paid then. It's a pity we couldn't put an end to those hellish beings!"

Consequences:
- You lose half of your remaining .
- Gain 1 attribute point.
- Remove event card 26 from the game.

Chapter 12: All or Nothing

Exploration Phase

IF YOU PREVIOUSLY MARKED "THE LAST FLIGHT," READ THIS INTRODUCTION.

IF YOU PREVIOUSLY MARKED "THE EYE CLOSES," READ THE SECOND INTRODUCTION (PAGE 237).

IF YOU PREVIOUSLY MARKED "WE WILL HAVE TO DEFEAT BOTH," READ THE THIRD INTRODUCTION (PAGE 238).

With the Demon Hunter gone, the Tsurube Otoshi has a clear path to win the Shōgun's favor. Driven to a frenzy by his controlling demon, he attacks in the most dramatic way, launching all his host against Kyoto, the cradle of the resistance. If the city falls, he expects the enemies of his lord to surrender, and the rebellion will disappear. The Shōgun will control all of Japan, and none will dare to oppose him.

But the four companions have reached Kyoto in time.

"The moment of truth has come," says Tomoe. She is adjusting her armor, preparing for battle. "The fate of our clans will be decided here and now. We cannot fail all who trust us: Master Bubashi, Mochizuki, Jirōbō... everyone! We must fight as we've never fought before, to the last drop of blood." She turns to face others. "I take this vow today: We shall succeed, long before the last leaf can fall."

"We are not alone," says Hikaru. His face beams, and he radiates confidence. "I have communed, and I know the Kami will support us in this time of need. Also, we have many allies on our side. Everyone we've helped in these years of rebellion will aid us against the enemies who desire to annihilate us. Rejoice, my comrades, for glory comes at last! We shall fight an epic battle to be remembered for generations."

"My blood boils!" Akira says. "We can ignore the Demon Hunter for now. Crush those bastards once and for all, starting with the Tsurube Otoshi and his controlling demon. Make them burn in the hell they should never have escaped from."

"That's the spirit!" Hattori says. "You know, when I first met you in Ise, I never thought I would be willing to sacrifice myself for any of you. I know now that I could not have found better comrades: to fight with, to bleed beside, and to die with! If I lay down my life today, it will be an honor. My beloved would be proud and would understand my sacrifice. I shall be victorious today, or if not, I'll reach a worthy end. Few can ever say that."

Motivated and determined, Tomoe of the Sakura Clan, Hikaru of the Dragon Clan, Akira of the Firefly Clan, and Hattori of the Mountain Clan, all worthy descendants of their ancestors, advance toward the critical duel. The battle promises to be grand and legendary. The lives of the heroes, the lives of thousands of innocents, and the future of all Japan are at stake.

Go to page 239 and follow the setup instructions for **Zone 1: Dependencies.**

Chapter 12: All or Nothing

Exploration Phase

With the Tsurube Otoshi eliminated, the Demon Hunter has a clear path to win the Shōgun's favor. He apparently desires to succeed in the most dramatic way, for he launches all his host against Kyoto, the cradle of the resistance. If the city falls, he expects the enemies of his lord to surrender, and the rebellion will disappear. The Shōgun will control all of Japan, and none will dare to oppose him.

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"We are not alone," says Hikaru. His face beams, and he radiates confidence. "I have communed, and I know the Kami will support us in this time of need. Also, we have gained many allies. Everyone we've helped in these years of rebellion will be by our side, aiding us against the enemies who try to annihilate us. Rejoice, my comrades, for glory arrives! We shall make an epic battle to be remembered for generations."

"I want my revenge!" Akira says. "The Demon Hunter is still on the prowl, so powerful, so lethal, that the advantage seems to be his. But I'm ready. We're ready. The blood boils in my veins, stronger than ever. Let's crush those bastards once and for all, and eliminate the Shōgun's remaining general. We'll make them burn in the hell they should never have escaped from!"

"That's the spirit!" Hattori says. "You know, when I first met you in Ise, I never thought I would be willing to sacrifice myself for any of you. I know now that I could not have found better comrades: to fight with, to bleed with, and to die with! If I lay down my life today, it will be an honor. My beloved would be proud and would understand my sacrifice. I shall be victorious today, or if not, I'll reach a worthy end. Few can ever say that."

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Go to page 239 and follow the setup instructions for **Zone 1: Dependencies.**

Chapter 12: All or Nothing

Exploration Phase

With the Demon Hunter and Tsurube Otoshi both alive and lusting for revenge, Kyoto, the cradle of the resistance, becomes their target, caught in a pincer between the two generals' forces. If the city is crushed and completely subdued, the Shōgun's enemies will surely surrender, and any attempt at rebellion will disappear. The tyrant will control all the lands of Japan, with no one to oppose him.

But the four companions have reached Kyoto in time.

"The moment of truth has come," says Tomoe as she adjusts her armor, preparing for battle. "The fate of our clans will be decided here and now. We cannot fail all who trust us: Master Bubashi, Mochizuki, Jirōbō...everyone! We must fight as we've never fought before, to the last drop of blood." She turned to face the others. "I take this vow today: We shall succeed, long before the last leaf can fall."

"We are not alone," says Hikaru. His face beams, and he radiates confidence. "I have communed, and I know the Kami will support us in this time of need. Also, we have gained many allies. Everyone we've helped in these years of rebellion will be by our side, aiding us against the enemies who try to annihilate us. Rejoice, my comrades, for glory arrives! We shall make an epic battle to be remembered for generations."

"I want my revenge!" Akira says. "The Demon Hunter is still on the prowl, so powerful, so lethal, that the advantage seems to be his. But I'm ready. We're ready. The blood boils in my veins, stronger than ever. Let's crush those bastards once and for all, and eliminate the Shōgun's generals. We'll make them burn in the hell they should never have escaped from!"

"That's the spirit!" Hattori says. "You know, when I first met you in Ise, I never thought I would be willing to sacrifice myself for any of you. I know now that I could not have found better comrades: to fight with, to bleed with, and to die with! If I lay down my life today, it will be an honor. My beloved would be proud and would understand my sacrifice. I shall be victorious today, or if not, I'll reach a worthy end. Few can ever say that."

Motivated and determined, Tomoe of the Sakura Clan, Hikaru of the Dragon Clan, Akira of the Firefly Clan, and Hattori of the Mountain Clan, all worthy descendants of their ancestors, advance toward the final duel. The battle promises to be grand and legendary. The lives of the heroes, the lives of thousands of innocents, and the future of all Japan are at stake.

Go to page 239 and follow the setup instructions for **Zone 1: Dependencies.**

ZONE 1: DEPENDENCIES

COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

- Ashigaru+
- Kachi+
- Kappa+
- Closed door
- Big tile

· OBJECTIVE ·

Search the fortress and defeat the tyrant's forces.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

FAILURE IN THE ADVENTURE PHASE

· SECTIONS ·

5 📖 2.

SECTIONS

1

The soldiers and kappa that surround you look at each other. Evidently, they know who you are. But they outnumber you. So, instead of being afraid, they feel confident and begin to shout their battle cries. However, just some seconds before, their shouts are silenced by the noise from the gates of the fortress you came in. It is the noise of metallic armors marching together to perform a coordinated attack.

The gates open suddenly and a crowd of soldiers of the Firefly Clan, all dressed in black, charge furiously against the Shōgun's men.

Your enemies turn to their new opponents and suddenly you see several kappa falling dead. Their backs are filled with arrows and shurikens and, when you look at where the attack came from, you see ninja warriors of the Mountain Clan on the wooden beams of the ceiling.

The Shōgun's hosts are surprised by the coordinated attack of your allies' forces, and are decimated. "I wish you could see it with your own eyes, ronin. The Firefly Clan and the Mountain Clan are joining forces to confront our enemies," Hattori says to Akira, clapping his back. "I have enough with hearing the suffocated cry of our enemies when they fall to the ground, Hattori," Akira replies, shyly smiling at the ninja. "That's enough for me."

A high-rank soldier of the Firefly Clan comes to you: "We'll take care of this area. Go ahead, heroes. We'd just get in your way in the combats that await you."

Consequences:

- If still in play, remove the yellow, green and blue kappa+.

2

Open the door.

