

READ THIS AFTER YOU HAVE COMPLETED THE ACT I CAMPAIGN!

INTRODUCTION

This book contains the information you need to play Act II: Emperor's Legacy. It is divided into 4 parts. The first outlines additional rules specific to Act II. The second explains how to start an Act II campaign. The third contains scenarios and is equivalent to the campaign book from Act I. The fourth contains standalone scenarios that are separate from the Act II campaign.

Note that the Act II campaign is compatible with the Shinigami expansion, the rules for which are detailed on page 264 of the Act I campaign book. In addition, the standalone scenarios are compatible with characters from the Act I and Act II campaigns, and the Wrath of the Gods expansion.

You may add both the permanent and consumable items included in Act II when playing other expansions, unless they have the "special" keyword.

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PART 1: RULES CHANGES FOR THE ACT II CAMPAIGN

This section is intended as a supplement to the exploration phase rulebook. Other than the rules changes outlined below, the rules outlined in the exploration phase rulebook apply.

CAMPAIGN STRUCTURE

In Act II there are no Adventure Phases. Instead, chapters are made up of an exploration phase, and a recovery phase. If an exploration phase ends in defeat, resolve the failure section (on page 16) in the exploration phase rulebook as normal. If an exploration phase ends in victory, resolve the victory section (on page 15) in the exploration phase rulebook as normal, and then resolve a recovery phase.

RECOVERY PHASE

1. Discard heads and boss heads in character's supplies. The group gains 10  per head discarded from their supply, and 30  per boss head discarded from their supply.

During Act II enemy heads and  are saved in a common supply, instead of individually for each character.  spending must be agreed among all players.

Remember that minions leave 1  behind when defeated. Servants and Chosen leave 1 boss head behind when defeated. Wanderers leave no head behind when defeated.



2. Find the lowest  of any character and the highest  of any character. Find the market cards whose level is within this range and shuffle them into a facedown pile next to the main board to form the market deck. Draw 12 cards from the pile, placing the drawn cards faceup on the table. Characters may purchase any number of the revealed cards by paying their cost and placing each purchased card into the reserve of any character.

The limit of 3 permanent items, and 5 total items (excluding items with the special keyword) still applies.



At any point before or after buying items, characters may sell items in their supply, gaining half their cost in coins rounded down. Return sold items to the bottom of the market deck. At any point before or after buying items, characters may give each other items from their supply.

If this is the first chapter, before creating the market card deck for Act II, remove from it any card that has effect only during Adventure phases.

3. Place next to each character's board all blacksmith cards for their class up to their current level. Characters may buy from those cards, adding any bought equipment to their supply.

At any point before or after buying equipment, characters may sell equipment from their supply, gaining half the cost rounded down in coins. The limit of 2 weapons and 1 piece of armor still applies.



4. Characters repair their , moving the cube on the  track up until it matches the armor value of the equipped , and regain all their , moving the cube on the health track up until it matches their current maximum , according to their level and class.
5. Because there is no adventure phase, and therefore no potential interaction with sanctuaries, Kami affinity level will increase only if instructed in some of the chapters and sections. If the final section of a chapter indicates that the characters increase their affinity level, do so by placing the cube in the instructed slot in the affinity track.
6. Magic pumpkin market cards (of any kind) refresh their use after each recovery phase.



PART 2: ACT II CAMPAIGN SETUP

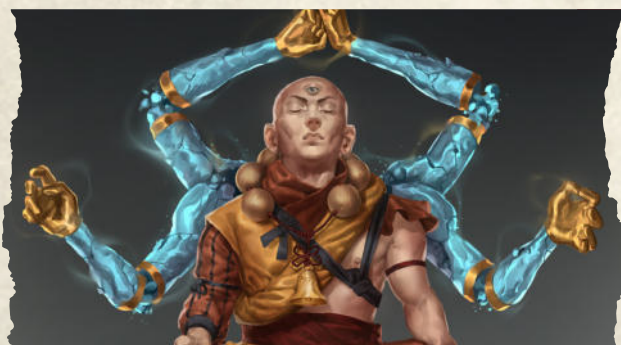
THE CHARACTERS

In Harakiri: Act II: Emperor's Legacy you will play using 4 characters who are at the heart of the story. If playing with 4 players, each player controls their own character. If playing with fewer than four players, players divide the

characters between them in the manner they choose. If playing solo, you control all four characters. After the story told during Act 1, Jirōbō gave shape to a new group of saviors.



Akane is a ronin linked to the Mountain Clan (🟢), who has the invaluable help of her macaque Yastun Lad. Yastun Lad is represented with the (🐒) token. Place its token adjacent to Akane when activating her first skill **"Loyal Friend"**. Whenever characters travel to a new zone (see travel, page 7 of the Exploration Phase Rulebook) move (🐒) adjacent to Akane. Yastun Lad cannot be used to interact and is considered an ally. If Akane is defeated, remove (🐒) from play. Yastun Lad cannot be the target of any ✂ skill or receive



Byakuei is a monk of the Sakura Clan (🟣), whose abilities combine healing his allies with devastating attacks unleashed by his powerful energy arms.



Hanako is a ninja of the Firefly Clan (🟠), capable of causing great damage especially against single enemy.



Takashi is a samurai, raised by members of the Dragon Clan (🔴), son of the former emperor and legitimate heir to the throne currently occupied by the Dark Shōgun.



CHARACTER SETUP

Characters start the act at level 3. Perform these steps for each character you control at the start of each exploration phase.

1. Place each character board in front of the player controlling them.
2. Take a number of Ki dice equal to the character's level, roll them, and place the rolled dice in the character's supply.
If this is the first chapter, take and roll 3 Ki dice.
3. Characters can exchange items as they would be using the share action during the adventure phase before the exploration phase starts.
4. Place a cube on the health track, on the space matching the character's health.
If this is the first chapter, place the cube on the XX space of Byakuei's track, on the XX space of Hanako's track, on the XX space of Akane's track, and on the XX space of Takashi's track.
5. Place each character's Kami card next to their player board.
If this is the first chapter, choose a Kami for each character. If any additional Kami were unlocked during Act I, they will not be available at the start of Act II. The Kami card represents a deity that will accompany each character on their adventure. Once you have chosen a Kami, it will be with your character for the rest of the act. Remember that 1+ Kami skill is only available during adventure Phases, except for the skill "Known Path" from Izanami. Act 2 does not include any adventure phase.
6. Place a cube on the Kami affinity track, in the space it occupied at the end of the last chapter.
If this is the first chapter, place the cube on the third space of the Kami affinity track.
7. Place all blacksmith cards matching the character level and class in a facedown pile next to each player board. If this is the first chapter, gather all blacksmith cards (A.I, A.II and WotG, if available), and divide them based on their class. Each characters chooses one armor and one weapon for their class and level (3).
8. Insert skill tiles the character corresponding to their level into the character board.

*If this is the first chapter, insert the my loyal friend tile into Akane's board, the additional help tile into Byakuei's board, the nemesis tile into Hanako's board, and the intimidation tile into Takashi's board. Then, the player controlling **Akane** choses either self taught or recovery skill, either one for each or patch skill, and inserts the skill tiles chosen-side-up into their character board.*

*The player controlling **Byakuei** chooses either good for both or necessary sacrifice skill, either even more additional help or I'll change it skill, and inserts the skill tiles chosen-side-up into their character board.*

*The player controlling **Takashi** chooses either inspiration or upward cut skill, either new breath or fluid tactic skill, and inserts the skill tiles chosen-side-up into their character board.*

*The player controlling **Hanako** chooses either voracious blade or deadly skill, either craft improvement or blood thirsty skill, and inserts the skill tiles chosen-side-up into their character board.*

9. Place cubes according to the attribute scores for each character
*If this is your first game, place a cube, representing an attribute point, in  for **Takashi**, in  for **Akane**, in  for **Byakuei**, and in  for **Hanako**. Then, place 2 additional cubes, representing attribute points, divided as you choose.*
10. Place the items and equipment owned by each character into their supply. If a character has 2 weapons, flip the unequipped card.
If this is the first chapter, gather market cards (A.I, A.II and WotG, if available). Then, each character chooses 1 permanent item from the market deck and adds it to their supply. Finally, the group adds 50 coins  to their common supply.
11. Place a cube on the armor track, on the value indicated by the character's equipped armor.
12. Place 4 action point tokens  into each character's supply.
13. Place the remaining cards and tokens of each character's supply next to their board.

PART 3: ACT II CAMPAIGN

Note that at the end of Act I, each of the characters completed personal missions. These missions have significant effects on Act II. Before the beginning of

some Act II chapters you'll be required to reference the section of the Act I campaign sheet relevant to personal missions.

PROLOGUE

Spring had arrived in Japan, yet little remained of the joy with which it had once been welcomed. There were no festivals anymore, no offerings. Although the war had ended long ago, victory had never been enough, for peace had never truly come.

Yes, the Dark Shōgun's warlords had been driven back for a time, and no one could deny that it had been a great triumph despite the sacrifices it had demanded. Yet only a small portion of the Dark Shōgun's army had fallen, while his dominion continued to spread across the land.

That night, rain fell gently upon the roof of a small temple hidden deep within the mountains. Its location appeared on no map, and the forest surrounding it was so dense that few travelers dared venture through it. Inside, illuminated only by the dim glow of an oil lamp, a tengu sat before a small wooden altar. Jirōbō gazed silently into the flame of a single candle. Time had carved deep wrinkles into his face, yet his eyes retained the same calm brilliance they had possessed in his youth, and his wings remained every bit as majestic as they had been in days long past.

At last, the tengu broke the silence.

"They fulfilled their duty."

There was no one else in the room. His words were meant for the heroes of another age.

His thoughts drifted to those who had once carried the fate of Japan upon their shoulders: Akira, Hattori, Tomoe, and Hikaru. None of them had emerged from that struggle unscathed. Each had lost something along the way, and it was precisely because of those losses that each had ultimately discovered a new purpose.

Some sought to rebuild what the war had destroyed. Others devoted themselves to protecting those they had managed to save. In their own ways, they all continued to fight.

But their paths no longer crossed.

Jirōbō turned his gaze toward the temple entrance. The evil spreading throughout the Empire was not merely an army of swords, it was something darker, something far more powerful. To many, it might have seemed that the sacrifices of those four heroes had been in vain, since so little had changed across the nation.

Yet Jirōbō could see farther across the board. He understood that each of those pieces had fulfilled its role, preparing the way for the move that was still to come.

At that very moment, the heavy wooden door swung open beneath a blast of icy wind, announcing that Jirōbō's plan was finally beginning to unfold.

A young woman with chestnut-colored hair stepped across the threshold. Her sharp, guarded eyes swept every corner of the room before she took another step. She wore clothes weathered by countless miles beneath sun and dust, patched so many times that they spoke of a life spent constantly on the road. A macaque, whose wary eyes mirrored those of its mistress, stood watch behind her.

The young woman lingered in the doorway for a moment.

"I came because your letter sounded important," she

finally said. "I hope I didn't cross half of Japan for nothing." Jirōbō smiled.

"I'm glad to see you still say exactly what's on your mind, Akane."

She set her pack on the floor and sat beside the brazier.

She had spent the last several years wandering across the Empire, never remaining in one place for long. She had slept beneath the stars, found shelter in the homes of humble farmers, and learned to survive with nothing more than what she could carry on her back. She knew trails that appeared on no map and had visited villages whose names were absent even from the Empire's records.

Few people in all of Japan were as free as she was.

And probably just as difficult to find.

Before long, calm footsteps echoed from the other side of the door. A broad-shouldered man entered the room and offered a respectful bow. He wore the simple robes of a monk, and his shaven head reflected the soft glow of the oil lamp. A string of ebony prayer beads hung around his neck. His movements were slow and deliberate, as though nothing in the world could disturb the tranquility that surrounded him.

"Master Jirōbō," he said, inclining his head. "The signs I encountered during my journey trouble me. The spirits are restless, and some sacred places feel... empty."

The old tengu nodded.

"That is why I asked you to come, Byakuei."

The monk took a seat beside the brazier.

Akane observed him in silence. The man radiated an unusual serenity. He did not appear to be someone accustomed to violence, yet at the same time he gave the impression of possessing an inner strength that would be difficult to break.

Before she could form a clearer opinion, a shadow dropped silently from the temple rafters.

Akane instinctively sprang to her feet, hand moving toward her weapon, while her macaque let out a low growl.

"You should be more alert. I'm Hanako. Pleased to meet you."

She was a petite young woman who pulled back her hood, revealing a face lit by a playful smile. Her movements were so quiet that she seemed to glide across the floor rather than walk.

"The doors remain a perfectly acceptable option, Hanako," Jirōbō said with a resigned sigh.

"Perhaps," she replied as she settled beside the brazier, "but they're far less entertaining."

Akane couldn't help smiling. She liked the ninja immediately.

Then the door opened once again.

The last to arrive was a handsome young man who appeared to be little older than Akane herself. Rain had soaked his clothes, and exhaustion was etched across his face. Yet there was something about him that drew everyone's attention. It was difficult to explain exactly what it was... perhaps his bearing, perhaps the way he held another's gaze, or perhaps the quiet confidence that seemed to surround him.

To everyone's astonishment, Jirōbō rose to his feet and bowed deeply before the newcomer.

"Please... don't do that," the young man said awkwardly.

"My apologies, my lord. Force of habit."

Silence settled over the room.

Akane frowned. Hanako raised an eyebrow. Even Byakuei regarded the newcomer with renewed curiosity.

None of them understood what was happening.

At last, the tengu spoke.

"Allow me to introduce Takashi."

"I'm merely a traveler," the young man said, offering a polite bow to those assembled.

Jirōbō studied him for a long moment before continuing. Takashi had spent so many years fleeing and hiding that concealing his true identity had become second nature.

"Not long ago, four great heroes stood against the darkness that threatened this land. Thanks to their sacrifices, both Takashi and Japan still stand today. But even the greatest of heroes eventually find a place where they belong and responsibilities they can no longer bear."

The tengu let his gaze sweep across those gathered around the fire.

"Their journey has come to an end."

A log cracked softly in the brazier.

"Now yours begins."

He turned toward the young man.

"And you, my lord... stand at the very center of it."

Takashi lowered his eyes, looking uncomfortable, almost overwhelmed.

Then Jirōbō spoke words that plunged the entire room into stunned silence.

"Before you stands Takashi Teshigawara, son of Emperor Hashimoto Teshigawara and the rightful heir to the throne of Japan."

The macaque let out a startled screech as Akane stared first at the young man, then at the tengu in disbelief. Hanako smiled with unmistakable amusement, while Byakuei quietly folded his hands before him.

Moments later, the three of them knelt before the prince.

No one spoke for several long seconds.

Finally, Hanako broke the silence.

"I have the feeling our evening just became considerably more complicated. Am I wrong, Jirōbō?"

Her remark drew a genuine smile from Takashi, and for the first time since entering the temple, he visibly relaxed.

Jirōbō looked upon the four of them. They could hardly have been more different: a rōnin who had made the open road her home; a powerful monk devoted to understanding and healing the world; a ninja who seemed to belong to the shadows themselves; and a samurai burdened with a destiny he had never asked to carry.

They were not the heroes who had once halted the advance of darkness.

They were different.

And perhaps, precisely because of that, they could become the heroes the Empire now needed.

The tengu listened as the rain continued to drum against the temple roof.

Then he spoke.

"You must leave for Edo at once. The evil that plagues our world lies there."

His voice grew firm.

"You must eradicate it."

Outside, the rain intensified, hammering the clay roof tiles as though the heavens themselves bore witness to the weight of Jirōbō's words.

Akane was the first to move. She folded her arms across her chest, studying Takashi with a mixture of disbelief and suspicion. Sensing the tension, her macaque climbed onto her shoulder, hiding its face behind her auburn hair.

"The Emperor's son?" she murmured, breaking the silence with an icy tone. "If that's true, then we've been chasing ghost stories while the true heir to the throne has been hiding beneath a traveler's cloak."

"You must understand that all of this was necessary," Jirōbō began calmly. "Takashi was not yet prepared for what lies ahead."

Byakuei remained motionless, his eyes closed as he searched inward for the composure needed to absorb such a revelation. When he finally opened them, his gaze was deep and unwavering.

"Edo is not the destination," the monk said in his measured voice. "It is the beginning of a purge. The darkness you speak of, Master, has taken root in the capital. If he truly is who you claim, then his life is the enemy's most coveted prize. And yet your plan is to lead him straight there."

"If you wish to slay the beast," Jirōbō replied, quoting an ancient text, "you must strike off its head."

Byakuei immediately recognized the passage and gave a faint nod of understanding.

Hanako, meanwhile, had stopped smiling. Her fingers absentmindedly traced the hilt of her weapon, a clear sign that her mind was already measuring every danger the mission might hold.

"Edo lies beneath the Dark Shōgun's shadow," the ninja said quietly, her tone now entirely serious. "If we leave now, we'll be little more than prey walking willingly into the hunter's trap. How do you expect us to protect him when we don't even know what we're truly facing?"

At last, Takashi raised his head.

The uncertainty that had clouded his expression was gone, replaced by quiet resolve. Though he still looked like an exhausted young traveler, a new light burned in his eyes, a long-forgotten determination awakening after years of slumber.

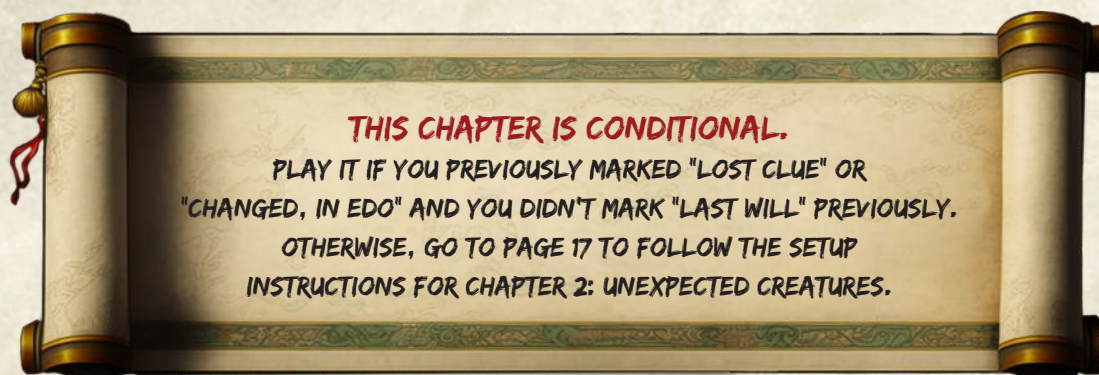
"I will go," he said.

His voice was gentle, yet it carried an unexpected authority that filled the room.

"Not because of the throne, but because of everything that has been destroyed. If my bloodline is the key to restoring balance, then I will not allow fear to decide my fate. I will march to Edo... and together we will return Japan to freedom." Jirōbō nodded slowly, a faint smile crossing his weathered face.

He knew the road ahead would be long and merciless. Yet as he looked upon the determination reflected in each of their faces, he knew the first step had already been taken. The storm outside the temple showed no sign of relenting. But within its walls, the fire burned brighter than ever, casting its warm light upon the birth of a new legend.

CHAPTER 1: DARK SECRET



THIS CHAPTER IS CONDITIONAL.

PLAY IT IF YOU PREVIOUSLY MARKED "LOST CLUE" OR
"CHANGED, IN EDO" AND YOU DIDN'T MARK "LAST WILL" PREVIOUSLY.
OTHERWISE, GO TO PAGE 17 TO FOLLOW THE SETUP
INSTRUCTIONS FOR CHAPTER 2: UNEXPECTED CREATURES.

It's a long way from Gifu to Edo. You travel in secret, avoiding towns and occasionally seeking food and a good night's sleep from known rebels. You are near Edo now, cold, worn, and tired.

Hanako looks down from your mountain viewpoint at a tiny village in the hills. "I wish we could stop there."

"The risk is great," Takashi says. "We don't know what kinds of people we will meet there."

"I've been there," Akane says. "Some of them know me. It's a place with a few cowards and a very few brave people. We might fare well."

"These people that you claim to know: how reliable are they?" Byakuei asks.

"Easy, Byakuei," Takashi says. "We could use a comfortable night. Akane, lead us there. But please, use caution."

They climb down, pick up a trail, and soon enter the little town in darkness. As you approach the open field at the town's center, a great bulk of a man lurches out of a shadow and hurls himself at Akane. "You little tramp, where have you been these three years?" He hugs her, whirling her round and round. Akane's macaque, Yastun Lad, joins in the fun, grabbing the man's robe and spinning with him, emitting soft, high-pitched squeals.

"Gently Matsuda! I come with friends." She turns him around and he gets his first look at Takashi, Byakuei, and Hanako, who were standing in the dark. His smile vanishes, and he gives you each a stare, very concerned.

"We are hungry travelers," Akane says. "On our way to another place. My friends mean no harm. And here is your coin purse, which—"

"Which you always had a way of taking from me," Matsuda says. "Thanks." He laughs. "Where are my manners? My home's not so small, and I can offer you a night meal and morning's refreshment."

He leads you to a nearby home, lights a fire, and bustles about, offering you rice porridge bowls swimming with vegetables. Dinner conversation is strained, as Matsuda sizes you up, while you avoid giving away anything about your plans.

