



FIGHT

ACT 1

A

While you are resting in an inn, a dispute breaks out among a crowd of people. If you are **DIPLOMAT**, read **A**; otherwise, decide:

B. You continue to drink your sake while watching the show. No effect.

C. You intervene in the dispute.

A. You stop the discussion before it escalates. The innkeeper invites you to another round of Sake. You regain 2 ♥.

B. You continue to drink your sake while watching the show. No effect.

C. You intervene in the dispute. Turn this card over and continue reading...



THE CARD SHARP

A

ACT 1

At the market, a man is betting with people to see if he can guess which cup contains the ball. It doesn't take you long to realize that he is cheating and fooling everyone. Decide:

A. You publicly accuse him.

B. You bet 15  to teach him a lesson.

A. You accuse the man of cheating. The city guards seize you. You are delayed.

B. If you have  (1+), you gain 30 . You explain what the trick was. If you decide to give the people their money back, read **C**.

If you do not have at least  (1+), you lose the bet, read **A**.

C. You split the money you have earned. You lose 15  and gain 2 .



NOPPERA-BO

A

ACT 1

You visit a Daimyo, a friend of your family. While he's busy, you take a walk through the house gardens. There, you find a young, well-dressed woman picking flowers, obviously his daughter. You step close to her to speak, but in horror, you see that she has no face! She must be a noppera-bo, a faceless spirit. She pleads with you not to tell her secret to her father. Decide: Do you tell it **(A)** or not tell it **(B)**?

A. The Daimyō smiles but tells you he already knew. You have passed this test of honor. Add 1 mark of the clan you are in.

B. The Daimyō knows his daughter's secret, and he still loves her, but he thought you would advise him to be cautious. Remove 1 mark of the clan you are in.



HOWLS

A

ACT 1

By the light of a little fire, you eat your last portion of red bean rice. You hear wolf howls in the distance, and you resolve to stay alert. They must not catch you off guard.

If you have  (1+) or **SURVIVOR**, read **A**.
If not, read **B**.

A. You sleep that night. But your knowledge of those howls and your alertness allows you to escape up a tree when the come close. No effect.

B. Sleep overcomes you and you don't react when the wolves arrive. Turn this card over and keep reading...



REST

ACT 1

A

The fatigue from the journey begins to take its toll. You arrive at a beautiful lake with a crystal-clear surface. There is nothing better than taking a refreshing bath to regain your strength, but you know it will cost you valuable time. Decide:

- A.** Take a bath and rest.
- B.** Continue on your way.

A. Restore 3 ♥. Turn this card over and keep reading...

B. Sleep overcomes you, and you don't notice what happens around you. No effect.