Consequences:

- Go to page 241 and follow the setup instructions for **Zone 2: Stables.**

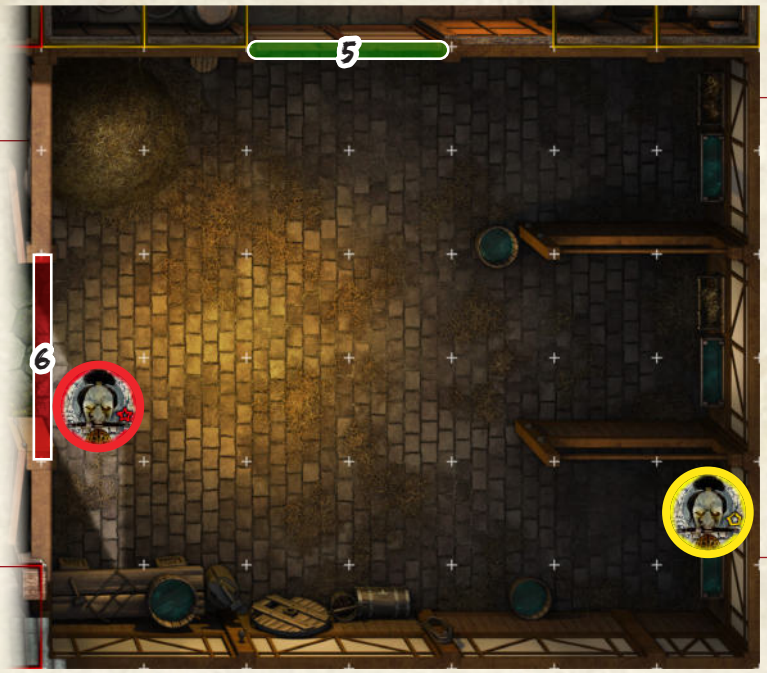
3

The face from one of the kachi's changes when he sees you. It is the soldier whose life you spared long ago. Unexpectedly, he slits the throat of one of his comrades and flees the scene.

Consequences:

- Remove 2 kachi+ from play, if there is any.

ZONE 2: STABLES



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Spawn tokens

Open door
Closed door

Big tile

· OBJECTIVE ·

Find the way outside.

· MALICE ·

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SECTIONS ·

6 When there are no enemies left, 📖 2. 📖 3.

SECTIONS

1

The area is strangely calm. It seems that the Shōgun's soldiers have not arrived here yet. However, some familiar figures appear behind the stables. It's one of the families whose children you saved long ago, when their city was attacked.

"It's you, blessed be the Kami!" the wife shouts. "They put us in charge of the fortress' horses, but they took all of them to defend the city, so we decided to stay here. Be careful. There are many merciless jikininki and vengeful spirits outside. We can't fight against them, but you can. Take this, it could be very helpful."

Consequences:

- Place a yellow civilian token adjacent to **YELLOW.** Remove **YELLOW.**

2

You open the door.

Consequences:

- Go to page 243 and follow the setup instructions for **Zone 3: Fortress courtyard.**

3

I am glad to see you again.

Consequences:

- Regain 4 ♥.
- Gain 1 (only once per character) **Huge Healing Potion** market card, if possible.
- If there aren't enough, they gain 1 card with healing effects of their choice

ZONE 3: FORTRESS COURTYARD

COLORS

- ⬠ Yellow/ Obstacles
- ⛒ Blue/ Special terrain
- ☐ Purple/ Difficult terrain
- ○ Orange
- ☆ Red/ Inaccessible terrain
- △ Green

· OBJECTIVE ·

When there aren't any of the Shōgun's Chosen to defeat: 📖 11.

· MALICE ·

The Chosen Ones attack with +1 for each malice point.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:

· SPECIAL RULES ·

- If you previously marked ***"The last flight,"*** play exploration event card A.
- If you previously marked ***"The eye closes,"*** play exploration event card B.
- If you previously marked ***"We will have to defeat both",*** play exploration event card A and the following additional special rule applies:
  - If the Tsurube Otoshi has 8- ❤: 📖 **9.**
- If you previously marked ***"Gozu defeated",*** the character who defeated him gets one 🔥 attack for the rest of the chapter.

· COMPONENTS ·

Jikininki+

Onryo+

Open door
Closed door

Spawn tokens

· SECCIONES ·

📖 6.

SECTIONS

1

The Shōgun's forces, made up of terrifying spirits and creatures from the depth, are killing the last inhabitants of the castle, who had tried to escape through the garden.
"Wait before you attack!" Tomoe orders. "I think the time has come to see what the union of the clans can achieve."
"That's right," Hikaru says. "It's time to give the signal."
Then, the monk takes a small cylindrical item from one of his pockets and points it at the sky.
"Let's hope it works," Tomoe says to herself.
Hikaru pulls a small cord in the back of the cylinder and it releases a bright red burning ball that flies through the courtyard and lands outside the castle.
The yōkai are amazed by the light, which falls at a great distance, when suddenly a shout is heard outside the fortress.
"For the Emperor!" a lot of voices cry, at the same time that an endless barrage of arrows crosses the sky, almost covering the light of the sun.
"It's time for the fireworks!" Hikaru shouts. "Let's see how our clan's magic works when combined with the Sakura arrows!"
Right then, while the yōkai are trying to avoid the rain of arrows falling upon them, those same arrows begin to shine with a purifying, intense pink light, as if thousands of petals were falling from the sky.
And most of the yōkai know their death is a certainty. However, some ōnryos manage to avoid being pierced by the projectiles.
When the attack finishes, the garden is full of jikininki corpses being consumed by a pink fire until they are just piles of ashes.
"Until the last flower falls," Tomoe whispers. "Until the last flower falls."

Consequences:

- Remove all the jikininki+ from the board. They don't provide any head tokens.
- Mark ***"Until the last flower falls."***

2

While you see how the last traces of the yōkai vanish, you feel as if the end of the battle and the war were near and hope fills your minds... for a while. On the other side of the wall, you hear the cries of horror of the soldiers who had helped you with their arrows. And suddenly, silence. You look at each other until you realize what is happening. With an immense jump, a huge figure leaps over the wall and lands in the middle of the garden. A well-known figure. The Tsurube Otoshi has come.
"Here you are... I'm glad to meet you," says the yōkai who controls the head, while he holds the chains that restrain

it with a steady hand. "It's time we put an end to our business. And now your lanky friend won't be able to save you." Immediately, you understand he means Jirōbō, who the last time you saw was fighting against the yōkai greatly outnumbered. "He escaped me by inches, but I don't think he survived his injuries... Another death to please my lord, as yours will do!" Then, you see several shikomes overlapping and surrounding the Shōgun's Chosen. "I guess you don't mind that I balance the numbers, right?" The demon's laughter reverberates around the garden like a thunder.

Consequences:
- Place the Tsurube Otoshi on **PURPLE.**
- Place 3 shikome+ adjacent to the Tsurube Otoshi.
- If you previously marked ***"Sanjuro":*** 📖 **3.**

3

"They won't fight on their own!" A sudden shout makes you turn your heads toward a door that has opened at your left. "You helped me when I needed it most and here I am to return the favor." These are the words of the Daimyō of the Dragon, whose son you retrieved from the clutches of the Demon Hunter. Together with some soldiers, they charge against the yōkai and the jikininki that protect him. However, despite the soldiers' bravery, the combat is unequal. They can fight against the jikininki, but the huge demon is too powerful for them. The Shōgun's Chosen counterattacks swiftly and savagely cuts the Daimyō's body in two. The soldiers are defeated in the blink of an eye, although they have killed one shikome. too. Their sacrifice won't be in vain.

Consequences:
- Remove 1 shikome+ and place 1 👹 on their space.

4

Next to an ajar door there is a woman dressed in sumptuous clothes.
"I'm Sanjuro's mother," she shouts. "I didn't know how to thank you for what you did for my son, but I guess it will do." The woman sees her husband's corpse near the Tsurube Otoshi. With a teardrop running down her cheek, she turns to you and says:
"Take what is inside this box and use it as you see fit." Then she looks at the courtyard one last time and leaves by the door, closing it behind her.

Consequences:
- Place **B** on **BLUE.** Remove **BLUE.**

5

On the other side of the wall, you hear the cries of horror of the soldiers. And suddenly, silence. You look at each other until you realize what is happening. A huge figure comes flying and goes over the wall, and lands in the middle of the garden. A well-known figure. The Demon Hunter has come.

"Here you are... I'm glad to meet you," says the demon, as red-hot lava flies from the edge of his scythe.<. "It's time we put an end to our business. And now I don't have to worry about any children I cannot kill." Then, you see several shikomes overlapping and surrounding the Shōgun's Chosen. "I guess you don't mind that I balance the numbers, right?" The demon's laughter reverberates around the garden like a thunder.