Over tea, Matsuda says, "To be square and true with you, I shall say that my home has three excellent guest

rooms, one mat each. I, myself, of course, sleep on the widest and softest mat." He takes Akane's hand and rises. She and the macaque follow him. "For old times' sake," he says. "Leaving one room for each of you." Akane looks down at no one, shaking her head. Yastun Lad barks his disapproval, then curls up beside Takashi. Akane follows Matsuda to his bedroom, lowering the rice mat that serves as a door, behind them.

The moment they are out of sight, the three of you freeze, listening. Byakuei's hands are folded together in front of him. Takashi sets his cup down gently, but continues to grip it, his fingers turning white. Hanako's cup hangs in her hand in midair, and she does not move. The rooms in this house are separated by walls of rice paper. Every sound will carry. What price must Akane pay for Matsuda's bountiful hospitality?

Takashi's cup cracks, top to bottom, and he hastily sets it aside. You hear a grunt and two howls, all from a man in pain, and a solid thud. The man gasps, and they hear him say, "My, my, wench, you've changed."

Akane laughs. It's a brittle laugh.

"Well," the man says. "You take that side of the mat, I'll have my own side. To have your warmth near me in the night, that's more reward than I deserve. And my coin purse is well-hidden in a safe place."

"Under your belly, no doubt," Akane says.

"A safer place than that! I know you."

"Rest easy, Matsuda. We needed your help, and we greatly appreciate your hospitality."

You wait a little longer, but you hear no sounds of strife or coupling, and with a nod, you each choose a room for the night.

In the morning, Matsuda feeds you fried vegetables and pan-charred fruit. He and Akane are on comfortable terms. Takashi keeps a cheerful countenance, but he is unable to say a word to Matsuda.

"I learned something last night," Akane says. "Matsuda's one of us. A rebel."

"Well, not really." The man looks bashful.

"There are just a few rebels in this town," Akane says.

"They're ashamed, because they don't know what to do."

"You are, perhaps, sensible," Byakuei says. "You understand that when the time comes: then, you will know."

"It's worse than that, I'm afraid," Matsuda says. "A great personage has been seen nearby, above the cliffs. We wish we could meet her, but that means: braving too much danger. He shakes his head. "We fear that the paths to her are watched. Even trying to meet a crime worthy of death, if any of the spies find us out."

"Who is this person who is worthy of death?" Hanako asks.

"You won't believe it," Akane says, "It's Tomoe! The great Tomoe."

Takashi rises, opens his mouth and closes it. He nods to Byakuei, who says, "Matsuda, sir, we are greatly in your debt. Allow us, show us the way. It might be a great thing for us to meet her."

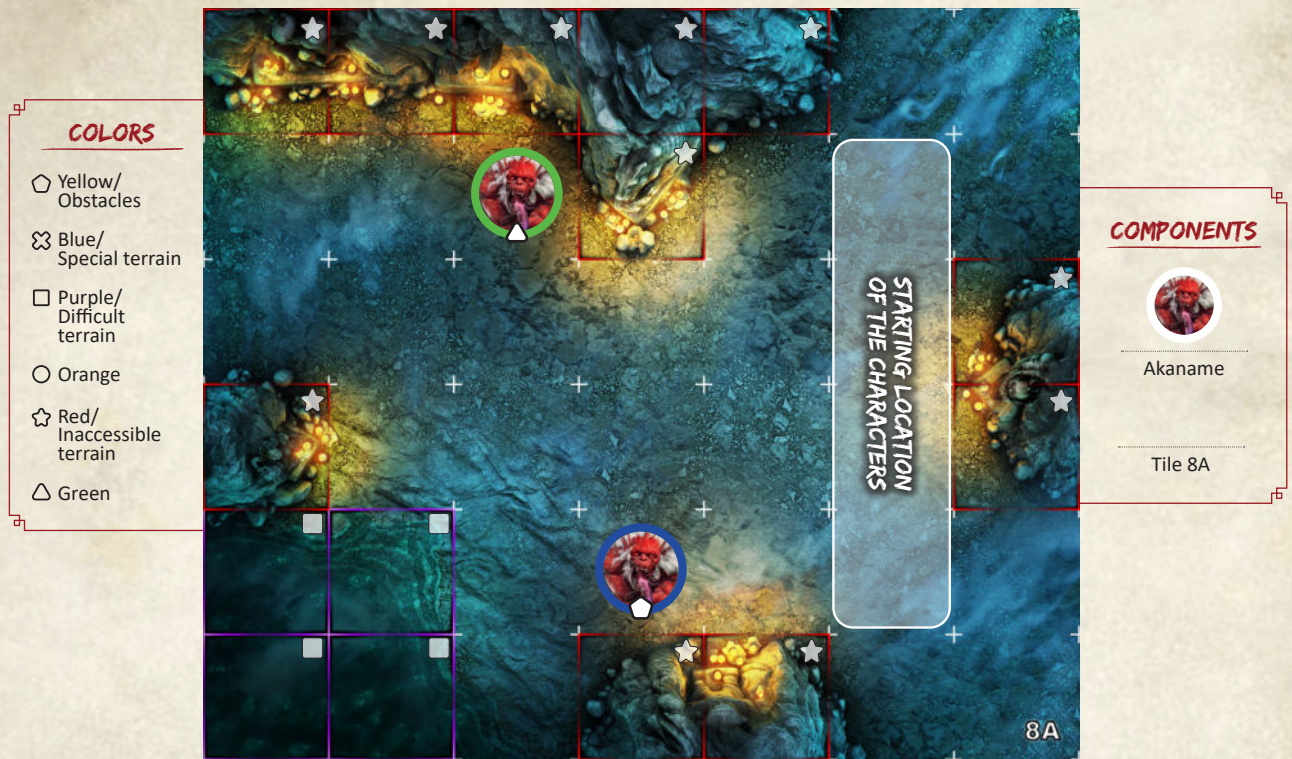
A sudden change comes over Matsuda. He had paid little heed to Akane's companions, but he suddenly stares at Takashi, and realizes he's in the presence of someone commanding respect. He flushes, and he bows. From his kneeling position, he looks up. "Sire, all of my knowledge shall be yours."

Takashi nods in turn. "Matsuda, we thank you."

A little later, with the sun higher in the sky and offering its warmth, you follow the trail that Matsuda showed you. The trailhead was hard to find, and it is little-used, overgrown with weeds. Matsuda had told you that the trail leads to a rocky plateau, where you will find a tiny village that is not on any map.



ZONE 1: CAVE



• OBJECTIVE •

Defeat the enemies to look for the stairs.
When you do so: 📖 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



The trail, if it could be called that, angles right up a rockface. It's bitter, cold and windy, with the sun like a weak orb fighting to force its way through clouds, and the chilled, slippery rock offers few handholds.

"Your precious Matsuda's so sweet!" Hanako says. "He led us here to kill us all."

"I myself hate these handholds," Takashi says. "I'd rather trust my feet to keep me upright. My teachers taught me how to balance. They never taught me rock-walking."

"It's a hateful path," Akane adds. Her macaque, however, has already scrambled to the top and looked over it. He drops down from there a little more than a meter, where there's a broad ledge. He's barking high-pitched, descending barks of fear—or anger—it's hard to say which.

"You cannot travel the path until you have become the path itself," Byakuei says. "Be the path. Let it lead us up there."

His advice sounds good. The group relaxes a little.

Hanako is the first to reach Yastun Lad. "He's trembling, poor thing."

"Yastun has given me timely warnings, many a time," Akane says. "There's something bad up there."

"Quietly, now," Takashi says. "Let's climb up and join Hanako, just under the top." He turns back to look. Akane is way behind him, staring up in dismay. "What is it?"

"I don't trust the next handhold. I'm a good climber, but I can't handle this. Help me."

Carefully, he works his way down a few steps. He grabs a solid rocky outcrop and reaches one leg down. "I'm sorry, good friend. I must offer you my foot. I'd much rather reach a hand out to you."

"Thanks." Akane takes his foot with one hand and then wraps the other around his leg, swaying and hanging on for dear life. Takashi sighs under the extra weight, but he's able to lift his leg, all the way above his waist. Akane swings wide, her body hanging over empty space, but then she's back against the cliff, where there's a good place to stand. She gives his leg a last hug and releases it. "Thanks again. I can see my way up now."

Byakuei has reached Hanako and the macaque, and he is waving to Takashi to join them. Takashi takes his time, making sure Akane can keep up. You all reach the ledge, where there's room to rest. But as soon as Akane gets there, Hanako jumps over the top.

"There are caves and rocks here," she says. "I see no village!" What...oh, rocks and more rocks."

The others clamber up, and Yastun Lad barks and squeals.

"The way to the village must be right up those stairs," Byakuei says.

Matsuda said you would see a village, but you don't. What does that mean? Have you gone up the wrong trail? You are on a rough, rocky surface, not very wide, and beyond it, there's a line of caves.

"There's no stairs here," Akane says.

"Are you blind?" Byakuei says. "It's right in the middle of the caves and cliffs. Stairs as wide as a royal palanquin."

"What are you saying grandpa?" says Hanako, joking.

"Byakuei's possessed. Don't attack me, old man!"

The monk has no time to explain himself, as two Akaname emerge from one of the caves. They approach, grunting and growling, moving in a strange way.

"They're like puppets," Hanako says. "I wish they'd hold still so I could read the rice paper on their heads. Who's making them move like that?"

"Don't read it, it might affect you!" Byakuei says. "That's probably the inscription of a spell."

"Let's not think too hard," Takashi says. He draws his katana. Akane makes a hand signal to her macaque and steps to the side. Somehow, she has chosen a place where she's hard to see, from which she might launch a surprise

attack. Byakuei and Hanako prepare to fight. Byakuei may be fooled by what he thinks he sees, but thank goodness, he looks ready. Here come the charging Akaname...

SECTIONS

Excellent, the Akaname are defeated. The very rock here seems to celebrate this little victory, because as the Akaname die, part of the rock wall simply vanishes. All of you can see the ivory staircase that Byakuei saw, leading up over the rocks. You realize that protective spells were here, and you have broken them by defeating the Akaname. Maybe this staircase will lead to the village.

Consequences:

- Go to page 11 and follow the setup instructions for **Zone 2: Stairs.**



ZONE 2: STAIRS

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Interaction token
- Kachi+
- Tile 9A

• OBJECTIVE •
Move toward the village.

• MALICE •
It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



You are careful. You climb the stairs with weapons drawn. The staircase quickly tops the rock face above those caves. At the top, you see the village, but you see no villagers. It's empty, and things look much too calm.

A short path leads down into the village itself. But you hesitate. The air's stifling here, full of magical energy, a hint of evil.

SECTIONS

The stairs lead down to the small village square, which seems strangely quiet.

Consequences:

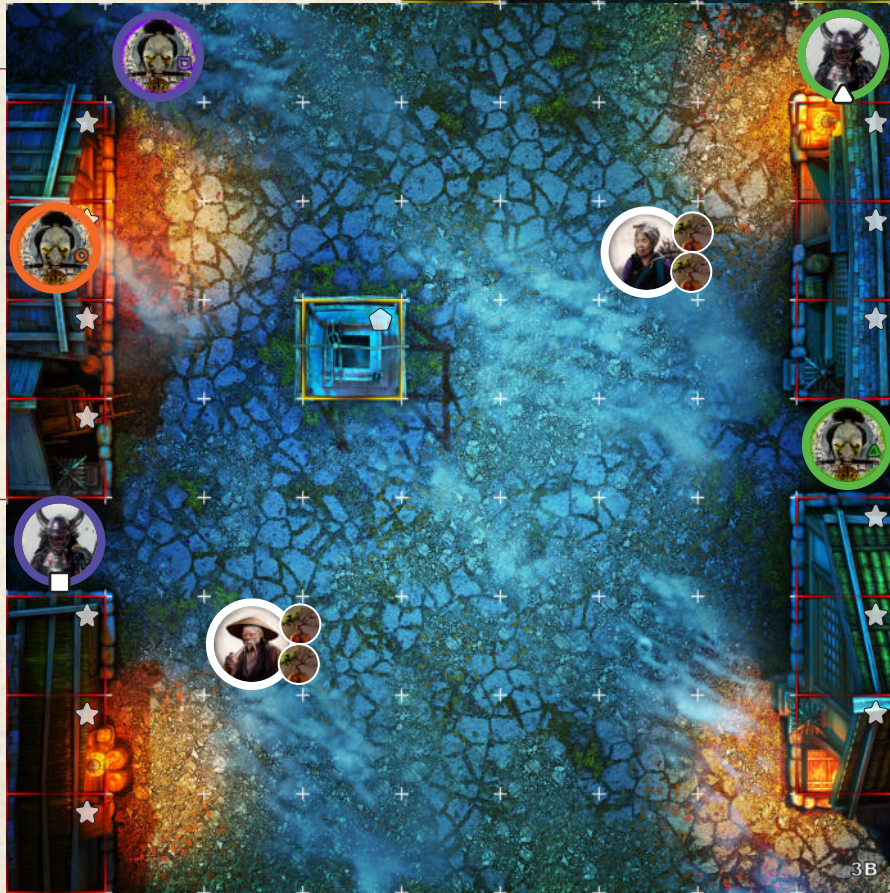
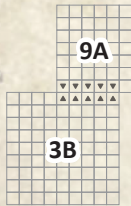
- Go to page 12 and follow the setup instructions for Zone 3: Village.



ZONE 3: VILLAGE

COLORS

- Yellow/
Obstacles
- Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- Red/
Inaccessible
terrain
- Green



COMPONENTS



Spawn tokens



Resistance
tokens



Civilians



Kachi+

Tile 3B

• OBJECTIVE •

Explore the village.

• MALICE •

Add 1 kachi+ adjacent to **PURPLE** for
each malice point.

From then on, the kachi+ attack with +1 for each malice point.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

When there are no more enemies, place on
ORANGE and remove **ORANGE**.

• SECTIONS •



1.

In the blink of an eye, the village square before you teems with people, quailing before a few soldiers. Other soldiers are angrily advancing toward you. They all wear the shōgun's emblem, and their captain shouts, "They are already here, execute the orders." Who are "they?" There's no time to find out. The soldiers unsheathe their swords. The villagers, horrified, run to escape. It would be a good thing to kill these soldiers.

SECTIONS

It seems that your enemies were looking for something in this house. It wouldn't hurt to search it yourself.

Consequences:

- Place door 5 open.
- Go to page 13 and follow the setup instructions for **Zone 4: House**.

ZONE 4: HOUSE

COLORS

- ⬡ Yellow/
Obstacles
- ⬢ Blue/
Special terrain
- ⬢ Purple/
Difficult terrain
- Orange
- ★ Red/
Inaccessible terrain
- △ Green

COMPONENTS



Spawn tokens



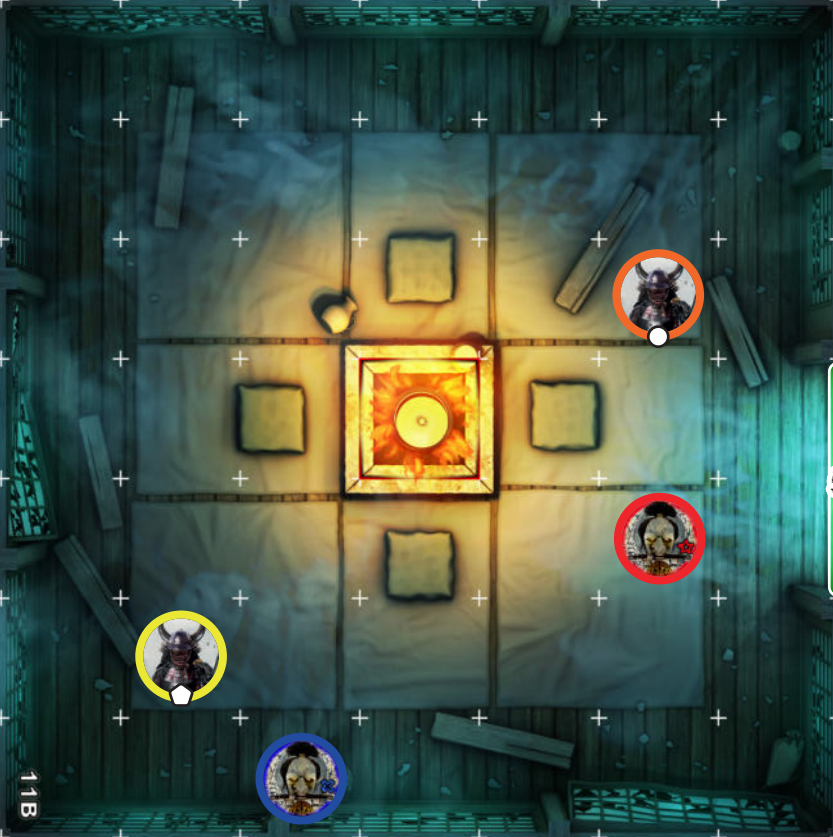
Kachi+



Open door



Tile 11B



• OBJECTIVE •

Defeat all the enemies. When you have defeated them:  1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



A few well-armored Kachi threaten you with their katanas. Perhaps you're facing a simple combat, for once. There's a chaotic mess inside this house, although some things seem laid out with precision. There's a dead woman

on the floor. She appears to have died minutes ago, but her clothes are old, worn, tattered. Her body is surrounded by a neat array of twenty candles. They burn unnaturally, with a strange, steady light, that must be magical.

Bookcases are scattered around the room, broken or lying on the floor, their contents scattered. The wood of the cases is polished fine, possibly extremely old, but covered with a heavy layer of dust, as if untouched for ages. Emblems of the Sakura Clan are scattered over the floor and the books. They have each been hacked in two, as if by a sword that needed sharpening. The oppressive feeling of magic, that you felt down below, presses in on you here. The candles continue to burn, but consume no wax.

People must have lived here, long ago. The woman's body is lifeless, but it seems preserved, as if magic might make it spring back to life. Or perhaps the magic is just maintaining the woman at the point beyond death. Amid the flotsam near her body on the floor, you see a handwritten note.

There are some elegant drawings on the walls, highly detailed. One of them depicts a man on horseback accompanied by a woman. She appears to be wearing the clothing on the dead woman, but in the drawing, the clothes look new and fine. If it's the same person, she looked very happy then.

SECTIONS

You grab the note, hoping it will answer some of your questions. You read: "This is my second beloved. I had not thought it possible that I would ever love another. And then, she got sick and died. To my shame, I took out my dismay on this room. Only One had the power to make me whole. Things here are almost as they seem. My daughter, if you ever find this, my diary is close to my new home: the cherry tree. Seek the snowy cliff."

You recognize the handwriting. People with such fine penmanship are well-known. This was written by Tomoe's father, the last emperor's brother. That phrase, "almost as they seem," and that peculiar idea that her father's home is now a tree; these might be a simple assessment of the strange reality here; or might it be a warning?

It seems that Tomoe's father lost all hope. Instructions seem to point to a nearby field just above a snowy cliff. If Tomoe found this house, she surely went up there, and perhaps, by examining that site, you can figure out where she is.

You have much to learn, and some of it might be false or misleading. Meanwhile, you have to climb another cliff; but which way is it?

Behind the house, you see a long, broad path cut into the rocky mountain. The path leads up to a location that might be a field, a plateau, or even a bowl. You leave the village behind, hoping that this easy climb leads you to the snowy field, where you hope to discover how Tomoe followed her father's instructions.

Consequences:

- Go to page 15 and follow the setup instructions for **Zone 5: Snowy Field**.



ZONE 5: SNOWY FIELD



• OBJECTIVE •

Defeat the enemies to talk to Tomoe. When you have defeated them: 📖 2.

• MALICE •

Aoandones attack with +1 🗡️ for each malice point (max. 3.)

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- Although Tomoe is present, she is not aware of her surroundings. Don't add her initiative card to the initiative queue. She can't be the target of enemies. You can't interact with her until indicated.

• SECTIONS •



When you reach the top, you have no doubt about what you're seeing. Tomoe is kneeling beside a cherry tree, which despite the intense cold is bursting with pure pink blossoms. The blossoms do not quiver in the breeze, and neither does Tomoe, but this is certainly she. She holds what it looks to be a small book in her hand. But there's no time for more, as several spirits that look to be enjoying the samurai's sadness turn to you. These spirits must be destroyed.

SECTIONS

"Tomoe, do you remember me? I am Takashi, the heir to the throne, you saved my life many years ago. What has happened to you? Please answer!"
Tomoe remains absolutely silent and doesn't react to Takashi's words.

Consequences:

- Place 1 aoandon adjacent to **PURPLE**.

The moment the last spirit is gone, Tomoe comes to life. At first she seems unable to focus on her rescuers. Waving the note, she says, "My father left this. I have read his diary. It's terrible."

Yastun Lad tries to grab the note, but in a swift movement that reminds you of her superb Samurai training, she deflects Yastun Lad's hands and brushes him away.

She blinks, focuses, and then she's delighted. "Takashi, how you've grown! How did you come here, and who are these people? Thanks for protecting me. Oh, and Byakuei! You look so serious. How did you come here?" Takashi steps forward. "Honored Tomoe, please meet Hanako, Akane and her pet macaque, fine adventurers who have joined with us to take the shōgun down. Will you join us? We need your deadly bow."

Tomoe looks bewildered. "I understand, but that's not important now. My father, I must rescue him. His diary said...oh, it's so hard to understand. He fell in love with a young woman. Her body is...is..."

