



REINFORCEMENTS

Traveling has become a risk, there is the presence of enemies everywhere.



At the start of your turn, perform a  (6) test:  The imperial road will be dangerous. If you travel, discard events until  test appears.



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At the start of your turn, perform a  (4) test:  The imperial road will be dangerous.

TIME IS RUNNING OUT

You must try to get as many relics as you can, as soon as possible.



You cannot use your kami's power.



All combat tests are increased by 2 difficulty.



You cannot camp.