Consequences:
- Place the Demon Hunter on **PURPLE.**
- Place 3 shikome+ adjacent to the Demon Hunter.
- If you previously marked ***"Sanjuro":*** 📖 **3.**

6

Consequences:
Draw 2 random market cards.

7

On the other side of the wall, you hear the cries of horror of the soldiers. And suddenly, silence. You look at each other until you realize what is happening. With an immense jump, a huge figure leaps over the wall and lands in the middle of the garden. A well-known figure. The Tsurube Otoshi has come.

"Here you are... I'm glad to meet you," says the yōkai who controls the head, while he holds the chains that restrain it with a steady hand. "It's time we put an end to our business. And now your lanky friend won't be able to save you." Immediately, you understand he means Jirōbō, who the last time you saw was fighting against the yōkai greatly outnumbered. "He escaped me by inches, but I don't think he survived his injuries... Another death to please my lord, as yours will do!" Then, you see several shikomes overlapping and surrounding the Shōgun's chosen. "I guess you don't mind that I balance the numbers, right?" The demon's laughter reverberates around the garden like a thunder.

Consequences:
- Place the Tsurube Otoshi on **PURPLE.**
- Place 3 shikome+ adjacent to the Tsurube Otoshi.
- If you previously marked ***"Sanjuro":*** 🕮 **3.**

八

As the last traces of the yōkai disappear before your eyes, you feel the end of the battle and the war are near. Hope lifts your spirits... for a while. On the other side of the wall, you hear the cries of horror of the soldiers who had helped you with their arrows. And suddenly, silence. You look at each other until you realize what is happening. A huge figure comes flying and goes over the wall, and lands in the middle of the garden. A well-known figure. The Demon Hunter has come.
"Here you are... I'm glad to meet you," says the demon, as red-hot lava flies from the edge of his scythe. "It's time we put an end to our business. And now I don't have to worry about any children I cannot kill." Then, you see several shikomes overlapping and surrounding the Shōgun's Chosen. "I guess you don't mind that I balance the numbers, right?" The demon's laughter reverberates around the garden like a thunder.

Consequences:
- Place the Demon Hunter on **PURPLE.**
- Place 3 shikome+ adjacent to the Demon Hunter.
- If you previously marked ***"Sanjuro":*** 🕮 **3.**

九

The combat is taking longer than the controlling demon of the Tsurube Otoshi expected. And the injuries that both the demon and his ride are receiving are affecting his morale.
"Damn you! How can you survive if you are just worms in my lord's eyes?" the yōkai shouts, pulling the chains of the Tsurube with great strength. "Come on, stupid head! It's time to put an end to this!" However, you notice that the head does not respond to the orders as quickly as it did. Maybe due to his injuries, or maybe due to the fear of a close death, you see that the Tsurube stops obeying his lord. Then, the Tsurube makes a sudden movement and throws off the yōkai, who cannot grab the driving chains and falls to the ground near his ride. Damn it! What are you doing?" the yōkai shouts. And you notice how a terrible fear begins to get hold of his body. "I told you to..." The Tsurube opens his mouth wide and, with a colossal bite, splits his former master in two, splashing sticky, purple blood over himself. The huge head licks the blood from his face and then turns around: "Let me leave! Spare my life and I won't bother you again!" begs the yōkai. His words seem true... as true as can be the words of a creature born of evil and corruption.
However, before you can take any decision, you hear a sound above your heads, as if an enormous bird were flying above you, and you see a creature with massive wings and wielding a scythe that lands next to the Tsurube: the Demon Hunter.
"What a surprise! You have released yourself from the yoke of that nameless yōkai," the Hunter says to the Tsurube, who looks at the Hunter with distrust. "So, you want to leave... You don't want to serve your lord anymore... That's fine for me. I'll be his only general. After you disappear from the scene, I'll deal with his new apprentice and his stupid horse."
The Tsurube calms down, seeing a way out alive. The demon looks at you and prepares to leave Kyoto forever.
But just ase he is about to jump, the Hunter's scythe pierces his forehead and the burning lava incinerates the gigantic head instantaneously, as the demon screams in agonizing pain.
"Did you think you could leave that easily? Stupid!" the Hunter says, roaring with laughter. Then, he turns to you: Now that the interruptions are over, it's time for me to complete my job and finish you off for good."

Consequences:
- Remove the Tsurube Othoshi.
- Mark ***"The eye closes."***
- Place the Demon Hunter on the spaces previously occupied by the Tsurube.

十

Next to an ajar door there is a woman dressed in sumptuous clothes.
"I'm Sanjuro's mother," she shouts. "I didn't know how to thank you for what you did for my son, but I guess it will do." The woman sees her husband's corpse near the Demon Hunter. With a teardrop running down her cheek, she turns to you and resolutely says: "Take what is inside this box and use it as you see fit!" Then she looks at the courtyard one last time and leaves by the door, closing it behind her.

Consequences:
- Place **B** on **BLUE.** Remove **BLUE.**

十一

If you previously marked ***"We will have to defeat both,"*** have defeated both the Tsurube Othoshi and the Demon Hunter, and Akira is still standing: 🕮 **15.**
If you previously marked ***"We will have to defeat both,"*** have defeated both the Tsurube Othoshi and the Demon Hunter, and Akira has been defeated: 🕮 **16.**

If you previously marked ***"The last flight"*** and have defeated the Tsurube Otoshi: 🕮 **12.**
If you previously marked ***"The eye closes,"*** have defeated the Demon Hunter, and Akira is still standing: 🕮 **13.**
If you previously marked ***"The eye closes,"*** have defeated the Demon Hunter, and Akira has been defeated: 🕮 **14.**

12

The fight becomes truly brutal, so epic that few will believe the story when it is told, in the future, over the warmth of many hospitable fires. But the result is clear. An enormous head now rests on the battlefield, devoid of life, its horrible gaze vacant and lost. The Tsurube Otoshi and his controlling demon are dead at last. Japan has rid itself of a fierce enemy.
The few servants of the Shōgun who survived have fled in disarray, desperate and afraid. They know that their leader will retaliate against them for suffering a crushing defeat that provides strength and courage to his foes.

* * *

A few days later, the group gathers at Master Bubashi's house.
"We have succeeded!" Hattori exclaims. "I can hardly believe it, but we did it, we crushed them."
"I was not mistaken when I chose you to fight the Shōgun," says Jirōbō. "Your actions in this great victory have proven me right, and I congratulate you, my friends. The freedom of our people is now much closer."
"Laugh, comrades, laugh," Hikaru says. "For the time we spend rejoicing is spent in the company of the gods. I never gave up hope, and now, I celebrate. As I expected, the Kami did not abandon us."
Mochizuki bows to them, and the ophidians slithering on her body flick their tongues in a pleasing pattern. "Like Jirōbō, I congratulate you for this victory. Long is our path that we commenced in the Tengu Forest. I don't think any of us could have imagined what destiny had in store for us, and you have faced it with brilliance and fortitude."
"I have spent my whole life training my skills," Hattori says. "It has been a great sacrifice, but now it all makes sense. All my study led me to this moment of glory. Let's rejoice!"
"I feel the same," Tomoe says. "How many thousands of times have I shot my bow, improving my technique, refining my precision? I never thought it would lead me to this battle, in which my arrows made the difference between life and death, success and failure. It has been a long time since I felt so happy. We have achieved a great victory."
Akira stands, and they wait for him to add to their rejoicings. But he pauses, and they know of what he will speak. "I'm sorry to be the bird of ill omen. We made great work of those two scoundrels. But they are merely lackeys, dogs of prey for the Shōgun to command. The tyrant remains alive, and he burns for revenge. We cannot relax. We must prepare for whatever that wretch will do."
Master Bubashi rises. Moving with difficulty, he clasps Akira's shoulders. "You speak wisely, but know that we, the rebels, are waiting for him. We have a very special weapon for what's to come, that grows stronger every day. He has come in person to congratulate you. Please, Jirōbō, do the honors."
The tengu exits the room, leaving the heroes baffled. He soon returns, accompanied by a young boy, perhaps 12 years old, to whom he reverently raises a hand. The companions' faces light up, and they bow.
"I have the pleasure," Jirōbō says, "of formally introducing Takashi, son of the late Emperor and legitimate heir to the throne. The honorable son has insisted on leaving his hiding place to congratulate you."
"I thank you for all you have done," Takashi says. "You have honored the memory of my father, you have honored my clan, and you have given hope to all. I shall try to follow

your example. I look forward to the time when I will be ready to challenge the Shōgun. Until then, I feel better knowing that you have defended us from the atrocities that that wretch never ceased to commit. My heart is with you, do not doubt that for an instant! Let us celebrate your victory, in the name of all who have fallen."

