



SHOP

While we're at it.

A random enemy picks up a bottle lying on the floor and drinks it without a thought. This round, it ~~✗~~ with +4 , regain 4  and advances 4 positions in the initiative.

SHOP

Where does this come from?

A snake slithers out from the boxes on the shelves, breaking free and biting the first character of the initiative. It deals   and provokes  to the character.



DOJO

No one will get out of here.

These kachi+ are more capable than most foot soldiers. ✕ with +3  until defeated.

DOJO

Please spare our lives.

A random enemy moves adjacent to a character, kneels down and begs for mercy. When the character he interacted with becomes active, decide:

A) You let him go,  (1).

B) You ✕ him,  (2).

TAVERN AND HOUSE

Sorry to interrupt.

 (1).

TAVERN AND HOUSE

Make sure no one is left.

 (2).

TAVERN AND HOUSE

One drink too many.

A random enemy has overindulged in drink and is barely standing. He gets no initiative card.

TAVERN AND HOUSE

You put something in my drink!

Enemies take an antidote to ease the effects of the alcohol. All regain 4 .

TAVERN AND HOUSE

Remember the scent?

Akira, a tavern expert, moves more easily than usual. He gains 1 additional .