



ONRYŌ

ACT 1

3

Night falls and some monks offer you the roof of the temple they are building to shelter you. After a few hours of deep sleep, a shriek wakes you up. An onryō approaches you.

If you are **MYSTIC** or you have  (1+) you manage to expel her without problems, read success.

If not,  (4).

👍 The monks give you a statuette as a token of gratitude to take to the Dosojin Temple. Place a clan token on it. Keep this card as a reminder; you have this phase to deliver it. When you arrive,  104. Only the bearer of this card may complete this mission.

🗨️ The onryō takes over the spirit of several of the monks. Lose 1 ; 2  if your Kami is Dosojin.



EXPLORING

13

ACT 1

You decide to take a look at the strange ruins you have found near the road. In the center of the ancient building there is a pillar completely covered by vines. After clearing it, you reveal what appears to be one of the four pillars the sorceress told you about.

Check maps on page 268 to see if you already located this pillar.

If it has been previously marked, return this card to the travel events deck and shuffle it.

If it has not been previously marked, mark 1 box next to **"The 4 pillars"** and draw this location on any of the remaining scrolls on page 268. **Remove this card from the game.**



THE PILLAR

14

ACT 1

You find yourself in a forest clearing. In front of you a majestic pillar disappears and reappears at another point in the same clearing when you try to approach it.

A. You leave the place.

B. You try to find the pattern to find out how the projections work.

A. You leave the place without looking back. Lose 1

B. Perform a test of (6):

You finally understand the pattern of the projections and make it to the pillar.

(111).

You still can't figure out the pattern of the pillar's projections. You can spend 1 to try again. If you have no left return this card to its deck and shuffle it.



THE HUNT

17

ACT 1

You come across a party of men led by the son of the daimyō of the village you are heading for. Apparently, they are hunting for creatures that are terrorizing the villagers at nightfall. After joining them, you manage to track down some corpse eaters.

✕ (7):

👍 You manage to crush all the creatures. In gratitude the men give you 1 random consumable item.

🗨️ The yomi creatures defeat you. The men have lost confidence in you. Remove 1 clan mark of the clan you are in.



THE GOZU BRAND

20

ACT 1

It is getting dark, when you find a young monk with long white hair sitting by a fire. He introduces himself as Galahael and invites you to join him. After dinner, begins to tell you a story, when a shiver runs down your spine.

You wake up exhausted and bathed in sweat. It is daylight and you find yourself alone in the camp. You are aware of having suffered horrible nightmares, but cannot anything except a pair of terrifying crimson eyes.

Mark "**Gozu's mark**" with the name of the character who suffered it. **Remove this card from the game.**



EMA

ACT 1

24

You find a strange Ema near a shrine...

If you are **MYSTIC** or you have 2+ , you recognize the object, when you pick it up you have a revelation. Make a test of  (7).
 Gain 1 affinity point with your Kami.
Remove this card from the game.  No effect.

If you are not **MYSTIC**, you do not know what use it can have, so you decide to return it to the shrine. Gain 1 .



THE COVEN

26

ACT 1

When the full moon rises you arrive at the clearing of a thick forest. A group of people dressed in black are forming a circle around a altar where a naked and unconscious young woman lies. You decide:

- A. You turn around.
- B. You interrupt the ritual.

A. You leave the young woman behind at the altar. Lose 3 (卐).

B. If you are **STEALTHY** or **BRAVE**, (📖) (124); if not, ✕ (8): (👍) (124). (🗨️) (125).



THE ORDER OF THE WHITE DRAGON

28

ACT 1

In the Order you are promoted by selling enemy heads to the markets. To ascend you must sell all heads at once.

- **Novice (sell 5 heads to markets)**

Gain 50 . From now on you gain 11  per .

- **Member (sell 10 heads to markets)**

Gain 100 . From now on you gain 12  per .

- **Master (sell 20 heads to markets)**

Gain 200 . From now on you gain 12  per  and get +1 on rolls in event tests.

**KEEP THIS CARD UNTIL
THE END OF THE CAMPAIGN**



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