The heir is alive! At his words, joy overcomes them and their celebration resumes. But they all remember that the Shōgun will regroup and return.

"I long to resume my studies," Hikaru says. "But it appears we companions must fight on."

"I desire to know more about my father. And then, to help train Takashi," Tomoe says. "He is the future of our clan. But if we must, I shall make war on the Shōgun."

Master Bubashi stirs uneasily at these words. He says nothing, gesturing to Mochizuki.

She stands. Her ophidians squirm all over her, pensive, unsettled. "My friends, it is not your destiny to lead the war against the Shōgun anymore. It would be wrong for all of Japan to believe that they must delegate their fate to just a few heroes. Their destiny must lie in their own hands, in their own deeds, and in their own prayers. The Kami now shine their light on others, on youth of great promise who are not ready to don the mantle of war. A new generation must arise against the tyrant, to lead the thousands who will join the rebellion, inspired by you. You each have your own responsibility at this time: to search deep within yourselves and follow your own destinies."

"But what of the Shōgun?" says Hattori. "We can't let him run unchecked!"

"He will rise, in order, we hope, to fall that much harder," Master Bubashi says. "You have served Japan well. You are each free to discover lives that express your true essence."

The companions place their hopes on the boy Takashi, wondering how soon he will be ready to lead his people in a war of freedom. And who will stand by his side?

That's another story. The very next story, in fact.

THE PHASE ENDS IN SUCCESS

- 🕮 **218** from Akira's character booklet.
- If you previously marked ***"Set her free":*** 🕮 **318** from Hattori's character booklet.
- If you previously marked ***"On my own forever?":*** 🕮 **319** from Hattori's character booklet.
- If you previously marked ***"The black rose":*** 🕮 **509** from Tomoe's character booklet.
- If you previously marked ***"Last will":*** 🕮 **512** from Tomoe's character booklet.
- If you previously marked ***"Changed, in Edo":*** 🕮 **515** from Tomoe's character booklet.
- If you previously marked ***"Lost clue"*** and DID NOT mark neither ***"Changed, in Edo"*** nor ***"Last will"*** previously: 🕮 **517** from Tomoe's character booklet.
- If you previously marked ***"All with you"*** and DID NOT mark ***"Ryujūn awake"*** previously: 🕮 **406** from Hikaru's character booklet.
- If you previously marked ***"Disgraced"*** and DID NOT mark ***"Ryujūn awake"*** previously: 🕮 **408** from Hikaru's character booklet.
- If you previously marked ***"Ryujūn awake":*** 🕮 **418** from Hikaru's character booklet.
- If you DID NOT mark any of the above Hikaru's marks: 🕮 **419** from Hikaru's character booklet.

13

The fight becomes truly brutal, so epic that few will believe the story when it is told, in the future, over the warmth of many hospitable fires. When the battle comes to an end, the Demon Hunter is still alive. He is seriously wounded and exhausted, near death. But, refusing to die miserably, cut down by mere humans, instead he plays one last card: a spell of destructive sacrifice, by which he hopes to destroy the entire city and all of its people.

"You damned dogs, you have won," he roars. He concentrates mightily, and his whole body bursts into fire. He is enveloped in an enormous flaming sphere that expands and grows. "You cannot celebrate!" he cries. "These are the primordial flames that gave form to Yomi himself! They destroy anyone's body without any possibility of returning to life. They will separate me from my ruined body, but first, they will burn your flesh and reduce your bones, and all of Kyoto, to dust. The Kami can't resurrect you, nor can they stop me. Your end has come."

Their cruel enemy raises both arms to the sky, and his spell gains strength. The sphere of flames grows larger, mightier.

"He is going to explode," Hikaru says. "What can we do?"

"We are lost!" Tomoe cries.

But Akira acts. He's willing to do anything, and long ago, he learned how to finish off the creature that ruined his

life. Shouting, "For my friends and for Japan!" he rushes at the fiery demon.

The Demon Hunter bursts into laughter at his approach. His ball of fire will surely kill the ronin before he can even get close.

Akira knows his danger, but he knows how to strike one final blow. Running like the wind, he jumps the last five meters to reach his fiery target, entering the flames like a blast of driven air. The flames duck aside as he penetrates them. And now...everything will be decided in the blink of an eye.

His katana flies to the demon's neck with colossal certainty, slicing his hated enemy in two. Its grotesque head falls to the ground, while the huge body shrivels, and the flames disappear. The spell is broken!

But the soul of a mighty demon can persist without its physical body. The ronin must do more.

He has prepared for this moment with the very special amulet that he wears at his neck. He has been touched by the primordial flames of the Yomi. His flesh is blackening, melting, his lungs are failing, and little strength remains. These are his last moments, and he will make the most of them. Overcoming his immense pain, he throws himself upon the fallen body of the demon and rests the amulet against its chest.

Contact with the demon activates the amulet's power. It becomes a blackening whirlpool, spinning at breakneck speed, extracting the soul of its target. The Demon Hunter's spirit cannot resist. It is thrown into an abyss without escape. The amulet resumes its ordinary form, but it is now a dungeon in which the demon will serve an eternal sentence.

The ronin's companions have watched everything, and they now stare in amazement at the utter calm that has replaced the Demon Hunter's inferno. They stare in dismay at Akira, who is badly burned, barely breathing, near death. The unobtrusive amulet lies at his side.

"You did it!" Tomoe cries. "Your revenge is complete, your honor is regained."

"The price was too high, my friend," Hattori says, and he weeps.

Hikaru stoops to take up the amulet. "Here is contained the soul of the Demon Hunter, thanks only to you, Akira, hero of heroes. We will bury you with this precious piece, and it will accompany you to the rest that only you could ever earn."

Hikaru wants to say more, but he cannot. He convulses in loud sobs.

Akira's eyes shine through his blindfold, showing his determination and the pride he feels. He gently relaxes and surrenders to death, releasing his last breath.

Tomoe kneels at Akira's side. "He sacrificed himself to save not just us, not even the whole city, but all of Japan. He has found redemption."

The stages of Akira's funeral are occasions for shedding tears and rejoicing. An entire people are proud of him, and they give him a new name, Hogo-sha, Guardian.

With the Tsurube Otoshi and the Demon Hunter eliminated, Japan has rid itself of two bloodthirsty enemies. The courage and dedication of the companions are recognized by all, while the few servants of the Shōgun who have survived flee in despair, trying not to admit the crushing defeat they have suffered. They know that their leader will retaliate against them, and each of them can only think of finding a far off place to hide.

* * *

A few days later, the group gathers at Master Bubashi's house.

"We have succeeded, at too high a cost," Hattori says. "I can't believe we lost Akira. Did the Kami abandon him?"

"I think not," Hikaru says. "He achieved both victory and redemption. Remember him with honor, as the great samurai he was."

"I was not mistaken when I chose you to fight the Shōgun," says Jirōbō. "Your actions in this great victory have proven me right, and I congratulate you, my friends. The freedom of our people is now much closer."

Mochizuki bows to them, and the ophidians slithering on her body flick their tongues in a pleasing pattern. "Like Jirōbō, I congratulate you for this victory. Long is our path that we commenced in the Tengu Forest. I don't think any of us could have imagined what destiny had in store for us, and you have faced it with brilliance and fortitude."

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Hattori rises to speak again, but he now looks serious and concerned. "We made great work of those two scoundrels. But they are merely lackeys, dogs of prey for the Shōgun to command. The tyrant remains alive, and he burns for revenge. You know that we cannot relax. We must prepare for the Shōgun's ultimate defeat."

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It is time to rejoice! Japan is rid of a fierce enemy and celebrates its victory. The courage and dedication of the heroes are recognized by all, who cheer their names with laughter and applause. The few servants of the Shōgun who have survived flee in disarray, pretending to believe that they are merely regrouping and have not suffered a crushing defeat. But they know their leader will punish them, so they feel demoralized and lost.

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A few days later, the group gathers at Master Bubashi's house.
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The fight becomes truly brutal, so epic that few will believe the story when it is told, in the future, over the warmth of many hospitable fires. Here's how the battle comes to its end: The Tsurobi Otoshi is dead, and the Demon Hunter is barely alive, seriously wounded, near death. But, refusing to die miserably, cut down by mere humans, he plays one last card: a spell of destructive sacrifice, by which he hopes to destroy the entire city and all of its people.

