

INTERIOR PALACE

Books and more books.

There's no time to read now, but a quick glance identifies a book that might be helpful later. Place D at **PURPLE**.

INTERIOR PALACE

Something glitters over there.

A gleaming suit of armor stands out among the objects hanging on the wall. Place E on **ORANGE**. Remove **ORANGE**.

INTERIOR PALACE

They seem to know where they are coming from.

Place 1 kappa+ adjacent to **RED**. It will ~~X~~ with +1  this round. Remove **RED**.

INTERIOR FORTRESS

Tying things up.

You see the adjutant leading Sanjuro out of the garden. The assailants let him pass, but when they see you, they raise their weapons to confront you. The enemies advance 1 position in the initiative.

INTERIOR FORTRESS

Reinforcements for whom?

Place 2 kachi+ adjacent to **GREEN**. Remove **GREEN**.

INTERIOR FORTRESS

No time to lose.

Characters add +2 to their  actions.

DOJO

Get ready, they are coming.

Characters can spend 1  each to add 1  to a resistor.

DOJO

No time to waste.

6 kappa+ appear and enter through windows and doors. Place 2 adjacent to **RED**, 2 adjacent to **GREEN** and 2 adjacent to **YELLOW**. Remove **RED**, **GREEN** and **YELLOW**.

DOJO

Second wave.

Place 3 kappa+ adjacent to **BLUE**. If no kappa+ are available, place 1 akaname+.

DOJO

The little ones must be saved, whatever it takes.

Hikaru is the priority target this round and gets 2 additional  (max. 6). At the end of this round the chapter ends,  (1).



CITY

Chaos unleashed.

The Shōgun's hordes are spreading chaos in the city. Enemies advance 1 position in the initiative.

CITY

Cries of despair.

The onryō+ become even more dangerous. They add +2 points to their behavior roll (max. 6).

PALACE GARDENS 1/2

You have accomplished your task.

 (1).

PALACE GARDENS

Reinforcements.

Place 3 kachi+ adjacent to **PURPLE**. Remove **PURPLE**.

PALACE GARDENS

A small breach.

Sanjuro bites down hard on the Demon Hunter, who glares at him and seems distracted. Reduce the Demon Hunter's  by 2 this round.