

TAVERN

Up here!



You see the boy and a lady dressed as a tavern keeper on the upper floor. Place 1 **BLUE civilian token adjacent to **ORANGE** with 2 . This round they are not targeted by the enemies.**

TAVERN

One glass too many.

It seems that the Shōgun's soldiers had taken the opportunity to drink during the battle and are somewhat confused. If there are any enemies, move them back 1 position in the initiative.



TAVERN

It's you!

If Akira is in this zone: 1 soldier appears. He recognizes Akira from a tavern fight some time ago. Place 1 kachi adjacent to **PURPLE**. Remove **PURPLE**. Akira is this kachi's priority target, this round.

Otherwise, ignore this effect.

TAVERN

Stop that screaming.

If present, the tavern keeper (**BLUE** civilian) is the only potential target for the enemies this round. Otherwise, ignore this effect.

CAVE

Smells like death.

Kappa ✂ with +1 .

CAVE

Last breath.

Kappa ✂ with +2 , but lose 1 .



PALACE GARDEN

That hurt.

If the Oni has received 20+ and you have the mark "Plan B", (2). Otherwise, the kachi advance 1 position in the initiative and the Oni ✕ with +2.

PALACE GARDEN

Better safe than sorry.

If the Oni has received 20+ and you have the mark "Plan B", (2). Otherwise, the characters delay 1 position in the initiative and the Oni ✕ with +2.