



AMULET

B

ACT 1

A small cloth bag catches your attention, the sort of omamori to which good qualities are ascribed. It has a strange embroidered symbol on one side, and it is tied to a branch with a strong cord. If you are **SCHOLAR** read **C**, if you are not, decide:

A. Because you do not know its usefulness, you decide to leave the omamori where it is.

B. Attracted by its strangeness, you untie the amulet and keep it.

A. You go on your way without anything happening.

B. The amulet is bewitched, so you receive a powerful shock that causes you 5 .

C. You do not recognize what you see, but you know such things are best left alone.



FOG

ACT 1

B

A dense fog envelops you in an instant, preventing you from seeing what lies beyond. All around you, sinister forms appear in the fog to intimidate you. The temperature drops sharply in the wet fog. You try to orient yourself, but you get lost.

You are delayed.



FOOD

B

ACT 1

Next to a flowing river, you discern old mill, its huge wheel turning slowly, moved by the cold waters. Attracted by what may be there, you approach with real interest and are greeted by a friendly villager who offers you some freshly made dango dumplings.

You can spend 5  to regain a maximum of 5 .



WELL

B

ACT 1

You are at a well that looks quite normal, but when you try to draw water, something yanks you down, trying to drag you to the bottom. Perform a  (4) test:

 You manage to free yourself from the spirit that was trying to drown you in the well. Gain 1  and 1 .

 You are dragged under and receive 7 . Although you are rescued and can continue, you are delayed.



LOYALTY

B

ACT 1

You come across a group of soldiers beating a stranger, apparently a ronin. They are punishing him for his loyalty to the murdered emperor. so you don't hesitate to intervene to help him. Apparently, he is being punished for showing his loyalty to the missing emperor, so you don't hesitate to intervene to help him. Perform a  (4) test:

 With difficulty, you manage to finish off all your opponents. Gain 1 .

 You end up beaten. Receive 7 .



ILLUSIONS

B

ACT 1

As night falls, a strange chant catches your attention, and you distinguish several lights in the distance. Intrigued, you approach and discover a table where several men and women are eating delicacies toasting for some kind of celebration. Enraptured, you join the party and lose track of time, for you have fallen into the nets of a supernatural illusion.

No effect.



SORCERER

B

ACT 1

You come upon a mysterious old man. He seems to be blind, and yet, his eyes pierce you with his enigmatic gaze. Too late, you realize who he is: a cruel sorcerer, an emissary of the evil Shōgun. Unfortunately, it is too late when you realize that he is a cruel sorcerer, sent by the Shōgun.

The enemy casts a brutal curse on you.
Receive  .