"We saw her," Byakuei says. "Imprisoned in a spell. She was indeed beautiful, and she seemed to be a righteous woman." His voice is full of sympathy, and his words calm Tomoe a little.

"His diary says that on the day she died, a stranger appeared and offered to preserve her, to bring her alive much later. In return, my father had to serve the stranger's master. My father's love must have been so strong." She breaks into tears. "That stranger's master was the tyrant! My father once served the honor of the . He now serves the tyrant!" Once again, she pulls herself away from her dreadful musing, to focus on you. "How did you come here?"

"We were told you were here," Takashi says. "The way up was very strange. We felt magic in the air, everywhere, a distraction in the extreme."

"Nonsense," says Byakuei. "I felt no magic."

"And then, the stairs to this cliff were hidden by a spell. We had to kill the Akaname to see it." Hanako responds. "Nonsense," says Byakuei. "I saw those stairs from the first."

You all turn to look at him, wondering.

"I thought you were possessed," says Hanako. "But you were right. After those Akaname died, we all saw what you had already seen."

"The way up here was a trap for me," Tomoe said. "It was easy for me to get up here, but after I read the diary, I remember nothing. Until you came."

"You were frozen into place here, unmoving," Takashi says. "I agree. It sounds like a trap."

"I don't remember seeing a rock wall with caves whose stairs were hidden," Tomoe says. "I just walked right up."

"You and I," Byakuei says. "We were simply invited up here."

Tomoe's mouth falls open. You wonder what she's thinking. She says, "Of course! The spells that were cast here, some of them did not affect us. Byakuei, you are pure Sakura, like me. It's my father's doing. He may be forced to serve the shōgun, but he bargained, somehow, to make the magic of this mountain hospitable to us Sakura. It's a sign!"

"I would say," says Hanako, "It's a sign that a trap was laid for you, and you were invited in. Was your father a magician?"

"He was nothing of the kind," Tomoe says.

"I remember him as a child," Takashi says. "A kindly man, yet he radiated command and a sense of great power."

"I knew it!" says Tomoe. "He gave me a sign that what he wrote in his diary is full of lies. Oh, I must rescue him, as soon as I can!"

"That might be another—" Takashi says. But he's too late. Tomoe has run down the stairs and is running down the mountain at an inhuman speed, like a demon possessed. Yastun Lad, the only member of your group who can run nearly that fast, goes after her but quickly falls behind, and returns to Akane.

Hanako stamps her feet. "Destroying the shōgun, 'that's not important now'? As if anything were more important. She may be the very special, wonderful, Tomoe, but I'd like to shake her head."

Byakuei shakes his head. "Tomoe is possessed by a sense of moral justice, not by magic. Those who cling to perceptions and views wander the world offending people, even you. Let us hope she finds success."

"We should follow her," Takashi says.

"I think we would never catch up to her," says Akane, scratching her pet's ears.

"Takashi," Byakuei says. "Wake up. We have a war to fight. We've learned something. If we come upon Tomoe's father, we won't trust him as one of us."

Akane shivers. "I hope to never meet him in combat. We'd have to say to Tomoe, sorry, we killed your... your...I can't say it."

Takashi bows his head in thought. Then he looks up and claps Byakuei's shoulder. "I bow to your wisdom. Let's stay on our true path. At once."

👍 THE CHAPTER ENDS IN SUCCESS

- Go to page 17 and follow the setup instructions for Chapter 2: Unexpected Creatures.

CHAPTER 2: UNEXPECTED CREATURES

You are approaching Edo, the location of the Dark Shōgun's fortress. You have chosen to climb a dense, rocky hillside to avoid getting out in the open and being seen.

"Looks easy," Akane says. She jumps up onto the first rock, taking Yastun Lad with her.

"Difficult, I think," says Byakuei.

"Wait here," Takashi says. "Akane and I will see if we can find a decent way to climb through here. I'll take—"

"I'll take the lead," Akane says. She scales a few more boulders, moving catlike, gracefully and surely. Then she looks back. "I'm sure all of you can follow me this far?" She waits while they examine the first few boulders. Even Byakuei agrees that she's finding secure footholds. She moves on, Takeshi following; occasionally he calls her back to find an easier way. They soon reach the hilltop, and she begins the descent.

He takes a quick look toward the fortress, visible in a dark forest. He sees no one, but at such a distance cannot see clearly, even to the nearest rice field.

"Wait," he calls to her. "We should see if the others can join us here, first. How will they know the way?"

"This is my task, and I know what I'm doing," she replies.

"I'll send Yastun Lad back when I'm down, and he'll show them the way."

Takashi marvels at Akane's quick, graceful descent. But he does not want to let her out of his sight. He clammers down, noting carefully how easy her trail is, although he needs every bit of his skill and power to keep up with her. At the bottom, they find a clump of tall cedars providing cover.

Akane kneels and caresses Yastun Lad's ears. The macaque emits a soft, high-pitched keen. She rubs his fur and then gives his arms a few taps. The macaque scurries off, climbing up the way they came.

Akane gives Takashi a smile. "That was easy, wasn't it? Did you really think you should have taken charge of this climb? They'll be here soon enough."

He smiles. "We need to learn each other's strengths, and I was very impressed. Tell me, what have you been doing lately, before we all got together?"

He finds his eyes caught in a ferocious gaze, hard, gripping, and only with difficulty, he pulls away.

"A simple question, wasn't it?" she says. "But I know perfectly well what you're asking. You want to know if I've been a yūjo. You can go to hell!"

Akane's guess was too close to the mark. A flash of guilt washes through Takashi, and his face draws tight. "No, no," he says, "nothing of the kind."

"Nothing at all," Akane says, and she begins to laugh. It's a friendly laugh, infectious and soft. Takashi can't help it, he joins in.



"Monkeyface, monkeyface, monkeyface," she says, and he looks into her laughter, but in a moment the hard gaze reappears; a look he knows he would rather not see in the eyes of an opponent in combat. He looks away.

"We have to learn each other's strengths, don't we," Akane says. "Welcome to one of mine."

"I thank you," he says. "Forgive me. I deserved that. I really did."

She clasps his arm. It's a friendly grasp, and he feels both relief and delight coursing through his body. Why delight? he asks himself.

Yastun Lad leaps and scrambles over the rocks, then arrives in Akane's arms. "They'll be here in a moment," she says. "What next?"

Hanako jumps down and Byakuei carefully follows. "I could learn to like that little beast," he says. "He led us very nicely on a workable path."

"I'm tired of following its ugly backside," Hanako says. "Can someone else lead for a while?"

You have reached the hillside above a river. Beyond the cedars the land opens up: flat rice paddies, a dark forest, and in the distance the Shōgun's fortress. You keep to the edge of the cedars, but you'll have to come out into the open, and you're wondering whether your next moves might be less dangerous at night.

Hanako expresses her greatest worry softly. "I wish we could have asked Tomoe. Or Hattori. Or any of them: How did you face your challenges? They rescued Japan. Now we have to rescue Japan. Were they confident they could win every battle? Were they certain the Kami would resurrect them every time they died?"

Akane shakes her head. "I can just imagine that. I die, and the Kami say, that's one time too many for you, you'll stay dead and...hey, the Shōgun wins! It's too much pressure. How did they do it?"

"I think it's a little simpler than that," Takashi says. "We have this task to do. We'll do the best we can. After that, we'll worry about what comes next. If we fail...well, I hope that I die trying. Don't try to plan too far ahead."

"But what will happen, after we try this attack on Edo?" Hanako asks.

"We'll know more, at least," says Takashi. "Then it will be time to ask."

"Are you saying we shouldn't plan?" she says.

"When we have information, we can plan," says Byakuei.

"At times like this, we need to be alert and ready to improvise."

You duck into the cedars for a little more cover. When you come out, it's to an open rice field full of combat.



ZONE 1: RICE FIELD

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

STARTING LOCATION OF THE CHARACTERS

COMPONENTS

- Interaction token
- Nyx
- Kappa+
- Closed door
- Tile 1A

• OBJECTIVE •

Help the winged woman and defeat all the enemies. When you have defeated them: 3.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- Nyx considers the characters her allies and all other creatures her enemies.

• SECTIONS •

2. 4 4.

"I've never seen anything like this," Hanako says. "Shall we help her?"

Some kappa are attacking a woman riding a huge wolf. The kappa are a little bigger than usual, corpulent, and their carapaces are heavily scored with kanji for war, attacks, and victory. The wolf moves fast and dodges quickly. It looks like the woman is trying to escape, but the kappa are preventing that. As the wolf changes direction, you see she has large bat wings, which she shifts to help keep her balance. A bite mark on her calf is dripping blood, and she hasn't killed a kappa yet. They're keeping at her, and she's merely holding her own.

"She has to be worth talking to," Byakuei says, and he strides into battle.

You'd better kill those Yōkai.



SECTIONS

1

The young woman riding the wolf attacks the kappa savagely, surprising them with her power and ferocity.

Consequences:

- Nyx attacks with +1 🌸.

2

It seems that an ancient warrior once cared for these fields and he left a weapon there. It's old, but still useful.

Consequences:

- Draw 1 random level 3 weapon card of the active character class.

3

The girl remains on her wolf, then whilst retracting her wings, introduces herself as Nyx. She is on a mission to recover a sacred scroll belonging to her tribe, which she assures you is of great importance. It was stolen by a half-human, half-frog creature, a very strange being. She asks for your aid, as she is having trouble following its trail.

Akane offers some salve for the bite injury to her leg. You explain who you are, and ask what the stolen object is for. She looks you over, and says however honorable your actions, and she is grateful for your assistance, but you are still strangers to her, and secrets should not be spread around. "If you see this creature, or hear of it, hunt it down," she says. "Our paths will likely cross again, and you can return the scroll to me. Help me, and I can help you, all right? Where are you going?"

You tell her that you hope to sneak into the fortress and see if you can strike a blow against the Shōgun, or else discover something of value for the rebellion.

"I know that you have two options," she says, with a grimace. "I've spent far too much time around here, and I wish I could be somewhere else. You can go through that little dark forest, or down the river. The river leads to a beach, where you will find a grotto with a path to the fortress's inner gardens. If you go through the dark forest, you'll see an onsen. It'll be well-guarded by tengus, and if you do not carry bows with you, you will have a hard time, I'm afraid. You might pause and take a hot spring bath." She wrinkles her nose. "All of you can use it, I think. Then just step into the little hut, and, poof! You'll be in the palace garden."

You invite her to join you, but she has guessed where her thief might be, and she prefers to chase him. She unfolds her wings, slaps her wolf, and rides off.

You must choose a path: the dark forest or the beach.



- Go to page 21 and follow the setup instructions for **Zone 2A: Forest**.
- Go to page 23 and follow the setup instructions for **Zone 2B: Beach**.

4

The door swings easily open.

Consequences:

- Flip the door token 4.



ZONE 2A: FOREST

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Spawn token
- Interaction tokens
- Tengu+
- Tile 5B

• OBJECTIVE •

Advance toward the fortress.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •

• SECTIONS •

5.

6.

It's a small forest, but it is uncompromisingly dark. The tree canopy shuts out almost all light. You start to light torches, and then, just as quickly, you extinguish them. The moment you lit fires, you felt the trees' intense hatred. Worse, the torchlight created only a small area around you with light. The treetops, and the path ahead, remain submerged in a blackness. Any enemy could hide there. As you reach the forest's depths, you notice that the tallest trees have eyes. Watching you. Following you. It feels very weird. And then you notice that the eyes are red, and you know what that means: Tengu! They drop from the trees and attack.



SECTIONS

1

A huge figure, half man and half frog, comes out of the trees. The creature holds a rope, from which a scroll dangles. It must be the creature Nyx told you about.

When it sees you, it shouts:

"Help me. You must help me! The devil woman isn't following me anymore. Distract these birds, I beg you!"

Consequences:

- Place the Sumosapo adjacent to **PURPLE**.

Make a choice



- You let the creature flee: 3.
- You fight it: 4.

2

As tough a creature as he is, nevertheless the Sumosapo is injured, and runs away before the situation gets worse. Leaping to an unbelievable height, it disappears over the treetops, heading toward the faint sound of a river. You don't know if you can catch it, but you have other priorities anyway.

Consequences:

- Remove the Sumosapo from the game.

3

The Sumosapo thanks you for taking care of the tengu and allowing its escape. In exchange, he gives you an item.

Consequences:

- Draw the special card **Toad's Amulet**.
- Remove the Sumosapo from the game.

4

Consequences:

- The Sumosapo considers all creatures its enemies. The Sumosapo attacks with -1 (place 1 poisoned condition token on the Sumosapo as a reminder of this effect.)
- If the Sumosapo is dealt 8+ : 2.

5

You advance into the forest.

Consequences:

- Go to page 26 and follow the setup instructions for **Zone 3A: Onsen**.

6

This path seems to lead away from your target. It's better not to go this way.

Consequences:

- No effect.



ZONE 2B: BEACH

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

STARTING LOCATION OF THE CHARACTERS

COMPONENTS

- Spawn token
- Interaction tokens
- Shikome+
- Kappa+
- Tile 2B

• OBJECTIVE •

Defeat all the enemies to continue advancing toward the grotto. When you have defeated them: 📖 15.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- **Special terrain:** Does not cut LoS. Creatures that start their activation on this terrain can move between squares on this terrain. Creatures with flying treat it as regular terrain.

• SECTIONS •

- | | | | |
|----|----|----|-----|
| 3. | 4. | 5. | 6. |
| 7. | 8. | 9. | 10. |

You follow the meandering river around a wide bend to a sandy beach. You easily find the grotto. It's a big, inviting opening, just the thing to lead to a secret fortress entrance. Several shikome guard the way, and as evidence of their prowess, the corpses of failed adventurers lie around. You

have to step over them to approach. It's tempting to check out the gear lying everywhere on the ground, but you'd better not let your guard down now, and if you kill these infernal things, you'll want to get into the grotto at once.

SECTIONS

1

The shikome start flapping their wings, spraying sand in all directions, and then take off into the air.

Consequences:

- All the characters adjacent to 1 shikome+:

Perform a  (3) test.

 **Success:** No effect.

 **Failure:** Get 1 .

2

You are shrouded by a strange dark energy coming from the sea, which seems to be attracted by metal items. Meanwhile, new enemies arrive.

Consequences:

- Place 1 shikome+ adjacent to **RED**.
- All characters:

Perform a  (3) test

 **Success:** No effect.

 **Failure:** -1 .

3

You find a valuable item among the debris.

Consequences:

- Draw 1 random card from the market deck.

4

The only thing that happens is that your hand now has the repulsive smell of rotten fish.

Consequences:

- No effect.

5

A bird has laid its eggs here. You can take a quick bite if you want.

Make a choice



- You eat an egg:  11.
- You leave the eggs alone:  12.

6

It's the remains of an old fishing boat, but you don't find anything of value there.

Consequences:

- No effect.



Damned crab! A huge specimen pinches your hand.

Consequences:

- Lose 1 ♥ and 1 🧠.

You find a very fragile bottle filled with an ancient liquor. You are sure it will break if you take it with you, but you can grab a swig right now.

Make a choice



- You drink it at once: 📖 13.
- You leave it where it is: 📖 14.

You find an item among the shipwreck.

Consequences:

- Draw 1 random card from the market deck.

You are climbing through the shipwreck when the wood cracks and you fall.

Perform a 🧠 (5) test

👍 **Success:** No effect.

👎 **Failure:** Lose 2 ♥.

- Regain 2 ♥.

- Gain 1 🧠.

- Switch your active 🟦 faces to 6.

When you return the bottle to its place, it shatters.

Consequences:

- No effect.

There is not time to waste. After getting rid of the threats, you proceed deep into the grotto that leads to the fortress.

Consequences:

- Go to page 27 and follow the setup instructions for **Zone 3B: Path of the statues.**



ZONE 3A: ONSEN



COLORS

- Yellow/
Obstacles
- ⊗ Blue/
Special terrain
- Purple/
Difficult terrain
- Orange
- ☆ Red/
Inaccessible terrain
- △ Green

COMPONENTS



Spawn token



Kabuki demons

Tile 9B

• OBJECTIVE •

Defeat all the enemies to continue advancing toward the fortress. When you have defeated them: 📖 2.

• MALICE •

It is cumulative.

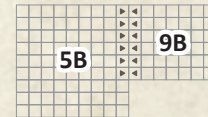
• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- The kabuki demon have only one initiative card so they all activate at the same time. They perform the same sequencen and roll a single ✕ roll per round.

Looks like you are leaving behind the forest, and getting closer to the fortress entrance. There's still plenty of cover here, allowing you to creep closer, and you spy the onsen that Nyx told you about. The hut she mentioned looks like a defense outpost. Some humans are standing in front of it, wearing theater costumes that must, somehow protect them like armor. They are moving, and curiously, all their



actions are together, exactly synchronized. They must be guards, of some kind; suddenly they discover you and draw their swords for combat, looking at you with dead eyes. Human or not, if you can defeat them, you will not enjoy those hot baths, because you don't have time.

SECTIONS

1

You notice that the Shōgun's defenses are becoming stronger. You must be approaching him. Then, a few kabuki demons attack you with all their might.

Consequences:

- The kabuki demons advance 1 position in the initiative queue.

2

Now that all is quiet, you easily find your way in to the palace garden.

Consequences:

- Go to page 30 and follow the setup instructions for **Zone 4: Palace garden**.

ZONE 3B: PATH OF THE STATUES

COLORS

- ⬡ Yellow/Obstacles
- ⬢ Blue/Special terrain
- ⬢ Purple/Difficult terrain
- Orange
- ★ Red/Inaccessible terrain
- △ Green

STARTING LOCATION OF THE CHARACTERS

COMPONENTS

- Spawn token
- Civilian
- Resistance tokens
- Tengu+
- Tile 7A

• OBJECTIVE •

Protect the old woman and defeat all the enemies to continue advancing toward the fortress. When there aren't any enemies left: 📖 7.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- Place 4 resistance tokens on the old woman's token.

• SECTIONS •



You just entered a grotto, found a path, followed it to daylight, and nothing attacked you. Amazing! But everything's turning creepy again. You have come to a broad, open stone path lined with statues, and you'll just have to follow it. And those statues! Some of them display obedience to the Shōgun, from his fiercest minions. A few look like the Demon Hunter or the Blood Oni, and some are likenesses of the Shōgun himself, marked with the kanji for "victory." But a few of these statues are the very Kami you pray to, and there are even likenesses of—how could you not recognize them—Tomoe and Akira. Those last statues have been placed there to scorn them, because although they bear a certain resemblance, they are nothing more than grotesque reproductions.

Your concern this time: is there a trap? What if the ground opens up under you? You have nowhere to turn. But there are no traps. You reach the end of the statue path to find a confrontation in progress.

Several red-eyed tengu wearing deep blue robes are attacking an older woman. She's barely resisting them while miraculously avoiding their attacks. Either this is a theatrical dumb show or she is genuinely in danger. Should you help? You can actually see the palace garden, and if you edge around this area, you can go there directly. Or, you can attack.

Make a choice

A) You go straight to the palace garden. The old woman managed herself quite well against the tengu.

Go to page 30 and follow the setup instructions for **Zone 4: Palace garden**.

B) You rush to help the old woman.
Keep reading.

SECTIONS

1

The tengu shout: "Leave us alone while we 'deal' with this woman."

Consequences:

- All tengu advance 1 position in the initiative queue.

2

In the heat of the fight, the woman sees a chance to escape. With the tengu focused on you, she makes a superhuman feint. Then, dashing through the tengu, she vanishes into a thick cloud. However, smiling at you from the midst of her cloud, she drops something.

Consequences:

- Place interaction token A on **RED**.
- Remove the **GREEN** civilian token.

3

You pick up what the old woman dropped before she disappeared.

Consequences:

- Draw the special card **Dodge ring**.

4

Considering how she acted, you are not sure she is an ordinary old woman. Maybe the tengu had a good reason to attack her.

Make a choice



- A. There's no time to ask or give explanations—you must keep on fighting the tengu. Your objective is breaking into the Shōgun's fortress and you will pass through anyone who stands in your way. Keep on fighting until there are no enemies left.
- B. You try to stop the fight and talk to the tengu. However, convincing them to stop won't be an easy task. 📖 5.

5

Consequences:

- Choose 1 character that hasn't activated yet during this round. When they activate, they won't gain any 🐉; instead:

Perform a 🐉 (6) test.

👍 **Success:** 📖 6.

👎 **Failure:** You don't find a way to stop the tengu's attack. No effect.

6

It seems that you manage to convince the tengu that you have no hostile intentions towards them. The fighting stops, but the tengu don't seem to be too happy about the woman's escape.

"You don't know what you've done, humans," says one of the two tengu who appear suddenly from the side of the road.

"I don't think they knew who they were dealing with, Jou-Nai," adds the other.

"This is not our problem, Akechi-Ben, they should not have interfered."

As the tengu become absorbed in their argument with each other, their attention leaves you, and with a beat of their powerful wings become airborne and they fly off. A most unlikely encounter indeed, but the way is cleared for you to proceed, and an entrance to the fortress gardens seems to be open before you.

Consequences:

- Go to page 30 and follow the setup instructions for **Zone 4: Palace garden**.