"You damned dogs, you have won," he roars. He concentrates mightily, and his whole body bursts into fire. He is enveloped in an enormous flaming sphere that expands and grows. "You cannot celebrate!" he cries. "These are the primordial flames that gave form to Yomi himself! They destroy anyone's body without any possibility of returning to life. They will separate me from my ruined body, but first, they will burn your flesh and reduce your bones, and all of Kyoto, to dust. The Kami can't resurrect you, nor can they stop me. Your end has come."

Their cruel enemy raises both arms to the sky, and his spell gains strength. The sphere of flames grows larger, mightier.

"He is going to explode," Hikaru says. "What can we do?"

"We are lost!" Tomoe cries.

But Akira acts. He's willing to do anything, and long ago, he learned how to finish off the creature that ruined his life. Shouting, "For my friends and for Japan!" he rushes at the fiery demon.

The Demon Hunter bursts into laughter at his approach. His ball of fire will surely kill the ronin before he can even get close.

Akira knows his danger, but he knows how to strike one final blow. Running like the wind, he jumps the last five meters to reach his fiery target, entering the flames like a blast of driven air. The flames duck aside as he penetrates them. And now...everything will be decided in the blink of an eye.

His katana flies to the demon's neck with colossal certainty, slicing his hated enemy in two. Its grotesque head falls to

the ground, while the huge body shrivels, and the flames disappear. The spell is broken!

But the soul of a mighty demon can persist without its physical body. The ronin must do more.

He has prepared for this moment with the very special amulet that he wears at his neck. He has been touched by the primordial flames of the Yomi. His flesh is blackening, melting, his lungs are failing, and little strength remains. These are his last moments, and he will make the most of them. Overcoming his immense pain, he throws himself upon the fallen body of the demon and rests the amulet against its chest.

Contact with the demon activates the amulet's power. It becomes a blackening whirlpool, spinning at breakneck speed, extracting the soul of its target. The Demon Hunter's spirit cannot resist. It is thrown into an abyss without escape. The amulet resumes its ordinary form, but it is now a dungeon in which the demon will serve an eternal sentence.

The ronin's companions have watched everything, and they now stare in amazement at the utter calm that has replaced the Demon Hunter's inferno. They stare in dismay at Akira, who is badly burned, barely breathing, near death. The unobtrusive amulet lies at his side.

"You did it!" Tomoe cries. "Your revenge is complete, your honor is regained."

"The price was too high, my friend," Hattori says, and he weeps.

Hikaru stoops to take up the amulet. "Here is contained the soul of the Demon Hunter, thanks only to you, Akira, hero of heroes. We will bury you with this precious piece, and it will accompany you to the rest that only you could ever earn."

Hikaru wants to say more, but he cannot. He convulses in loud sobs.

Akira's eyes shine through his blindfold, showing his determination and the pride he feels. He gently relaxes and surrenders to death, releasing his last breath.

Tomoe kneels at Akira's side. "He sacrificed himself to save not just us, not even the whole city, but all of Japan. He has found redemption."

The stages of Akira's funeral are occasions for shedding tears and rejoicing. An entire people are proud of him, and they give him a new name, Hogo-sha, Guardian.

With the Tsurube Otoshi and the Demon Hunter eliminated in one battle, Japan has rid itself of two bloodthirsty enemies. The courage and dedication of the companions are recognized by all, while the few servants of the Shōgun who have survived flee in despair, trying not to admit the crushing defeat they have suffered. They know that their leader will retaliate against them, and each of them can only think of finding a far off place to hide.

* * *

A few days later, the group gathers at Master Bubashi's house.

"We have succeeded, at too high a cost," Hattori says. "I can't believe we lost Akira. Did the Kami abandon him?"

"I think not," Hikaru says. "He achieved both victory and redemption. Remember him with honor, as the great samurai he was."

"I was not mistaken when I chose you to fight the Shōgun," says Jirōbō. "Your actions in this great victory have proven me right, and I congratulate you, my friends. The freedom of our people is now much closer."

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TENGU FOREST

Mochizuki, a powerful sorceress belonging to the Dragon clan, was forced to flee her ancestral home after the 100 days of Edo, a time of terrifying persecution. She found refuge in the heart of the mysterious Tengu Forest, a distant and enigmatic place.

Venturing from her simple hut hidden among centuries-old sugi trees, Mochizuki does not fight the dreaded Dark Shōgun's minions alone. She is often helped by a few tengu, wise and powerful beings long-believed to be mythological. She has been in contact with them for many years, especially one named Jirōbō. Together, they seek to find allies and restore a just peace to their homeland.

Over the years, Mochizuki has mastered the ancient art of concocting potions from the innermost essences of plants. She understands the healing properties of nature, and she can utilize the semi-consciousness that unifies forests of trees to quickly travel great distances. At the right moments, if she manages to stay alive, she will play a vital role in the resistance against the Dark Shōgun.

MISSIONS

CHAPTER 4

When you enter the sorceress' hut, her expression tells you that she is already aware of the situation.
"I know our enemy is marching toward Osaka. That damned Blood Oni is mobilizing all his troops to crush the Sakura Clan."
"That's right, Mochizuki. A lot of camps have been built around Osaka. I don't know if we'll be able to stop them.
"Come back to fight. I'll try to help you with my spells from here. But I haven't fully recovered since our last encounter in the Tengu Forest.
I'll see what I can do."

Consequences:
- The camps don't activate during the next round.
- Draw 1 sake.
- Flip the special location card **Tengu Forest.**

CHAPTER 6

Mochizuki is sitting at her table, surrounded by crystal flaks that hold smoking liquids of different colors.
"Master Bubashi already told me about Byakuei's disappearance. Do you have any clues?"
"We're following several leads, but we don't know anything for sure. That's why I've come to ask for your help."
"Usually, I could find him with ease. However, for some unknown reason, I lose his trail south of the Mountain Clan lands, where the mountain range starts. I don't know if that is helpful enough for you."
"Thank you for this valuable information, sorceress. We'll try to find him before it's too late."

Consequences:
- Draw 1 market card.
- Flip the special location card **Tengu Forest.**

CHAPTER 7

Exhausted, you arrive at the hut in the Tengu Forest. Mochizuki meets you outside the hut and helps you come in.
"Are you hurt?" she asks.
"I can still stand on my feet, don't worry."
"That damned yōkai is hunting you. I've seen him. His chase is relentless, he won't stop..."
"I know, and we aren't powerful enough to confront him. This enemy is far superior to us... We can only flee."
"Yes, run for now and don't stop. Run for your life and try to survive. A day will come when you'll be able to defeat him. But, for the time being, you must stay alive."
She turns around and starts performing some sigils with her hands. After a while, she says:
"I hope this will help you. Now, keep on moving and don't stop hiding."

Consequences:
- Each character gains 1 blessed token.
- Flip the special location card **Tengu Forest.**

