



# SAKE BET

C

## ACT 1

When you arrive at the inn where you are going to spend the night, you find a very lively crowd. They are betting on who can drink the most sake. Decide:

**A.** You decide to rest for the night.

**B.** You participate, of course. Bet up to 20 , perform a  (4) test.

**A.** No effect.

**B.**  You make it to the final round. If you have  (1+), you beat all participants and triple your bet. Turn this card over. Otherwise, you win but lose all the money you had bet just before going to bed.

 You go to bed after losing your money.



# THE HANGOVER

C

## ACT 1

Your head is spinning. You drank way too much sake last night. Several hours into your journey, you realize you left something behind at the inn where you spent the night.

Choose between losing 1 permanent item or you are delayed.



# THE PARTY

C

## ACT 1

A local nobleman invites you to a party. The evening goes on without incident, until...  
If you have  (1+), read **A**.  
If not, read **B**.

**A.** You see a shadow slip inside the house. Following it, you discover that some hooded men are trying to assassinate your host. Catching them off-guard, you attack and kill them all. Add 1 mark of the clan you are in.

**B.** Your host has been found dead with a poisoned shuriken in his throat. That he has been killed under your nose is a blow to your honor. Remove 1 mark of the clan you are in.



# MEDITATION

C

## ACT 1

Under the shade of a cherry tree you find a monk meditating. When he sees you, he smiles and tells you that the Kami have spoken to him.

If you have 1-2 ☸, the deities consider that you need dedication. You should focus more on the path of faith than on the path of combat. Lose all your 🐾.

If you have 3-4 ☸, the deities consider that you need perseverance. No effect.

If you have 5 ☸, the deities consider that you need faith. Choose: regain all your ❤️ or gain 2 ☸.



# THE CAVE

C

## ACT 1

You take refuge in a deep grotto from the thunderstorm and make a fire to dry yourself and rest.

You don't know at what point you fell asleep, nor how much time has passed, but what you do know is that the huge mouth of a Nue is approaching your neck. If you are **LUCKY** or **SKILLED** read **A**; if not, read **B**.

**A.** You dodge the attack and with a quick movement of your weapon you sever the jugular vein of the beast. Gain 1 🐉.

**B.** The creature bites your arm, but you manage to flee from the cave. Lose 5 ❤️, turn this card over and read on, but you are out in the open, so can only choose the option **A**.



# WE NEED HELP!

C

## ACT 1

A group of the Emperor's faithful is fighting a horde of yōkai. You join them. If you are **LEADER**, **BRAVE** or  (3), read **A**. If not, read **B**.

**A.** You instill the courage necessary to contain the horde and minimize casualties. Lose 3 , gain 2  and 2 .

**B.** You are overcome by the onslaught of yōkai. Lose 5 , 1 random item and gain 1 .



# THE SEARCH

C

## ACT 1

On your journey you come across a group of heavily armed villagers heading toward their cemetery. They inform you that their intention is to hunt down an Undertaker who is desecrating the graves of their ancestors. Decide:

- A.** You accompany them.
- B.** You try to dissuade them.

**A.** Turn this card over and read on...

**B.** The villagers do not understand your position and begin to rebuke you. You decide to leave them to their fate. Lose 2 (卐) and remove 1 clan mark of the clan you are in.



# PROFANER

C

ACT 1

You enter a cemetery, accompanied by several villagers who wish to hunt down an Undertaker. You all hear the guttural sounds of a creature near the central mausoleum. Draw your weapon!

✂ (11):

👍 The villagers of the nearby village thank you for taking down such a fearsome creature. Gain 2 🏠, 1 boss 🐉 and remove 1 mark of the clan you are in.

🗨 You barely make it out of the graveyard. All the villagers have been killed by this terrible creature. Receive 8 💣, lose 1 🐉 but gain 2 🏠.



# REST

C

## ACT 1

Fatigue begins to take hold of you just as you reach a lake of turquoise waters. You know you must hurry, but if you don't rest, everything might get worse. Decide:

**A.** Take a bath and rest.

**B.** You continue on your way.

**A.** Rest comforts you. However, you fall so sound asleep that you don't realize that at some point you have been robbed. You regain 7 ♥ and lose half of your ☉.

**B.** You decide to continue. However, sleep soon makes you fall off your horse and lose consciousness. When you wake up you find yourself badly wounded. You lose 5 ♥ and are delayed.



# PUPPY

C

## ACT 1

You hear shouts in the nearby forest. You find people who are looking for someone or something. As you approach they tell you that the daughter of an important nobleman has lost her dog.

If you are **SCOUT**, read success.

If not, perform a test of  (6) to help them search.

 You find the poor animal curled up in the roots of a sacred Shinto tree. You gain 1  and add 1 mark of the clan you are in.

 After hours of searching the dog does not appear. When you resume your journey, you realize that you have lost a lot of time. You are delayed.



# PAUSE ON THE ROAD

C

## ACT 1

You find a house on the outskirts of a small village. At its door is an old woman who invites you in for a meal. You decide:

- A.** You think it's a good idea to get your strength back.
- B.** You thank her, but continue your journey.

**A.** When you finish eating, she asks you for 30  for the meal. If you are in your clan's area, read 1; if not, decide: if you pay her, read 1; if not, read 2.

1. You think it's too much for the service, but you don't want any trouble. Lose 30 .

2. You argue with the lady and decide to leave without paying. Remove 1 mark of the clan you are in.

**B.** No effect.



# TRAINING

C

## ACT 1

You meet an older man training near the road. When you talk to him he tells you that he was a sensei many many years ago. When he hears of your cause he decides to help you.

If you have 6 or fewer attribute points total, including items, read **A**; if not, read **B**.

### A.

If you have  (3), gain 1 attribute point.

If you have  (2+) and  (2+), gain 1 .

If you have  (2+) and  (2+), gain 1 .

**B.** The sensei cannot teach you much more than you already know.