7

The tengu are expert fighters and the combat is hard. But you are clearly winning. One of the tengu already lies on the ground, and the other one soon falls under your blows. You head to the end of the path, the palace garden already in sight, when a blueish light shrouds the tengu's bodies and they rise ponderously from the ground.

"Ise-Isa's protective magic saved us again, Akechi-Ben," you overhear one of them.

"That's right, Jou-Nai... But we'd better leave and let these humans continue their way," the other one replies.

You ready your weapons, in case the tengu attack again.

"Don't worry, humans," one tengu says. He drinks from a bottle hanging from his belt and you see how his injuries heal instantly. "Very likely, it was a misunderstanding and you didn't know who that creature was, that you helped escape."

"You shouldn't have interfered," the other tengu says, having recovered by drinking from his own bottle. "We wanted to find and destroy whoever is creating these abominations in the shape of old women... They are old acquaintances of ours. If you see anyone who looks like her, kill them at once."

Immediately, the tengu take flight and disappear, leaving behind their two bottles.

"Have a sip before you continue your way, it'll make you good," Akechi-Ben says. And then they disappear behind the trees.

Consequences:

- Draw 2 Sake cards from the market deck and distribute them among the characters (at your choice).
- Go to page 30 and follow the setup instructions for **Zone 4: Palace garden.**



ZONE 4: PALACE GARDEN



• OBJECTIVE •

Defeat all the enemies.
When you have defeated them: 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



Whew, you've made it to the palace garden. It looks just the way an evil Shōgun's garden should: gorgeous trees and flowers, all matted with fungus, mold and weed, shedding leaves and turning brown. There's a wide, open gate from the garden into the inner fortress. Too bad it's well-guarded.

A number of the Shōgun's soldiers are here, dressed for some weird reason like kabuki theater actors. They draw their weapons—all utilizing the same motions—and they all take the same stance, prepared to defend themselves or attack. If you fight them, will you be in a theater production or a battle?

Their leader grabs your attention. A grotesque human figure, with a bent back, a large hump and bee-like wings. He gives you a scowl of pure depravity, and buzzes closer to you. Then he says, "Foolish adventurers. You will never enter this fortress. These gardens will be your grave."

He buzzes even closer. The "kabuki" demons all raise their non-weapon arms in a theatrical flourish, and then they all take the same step, copying their monstrous leader. He flexes his wings, and wasps pour out of his body! You've never seen anything remotely like this hideous monster, but you remember reading tales about it as a child. Has the "Hive Demon" actually come to life? And..what do you think: do you fancy making your graves here?

SECTIONS

"Wow, that hurts," Hanako says. And then she says, "Not fair!" Because Akane is using her salve to calm her own stings, first.

"You'll all get a turn, be patient," Akane says. "I understand, those wasps really hurt." She passes the phial to Hanako.

Whatever he feels, Byakuei is not waiting for the phial. He's staring through the wide open doorway, no longer guarded, that leads into the heart of the Shōgun's fortress. "Look at that," he says, a note of awe in his voice.

Takashi takes his turn with the phial and joins him. "We're in," he says. "We're going into the heart of the evil tyrant's power. It's awesome."

"And we have no idea what will happen in there," Akane says. She takes her phial and treats Yastun Lad's face and rear, which, unlike the rest of him, were not protected from the wasps by his fur.

The two women join the men, Hanako at Byakuei's side, and Akane close to Takashi. You all feel that you deserve a moment after combat to catch your breath. You look down at the corpse of the hive demon, this dangerous enemy that gave you such a hard time. And then you look at that open doorway, so inviting and inspiring.

"Let's think of grand plans," Akane says.

"Indeed. Let's not limit ourselves," Takashi responds.

Byakuei says, "The whole secret of existence is to have no fear."

"Can we find him?" Hanako says. "Can we catch him?... Can we kill him?"

👍 THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami yet, you can do it before starting the next chapter.
- Go to page 32 and follow the setup instructions for **Chapter 3: Across the Wall.**



CHAPTER 3: ACROSS THE WALL

You have left the palace gardens behind, and you are truly inside the fortress. The entrance you came through was so well-guarded by the hive demon and his guards that you hope to find no more enemies for a while.

"I'd like one of each," Akane says, admiring the weapon racks in this first room. Weapons are neatly arranged on the walls, interspersed with paintings. The paintings all look about the same.

"Mark that face," Takashi says. "That has to be the tyrant we're looking for."

"He looks a little less handsome than my macaque," Akane says. "I'd advise him to grow fur all over his bald head. He'd look less disgusting."

"Still, he is SO ugly... there's no way a woman would get close to THAT" Hanako says.

"This is not a joke," Byakuei says. "It's good to know whom we look for. Don't risk extra time gazing at that face. It might be dangerous to do so. Nothing can harm you as much as your own thoughts unguarded." He reaches out to grasp one of the room's weapons, a sharp tantō.

The sword crumbles some seconds after his touch, and Byakuei draws back, amazed. You watch the weapon slip from its rack, turn to dust and float to the floor.

"That weapon was totally corrupted," he says.

"By what?" Takashi asks, in a soft undertone. "What could do such a thing?"

"Evil pervades this place. It must be caustic, poisonous evil." Byakuei gently grasps a katana on the wall, and it turns to dust as well after a moment.

"This room is too creepy for me," Hanako says. She hurries into the next room despite Takashi's plea for her to wait. "I'll be okay," she says. "Only mirrors in here." You join her. There are two mirrors on each wall in this room, bent and curved. You've seen these "fun visage" mirrors before, and you all look into them, expecting to see something jolly.

Hanako is the first to break free, shuddering and covering her eyes. "I saw myself evil in there," she says.

"By the Kami, I hated myself for what I saw."

Byakuei pulls away and then Takashi. "Have you any explanation for this?" he asks.

"No, and I don't want to find out." Byakuei looks wistfully at the closed door ahead of them. "I'd rush in there to get out of here, only I fear what's on the other side of that door."

"Don't be an old goat," Hanako says. She opens the door and steps through. "Only dead people in here."

You follow her, but Takashi looks back to see Akane still staring at a mirror. Yastun Lad sits quietly at her side.

"Akane, join us. Come!"

She does not respond.

"She's trapped," he mutters. He goes to her and taps her arm. No response. He gently loops his arms around her and tugs, pulling her away. She suddenly gasps, spins around and hugs him tight. "I'm sorry, I'm sorry, I couldn't—"

"The mirror trapped you," he says.

"I could have died in there," she says, and she hugs him again. He rubs her back slowly to reassure her, and then, remembering that there's a war to fight, he gently pulls away.

"I will remember this," she says.

"Hey, you mirror-birds," Hanako calls. "Come see the dead people in here."

Byakuei has been studying them. Three naked bodies are arranged here, two men and a woman, all muscled warriors. One has been pierced by a dozen arrows. A second had his head almost, but not quite, cut off. The woman was stabbed deep in the heart. Her wound slowly bleeds, but as the blood runs down her chest, every drop disappears. The room has a medicinal smell, and there's no odor of death here.

"It is the Living Death curse," Byakuei says. "They have been preserved in death. If we just happen to kill the wizard who cast this spell, the curse will break, and they will decompose as nature intended."

"These are spooky rooms," Hanako says. "They don't need a guard."

The way out of this room is a well-barred door. Byakuei and Akane prepare to bash it, while Hanako and Takashi stand by, ready to attack whatever comes through the opening to fight them.

ZONE 1: INTERIOR FORTRESS



• OBJECTIVE •

Find the Shōgun and defeat him.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •

5 2. 6 3.

SECTIONS

1

Hanako demonstrates her expertise with many kinds of weapons, and she even takes some of those hanging on the walls. Each weapon, handled expertly, then turns into corrupted dust.

Consequences:

- If Hanako is adjacent to a wall, she deals ★★ to 1 enemy at 3. This action doesn't count as an attack action.

2

It's the entrance to a dojo in the palace. But time is short and you know you shouldn't delay.

Consequences:

- Flip the door token 5.
- If you choose to explore the dojo, go to page 34 and follow the setup instructions for **Zone 2A: Dojo**.

3

This door leads inside the palace. Therefore, to the room where the Shōgun is.

- Flip the door token 6.
- Go to page 35 and follow the setup instructions for **Zone 2B: Interior palace**.

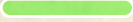


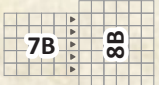
ZONE 2A: DOJO

COMPONENTS


 Spawn token


 Gōryo


 Open door


 Tile 7B



5

7B

COLORS

					
Yellow/ Obstacles	Blue/ Special terrain	Purple/ Difficult terrain	Orange	Red/ Inaccessible terrain	Green

• OBJECTIVE •

Keep exploring the fortress.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •




• SECTIONS •



 2.

The moment the door opens, you see ghosts. You prepare for their vicious attack, but they do not react. They just float around the room, looking...ghostly. This ghost room is a dojo, a storage area for the Shōgun. Perhaps humans are forbidden to go here, and the ghosts have been posted to battle only yōkai favorable to the rebellion.

You'd like to take a closer look at the shelves and tables scattered around this room. Its contents give you a new way to think about the Shōgun. Perhaps he's not bent on destroying everything; rather, his minions must always be on the lookout for things he might use. The room is full of magical-looking objects and scrolls. Some of them might be useful to you. You tap a scroll to see whether it will also turn to dust. It doesn't turn to dust. But touching that thing makes the ghosts angry. Very angry.

SECTIONS

Atop one of the shelves, you see a "Himitsu-bako," a puzzle box.

Consequences:

- Place interaction token **A** on **RED**.
- Remove **RED**.

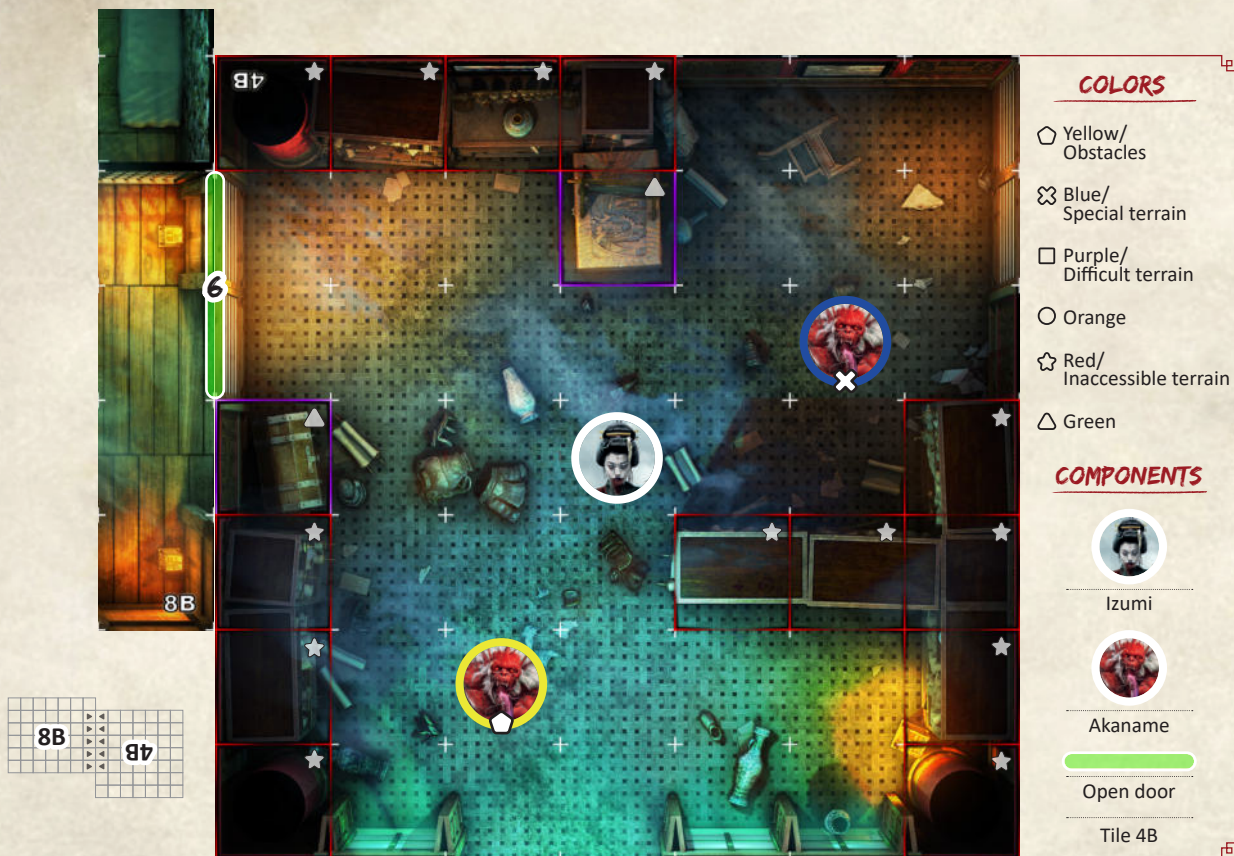
2

You try to figure out the right sequence to open it.

Perform a (5) test

-  **Success:** Draw 1 random market card.
-  **Failure:** The box makes a strange sound. Its contents are destroyed.

ZONE 2B: INTERIOR PALACE



• OBJECTIVE •

Defeat Izumi. When you have defeated them: 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



You have found a palatial room full of enemies. Demonic Akaname flick their grotesque tongues and prepare to attack. There's also a woman here, and she can't be human. She turns her face from side to side, turning her head much too far, each time. A human neck can't twist like that. She makes wild motions with her arms, so fast that you can barely follow. Maybe she's casting spells or signaling to the Akaname.

Akaname are so vicious that they might be the Shōgun's preferred protectors. If you can kill them, maybe you'll find the tyrant nearby.

You wish there was something in this room you could use to your advantage. Hundreds of candles blaze in silver candle-holders. The few beds in this room are encrusted with sparkling gemstones. Royal pennants adorn the walls. But basically, it's just you and these nasty enemies.

SECTIONS

When their leader falls, the Shōgun's remaining minions flee in terror. You see the woman falling to pieces and you realize she is a puppet. Speaking robotically as the light in her eyes fades, she says:

Consequences:

- Remove the remaining enemies from the zone, if there are any.
- Go to page 36 and follow the setup instructions for **Zone 3: Sanctuary**.

ZONE 3: SANCTUARY

COLORS

- ⬡ Yellow/
Obstacles
- ⬢ Blue/
Special terrain
- ⬢ Purple/
Difficult
terrain
- Orange
- ☆ Red/
Inaccessible
terrain
- △ Green

COMPONENTS

Spawn
tokens

Dark Shōgun

Tile 10A

• OBJECTIVE •

Defeat the Shōgun. When you have defeated him: 📖 2.

• MALICE •

Remove 1 random Dark Shōgun's power reduction token (see "Special rules" below) for each 3 malice points (rounded down.)

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- Play with the Shōgun's AI (A) deck.
- The Shōgun's orbs: Place 1 resistance token on the **YELLOW** spawn token and 1 on the **BLUE** spawn token; they will represent the orbs.

- Characters can attack the spawn tokens. Each time they are attacked, remove 1 resistance token.
- If an orb loses all its resistance tokens, remove it from the board.
- Each time you remove 1 orb, remove 1 negative condition token from each character.
 - **YELLOW** orb: While it is active, the Shōgun gains +1 🐉.
 - **BLUE** orb: While it is active, the Shōgun attacks with +1 🐉.
- Place the following spawn tokens on the Shōgun's board. green, red, purple, orange. These tokens reduce the Shōgun's power and will be the power reduction tokens. If they are removed, the negative effect disappears immediately.
- Each power reduction token has a different effect:
 - **Green**: Health reduction: -35 ❤️
 - **Red**: Armor reduction: -3 🛡️
 - **Purple**: Defense reduction: -3 🛡️
 - **Orange**: Attack reduction: -4 🐉



The moment your last enemy dies, the far door in this room swings open. You hear a strange, deep sound, more like a “harumph” than anything else, but its evil resonance makes you shiver. Standing close, you step through this door, and you meet one figure.

You’re glad you paid attention to those paintings, because you know who he is. This is the Shōgun’s sanctuary, and here is your prey. Unguarded! He’s not even wearing any armor! Why does he think he needs no protection?

He stands before you at the opposite side of the room: tall, taller than any of you, oozing evil through his intense, red eyes. He raises his sword, and the sword by itself is taller than Takashi.

The Shōgun raises a ghostly white hand. “Excuse me, just a moment. I’m not properly dressed to greet you.” He clenches his hand into a fist. You feel a ripple of force press past you, and you look again.

A different Shōgun faces you, armored to the teeth in spiked iron. A long tongue flicks from his mouth, his corrupt lips curl, and he says: “Die.”

If Hanako is with you, and you have the mark, “How Dare You,” read the rest of this synopsis; otherwise, it’s time to fight.

If Hanako has not been defeated: 📖 1.

SECTIONS

1

“Not so fast, baldy! That sword belongs to me, Hanako, and my clan. Your dead hands will give it to me.”

The Shōgun swings at her, an excellent cut designed to separate her innards from her legs. Hanako ducks and reaches forward, aiming the point of her weapon with care. Her thrust separates the Shōgun’s hand from the sword, and the mighty weapon flies across the room.

The Shōgun snaps his fingers, and the sword instantly returns to him, but Hanako has stepped back out of reach. “I told you, you hateful, stealing creep. That’s my sword. Don’t you use it against me!”

2

The moment they are sure that the combat is finally over, and the Shōgun has been defeated at last, the group’s worst nightmares come true.

The Shōgun stands up again, and at their look of astonishment, and smiling a terrible smile, he announces: -Sorry... it seems that perhaps no one had informed you that I am immortal... I hope you don’t mind-.

The despair that engulfs them at that moment is colossal. Immortal? How can they face such an enemy? Defeat is the only option? Thoughts are piling up in their heads, and despair, in their hearts.

What a frustrating and dangerous battle, and what a horrible conclusion.

However, and in an unexpected turn of events, Jirōbō appears out of nowhere, right here, inside the Shōgun’s fortress, ready to rescue them.

-We must escape,” says Jirobo, while pointing to the same portal through which he has just appeared. -He suddenly picks up what looks like a sphere and throws it to the ground, creating a cloud of smoke in front of him, filling the room. Then they all start to pass through the portal, while Jirōbō pushes them inside.

The Shōgun is immortal! You were puzzled at how you could wound him, but when he ought to have been dead, he just healed completely. And then he teased you, claiming to be a god as if it was a humorous thing, sure of himself and cocky. You have no idea what to do about this.

Jirōbō climbed in after you, you all felt a whirring sensation, and then he was pushing you out.

He was the last one out of the portal. “This end of my portal is near Kyoto,” he said. He looked back, puzzled. “Funny, it’s still open.”

He turned back to the heroes. “Get away from my portal, stand over there, quickly. I am so, so sorry I sent you into the Shōgun’s fortress. If I had known he was already immortal...” He looked back again. The portal was still there.

He said, “Here’s what I discovered: Akira always carried a relic to trap the soul of the Demon Hunter. The Shōgun cannot die, but his soul can be trapped in that relic as well.” “For how long?” Byakuei asked.

"For as long as the relic survives, and that's thousands of years. Again, for sending you in there unknowing, I ap—."

"Look out!" Akane shouted.

Takashi ran toward Jirōbō to push him away, too late. A long sword thrust out from the portal, reaching an unimaginable three meters in length. The Shōgun's face appeared briefly in the portal itself, and his long tongue flicked, just before the sword stabbed Jirōbō, entering his back and piercing his heart, with the point coming out through his chest.

Blood poured from Jirōbō. The lights in his intelligent eyes turned blank, his face fell, his head hung, and his body drooped, hanging on the sword. The sword withdrew in an instant, the portal vanished, and the lifeless body of Jirōbō tumbled to the ground.

"Kami, heal him!" Takashi cried. "Give him back his life!" They all called to the Kami, to no avail.

Byakuei gently tells the rest of the group to stop. "When words are both true and kind, they can change our world. We have the words, but we have seen that they are not enough."

"Jirōbō was our guide! How can we go on without him?" Hanako says. "It's hopeless. I don't want to give up, but I don't know what to do."

Yastun Lad runs over to Jirōbō's body. He touches the terrible chest wound gently. Then he sits back on his haunches with his head down.

Akane has said nothing. Her face is blank, and the others cannot gauge her feelings. Takashi suspects that he understands: her emotions run deep, and she has been hurt beyond words to express. He takes her hand and gently clasps it, hoping to offer some relief from her grief. She does not respond, but he understands even this.

"It is not time to give up," Byakuei says. "Takashi knows what we must say."

Takashi nods. "Words fail us here. But we are not helpless. We must go on."

The group debates how to make a funeral for Jirōbō. He deserves a great, public ceremony, but such a thing would bring down the ire of the Shōgun, and news of Jirōbō's death would make members of the rebellion fall into despair. Instead they set aside a few days to create a suitable burial place nearby, to bury him properly and secretly, and to formally mourn for him.

Samurai cannot touch a corpse, and Byakuei seems uncomfortable about coming near this honorable body. But they do not want anyone else to help, to keep Jirōbō's death a secret. They can dig a grave, however, and they all do so. Akane prepares the body, places it in the grave, and slowly covers it. She does not allow her macaque to assist her.

All of them form a tight circle around the grave, reciting prayers and reviewing memories appropriate to the death of their leader, a tengu who was heroic and wise. This process affects the group in ways they could not anticipate. When they rise again, they are all, indeed, prepared to act.