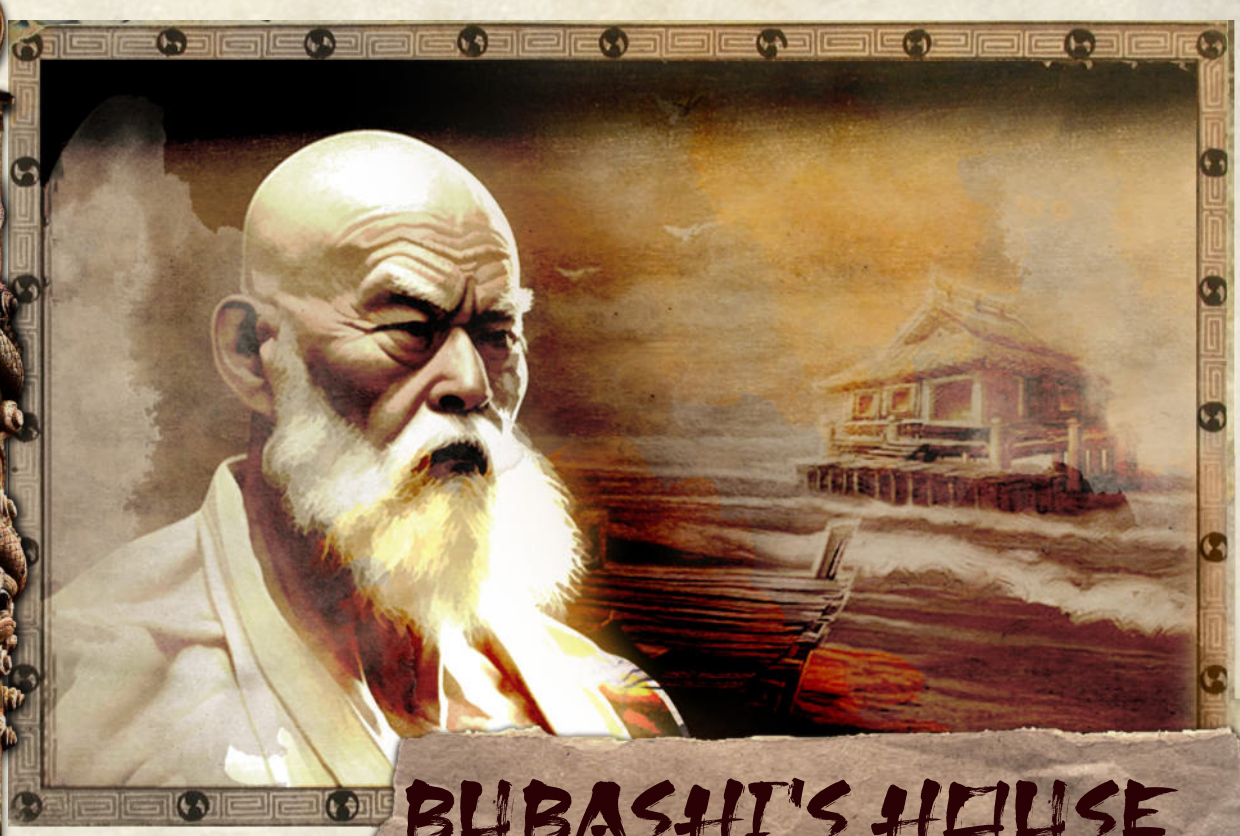
CHAPTER 8

"You've made them really angry," the sorceress says when you arrive at her hut.
"It seems so..."
"The Shōgun must be afraid of you if he has sent those two terrible yōkai to hunt you."
"We must be on the right track."
"Take this," she says, giving you an omamori. "Carry it to the Sanctuary of Amaterasu, and the Kami of light will help you."

Consequences:
- Place 1 clan token on the Sanctuary of Amaterasu. When you reach the sanctuary, spend 1 and keep reading.

When you place the omamori upon the altar, you feel a wave of energy emanating from it and spreading across Japan.

Consequences:
- Each character gains 1 blessed token.
- During the next turn of the Shōgun, the minions don't activate.



BUBASHI'S HOUSE

RESISTANCE SUPPORT

ome are fooled by appearances when they see Bubashi. They expect to find a doddering old man. But those who know him know better: despite his age, his body and mind remain fitter than most. Master Bubashi retired long ago to Awaji, an island off the coast. His dojo there has become a meeting place for opponents of the tyrant. Through decades of hard training and meditation, he has gained knowledge that many would consider more divine than human.

In times of need, you may come to him for advice and more: he can aid you in recovering part of your own essence that you have lost during your adventures. You need only meet with him and make a small contribution to the cause.

Once per character and phase in which the special location *"Bubashi's House"* is available, each character interacting there can spend 50 ◎ to recover 1 attribute point they have lost.

Characters can reach the *"Bubashi's House"* via sea travel from an accessible port. Return trips from the *"Bubashi's House"* to any accessible port have no cost in ◎ or 🏯.

LOST SANCTUARY

RESISTANCE SUPPORT

AAlthough more and more beings of strange appearance wander throughout Japan, many are shocked to see Byakuei, a man who can create extensions of his own body from pure energy, with the appearance of two extra arms. His extensive knowledge of ki is the result of years of study to harness his innate ability in this unique way.
He has recovered from captivity at the hands of the Shōgun's followers. Byakuei's arms have martial strength, wielding and rending to great effect. But he can do more, infusing his energy into those he deems worthy, inspiring them to act with greater knowledge and power. When Byakuei takes an active part in the conflict, his extraordinary abilities will be evident.

Once per character per phase in which the secret location *"Lost Sanctuary"* is available, each character interacting there can spend 3 ⛩ to change the skills they chose during level ups.

SCHOOL OF ASSASSINS

The Iga School of Assassins is a legendary organization, prestigious for centuries, that trains women in the lethal arts. The school is situated far from prying eyes and protected by a veil of secrecy and stealth. Due to the war, the students and staff were forced to hide even better to preserve their legacy and safety. They have become a clandestine force of great importance, assisting the Resistance to attack and hide from the Shōgun and his tyranny.

The students of the Iga School undergo intensive training in many disciplines, from stealth and camouflage to mastery of traditional weapons such as the shuriken and kunai. They are taught infiltration skills and hand-to-hand combat techniques that enable them to become true killers. These women have excelled in high-risk missions, acting in the shadows to protect their allies and eliminate their targets. The mysteries surrounding the school make it a source of admiration to its allies, and fear for its foes.

MISSIONS

CHAPTER 7

When you set foot in the dojo, you can't believe you're in the famous Iga ninjutsu school. At first glance, it looks like an ordinary dojo. You are greeted by a kunoichi, who immediately recognizes you.
"Come with me."
After pulling a secret lever, you climb a flight of stairs to the largest training ground your eyes have ever seen.
"After the war, we had to hide to survive. The few of us who remained built this underground, to go unnoticed by the Shōgun's allies."
You see several ninjas performing various training: shuriken throwing, small weapons combat, explosives handling, physical training, hook throwing and climbing... It's not a coincidence that the best ninjas have always come out of this school.
She takes you to a woman who seems to be the master in charge of training. You show her the poisoned dart that the healers extracted from the woman's chest. You hope they can tell you who shot this dart at you.
"Interesting," the master says. "I don't have to analyze the poison. It can only come from the hive demon, a truly lethal yōkai. I hope you never meet him. I'll tell you how to counteract the poison's effect."

Consequences:
- Mark ***"Hive Demon."***
- Flip the special location card **School of Assassins.**

CHAPTER 8

- If you previously marked ***"Hive Demon,"*** the kunoichi defeat the minion closest to Iga.

Otherwise, keep reading:

When you set foot in the dojo, you can't believe you're in the famous Iga ninjutsu school. At first glance, it looks like an ordinary dojo. You are greeted by a kunoichi, who immediately recognizes you.
"Come with me."
After pulling a secret lever, you climb a flight of stairs to the largest training ground your eyes have ever seen.
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"Interesting," the master says. "I don't have to analyze the poison. It can only come from the hive demon, a truly lethal yōkai. I hope you never meet him. I'll tell you how to counteract the poison's effect."

Consequences:
- Mark ***"Hive Demon."***
- Flip the special location card **School of Assassins.**

CHAPTER 10

When you arrive at the dojo, you see a group of assassins ready to set off on a mission.
"We could use somebody like you in our party," one of the women says.
"Yes, help is always welcome," adds another.
"We are off to hunt an important leader of the Shōgun's army."

If you choose to go with them, place 1 clan token on Gojo.
When you arrive in Gojo: 📖 **2.**
Otherwise, flip the special location card **School of Assassins.**

2

The enemy camp is outside Gojo, the Firefly Clan's home city. They've been besieging the city for some days, and its inhabitants have been forced to take refuge behind its walls. Eventually, food will run out and they will have to go out. Or so the Shōgun's hordes expect, waiting patiently in the fields outside the city.
When night falls, you follow the kunoichi. With lethal accuracy, they finish off the soldiers guarding the camp. When you arrive at the main tent, you find their leader defenseless.

Make a choice

- You kill him without remorse: 📖 **3.**
- You allow him to arm himself, so it's a fair fight: 📖 **4.**

3

Before he can raise the alarm, you slit his throat. You know there was no honor in your act, but desperate situations call for desperate measures. In your flight, you delay to wreak havoc among the Shōgun's ranks. Then you and all the kunoichi disappear in the night.

Consequences:
- Lose all your ⛩.
- Lose 1 affinity level with your Kami.
- Gain 100 ◉.
- Draw 1 weapon or armor card of your class and level.
- Flip the special location card **School of Assassins.**

4

You wait for the leader of the Shōgun's army to finish donning his armor. And then the combat begins.

Perform a ⚔ (9) test

Success: *After exchanging some blows, you cut your enemy's throat. In your flight, you delay to wreak havoc among the Shōgun's ranks. Then you and all the kunoichi disappear in the night.*

Consequences:
- Gain 100 ◉.
- Draw 1 weapon or armor card of your class and level.
- Flip the special location card **School of Assassins.**

Failure: *The rival is terrible and his strength never falters. Your injuries start to take their toll, and you start thinking that you might lose this fight. Finally, one of the kunoichi attacks your enemy from behind and puts an end to the combat. "We don't have time to fight honorably."*

Consequences:
- Lose all your ⛩.
- Gain 100 ◉.
- Flip the special location card **School of Assassins.**

CHAPTER 12

You break into the kunoichi's dojo. Your legs give way and you collapse on the floor.
"They are too powerful," you say, just before losing consciousness.
You wake up some hours later and notice that part of your energy has returned. It seems they've healed your injuries.
"While you rested, we acted," the master of the School of Assassins tells you. "My kunoichi have been eliminating targets to help you as much as possible."