Hanako no longer looks lost, and she speaks with flinty determination. "We turned tail and fled. The Shōgun broke us. And then he killed Jirōbō with my sword! My sword! Hateful...hateful...we will meet again, we will have Akira's relic, and I will thrust my sword into his corpse."

👍 THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least twice yet, you can do it before starting the next chapter.
- If you previously marked **"Ultimate sacrifice"**, go to page 39 and follow the setup instructions for **Chapter 4: Rest in Peace**.
- If you previously marked **"Dishonor again"**, go to page 48 and follow the setup instructions for **Chapter 5: The Last Chance**.

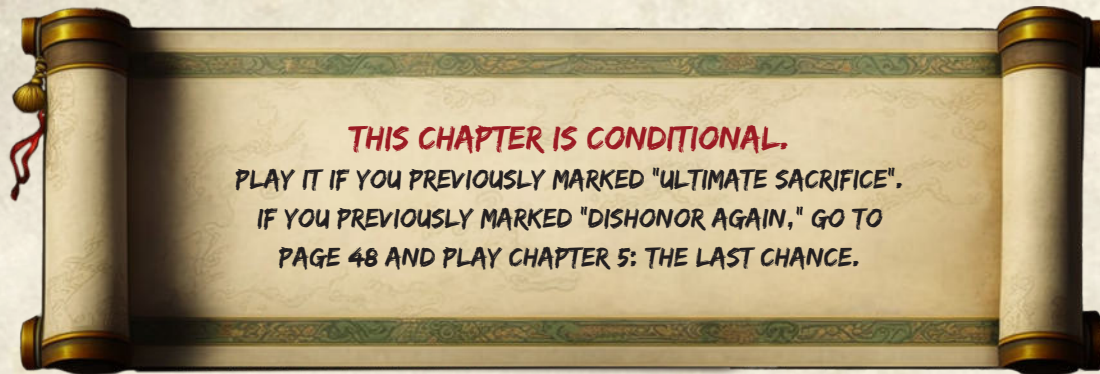
CHARACTERS LEVEL UP FROM LEVEL 3 TO 4

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🎲).
5. The weapons and armors of the new level become available at the blacksmith.
6. Any character can regain 1 attribute point they lost for failing a resurrection test if they pay 100 🎲 from their supply (characters can aggregate their supplies to do so.)



CHAPTER 4: REST IN PEACE



THIS CHAPTER IS CONDITIONAL.
PLAY IT IF YOU PREVIOUSLY MARKED "ULTIMATE SACRIFICE".
IF YOU PREVIOUSLY MARKED "DISHONOR AGAIN," GO TO
PAGE 48 AND PLAY CHAPTER 5: THE LAST CHANCE.

Since the death of his guide, Takashi has become aware of his strengthened role as leader of the group. He says, "Jirōbō gave us a great gift, the knowledge of how to defeat the Shōgun. We can avenge his death by using this knowledge. Akira was buried with a relic that can trap souls. We must find his grave and obtain that relic."

"We don't just happen to know where his grave is, do we?" Hanako asks.

"People often talk about the village where Akira was buried," Byakuei says. "We ought to be able to find it." "I've been to that little dunghole of a village," Akane says. "People boasted about Akira's grave, but I never saw it. It's a long trip, but Yastun Lad and I can show you how to get there."

It isn't that hard to travel to the village of Akira's grave. What's hard is concentrating on what you need to do. Thoughts of Jirōbō and his awful death occupy your minds, making it hard to concentrate or stay alert.

You expect to find the cemetery on your approach, but you don't, which is peculiar, because every small village has its cemetery. There is a broad, bare plot of land, where a cemetery ought to be. Nothing grows there. It's untilled, sandy ground.

Hanako says, "A village without a cemetery: of course, that's where Akira's buried. What luck!"

"No, no," says Byakuei, "this is excellent!"

"I see no way to proceed," says Takashi. "What's cheering you up so greatly?"

"Don't you see? This is the cemetery! A curse has been placed on it, so that we humans can't find it. We've come to the right place, and we know it's important, because the tyrant—I'm sure it is he—does not want us to find it."

"A cruel joke for the townspeople," says Hanako. "I hope no one dies here. They will weary themselves to find

their own cemetery that, they knew, used to be here." "We can break this curse!" Byakuei says. "How strong can it be?"

"I have a suggestion," Akane says.

Takashi turns to her. "Probably a good one," he says.

"But let's try Byakuei's wise words."

"Relax here and rest," the monk says. "We can use a rest, anyway. Let's eat our day meal. I'm sure we need very little time."

"Eat a meal, Byakuei? In a cemetery?"

"Well, Hanako, it doesn't look like one, so why not?"

The group stands or sits there for a few hours, wandering about the flat sand, waiting for the cemetery to pop up out of nowhere.

Nothing happens.

"Perhaps I was wrong," Byakuei says.

Takashi turns to Akane. "Your idea?"

She draws back, a short distance away. "Come here, all of you." They join her, puzzled.

"This curse," she says. "Do you suppose it was designed to fool everyone? Elephants? Ravens? Macaques? Yastun Lad," she calls. "Trinkets. Trinkets!"

The macaque gallops onto the sandy ground and begins digging, a little here, a little there. Tombstones begin to appear. The sand turns to grass, and little walkways show up among the stones. The macaque runs to his mistress with two bracelets in his mouth, which he drops at her feet.

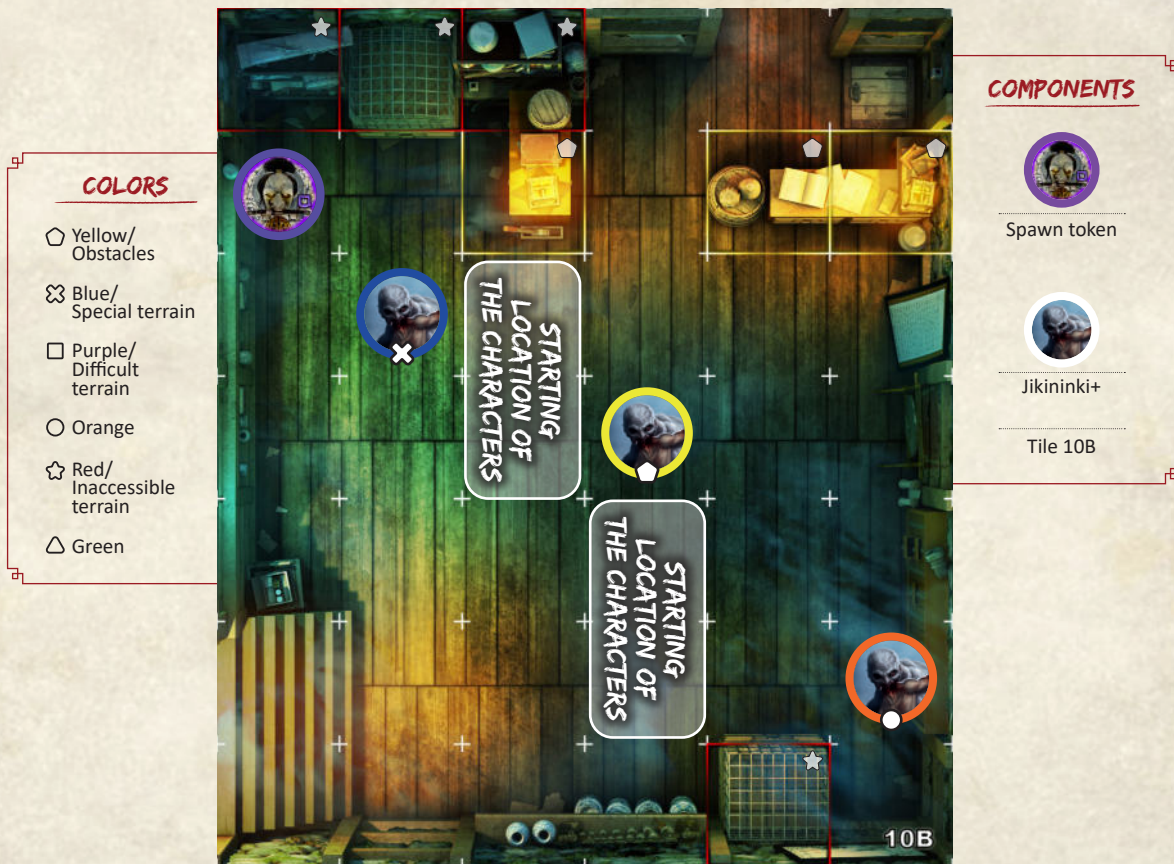
"There you are," she says. "Oh my, where did you find these? How am I going to put them back?"

"Let's find Akira's tomb," Takashi says. They search everywhere, and they fail. Nothing has Akira's name on it, or even a sign suggestive of a ronin.

"There's that one shop in the village," Takashi says.

"When all else fails, ask the villagers."

ZONE 1: SHOP



• OBJECTIVE •

Defeat all the enemies. When you have defeated them: **1.**

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



When you enter, the shopkeeper greets you. He's nervous, perhaps because he's never seen anyone like Takashi or Byakuei. You explain, and he offers to show you where Akira's actually buried. He takes a step toward the door, and that's where things get weird.

He reaches over a desk and pulls a lever. He turns to the side, brushes away a roll of cloth exposing another lever. The man pulls that one, too. A bunch of jikininki pop up from everywhere and begin to fight you.

The shopkeeper jumps high, grabs yet another lever above him, and pulls. Byakuei tries to seize him, but he slithers through the monk's grasp when a hole in the floor opens. He disappears, falling down through a trap door that instantly closes. You hear a cry of pain from below.

You want to finish off these jikininki in an instant, so you can catch up to the shopkeeper. You've got more questions for him than you did when you entered his shop.



SECTIONS

1

After eliminating the jikininki, you open the trapdoor to find the shopkeeper lying on a dirt cellar, in pain. His leg appears to be broken. You climb down and gently lift him up, laying him on one of the broad tables in the shop.

"I'm sorry," he says, "but I had no choice. They took my wife and daughter captive and told me that if anyone ever came here looking for that grave, I must stall you. It's too late for me now, if you follow this tunnel you will come to my family's mausoleum in the cemetery. Akira is buried there, you just need to know where to search. Although I suppose by now they will have desecrated his corpse. And to think that my family has always had a good position, and I was a respected samurai, responsible for guarding the body of the hero Akira... I am a disgrace. Try to save my wife and daughter, I have no salvation.

"Not another stupid lever," you say.

"Believe me. Tap the tombstones. One of them will respond, and a passageway will open up. It leads

underground to my family's mausoleum. Akira is buried just beyond there, and maybe there's a clue about whatever you seek.

"I understand," you say. "You placed us in great danger, but with your words, you have redeemed yourself."

"Your words are kind, but empty. I was a respected samurai. I am now a disgrace. Try to save my wife and daughter, for I am beyond saving. I—"

The former samurai reaches out his hand, and he seems to be about to make a point, but his hand contains a dagger, and he plunges it straight down into his belly. The shopkeeper has committed harakiri.

Consequences:

- Go to page 42 and follow the setup instructions for **Zone 2: Cemetery**.

2

Consequences:

- You throw the bottle at an enemy up to 3:

Perform a 🧠 (4) test

👍 **Success:** It hits the target, dealing ★★💧.

👎 **Failure:** The bottle lands on a random square adjacent to the target, dealing ★★💧 in that space.



ZONE 2: CEMETERY



COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS



Spawn tokens



Interaction tokens



Aoandones

Tile 6B

• OBJECTIVE •

Among the graves, find the one that holds Akira's remains.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



1.



2.



3.



4.



5.



6.

Returning to the cemetery, you tap a few tombstones before finding the lever that makes the earth open, exposing a long, deep staircase. It leads down some twenty steps to an inviting subterranean tunnel. Of course, there never seems to be an inviting tunnel in this adventure, so you prepare for the worst. You proceed slowly, weapons drawn. But the tunnel ends, leading you back up above ground, and...just as the shopkeeper said, you are now in his family's mausoleum. You go through the mausoleum and come out its far side, into...another cemetery, out in the open. You still ought to be near the village, but you can't see it. However, you can see that this cemetery is full of aoandones. If you can deal with these yōkai, well, you've got to be in the right place.

SECTIONS

1

That's not a grave under your feet, but a hole through which a jikininki emerges.

Consequences:

- Place 1 jikininki+ adjacent to interaction token **A**.

2

When you move the remains that lie on the ground, they release a toxic gas cloud.

Consequences:

- Provokes ☠️.

3

It's not a grave, However, something there catches your attention. There are three small inscriptions, each one indicating a location in the cemetery and bearing the emblem of one of the three big Japanese clans: the Sakura Clan, the Dragon Clan, and the Firefly Clan.

Consequences:

- Place **D** in the grave with the Sakura Clan's emblem, on **BLUE**. Remove **BLUE**.
- Place **E** in the grave with the Dragon Clan's emblem, on **PURPLE**. Remove **PURPLE**.
- Place **F** in the grave with the Firefly Clan's emblem, on **ORANGE**. Remove **ORANGE**.

4

Nothing catches your attention in this grave.

5

Nothing catches your attention in this grave.

6

Evidently, you are in front of the grave of someone important. The ornaments, the tidiness of the altar... Everything suggests special care.

7

Consequences:

- If there aren't any enemies left in the zone: 📖 **7**. If there are enemies remaining, don't remove interaction token **F** and return to this zone later.

With the last enemy dead, you search, and yes, Akira's grave is here. It has not been despoiled, but of course, his amulet probably lies beneath his body. You now have the delicate task of removing the amulet without disturbing Akira's remains.

Fortunately, you take a close look at Akira's tombstone. Perhaps the people who buried him realized that someone would need this amulet some day. They might have provided a way to get it. There's an abstruse poem on the tombstone. At first, the poem makes no sense, but it seems to suggest that one who touches his grave must have a good heart. There is also some numerology in the poem, suggesting that "the letters must balance," whatever that means.

You try almost everything, finally hitting on the right idea: touch the first character of the poem and the last, simultaneously. Then touch the second character and the next-to-last. And so on. When you touch the fifth character and the fifth-to-last, a little pocket of the tombstone opens up. And there is the amulet, Akira's relic. Hidden by magic in a tombstone in a hidden cemetery, this powerful item was well-protected.

Now you can leave, but you decide that, in fairness to Akira himself, and his special treasure, you ought to aid the people of this village. Because...well, what do you know of this place? The shopkeeper was under duress, his family are captives waiting to be rescued, the other townspeople seem to have vanished, and this town appears to be a regular Jikininki spa. There are probably more yōkai around, and you could do something about them. You head back into the tunnel that will take you, at its other end, up that long staircase.

Consequences:

- Go to page 44 and follow the setup instructions for **Zone 3: Stairs**.



ZONE 3: STAIRS

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Interaction token
- Possessed civilians
- Resistance tokens
- Tile 9A

6B

V6

• OBJECTIVE •

Remove the possessed villagers while you continue moving toward the village.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- In this chapter, you cannot interact with the civilian tokens; from now on, they will be referred to as *possessed*, and the characters will consider them their enemies.
- Each possessed has 2 resistance tokens.
- You can attack the possessed in 2 ways:

- **Normal attacks:** For each they are dealt, remove 1 resistance token. When you remove them all, remove the possessed token and lose 1 .

If you don't have any tokens:

Perform a (6) test

: Lose 1 affinity level with your Kami.

- **With the focus die** : If you roll a failure or a , you fail. With any other result, remove 1 resistance token. When you remove them all, remove the possessed token.
- All the possessed activate at the beginning of each round, and they only act in the following way:
 - 4 toward a character and deal that character 6 .
 - If the possessed counterattack, they deal 6 up to 1.

• SECTIONS •



As you climb the stairs, you hear shouts of desperation. You hurry to the top. Villagers are rushing everywhere. Some of them see you and run to you for aid. One calls out, "Help us! We're turning into assassins."

Well, that makes no sense, so you run toward the village. Soon, you see some fighting. Several crazed people have cornered a monk wearing a straw hat, with a long scroll of parchment running down his back.

The monk yells, "It's you!" He swings his bo stick upward from the ground at a man's chin, apparently aiming for a knockout, rather than a kill.

The monk needs help. But wait...can it be...

He calls to you. "I am Hikaru. Aid me."

You are all very impressed, but there's little time for talk. The crazed villagers need your attention.

"I must hurry," Hikaru says. "Yamamba is in the village turning innocent people into assassins. I must rescue some of them. And so must you!"

He shakes his fist, saying, "But you must get to the essence! Yamamba's jikininki are digging up corpses for her. She's a head collector, and she wants to desecrate these corpses to steal their skulls. Please, kill her! Do you know why she is here? Do you know why she came to plague these poor, innocent villagers?"

"Isn't she one of the Shōgun's trusted minions?"

"Not at all!"

"Why is she here, then?"

Hikaru shakes his head. "Evil, even deep, revolting evil: the Shōgun does not have a monopoly on this. Yamamba's simply a very, very bad woman." Then he says, "We shall

meet again!" and he dashes off. A few people with blank eyes and a strange, angling gait are ambling toward you. They've been turned, and you must deal with them, both here, and in the village.

SECTIONS

1

The top of the stairs gives access to the village.

Consequences:

- Go to page 46 and follow the setup instructions for **Zone 4: Village**.

2

You see a group of possessed women near a chapel that matches the description the storekeeper gave you.

Consequences:

- Place 2 possessed (👤) adjacent to **GREEN**. Remove **GREEN**.
- If they are defeated with normal attacks, the active character loses all their (🛡️).
- If they are defeated with focus attacks, the active character gains 2 (🛡️) for each one.



ZONE 4: VILLAGE

COMPONENTS



Spawn token



Possessed civilians

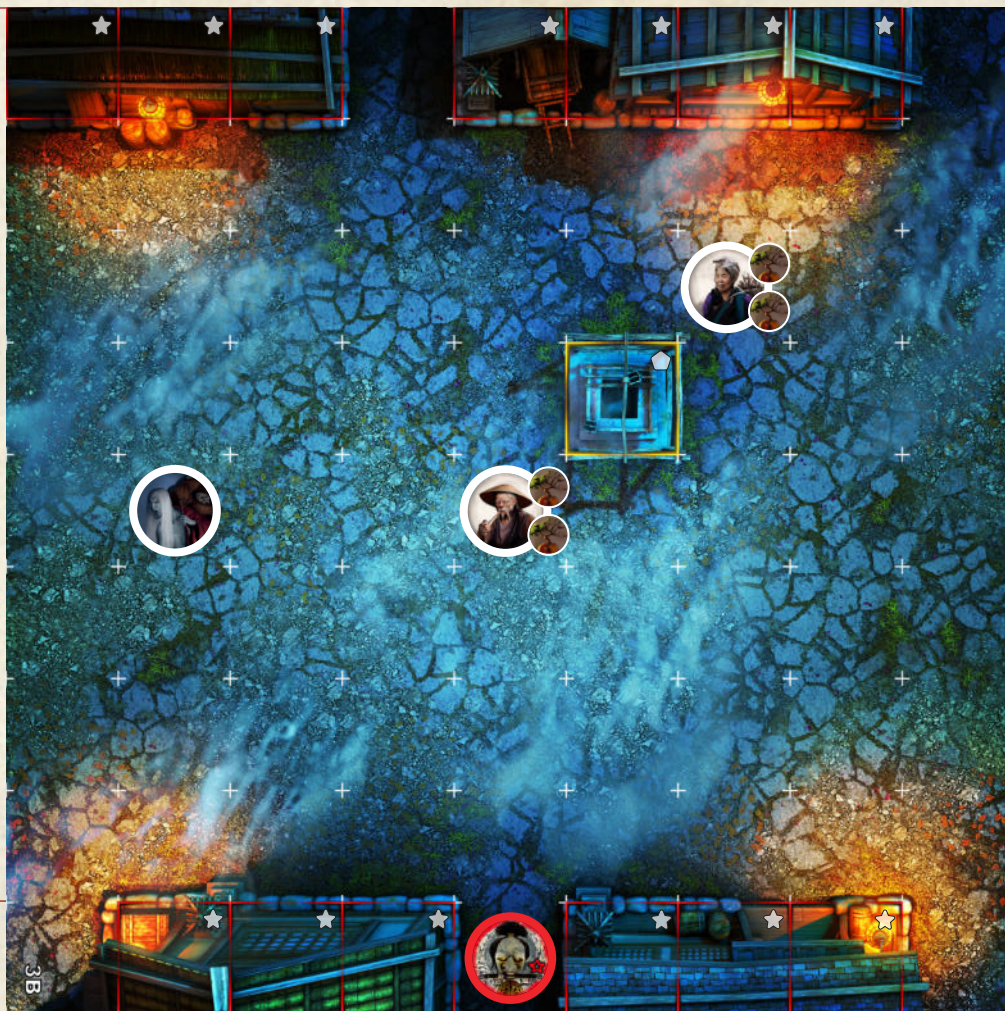
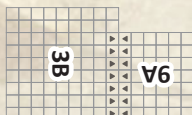


Yamamba

Tile 3B

COLORS

- Yellow/
Obstacles
- Blue/
Special terrain
- Purple/
Difficult terrain
- Orange
- Red/
Inaccessible terrain
- Green



• OBJECTIVE •

Defeat Yamamba. When you have defeated her, remove all the possessed tokens and: 1.

• MALICE •

Add 1 resistance token to all the possessed when they appear for each malice point.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- In this chapter, you cannot interact with the civilian tokens; from now on, they will be referred to as *possessed*, and the characters will consider them their enemies.

- Each possessed in play or entering play, has 2 resistance tokens.
- You can attack the possessed in 2 ways:
 - **Normal attacks:** For each they are dealt, remove 1 resistance token. When you remove them all, remove the civilian token and lose 1 .

Perform a (6) test

If you don't have any tokens:

: Lose 1 affinity level with your Kami.

- **With the focus die** : If you roll a failure or a , you fail. With any other result, remove 1 resistance token. When you remove them all, remove the civilian token.
- All the possessed activate at the beginning of each round, and they only act in the following way:
 - 4 toward a character and deal that character 6 .
 - If the possessed counterattack, they deal 6 up to 1.

In the center of the village stands long-haired Yamamba. She's already carrying several heads, and she's examining a few of the disinterred village corpses her Jikininki brought to her. Yamamba's not alone. Some of her corrupt villagers are coming at you in their strange, angling way. You might be able to handle her! Be quick, before she collects more heads, especially yours.

SECTIONS

"I pray that our combat is done here," Takashi says, "but even so, we have more work to do."

"Those poor, desecrated villagers," Hanako says. "I've never played match-the-head before, but someone's got to do that before the reburial."

"This is not funny," Akane says.

"I know, I know. I'm just weirded out by all these corpses. I want them to have the rest they deserve."

"We face a difficult task," says Byakuei. "And it's made up of many parts. The villagers must find, collect, match, and bury their friends. Hanako, we will each play our part."

Matching these heads is not your task: let go of it. Your letting go will be for your long-term happiness and benefit. We can carry water and food to the villagers, and perhaps we can provide some healing."

"I actually know this person," Akane says. She is kneeling, pointing to one of the heads that Yamamba dropped. "I didn't know he had died. We met at a spring fair, many kilometers from here. I'll try to find his body."

You decide to stay overnight and rest, and the townspeople treat you to a small, celebratory meal. You are also given a nice house with good bedding.

"I'm cold," Akane says to Takashi. "Can you sleep near me tonight?"

"Is it the cold," he asks, "or was it the faces on those heads?"

Akane shudders.

He assures her. "I'll be near."

In the morning, you take Akira's amulet and leave, intending to meet, once again, with the Shōgun.

👍 THE CHAPTER ENDS IN SUCCESS

- Go to page 57 and follow the setup instructions for **Chapter 6: Witchcraft from Beyond.**



CHAPTER 5: THE LAST CHANCE

THIS CHAPTER IS CONDITIONAL.

PLAY IT IF YOU PREVIOUSLY MARKED "DISHONOR AGAIN". IF YOU HAVE THE "ULTIMATE SACRIFICE" MARK, GO TO PAGE 39 TO FOLLOW THE SETUP INSTRUCTIONS FOR CHAPTER 4: REST IN PEACE.

Takashi sees the new resilience in his three companions, after you have buried your leader. He says, "Jirōbō gave us a great gift, the knowledge of how to defeat the Shōgun. I'm sure Akira still carries this relic that can trap souls. We must find him."

Asking people around Kyoto, you learn two things. Akira's probably somewhere near Nara, and whatever town or city he's in, he's likely to be in a tavern. "When you find him," one informant says, "he'll be drunk as a skunk."

You head to Nara, where you let Akane do most of the investigating. Finding Akira's current home is

not hard. What's difficult is focussing on what you need to do. Thoughts of Jirōbō and his awful death occupy your minds, making it hard to concentrate or stay alert.

Akane's inquiries lead to the little town of Yamatotakada, which contains two taverns and Akira's home, although people say that he's never in his home, only at a tavern.

"Let's try the larger tavern first," Takashi says.

"We'll have his full attention if we find him at home," Hanako says. "Ohhh, Akira! Give us your treaaaasuure! Let's check out his home first."



ZONE 1: HOUSE

COLORS

- Yellow/
Obstacles
- Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- Red/
Inaccessible
terrain
- Green

COMPONENTS

- Spawn token
- Starting location of the characters
- Akira
- Ashigaru+
- Kachi+
- Tile 11B

• OBJECTIVE •

Defeat all the enemies. When you have defeated them: 2.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- During the rest of this phase, whenever setup instructions are provided, place Akira's miniature on the corresponding zone and add his card to the initiative queue.
- To determine his activation, use his character board.
- If Akira is defeated, the phase ends in failure.

Takashi recognizes Akira by the bandage that covers his blinded eyes. The ronin is slumped on a futon, asleep. His breath reeks of alcohol. You all wonder what to do, how polite you should be. This drunkard was a hero! Hanako breaks the stalemate, leaning next to his ear and shouting, "Wake up. Your pals are here." The head with its blind eyes snaps upright, and Akira says, "Get off me, I'm not paying." Takashi begins, "Honorable Akira, sire..." The ronin relaxes, and he smiles. "Four of you, eh?" he says. "Just like old times. Pity, I have no pals." "Honorable hero, we need your help," says Byakuei. "The Shōgun is immortal—" "That has...nothing...to...do with me." "As I say, he is immortal, but you own a relic, an amulet, that can trap the soul of one even as powerful and foul as he." Akira seems to consider this. Then he says, "You want it, then." "Yes." "Well...no, I can't. I can't." The ronin is slurring his words. You wonder how much he's understanding, and whether he's thinking clearly at all. "If I knew where it was," Hanako says, reaching out her hand, "I could just...snatch it." Takashi kneels down next to the drunken ronin, but at first, he speaks clearly to his companions. "This is Akira's precious relic. We can only receive it with his clear consent. Akira, the future of Japan hangs in the balance. We tried to kill the Shōgun and we failed,

because he is immortal. But your amulet can trap his soul, so that he dies. Please give it to us."

"Never, I can't, I won't." Akira looks and sounds upset, and he clutches at his neck. The amulet must be there beneath his shirt, although you cannot see it.

"You must," Takashi says. His tone of voice is not the least bit imperial or demanding. He sounds like an honorable man making a polite request to an honored friend.

But it doesn't help. Akira clasps the relic more tightly, saying, "I must have it, I must have it. Don't take it."

Takashi shrugs and stands. Akane kneels beside Akira. She places a hand on his arm and says, "You have an important reason to keep it."

Akira shudders, but now he lies back on his futon, calmer than when he was refusing Takashi. "A good reason," he says. "I have a good reason."

"Tell us," she says. "We'll understand."

Despite the blindfold, they can see that he's squeezing his eyes shut. They wonder if he will answer.

And then he does. "The Demon Hunter."

They remember the stories of the Demon Hunter. It blinded Akira and led the treachery against his city.

"The Demon Hunter's body can die," Akira says. "As the Shōgun's. But their spirit can escape, unless you trap them in the amulet. Escaped Demon-Hunter-spirit, that's just as bad. I have to kill him, and I have to put him in the amulet."

"Where is he?" Akane asks.

"Nearby. That's why I live here. He built a fortress. He takes people there and tortures them."

Byakuei breaks in. "You've had five years to kill him. We need the amulet now."

"Nooo! Don't take it."

Akane soothes him again, throwing an annoyed glance at Byakuei. "We understand. When would you like to kill him?"

"I need a drink." Akira reaches for a pot next to him that smells of sake, but it's empty.

He pulls himself to his knees. "I'm going to the tavern."

"You know you must kill him, but you haven't been able to face it," Akane says, in a gentle, soothing voice. "You're almost up to it, but fate hasn't given you enough."

"Don't tell me!" Akira says. "When I drink enough, I can forget. I want more sake, now."

"We can help you," Takashi says, and now he sounds like the royal leader he is, full of command and confidence.

"You and we, together, we can do it."

"Yes," Akira says, sounding doubtful. But then he says, "Yes!"

At this moment when he seems to have agreed, there's a loud clatter, and one side of the house falls completely away. "Pay or die!" an assailant cries, and some ruffians burst into what remains of the home.

What an inconvenient interruption! Do something.

SECTIONS

1

Akira has not fully recovered. His senses are not as sharp as they should be, and he may mistake friends for foes.

Consequences:

- During this round, determine Akira's target at random at the beginning of his activation.
- Place 1 ashigaru+ adjacent to **ORANGE**.

2

Akira tells you that he does have the amulet. But he can't give it to you unless he achieves his ultimate goal: to destroy the Demon Hunter, his arch enemy, who mercilessly blinded him some years ago. He feels too old to confront the Hunter alone and will need your help to defeat him. But, first, the ronin wants to make one last stop.

Consequences:

- Go to page 51 and follow the setup instructions for **Zone 2: Tavern**.



ZONE 2: TAVERN

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Spawn tokens
- Civilian
- Resistance tokens
- Akira
- Kachi+
- Tile 1B

• OBJECTIVE •

Defeat all the enemies. When you have defeated them: 2.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- The innkeeper has 3 resistance tokens. If she is defeated: 1.
- If Akira is defeated, the phase ends in failure.

• SECTIONS •



3.

Well, that takes care of the assailants.

"Why did those people attack you?" you ask.

Akira has run up enormous bills at both taverns in this town. He knows he'll never be refused his requests for a drink because he was a hero. But the tavern owners, despairing of being paid, sold Akira's debts to bounty hunters.

"You just canceled one of my debts," he says.

You're afraid you'll have to start persuading Akira all over, but he seems ready to leave. He's very unsteady, so you're not sure this is a good idea, but he takes up his treasured katana and says, "Okay, Demon Hunter. Just one more pot of sake, and we'll get you."

You ask how to find the Demon Hunter. You're not too keen on this. It's essential to get the amulet, but you remember this Hunter's reputation: very, very dangerous. And you agreed to attack the Demon Hunter with Akira, but what help will he be?

"One more drink," Akira says, and he lurches off to the nearest tavern.

The moment you enter, A roughneck rushes at him, dragging some citizens who are trying to hold him back. The man pulls out his knife and grabs Akira's ear. "Your debt, old man! You'll pay thirteen strings of mon, or else: which of your senses will you lose next?"

The roughneck is not alone. He has friends, and they have drawn their weapons.

Akira shrugs, as if he's not up to defending even a small

part of his body. He says, "My new pals? I could use some help."

Akira was a great hero. Matters shouldn't come to this. But you join in the combat, and it quickly becomes a tavern brawl. For some of the customers, it's business as usual. Others become spectators, betting on the outcome.

"One round on the house," the innkeeper cries, and he starts passing out cups of sake, right in the middle of the fighting.

Maybe the customers think this is ordinary fun, but you better win this battle and keep Akira alive.

SECTIONS

1

The poor innkeeper faints and collapses. The customers blame you for what happened to her and a massive fight breaks out.

Consequences:

- Add 1 kachi+ adjacent to **RED**.

2

"You fought well" says Akira. Slurring his words, but speaking slowly so that you'll understand, he takes his precious relic out and explains how he will use it. He continues, "They told me to practice, capturing other souls, but just now it's better to focus on how to retain them once inside, I can just tell you how it works."

He tells you several times to watch him with care, if he ever gets his chance to trap the Demon Hunter's soul. At last, he solemnly returns the relic to the chain around his neck, and starts on his way. You follow him, unsure how things will go with the Demon Hunter and his lava-spitting spear.

Consequences:

- If the innkeeper has not been defeated, all the characters regain all their ♥.
- Go to page 53 and follow the setup instructions for **Zone 3: Cliff**.

3

Consequences:

- Draw 2 consumable item cards with healing effects from the market deck.



ZONE 3: CLIFF



• OBJECTIVE •

Climb up the cliff to reach the Demon Hunter's location. When all the characters have climbed to the top of the cliff, or all characters are climbing and the only enemies remaining are kappa: 📖 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

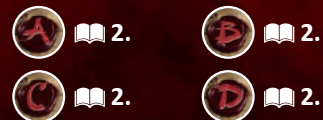
- **Special terrain:** Does not cut LoS. Only creatures with flying 🦋 can pass through and end their 🦋 on it. Any creature without flying 🦋 that starts or ends its activation on it is defeated.
- Interaction tokens A, B, C, and D represent the zones the characters can climb through.

- Spend 2 🦋 to start climbing and place the character miniature on the interaction token. There can only be 1 miniature on each interaction token.
- Spend 2 🦋 when a character is on an interaction token and:

Perform a 🦋 (4) test

- 🦋: Gain 2 resistance tokens.
- 🦋: Lose 1 resistance token.
- When you obtained 3 resistance tokens, you'll have climbed up the cliff. Remove the character from the zone. If you remove Akane, remove Yastun Lad too.
- While you are climbing, you can't perform any other action.
- You can spend 1 🦋 to stop climbing; if you do, remove all the resistance tokens you gained climbing.
- Enemies that don't have the "flying" movement skill can't attack characters who are climbing.

• SECTIONS •



Akira keeps assuring you that it's a short walk, but you have to follow him, and he can barely put one foot in front of the other. He keeps repeating something over and over, a complicated mantra. It sounds important. It also fills you with concern:

"Something can go wrong when you defeat the Demon Hunter," he says. "I must know the moment he's defeated. One moment too late, and that monster will destroy everything, and everyone, around him. That's what they told me, maybe it's true. Something can go wrong wh—" Akira leads you to a ravine. There's a bridge over it, long enough that you wonder how to get him across. On the far side, there's a sheer mountainside.

"The Demon Hunter lives at the top of the mountain," the ronin says. "That's how he gets away with it... Here we go." And then, you can't believe your eyes. Surefooted, Akira runs across the bridge, leaps up onto the mountainside, and climbs rapidly, finding handholds and footholds that you can't see. What has happened to him, and how are you supposed to help him?

His climb disturbs the guards. You hadn't noticed any yōkai, but now kappa noises coming out of the nearby bushes, and two shikome are flying near the bridge. They are prepared to slow you down: permanently.

You better follow Akira as soon as possible. It's not going to be easy.

SECTIONS

1

With great effort, you climb the steep mountainside and reach the partially rebuilt ruins of an ancient fortress.

Consequences:

- Go to page 55 and follow the setup instructions for **Zone 4: Fortress**.

2

The vertical wall is in front of you: it's time to climb.

Consequences:

- Review the "Special Rules" section.



ZONE 4: FORTRESS

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

Spawn tokens

Akira

The Demon Hunter

Tile 2A

• OBJECTIVE •

Defeat the Demon Hunter.
When you have defeated him: 3.

• MALICE •

The Demon Hunter gains +1 for each 2 malice points (rounded down.)

• SECTIONS •



1.



1.



2.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

If Akira is defeated, the phase ends in failure.

You enter the courtyard. In the distance on this mountaintop, you can see cages where people are imprisoned. There's a stink of death here. The Demon Hunter and Akira are sparring. The Hunter's terrifying weapon repeatedly cuts the air; and the ronin dodges and ducks with precision to avoid it. He acts like a man with no trace of alcohol in his veins. Perhaps his concentration and tension are so great that they nullify the effects of all his drinks.

This is it. If only a few of you fall to that awful sword, Akira will get his soul, and you'll get your relic. This is no longer Akira's duel to the death. It's your combat as well. Oh, and just in case you forgot (how could you forget?): Make sure Akira knows the moment of the Demon Hunter's defeat, so that he can collect the soul before that monster destroys it all. Can the dying Demon Hunter actually do that? Better not to find out.

SECTIONS

1

The old crossbows can still serve, one last time.

Consequences:

- Deal 🟢🟢🟢🟢🟢 to 1 enemy up to 4.
- Remove the interaction point.

2

Although the cannon is rusty and might collapse at any moment, there is still some dry gunpowder inside there.

Perform a 🗡️ (5) test

👍 **Success:** The explosion surprises the Demon Hunter. Before he can react, the cannonball slams into his chest.

Consequences:

- Deal the Demon Hunter 🟡🟡🟢🟢🟢🟢🟢.

👎 **Failure:** The cannon explodes.

Consequences:

- Deal the active character 🟡🟡🟢🟢🟢🟢.

3

As the Demon Hunter fell, Akira ran and jumped with incredible speed and accuracy, landing in just the right place, while his foe managed a few last words:

"You damned dogs, you have wo—."

That's when Akira jammed his katana into the Demon Hunter's mouth. His relic collected the demon's soul, while he chanted, "I did it, I did it, I did it."

The Demon Hunter has been defeated, and Akira has encased his soul in the amulet. You have freed the people who were caged in this fortress. They are grateful, and they'll mostly be okay.

You're so relieved, you don't mind Akira taking all the credit.

The sudden, remarkable degree of intense concentration that guided Akira through all of this is just as suddenly gone. He lurches forward and hands the amulet to Takashi, saying, "I'm not sure I can find my way down, help me."

You're climbing down now, and you can go after the Shōgun again. You've fought them both, and the Demon Hunter seemed to be the tougher adversary. But last time you met the Shōgun, he was probably just toying with you... he'd better get ready this time around.

👍 THE CHAPTER ENDS IN SUCCESS

- Go to page 57 and follow the setup instructions for Chapter 6: Witchcraft from Beyond.



CHAPTER 6: WITCHCRAFT FROM BEYOND

With Akira's relic safely stored away, you set off to Edo. The road seems quiet, but after a while you see a man running toward you. He stumbles along, exhausted, fear on his face. You stop him and offer him water and a little of your dried whale meat. He refuses.

"Flee with me!" he says. "Turn back. Do not go one step closer to where I fear to return."

"What's up, old man?" Hanako asks.

"The Shōgun's daimyo and his troops are attacking us, laying waste to my own lovely part of Japan. He is the most horrible, the most dangerous, the most terrifying..." His voice dries up.

"I've seen the Shōgun's generals and heard about them," Byakuei says. "That Demon Hunter. The Tsurube Otoshi. Is he anything like them?"

"Far worse," says the man. "If you thought they had no pity: In comparison with the Shōgun's daimyo, they were considerate of the poor, the lame, and the weak. I cannot bear to think of what people say the daimyo does to them. I saw him myself! He's a samurai who does evil. Imagine that, a bad Samurai. On horseback, he delights in driving his horse through people, trampling women and children alike. I'm leaving."

"I'd like to get a look at him," Takashi says.

The man gives him a wild-eyed stare. "If you wish to die, let someone torture you. That'll be a far better fate than meeting the Shōgun's daimyo."

"What will we find down the road, good man, if we ignore your advice?" asks Akane.

He answers through a mouthful of whalemeat. "I passed a little village where they make puppets. Beyond that, you'll approach a small town close to Edo, up in that mountain ahead of you. I beg you, stay down here. Don't go anywhere near there."

"The daimyo's there?"

"No, the Shōgun's witches are there. People say they will attack soon." He takes a good look at you all. "I daresay you're pretty handy with your weapons, but the witches use magic. Terrible magic. People say the witches' magic is worse than the Shōgun's magic."

The man looks to the left, and then to the right, seeing only a tiny old woman huddled on a bench. He whispers, "People say the Shōgun NEEDS the witches' magic." He takes a drink of the offered water. "Must flee," he says, and he runs off the way you came.

"I never heard of a puppet mill," Hanako says. "Witches... that sounds interesting. And maybe we should get our own look at this daimyo." She turns to Byakuei. "Can any mortal enemy be worse than the Demon Hunter?"

"It's hard to believe," Byakuei says. "Let's continue as we planned."

Soon you see the little town that must be the puppet mill. People are busy hammering, cutting wood, sewing, painting, and turning out one copy after another: human-sized puppets, all the same, dressed like kabuki actors. They are armed with swords, and there are hooks on their heads, legs, and arms, as if ropes coming down from the sky might animate them.

One worker is the foreman, watching, giving orders, and exhorting them to keep up the quality. When he sees you, he comes over to talk.

"How do you like our work? Fine soldiers we make here, eh?"

"Soldiers?" Takashi asks.

"We're always ready to send the next shipment. From time to time, the witch Izumi and her witch sister Keiko come by. They bring a whole bunch of our handiwork to life, and they go off to fight."



"To fight who?"

"Our puppets fight for the two witches, of course."

You mull this over. Kabuki puppet soldiers. Have you come across the like before? You're not sure.

Akane has been considering the foreman's words.

"Bringing them to life? Really?"

"It's hard to say," he says. "But they are very powerful. I think they actually do it. You know how important they are to the Shōgun. Without them, he'd only be, well, you know..." he looks around, fearfully. "...uh, you know, he really depends on them."

This is news. Apparently these witches are vitally important allies of the Shōgun, and they are nearby.

The foreman goes back to his duties.

"I wonder," Takashi says. "We must go to Edo to face the Shōgun, but what if we weakened him first. Suppose we destroy these witches before we face him."

"We've just got this guy's word for it," Hanako says.

"That man who was fleeing said the same," Akane says.

"I think Takashi is right."

Byakuei nods. "A good plan. Let's move forward"

A little old woman has been sitting nearby, and she has heard every word. She throws off her cloak and hobbles over to you now, bent and awkward, saying, "You four are fools."

"Nishina, you old hag, how are you?" Akane says, grasping her hands.

The woman hugs Akane and grins a crooked smile. "You alley-cat, I should have recognized your little mutt. How's Yastun Lad these days?"

"Doing well, doing well. Why do you say we are fools?"

"Izumi and Keiko might be the most powerful witches in all of Japan. They can make any number of those puppets fight. They can control men and women and make them fight. They can make monsters fight, however they want. Look out that they don't make your macaque fight for them!"