Consequences:
- Regain all your ❤.
- Remove the 2 minions closest to Iga.

HIDDEN FORTRESS

RESISTANCE SUPPORT

Kukuta, the burly, long-bearded blacksmith of the mountain clan, is renowned throughout Japan. He went into hiding when the Shōgun tried to make him forge weapons and armor for his army. But he always likes to greet the Shōgun's enemies.

"How good to see you!" Kukuta exclaims when you enter his forge. Your fingers creak as he shakes your hand.

He points to a long blade resting on the anvil. It will probably become a powerful katana.

"Do you like it? I have made some great pieces...maybe you'd be interested in looking at some of them."

Whenever the secret location *Hidden Fortress* is available, each character that interacts with it can buy any weapon or armor of their class for 20 ◉ less.

DARKSTONE TEAHOUSE

Fujiko has been forced to conceal her identity, due to her outstanding career as a spy in the Sakura clan and as an enemy of the Shōgun. Utilizing the cunning and dexterity that characterized her work, she has become the manager of a small teahouse. This role keeps her hidden from the prying eyes of the Shōgun's minions. The façade of the teahouse conceals its nature: it has become a nucleus of secret activities and coded communications to ensure the continuity of the resistance.

Despite her new, outwardly quiet life, Fujiko has retained her ties with the resistance and continues to be a valuable ally against the oppression of the Shōgun. Her own network of contacts and message-carriers make her teahouse a center of operations, a massive strategic resource. Both she and the geisha who work in her teahouse can offer support in times of need: hospitality, combat, and strategic skills. They are keepers of secrets, masters in the arts of persuasion and discretion, and their loyalty to the cause is unwavering.

If you are part of the resistance, she will pour you a simple cup of hot tea to recover your strength, before you commence your next mission, alive and strong in the shadows.

MISSIONS

CHAPTER 6

Fujiko meets you outside the Teahouse.
"It's great to see you. Come in, come in! We'll serve you a healing tea."
She leads you to a room and leaves you sitting on a comfortable floor cushion beside a low table. When Fujiko returns, she carries a tray with a steaming teapot and two cups. After serving the tea, she asks:
"Tell me, what brings you here?"
You tell her about Byakuei's disappearance after the battle of Osaka.
Then, she says, "After expelling the enemy hordes from Osaka, Byakuei stopped here. He didn't tell me where he was going next, he couldn't trust anyone. I just can tell you he left by the eastern path. Maybe that will help you find him."

Consequences:
- Regain 5 ♥.
- Flip the special location card **Darkstone Teahouse**.

CHAPTER 7

Exhausted, you enter the Teahouse. A geisha leads you to a room and begins to heal your wounds. Soon after, Fujiko enters:
"We already know. That damned yōkai is razing all in his path."
"He's after our party, too. He just wants to wipe us out."
"This might be a good sign: it means the Shōgun is nervous."
After healing your injuries, she says,
"When you arrived, I ordered my kunoichi to erase your trail here. I hope that gives you some advantage."

Consequences:
- Regain 5 ♥.
- Reduce your visibility by 2.
- Gain 1 blessed token.
- Flip the special location card **Darkstone Teahouse.**

CHAPTER 8

As always, when you arrive at Fujiko's Teahouse you feel as if you were coming back home. Although the threat of the Demon Hunter haunts you, you need a break and feel this is a good time to stop.
"I already told you that you were doing well. If the Shōgun has sent those two beasts after you, it means that he is really afraid of your group," Fujiko says.
"But we are no match for them," you lament.
"Not yet. But you will be. For now, try to survive and hide your trail."
"We'll try. We must resist, for the good of Japan."
"That's the spirit. I've sent my kunoichi to lend you a hand while you try to stay alive."

Consequences:
- Remove the minion closest to the **Darkstone Teahouse** from the board.
- Gain 1 blessed token.
- Flip the special location card **Darkstone Teahouse.**

CHAPTER 9

If mission 4 is not in play, you regain all your ♥.
Flip the special location card **Darkstone Teahouse.**
If mission 4 is not activated: No effect. Do NOT flip the special location card **Darkstone Teahouse**; you can return here later.
If mission 4 is activated: Keep reading.

Fujiko is waiting for you with a steaming cup of tea in one of the visitor's rooms. She motions you to sit on one of the comfortable floor cushions.
"I know you are looking for the relics. Mochizuki ordered us to find out where Suijin's Bracelet is. We don't know its exact location yet. But we do know it is in a city, not in a sanctuary. I hope this piece of information is useful to you."

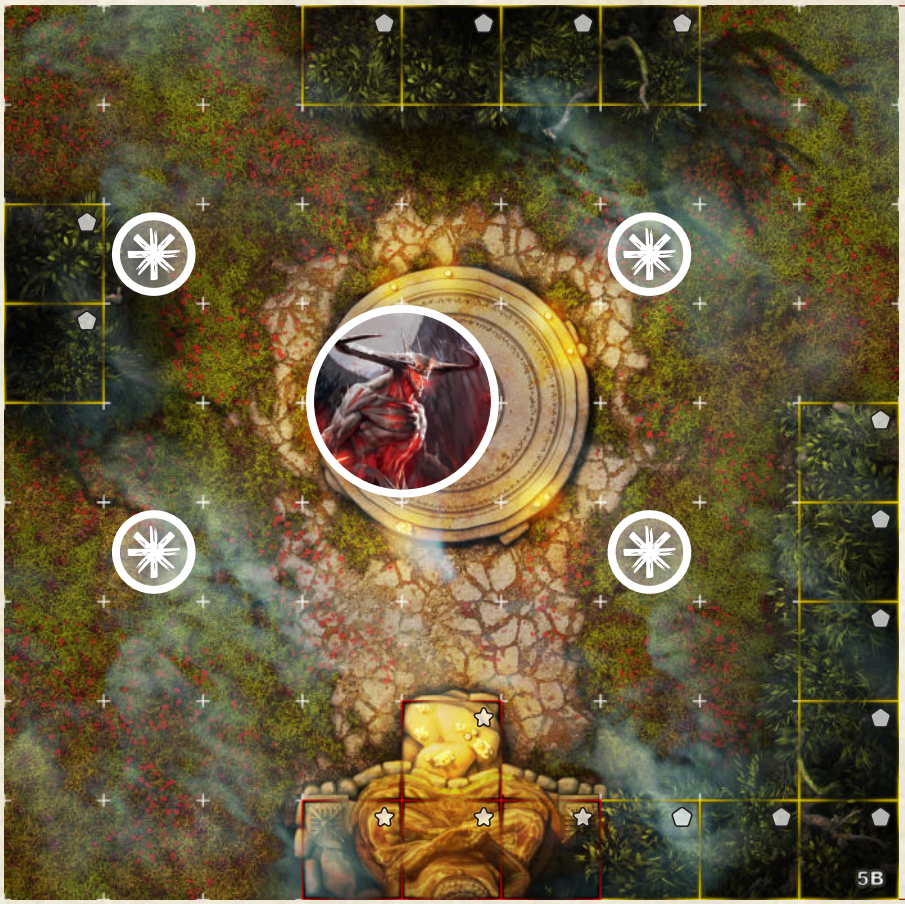
Consequences:
- If you are one of the players that has mission 4 activated, use Fujiko's information. Otherwise, try to tell the others what you have discovered.
- Flip the special location card **Darkstone Teahouse.**

CHAPTER 12

"What a disaster!" Fujiko says at the door of her Teahouse, gesturing at you to enter quickly. "Those damned yōkai are razing all in their path."
"They didn't manage to get rid of us when they had the chance and now are really angry," you tell her.
"You know you can rest here for a while, but you can't stay long. I and my girls will be in great danger if you stay too long here."
"Don't worry. As soon as I regain a bit of strength, I'll be on my way. We don't have time to lose... We must hunt at least one of them."
"Meanwhile, my kunoichi will try to distract the Demon Hunter to buy you some time," the Teahouse owner says.