"Can we break her control over those others?" Byakuei asks.

"Not until the moment of their death." She gives Akane a friendly squeeze. "If she takes control of your Yastun Lad and makes him try to kill you, then run him through."

"Honorable woman," Takashi says, "we seek to destroy the Shōgun, but we suspect that we should kill his witches first. What do you say?"

"I say you are mad, I say you are fools, and I say you will soon die. But if you could do such things, Japan would be grateful for eternity."

"Thanks," Takashi says. "We're on our way."

As you depart, Nishina gives Takashi a parting remark.

"You, fine young man, take good care of my Akane!"



ZONE 1: CITY

COLORS

- Yellow/
Obstacles
- Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- Red/
Inaccessible
terrain
- Green



COMPONENTS



Spawn tokens



Resistance tokens



Civilians



Tengu+

Tile 3A

• OBJECTIVE •
Defeat all the enemies in the square and put as many villagers as you can out of danger. When you have done both: 5.

• MALICE •
It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



- SPECIAL RULES •**
- At the beginning of each round, move each villager 2 spaces in the direction that the characters choose.
 - Each time a villager reaches a spawn token, remove them from the game after reading the matching conclusion.
 - If any villager reaches **ORANGE**: 1.
 - If any villager reaches **RED**: 2.
 - If any villager reaches **GREEN**: 3.
 - If any villager reaches **PURPLE**: 4.

Heading uphill, you find that the village is under attack. A flock of tengu are killing townspeople, and as soon as you arrive, many of them come for you. The witches with their spells might be nearby.

SECTIONS

1
It seems that whoever gets here will be safe.

Consequences:

- Each character gains 1 for each villager that enters here.

2
Many villagers have already taken refuge in this house, and they are happy to welcome more of their neighbors.

Consequences:

- Gain 10 for each villager that enters here.

3

Damn it, it's a trap! There's a tengu in there who has just slaughtered a whole family. The villager cannot enter.

Consequences:

- Place 1 tengu+ adjacent to **GREEN**.
- Remove **GREEN**.

4

It was once a store.

Consequences:

- Draw 1 card with healing effects from the market deck for each villager that enters here.

5

After they defeat the last tengu, the heroes interrogate the creature about the exact location of the witches.

Consequences:

- Choose 1 character:

Perform a ✕ test

- If you roll 0-4: 📖 6.
- If you roll 5-7: 📖 7.
- If you roll 8+: 📖 8.

6

In agony from death pains and free at last from the witches' corruption, the tengu speaks:

"The path you are looking for goes through the statue trail to the north. Izumi and her kabuki demons are already waiting for you there." "Please, finish these witches off..." And then, he dies.

Consequences:

- Go to page 61 and follow the setup instructions for **Zone 2A: Path of statues**.

7

"You have two choices," the tengu says, agonizing in pain. "Either go through the statue trail to the north. Izumi and

her kabuki demons are waiting for you there." In his eyes, you see that the corrupting magic of the witches has left his body. "Or you can go east, through an underground grotto, where Keiko and her spirits from beyond the grave await you." And then, the tengu dies.

Make a choice



- If you go through the statue trail: Go to page 61 and follow the setup instructions for **Zone 2A: Path of statues**.
- If you go through the grotto: Go to page 62 and follow the setup instructions for **Zone 2B: Cave**.

8

"You have two choices," the tengu says, agonizing in pain. "Either go through the statue trail to the north. Izumi and her kabuki demons are waiting for you there." In his eyes, you see that the corrupting magic of the witches has left his body. "Another option is going east and crossing an underground grotto, where Keiko and her afterlife spirits await you... But beware: Keiko is more dangerous. She controls her dead sister. Izumi is just...another...puppet." And then, the tengu dies.

Make a choice



- If you go through the statue trail: Go to page 61 and follow the setup instructions for **Zone 2A: Path of statues**.
- If you go through the grotto: Go to page 62 and follow the setup instructions for **Zone 2B: Cave**.



ZONE 2A: PATH OF STATUES



• OBJECTIVE •

Find a way of reaching the witches' location.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



1.

The broad stone walkway is lined with statues, but also with identical enemies, kabuki demons that animate like zombies, with synchronous movement, all stumbling into their attack as one. Two of the statues looked like witches, so lifelike that for a moment, you thought you had found the real ones. The witches must be nearby. But first, take out these kabuki demons.

SECTIONS

Leaving the statues and the kabuki soldiers behind, you find a rice field.

Consequences:

- Go to page 64 and follow the setup instructions for Zone 3A:Rice Field.

ZONE 2B: CAVE



• OBJECTIVE •

Find a way of reaching the witches' location.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• INTERACTION TOKENS •



1.



2.



5.

It's pretty dark in this grotto, but brief flashes of light illuminate it. The light comes from small blue stones attached to the walls. These stones might be worth something, if you could pluck them loose and get out of here alive.

The flashes of light illuminate a corpse, a frozen female figure.

Before you can examine anything, several onryō come screaming in to attack you.

SECTIONS

1

When you approach the corpse, you see that the body is rigid, and an intense cold emanates from it. A frozen pouch that contains some blue stones seems even colder. Probably, she was trying to gather the stones for some unknown purpose, but clearly handling them was a mistake. You see a bulge on one of her pockets, and you risk putting your hand in.

Perform a (5) test.



Success: Carefully, you manage to take out a small bottle.

Consequences:

- Draw the special card **Emergency ointment**.



Failure: When you touch the women's clothes, you feel a very sharp cold. You better leave it where it is.

Consequences:

- No effect.

2

You approach the river that runs through the grotto.

Perform a (4) test.



Success: 3.



Failure: 4.

3

Before you drink it, you realize that the water has some harmful magical effect. You'd better not drink it.

Consequences:

- No effect.

4

You decide to have a drink. At once, you realize it was a bad idea, and an acute stomach ache confirms it.

Consequences:

- Get 1 .

5

The outside cold seeps in through the cracks of the grotto. You can advance through this path.

Consequences:

- Go to page 66 and follow the setup instructions for **Zone 3B: Snowy Field**.



ZONE 3A: RICE FIELD

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Spawn token
- Kappa+
- Izumi
- Tile 1A

1A
 7A

• OBJECTIVE •

Defeat all the enemies. When you have defeated them: 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •

• SECTIONS •

2.

You have reached the end of the statue walkway, and you're out in the open, in a rice field. A woman is there, just like if she was waiting for you.

"Welcome, weary travelers, my name is Izumi" she says. "Time to rest your bones." She accompanies her words with welcoming gestures that seem inhuman, mechanical, while waving her...claw? She appears to have metal claws instead of hands.

"This rice field will be your end," she says. "Your corpses will feed the eels."

She's not welcoming you at all, is she? You prepare to attack, but you're distracted, thinking: Eels? Where in these highlands would you find any eels?

SECTIONS

|

Not wishing to be defiled by a corpse, you poke Izumi's dead body with a stick. The cloak falls away, and...you

don't find a body, only an arrangement of wooden parts and wires. Hooks on the legs and arms remind you of the puppet mill. How many Izumi puppets might there be? If Izumi was only a puppet, then who was making her fight like that? Keiko must be nearby. Hunting furiously, you find tracks in the snow. Should you follow them up the mountain, or down to the bay?

The cold, the snow, and the wind make up your mind: down to Sagami Bay, where there might be people to talk to, and a little more warmth, and perhaps...Keiko.

Consequences:

- Go to page 67 and follow the setup instructions for **Zone 4: Port.**

2

It looks like someone left something here that could come in handy.

Consequences:

- Draw 1 random card from the market deck.



ZONE 3B: SNOWY FIELD

COMPONENTS

- Spawn token
- Keiko
- Aoandon+
- Tile 11A

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

8A

11A

• OBJECTIVE •

Deal Keiko 15 .

When you have dealt that damage: 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- If civilian tokens are spawned, check the Special Rules section on page 67.

The underground pathway from the grotto ends high on the mountainside, from where a short, snowy pathway leads to the top. There you find a woman, dressed as though for a formal dinner in flowing robes and impeccable make-up, her pasty white face and hair elegantly framed

by a fan. She stands by a Kanzan cherry, an exotic tree that usually blooms only in the Spring weather, but this one is in full blossom, rose pink bells waving gently. The woman's attention is on the tree, picking from it. She sees you, and frowning, looks from side to side for an escape. You are looking for two bitches... looks like you found one of them.

SECTIONS

Just before she escapes, Keiko hurls a curse at you: "Let every flake and ash chill, turn into ice, and you will die!" She plunges a long wooden drill bit into the snow and spins it rapidly. All the snow near the drill bit turns into icy ash, blowing in the breeze, clinging to you and making it hard to see.

When the ash clears, she's gone. You must catch her! Follow her footprints in the snow, toward that forest.

Consequences:

- Go to page 69 and follow the setup instructions for **Zone 5: Forest**.

ZONE 4: PORT



COMPONENTS



Spawn tokens



Possessed civilians

Tile 5A

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

• OBJECTIVE •

Remove all the possessed. When you have removed them: 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



• SPECIAL RULES •

- In this zone, you cannot interact with the civilian tokens; from now on, they will be referred to as *possessed*, and the characters will consider them their enemies.
- Each possessed in play or that enters play, has 2 resistance tokens.
- You can attack the possessed in 2 ways:
 - **Normal attacks:** For each they are dealt, remove 1 resistance token. When you remove them all, remove the possessed token and lose 1 .
 - If you don't have any tokens:

Perform a (6) test

: Lose 1 affinity level with your Kami.

- **With the focus die** : If you roll a failure or a , you fail. With any other result, remove 1 resistance token. When you remove them all, remove the civilian token.
- All the possessed activate at the beginning of each round, and they only act in the following way:
 - 4 toward a character and they deal that character 6 .
 - If the possessed counterattack, they deal 6 up to 1.

SECTIONS

1

Finally, it looks like you have released all the villagers from their suffering. A young man pops up out of the water, where he had submerged to hide. Now that the danger is over, he swims back to dry land. He says that a strange witch cast a spell on the villagers. But it didn't affect him, because he was away catching shellfish near the port. The young man tells you that the witch left by a path that leads to a forest near the village.

Consequences:

- Go to page 69 and follow the setup instructions for **Zone 5: Forest**.

2

You take a break to regain your strength.

Consequences:

- Regain 5 ♥ and remove 1 resistance token each time you interact with **A**.
- If there aren't any resistance tokens remaining on **A**, remove it.



ZONE 5: FOREST

COLORS

- Yellow/
Obstacles
- Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- Red/
Inaccessible
terrain
- Green



COMPONENTS



Spawn tokens



Izumi



Keiko

Tile 5B

• OBJECTIVE •

Defeat the witches.

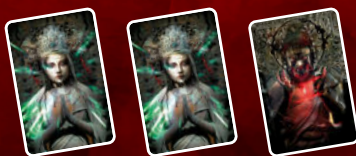
When you defeat Izumi: 1.

When you defeat Keiko: 2.

• MALICE •

During all combat, reduce the characters' movement by 1 in each activation (max. 2) for each 2 malice points (rounded down.)

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



4. 5.

• SPECIAL RULES •

- In this zone, you cannot interact with the civilian tokens; from now on, they will be referred to as *possessed*, and the characters will consider them their enemies.
- Each possessed in play or that enters play, has 2 resistance tokens.
- You can attack the possessed in 2 ways:
 - **Normal attacks:** For each they are dealt, remove 1 resistance token. When you remove them all, remove the possessed token and lose 1 .
 - If you don't have any tokens:

Perform a (6) test

: Lose 1 affinity level with your Kami.

- **With the focus die** : If you roll a failure or a , you fail. With any other result, remove 1 resistance token. When you remove them all, remove the civilian token.
- All the possessed activate at the beginning of each round, and they only act in the following way:
 - 4 toward a character and deal that character 6 .
 - If the possessed counterattack, they deal 6 up to 1.

You quickly enter a close forest. It's not so dark here, just thick with trees and brambles that slow you down. You soon see something moving and swaying in the breeze, something that's not a plant. It's the two witches, this is your chance!

As you close in on Izumi and Keiko, you see that one of them is pulling the other along, but it's hard to say who does the pulling and who gets pulled. Either way, they seem ready for you, drawing closer and preparing to cast spells.

SECTIONS

1

Right after she falls, the witch's body stands up again, and you notice she is not even bleeding.

Consequences:

- Izumi regains all her ♥ and ✕. From now on, she adds a 🌱 to her attacks for the rest of the combat.

2

At last, Izumi is dead. Or, is it Keiko?

"We killed the real one, and the other one just fell apart," Hanako says. "What kind of sick mind makes a witch keep pretending her sister's alive?"

"The root of suffering is attachment," Byakuei says. "Perhaps she thought she could do harm more safely if people still feared her sister, but I suspect she could not accept her sister's demise. Her performance took much magical effort. It may not have helped her at all."

"Her ruse may have been aimed at the Shōgun," Takashi says. "We were told that these witches were important to him. What would he think of the remaining witch who could not keep her sister from dying?"

"We have dealt a blow to the Shōgun," Takashi continues. "He has lost a source of power, or perhaps a main advisor. Maybe he'll be easier to fight this time, and we have Akira's amulet to use at the moment of the Shōgun's short-lived death. Let's return to his fortress."

👍 THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least 3 times yet, you can do it before starting the next chapter.
- Go to page 71 and follow the setup instructions for **Chapter 7: The Assault**.

CHARACTERS LEVEL UP FROM LEVEL 4 TO 5

Remember that, when you level up:

1. Your character's maximum health increases.
2. You gain 1 new skill from the 2 available in the new level.
3. You gain 1 attribute point (max. 3 for the same attribute.)
4. You gain 1 Ki die (🔵.).
5. The weapons and armors of the new level become available at the blacksmith.
6. Any character can regain 1 attribute point they lost for failing a resurrection test if they pay 100 🌙 (characters can aggregate their supplies to do so.)



The characters increase their affinity level with their Kami to 6.
Kami Mode becomes available for all characters.

3

Several possessed villagers come out of the trees. They are under the witches' influence, determined to attack you.

Consequences:

- Place 4 possessed villagers adjacent to **PURPLE**.

4

The statue of the Kami shines with strength and hope.

Consequences:

- Regain 2 ♥ and remove 1 resistance token.
- If there aren't any resistance tokens remaining on **A**, remove it.

5

A weapon lies abandoned upon a small mound. It must have been there for years, you think. But it is still in good condition and can be used.

Consequences:

- Draw 1 random level 4 weapon card from among those you have available to acquire.



CHAPTER 7: THE ASSAULT

"Over here! Over here!"

You hear the sorceress Mochizuki's voice. This is great news. Even though you have lost Jirōbō, you still have someone magical to help you. You look everywhere and then run toward the sound of her voice.

She's calling you from one of the densest parts of this other dark forest, an extensive growth of tall trees on rolling hillsides. It's early afternoon, but no sun shines on her, and her form is barely visible in the deep shade. You can't see her ophidians on her skin, but they must be there.

"Thank goodness I found you," she says. "I've been hiding here, watching for you. I have much to tell you before you face the Shōgun again."

"How about if we sleep first, for five or ten days?" says Hanako.

"A little rest is desirable," Takashi says. "We have dealt with the witches Keiko and Izumi, once and for all, in a hard fight, and we came here quickly."

"Nap then, but only for an hour, or two," Mochizuki says.

"You have much to do, and little time to do it. Go ahead.

I'll keep watch for you."

Grateful, you all lie down on a soft, thick bed of leaves. Byakuei falls asleep at once.

"Look at him," Hanako says. "You'd think he needed to 'study,' but no, he just needs to gutter out like an oil light."

"I feel too alert," Akane says. "I need sleep, but I'm not going to get it."

"Ask Takashi to rub your shoulders", suggests Hanako, with a knowing smile. "He could give you a massage good enough for an empress."

Akane rolls onto her stomach; Takashi kneels beside her.

"I've never given anyone a massage before."

Hanako flops down next to Byakuei. "Well, don't ask me how to do it. I'm too tired."

Takashi tries, and Akane quickly falls asleep. Takashi and Hanako are soon napping beside her.

The sorceress wakes you all. A little sun slants under the branches, it's late afternoon. "I saw Jirōbō before he rushed to the fortress to rescue you. I haven't heard from him since."



"I must speak plainly," Takashi says. "He died."
"The Shōgun killed him," says Hanako. "It was horrible."
Mochizuki bows her head and closes her eyes. "With absolutely no word from him, I feared as much. Somehow, we must go on without him." Tears run down her cheeks. "Jirōbō discovered that you can defeat the Shōgun by using an amulet that Akira carried to use on magical immortals like the Demon Hunter. The moment you kill the tyrant, you must capture his soul so that he cannot revive. You must not return to the fortress without this amulet."

"We have it," Takashi says. "We're prepared."
"Wonderful! I feared having to send you away in search of this relic. Now you must not try to enter the same way as before. I believe the best way in is through the outer gardens."

"How many thousands of guards will be waiting for us?" Hanako asks.

"I'm afraid your way will be difficult. But it won't be that bad." Her ophidians slide up her body, as if eager to hear what she has to say.

"Jirōbō told me that he felt the Kami themselves had erred in encouraging the original heroes to give up the battle against the Shōgun. He told me to find Hattori, Hikaru, and Tomoe and ask them for help."

"I could not find Hattori anywhere. I found Tomoe and Hikaru, and they agreed to assist, but only for a short time. They rallied the clans to provide a small army, hidden in this forest. The Shōgun knows we are here, but we hide where there is excellent defense, and he has not attacked us. Hikaru prepared a signal, here, take it."

She takes out a small red cylinder and hands it to Byakuei. "You will know how to use it. It makes a flare, and the clans will attack, drawing most of the Shōgun's forces outside the walls, giving you better chances inside."

"Are Tomoe and Hikaru with this army? Can they aid us?" Takashi asks.

"I'm afraid not. Hikaru insisted on returning to his studies. He also said it was important for him to make certain preparations, if we could hope for the very best results. Tomoe said she would give herself up to the Shōgun, to be captured."

"Captured! Why?"

"She did not explain, and I do not understand this. She wished to be with her father."

"Masaru Teshigawara, her father," says Takashi. "We heard uncertain news of him. Is he also the Shōgun's captive?"

Mochizuki eyes cloud, and her ophidians freeze briefly on her body. "I can only say that you must not trust him." Then she straightens up, looking hopeful. "I cannot make portals the way Jirōbō did, but I can get you to within a hundred meters or so, to give you a start. Are you ready?"

Byakuei takes the signal flare and holds it up, compressing its ends. Then he hurls it high up in the air. The flare opens like red and yellow fireworks, and cascading light spreads everywhere. From all around you in the forest, you hear shouts. The clan armies advance, spreading out to give the appearance of greater numbers.

There's an answering shout from the fortress. Yōkai and human guards pour out in great numbers. The clan soldiers stage a retreat, drawing their enemies into the depths of the forest.

"Get ready!" Mochizuki says. She swings her arms and you feel lifted up, tossed a great distance through the air. "Run!" she cries, and you run, to enter the outer gardens.



ZONE 1: DARK FORTRESS

• OBJECTIVE •

Advance through the fortress.

• MALICE •

At the start of each round characters receive  equal to the malice score.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• COMPONENTS •



Kachi+



Tengu+



Daidarabotchi



Nyx



Sumosapo



Spawn tokens

• SPECIAL RULES •

- If you previously marked **"Spirit of the Forest enhanced"** or **"Spirit of the Forest"** from Act 1, place 3 ashigaru+ adjacent to **YELLOW**. Remove **YELLOW**.
- If Nyx is defeated:  4.
- If the Sumosapo is defeated:  5.
- Choose 1 wanderer as an ally: Nyx or the Sumosapo. The other wanderer will be your enemy and will be treated as an ally of the tyrant's troops.
- Add their cards to the current initiative queue, as well as the daidarabotchi's card.

• SECTIONS •

 2.

 6.

 8.

 7.

If you previously marked **"Spirit of the Forest enhanced"** or **"Spirit of the Forest"** from Act 1.

As Mochizuki warned you, these gardens are well-guarded. The Shōgun's soldiers are here, ready to make you pay. But now, the odds don't look too bad as the tallest tree in the gardens sprouts arms and legs and begins to stride. It's the Daidarabotchi, still disguised as a tree, marching purposefully toward the soldiers and filling them with fear. To your surprise, Nyx is suddenly exposed from her hiding place behind the Daidarabotchi tree! She seems to be in pursuit of a strong, heavy sumo wrestler who is running toward you. You can either ask Nyx for help, or this SumoSapo, but which one? The other will surely become your enemy. Choose now: friend, or foe

The Daidarabotchi is the character's ally.

If you DIDN'T mark **"Spirit of the Forest enhanced"** or **"Spirit of the Forest"** from Act 1.

As Mochizuki warned you, these gardens are well-guarded. The Shōgun's soldiers are here, ready to make you pay for trying to get in. But all of a sudden, the odds look even worse. The tallest tree in the garden sprouts arms and legs and starts to move. It's the Daidarabotchi, still disguised as a tree, striding purposefully toward you with anger in its monstrous eyes. He's your worst enemy, now. But look at this: Nyx was hiding behind that same tree. She seems to be chasing a strong, heavy sumo wrestler who is running toward you. You can ask Nyx for help, or ask this SumoSapo, but which one? The other will surely become your enemy. Choose now: friend, or foe

The daidarabotchi is an enemy of the characters.