Consequences:
- Regain 5 ♥.
- Reduce your visibility by 2.
- The Demon Hunter skips his next movement. Instead, he stays in the same region.
- Gain 1 blessed token.
- Flip the special location card **Darkstone Teahouse.**

SPECIAL SCENARIO: SHINIGAMI



COLORS

- Yellow/ Obstacles
- Blue/ Special terrain
- Purple/ Difficult terrain
- Orange
- Red/ Inaccessible terrain
- Green

COMPONENTS

Starting location of the characters

Shinigami

Tile 5B

· SPECIAL RULES ·

- Play this scenario when you reach the spaces with a black background on the **Yomi track (page 268)**, which are spaces you advance the marker every time a character is defeated.

- In this scenario, you don't need the Oracle deck, the exploration events, nor the malice track.

- Always use the Shinigami's AI deck according to the order indicated on the cards. Every time you face the Shinigami, reset the AI deck.
  To enjoy the full experience, we recommend you NOT to write down the actions stated on the cards. Instead, try to remember the lines on your own.

- The Shinigami is ALWAYS last to activate in each round's initiative queue.

- The objective is to survive as many rounds as possible while trying to deal the Shinigami as much damage as you can.

- Use resistance tokens to track your score. For every **10 damage** you deal, gain 1 token. Each time you finish a round, gain 1 token.
  Every time you face the Shinigami, your starting score goes back to 0.
  The first time the score reaches 5: 📖 **1.** When the score reaches 10: 📖 **2.**

SECTIONS

1

The air around the Shinigami quivers and convulses, and the entity transforms into a beggar, clad only in a ragged loincloth. He holds his scythe by the handle, while its blade rests on the ground. You want to beg him to go away, but you can't speak.

"You've done well," says the Shinigami. "You didn't faint when you saw me. You've been brave and steady. It's to your credit that you have resisted the Shōgun's onslaughts. Therefore, I offer you a present."

You tremble with fear. At first sight, a "present" from the death Kami doesn't sound very attractive.

"This a great moment for you to die," the Shinigami says. "For most people, death means agony. But I offer you an experience full of pleasure, peace, and satisfaction. Take a step toward me and receive my present." The Kami offers you his open hand. His skeletal fingers reach toward you. "Too near!" you think.

A peaceful death. Freedom from the heavy responsibility that rests upon you... But, no. No! The Shōgun lives, so you mustn't die. Not yet. Furiously, you wave him away and step back, telling him that you refuse his offer.

The Shinigami smiles, with a horrible grimace that makes you shiver. "Very well. Instead, I offer you something smaller. A trifle." He reaches into his chest and, suddenly, his hand enters his body, as if it dipped into a flow of lava, and black smoke spreads around him. When the smoke dissipates, you see the Kami holding what seems a crackling heart in his hand. Evidently, it's something the Shinigami doesn't need and he stares at you full of confidence. Then, a beam of dark light surrounds the organ. And when the light disappears, you see that the Shinigami now holds small dark red brooch attached to a chain instead of the heart. He raises the brooch above his head and gives it to you.

It's the same gesture he used to offer you death. You tremble with fear and the Shinigami laughs again. "You'll live, as that is what you wish. One of you must wear this brooch. If one day that person offers their body to the Kami, this brooch will confer them a greater affinity, increasing their power."

You take the brooch and put it around your neck. It's so light that you know it won't prevent you from wearing anything else. And when you see the brooch hanging on your chest, you think it fits you well. You nod and the Shinigami does the same. And, then, he disappears.

Consequences:

- A character draws the special item card **"Shinigami's heart"** and places it in their supply.

2

That damned beggar appears again. His loincloth is heavily stained with sweat. Drops of black blood drip from it and go down his naked leg. The Shinigami smiles hideously again, and you tremble with fear. You know that Shinigami only visit humans for one reason. Has your final hour come?

"You've fought well," the Shinigami says, "and you've survived longer than I expected. You are worthy of partnering with me."

Partnering with him? Terror fills your mind. Is this some kind of trick? What does he mean?

"You already have your own Kami," says the Shinigami. "But here and now, you can make me your Kami instead."

The idea is so horrible that you want to cry out, to refuse him. But the Shinigami's terrifying presence prevents you from saying a word. You can't even say "no."

"I understand," the Shinigami says. He smiles and utters a sound that reminds you of a saw cutting wood. "You know that people never want to align with me, and you're afraid that your Kami will punish you if you do. But do not fear."

You shut your eyes, afraid of seeing his smile again.

"We Kami have talked to each other. We know what the great and terrible Shōgun intends. A ridiculous plan! Impossible!"

He makes a similar sound, as if cut wood is splintering, and you perceive doubt and concern in his voice.

"Or perhaps he could? We Kami wonder. When the time comes, we'll unite against him. You'll play your role, of course. You can do better if you summon me. Your Kami powers will be boosted. Will you choose me? You must choose now."

You can't talk. But if you nod, the Kami powers of the Shinigami will replace your current Kami powers. Give the Shinigami an answer. Now.

Consequences:

- A character replaces their current Kami card with the Shinigami's card, maintaining the same affinity level they had with their previous Kami.
- This replacement is permanent. The character can't switch back to their previous Kami.

YOU HAVE COMPLETED THE EXPANSION SHINIGAMI (YOMI MODE).

CONGRATULATIONS!

- Absorbed ☐
- Advance of darkness: 1 2 3 4 5 6 7 8 9 10
- Advance of the resistance: 1 2 3 4 5 6 7 8 9 10
- All with you ☐
- Assassins of Iga ☐
- Bubashi knows more ☐
- By surprise ☐
- Byakuei required ☐
- Captured:
  - Akira ☐
  - Hattori ☐
  - Hikaru ☐
  - Tomoe ☐
- Changed, in Edo ☐
- Corrupted relic ☐
- Debt ☐
- Disgraced ☐
- Dishonor again ☐
- Divine favor ☐
- Dragon Clan ☐☐☐☐☐
- Fire and destruction ☐
- Firefly Clan ☐☐☐☐☐
- First blood ☐
- Future consequence ☐
- Gozu defeated:
  - Akira ☐
  - Hattori ☐
  - Hikaru ☐
  - Tomoe ☐
- Gozu's mark:
  - Akira ☐
  - Hattori ☐
  - Hikaru ☐
  - Tomoe ☐
- Grateful ☐
- Head ☐
- Healers 1 2 3
- Hero of Miyazu ☐
- Hidden enemies ☐
- Hive Demon ☐
- Hostage ☐
- Hunter ☐
- I remember you 1 2
- Kidnapped ☐
- Last will ☐
- Lost clue ☐
- Marked ☐
- Miko ☐
- Mind control ☐
- Mountain Clan ☐☐☐☐☐
- On my own forever? ☐
- Onyx pebble:
  - Akira ☐
  - Hattori ☐
  - Hikaru ☐
  - Tomoe ☐
- Perfect defense ☐
- Plan B ☐
- Relic 1 2
- Revealed anatomy ☐
- Ryūjin awakens ☐
- Sakura Clan ☐☐☐☐☐
- Sanjuro ☐
- Save the shopkeeper ☐☐☐
- Scar:
  - Akira ☐
  - Hattori ☐
  - Hikaru ☐
  - Tomoe ☐
- Set her free ☐
- Source of power ☐☐
- Spirit of the Forest ☐
- Spirit of the Forest enhanced ☐
- Tengu 1 2 3
- The 4 pillars ☐☐☐☐
- The black rose ☐
- The escape of the kannushi ☐
- The eye closes ☐
- The Kyoto camp ☐
- The lab ☐
- The lady in the square ☐
- The last flight ☐
- The Legend of the Dragon Clan ☐
- The Order of the White Dragon:
  - Akira ☐
  - Hattori ☐
  - Hikaru ☐
  - Tomoe ☐
- The power of the crystal: Blacksmith 1 2
- The power of the crystal: Byakuei 1 2
- The power of the crystal: Monks 1 2
- The ritual ☐
- The shadows ☐
- The Tamba camp ☐
- Ultimate sacrifice ☐
- Unexpected clue ☐
- Until the last flower falls ☐
- We are outnumbered ☐☐
- We are ready ☐
- We arrived first ☐
- We will have to defeat both ☐
- You are safe ☐
- Yastun Lad ☐
- White lotus:
  - Akira ☐
  - Hattori ☐
  - Hikaru ☐
  - Tomoe ☐

Captured / Razed cities

Captured	Razed

Special Locations

Shinigami Expansion

Yomi..... 1 2 **3** 4 **5** 6 **7** 8 **9** 10 **11** 12 **13** 14 **15**