SECTIONS

1

You are sure that any kind of fire could be a threat for the daidarabotchi, so you put the torch out at once.

Consequences:

- Remove interaction point A.

2

Okay, they left the door unlocked.

Consequences:

- Flip the door token 5. Then, go to page 76 and follow the setup instructions for **Zone 2: Stables**.
- When you head to the fortress inside, the daidarabotchi decides his mission is over. Remove the daidarabotchi.

3

- If the daidarabotchi is your enemy, take the torch, 🔥x2, and use the torch up to 🔥4 to deal the daidarabotchi ★★🔥🔥. Place the interaction token on the daidarabotchi; it deals the daidarabotchi ★★🔥 at the end of its activations.
- If the daidarabotchi is your ally: 📖 1.

4

After the last blow, Nyx falls inert to the ground. Her mount quickly comes to nose Nyx's face, wanting to know if its mistress is still alive. An instant later, the creature breathes in relief and snatches Nyx by her clothing. A strong tug flips her onto its back. Right after, the wolf jumps over the fortress wall with a supernatural leap and both the mount and the girl disappear. Then, you see the bone amulet the girl wore on the ground. It must have dropped when she fell. The Sumosapo breathes a sigh of relief. Then he too takes a huge leap over the wall and is gone.

Consequences:

- Place interaction token B on the square where Nyx was defeated.
- Remove the Sumosapo.

5

The last injury dealt to the Sumosapo was deadly. Clear-eyed and calm, he stares at you and falls to the ground, pointing to a scroll that hangs from his belt. After he exhales his last breath, his body starts twisting and strange orange lights flicker all over the creature, shrouding his corpse. To your surprise, now it has human form. Before you lies a naked man holding a scroll. At once, Nyx and her mount land next to the Sumosapo's corpse and the girl picks up the scroll. With her objective accomplished, Nyx and her wolf trot away without saying a word.

Consequences:

- Remove Nyx from the game.

6

Apparently, the door can't be opened from the outside.

Consequences:

- No effect.

7

You gain Nyx's Pendant.

Consequences:

- The active character draws the special card **Nyx's Pendant** from the market deck and adds it to their supply.

8

- If it was a character who interacted: 📖 3.
- If it was an enemy who interacted and the daidarabotchi is a character's ally, the enemy takes the torch, 🔥x2 and uses it up to 🔥4 to deal the daidarabotchi ★★🔥🔥. Place the interaction point on the daidarabotchi; it deals the daidarabotchi ★★🔥 at the end of its activations.
- If it was an enemy who interacted and the daidarabotchi is its ally, remove interaction point A, the torch is extinguished.



ZONE 2: STABLES

COLORS

- ⬡ Yellow/
Obstacles
- ⬢ Blue/
Special terrain
- ⬢ Purple/
Difficult
terrain
- Orange
- ☆ Red/
Inaccessible
terrain
- △ Green

COMPONENTS

Spawn tokens

Kachi+

Open door
Closed door

Big tile

• OBJECTIVE •

Advance through the fortress.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •

6 2.



If the kachi is dead: 3.

In these stables, you see a few Kachi, rag-tag warriors, near the horses. They're not tending the horses, and they look much too interested in you. You don't need to interrogate the animals, do you? But you'll need to take care of these kachi before they warn anyone else that you're here.

SECTIONS

1

The doors to the stables open, and the horses bolt out and run away.

Consequences:

- The horses are represented by **GREEN** and **ORANGE**.
- The horses move 12 spaces in a straight line. Anyone in their path is dealt 7 and gets.
- After their rush, the horses move away. Remove **GREEN**, **ORANGE**, and **BLUE**.
- The soldier who pulled the lever gains 3. Place interaction token **A** on that kachi. The interaction token moves with the kachi.

2

- If you don't have the key, the door won't open. No effect.
- If you have the key: 4.

3

This kachi was apparently in charge of the horses and also guarded the access to the stable. He carried a key.

Consequences:

- You get the key to the stables' door.

4

You open the door with the kachi's key.

Consequences:

- Flip the door token 6 and go to page 77 and follow the setup instructions for **Zone 3: Dependencies**.

ZONE 3: DEPENDENCIES

COLORS

- Yellow/
Obstacles
- Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- Red/
Inaccessible
terrain
- Green

COMPONENTS

- Spawn tokens
- Ashigaru+
- Open door
Closed door
- Big tile

• OBJECTIVE •

Advance through the fortress.

• MALICE •

At the end of each round, the characters are dealt as many as the current malice points.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •

7 1.

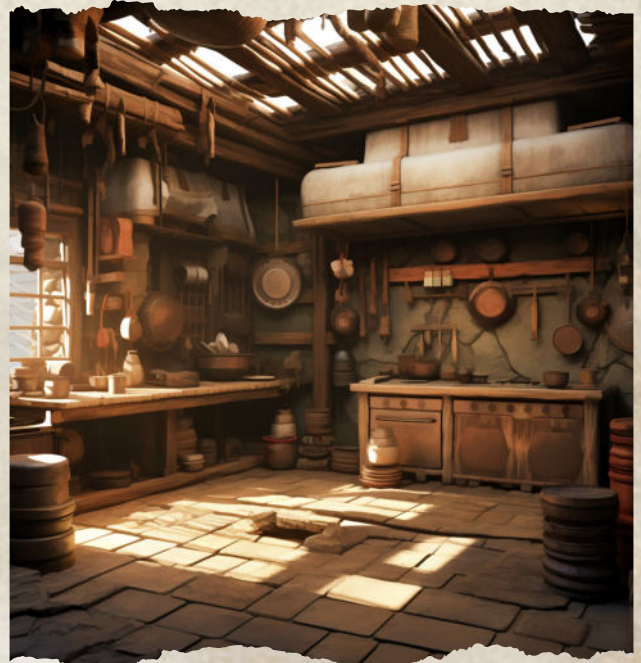
8 2.

3.

4.

5.

From the stables, you enter the interior of the Shōgun's castle, arriving in a kitchen. Several of the Shōgun's soldiers are here, ready, as usual, to kill you. There's a door that leads deeper into the fortress. A man in a cook's uniform seems paralyzed with fear. You might have a word with him? Or maybe you should concentrate on those soldiers. And then what?



SECTIONS

1

The kitchen opens to a hallway. Out of the corner of your eye, you see a strange book on one of the kitchen tables. Maybe once you've dealt with your enemies, you can give it a look.

Consequences:

- Flip the door token 7.

2

The door leads to the bathing area.

- If you don't have the key to open it: No effect.
- If you have the key, keep reading.

Thanks to the key the cook gave you, you can access a dripping wet room with an awful stench.

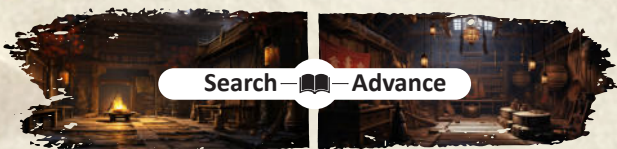
Consequences:

- Flip the door token 8 and go to page 80 and follow the setup instructions for **Zone 4: Baths**.

3

That was a difficult and disgusting battle, but it is good to still be alive. Now you must move on.

Make a choice



- If you choose to keep investigating the area, do not remove this interaction token.
- If you choose to move on, keep reading:

You have no time to lose. You decide that the best option is to keep moving deeper into the fortress.

THE CHAPTER ENDS IN SUCCESS

Consequences:

- If you previously marked **"Bearer of bad tidings"**: 6.
- If you previously marked **"Set her free,"** go to page 81 and follow the setup instructions for **Chapter 8: Crossed destinies**. Otherwise, go to page 95 and follow the setup instructions for **Chapter 9: Fallen hero**.

4

There is a cauldron in the hearth.

Perform a (5) test

- Success:** Although it smells delicious, you notice that something wrong is oozing out of the food. Remove G.
- Failure:** As you take the first sip, you realize that an appetizer that's good for the Shōgun is not good for you. You get 3 random negative condition tokens. Remove G.

5

When the cook sees that you spare his life, he is extremely grateful and gives you a key and a few bottles. Then, he leaves by a side door, closing it behind him.

Consequences:

- Draw 2 consumable items with healing effects from the market deck.
- You have obtained the key to the bath.
- Remove the **GREEN** civilian.

6

You return to the kitchen. Takashi takes the book and tries to read it. Some of the pages at the beginning crumble in his fingers and fall away. He peers at the writing and frowns. "It makes no sense to me." He hands it to Byakuei.

Byakuei glances at the last page and smiles. "It's written in witch-hand. I remember being forced to learn this code when I was sixteen, as a punishment. I soon realized how much knowledge witches might conceal, and studying their secrets became a pleasure. Let me see..."

Soon he's paging through it and mumbling. "Incredible. Impossible. Can't be."

"Tell us, old man! No secrets here," Hanako says.

Byakuei reluctantly looks up. "If I may keep this, I shall examine it at leisure, if we ever again have any leisure. Here's what I see. This is Keiko's diary. Many pages have been lost at the beginning—they were so old—but the entries here cover hundreds of years."

"Many witches must have written in the same diary," Akane suggests.

"No. It is all in the same hand, although there are slight variations. Many of her entries are about entering new bodies."

"What does that mean?" Takashi asks.

"Keiko apparently had an unusual spell. She refers to it often in this diary. She used it to suck the life from another



person. Or, she used it to become herself in the body of another person. In that way she evaded old age, again and again. She might have been more than a thousand years old! I'll read you the last page, it looks interesting." He pauses a moment to scan the page, and then continues:

"Why am I writing this? Have I even the strength to carry my diary out of this room? I'm doomed. I found such a wonderful person whose life I could extract, to become young again. Of course I noticed the dress, such a bright yellow, who wouldn't? But I saw also her vigor, her intelligence, her inner strength. And she seemed to be protected in some way. 'I want that protection,' I thought. Oh, little did I know. When I felt myself beginning to age, I abducted her here and began my spell. Her life force would be mine, I could live a hundred years on it!

"And then everything went wrong. Unaccountable! That woman seized my force, not the other way around. I felt my body being drained, weakening. That protection I had sensed, did it make my spell miscarry? 'I've tried to imagine casting my spell again, on any young person, but I know I never will. The fear of this happening again, the terror! I had to stop yellow-dress from killing me, so I stabbed her heart and she wavered, but she pressed on, taking more of my life to survive my weapon. I pulled my knife out and stabbed again, I stabbed with my remaining knives. She died, and I survived.

"Diary, I leave you here. Perhaps, another time, I will be strong enough to collect you, if enough strength returns. I wonder if I even have the will to create another puppet of Izumi, the only way I can pay tribute to my sister. But old age, at last, will doom me."

Byakuei looks up. "We killed Keiko after she wrote this. We owe this young woman, whoever she is, credit for making Keiko a weaker foe." He shakes his head. "It's foul and disgusting in that onsen, but I shall return there and briefly give a prayer of our thanks, at the yellow-dress woman's side. Excuse me."

You wait while Byakuei returns to the onsen, and you listen to his soft chants. When he returns to you, he turns aside and vomits violently into a corner of the room. He regains control, wipes his mouth, and forces a tiny smile. "Let's go."

You take a moment to catch a breath. You're deep inside the Shōgun's fortress, and your date with death might be through the next door.

THE CHAPTER ENDS IN SUCCESS

- If you previously marked **"Set her free"**, go to page 81 and follow the setup instructions for **Chapter 8: Crossed Destinies**.
- If you previously marked **"On my own forever?"**, go to page 93 and follow the setup instructions for **Chapter 9: Fallen Hero**.



ZONE 4: BATHS



• OBJECTIVE •

Defeat all the enemies. When you have defeated them, 3 from Zone 3:
Dependencies.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



If you previously marked "Set her free"

Maybe you shouldn't have come into this disgusting onsen. Some jikininki attack as soon as you enter, and this is a horrible place for combat. The smell of death and rot is overwhelming. The floor is scattered with naked, withered corpses, both male and female, you don't want to trip on them and risk falling into the corrupted filth. A few of their arms and legs hang in the hot baths. The heavy, moist air and swirling steam defile your senses with their pervasive stench.

There's nothing to find here, unless you want to lift some of these stinking corpses to see what's under them. Defeat these jikininki as quickly as you can, and get out of here!

If you DIDN'T mark "Set her free"

Maybe you shouldn't have come into this disgusting onsen. Some jikininki attack as soon as you enter, and this is a terrible place for combat. The smell of death and rot is overwhelming. The floor is scattered with withered, naked corpses, both male and female, and you don't want to slip on them during battle and defile yourselves as well. A few of their arms and legs hang in the hot baths. The heavy, moist air and swirling steam defile your senses with their pervasive stench.

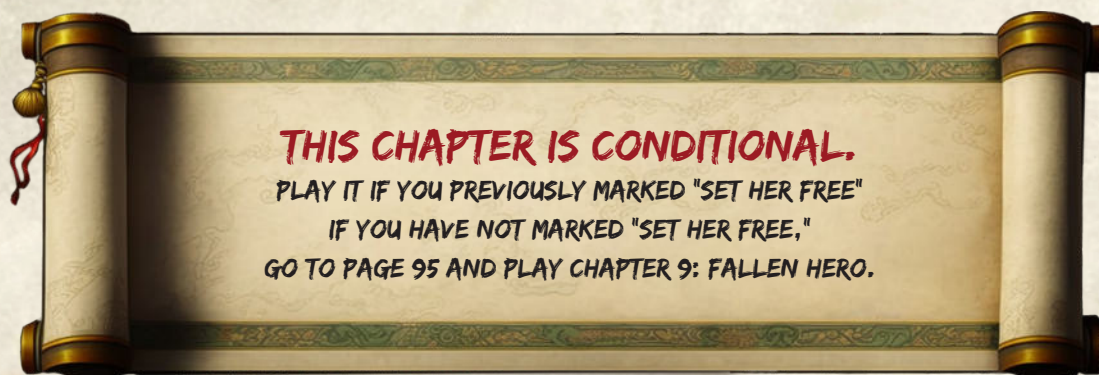
One of the corpses stands out from the others, wearing a striking yellow dress, and her necklace bears a kamon that's hard to see clearly, because it's a slightly lighter shade of yellow. It's definitely the kamon of the Mountain Clan. Three daggers protrude from her chest, as if someone was having a difficult time killing her. The necklace may be interesting, but none of you would consider touching it.

A book lies on the floor, away from the steamy water and the corpses, so it might be untainted, and you may be able to remove it safely. Or perhaps, if you bring it out of this room, it will bring all the odor and evil of this onsen with it. After a moment's thought, you decide to take it.

Consequences:

- Mark "**Bearer of Bad Tidings.**"

CHAPTER 8: CROSSED DESTINIES



THIS CHAPTER IS CONDITIONAL.

PLAY IT IF YOU PREVIOUSLY MARKED "SET HER FREE"

IF YOU HAVE NOT MARKED "SET HER FREE,"

GO TO PAGE 95 AND PLAY CHAPTER 9: FALLEN HERO.

This fortress room got really quiet when you finished off those soldiers, after the scared man ran away. But you can hear more than your own breathing: sounds of combat through the next closed door. Who's fighting whom, and who needs help?

There's no time to rest and catch your breath. Regretfully, you take up your weapons and open the door, to a surprising scene: A warrior is dueling several of the Shōgun's soldiers, and he seems to be handling them very well. You can see why these soldiers didn't come to fight you in the previous room, they were fighting for their lives in here.

The warrior sees you and gives you a nod. Then he dispatches the soldiers, one, two, three, just like that! As if he had been toying with them and now finds them a nuisance.

"Nobuyuki at your service, honorable ones. How in the world did you get in here?"

Takashi raises a hand, signaling that he does not want this question answered. "I would ask you the same? Who are you, and why are you here?"

This is a difficult moment. Perhaps you have found an ally, but what if he isn't? Is this the right moment to explain that you intend to destroy the Shōgun?

Nobuyuki smiles. "I sense a minor standoff. Let's just say I'm following the trail of a dangerous criminal, a master of the dark arts. His name's Hiroshi. I've tracked him for years, and at last, I'm really close. You haven't by any chance, seen him? Or killed him, for that would be excellent!"

"We've seen some unusual ones here—" Hanako says, but another signal from Takashi stops her. He asks, "What's this criminal like?"

"He's a tall, burly fellow. Strong enough to wield a particularly long sword. His armor is easy to recognize, and he's usually carrying a skull."

"A skull? Is he a headhunter?"

"Much worse than that. He uses this skull to cast nasty, dangerous spells. And he lies all the time. I mean to find him, right now, but just in case I don't, if you find him first, don't listen to his honeyed words. Just make sure he dies."

There are several doors in this room. Nobuyuki puts his ear to each of them in turn, including the one you came from, displaying intense concentration. Then he looks up and smiles.

"He's trying to hide from me in the inner gardens. I've got him!"

He opens a door and jumps through, slamming it behind him. Now you know where one door leads, as the scent of fresh, cold air fills the room.

"I've heard of this other guy," Akane says.

Takashi asks, "How bad is he?"

"Pretty bad reputation," she says, "but sometimes it's hard to know what's true."

A strong voice erupts from a pile of rubbish in one corner. "Not one thing that bastard said is true!"

A burly man erupts from the rubbish, sweeping the junk that covered him aside with one hand. The other holds a skull.

He brushes himself off and bows briefly to Takashi. "Hiroshi's the name. That son-of-a-scummy-cockroach has been pursuing me forever. There's money in it, that's all he wants. A lot of money, for him to risk chasing me here."

He sizes you up. "Unlike Nobuyuki, you're here for a noble reason, am I right? Care to have an ally? I'll help, if you can keep that idiot off my back. I listened to your little conversation. You were afraid to tell him you are here to kill the Shōgun, weren't you? And rightly so, he's in the Shōgun's pocket. Not like me. How do you think he got in here, if he's not the Shōgun's best friend?"

"We wonder the same about you," Byakuei says.

Takashi looks inquiringly at Akane. She says, "I remember a little saying about you, Hiroshi. You're not a good person.

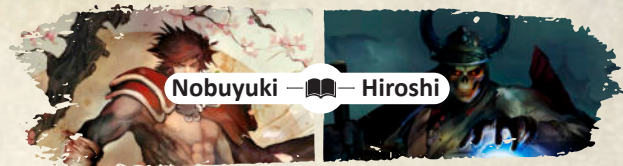
If you ever meet a man more evil than Hiroshi,
That man might not be worse than Hiroshi."

Hiroshi turns to Akane, looking grim, and he waggles the skull he carries at her. Yastun Lad jumps up on Hiroshi and tries to pat the skull. He gently pushes the macaque away. "Not bad, my dear," he says. "I've got a reputation, made up by that same bastard Nobuyuki, and he's always careful to lie through his teeth whenever he says my name. But I'm here because I'm unstoppable!"

He raises both arms and glowers at them, looking fierce. You all draw back.

Then he drops his arms and gives Takashi a big smile. "You make the decisions here, right? Do you want to save your skin by welcoming my aid, or would you prefer to experience a few very unpleasant moments? Care to see a little necromancy?"

Make a choice



Consequences:

- You attack Hiroshi, mark **"Nobuyuki."** Go to page 83 and follow the preparation instructions for **Zone 1A: Palace garden.**
- You join Hiroshi, mark **"Hiroshi."** Go to page 85 and follow the preparation instructions for **Zone 1B: Sanctuary.**



ZONE 1A: PALACE GARDEN



COLORS

- Yellow/
Obstacles
- ⊗ Blue/
Special terrain
- Purple/
Difficult terrain
- Orange
- ☆ Red/
Inaccessible terrain
- △ Green

COMPONENTS



Spawn tokens



Interaction tokens



Tengu+

Tile 6A

• OBJECTIVE •

Continue advancing into the fortress.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- Interaction tokens A, B, and C move with the tengu. When you defeat a tengu, you will be able to interact with its interaction token.

• SECTIONS •

5 1.

6 2.



3.



4.



5.

You've got an extra problem to worry about: Hiroshi got away when you attacked him, and now he is your enemy for sure. He may be somewhere nearby, stirring up trouble.

The funny thing is, Hiroshi left through the same door that Nobuyuki chose. Nobuyuki was trying to follow Hiroshi, but right now, maybe Hiroshi's following Nobuyuki! Wouldn't it be fascinating if they were trying to kill each other, right now?

You try the same door and step warily into the palace gardens. The chill of cold air greets you, but it smells odorous. There aren't any humans here, but a few corrupt tengu immediately charge you from the other end of the garden.

"Look how they're moving!" Takashi says. "Just like the tengu that the witch Keiko was controlling. How can that be? She's dead."

"As long as the Shōgun lives," Byakuei says, "his dark energy might prolong any evil spell, anywhere."

"We know how to take them out," Hanako says. "Let's go!"

"Be careful," Akane says. "I don't trust that dark energy to leave us alone, ever."

SECTIONS

1

The door is locked. Get the key to open it.

Consequences:

- No effect.

2

This door obviously leads to the palace proper. Servants of the Shōgun must use it to visit these gardens. Maybe they won't enjoy them so much with these tengu corpses lying around. You have encountered rooms full of soldiers, and you expected much more, but now the place seems empty, silent. You're thankful that the clans' armies have drawn so many of the Shōgun's protectors outside. You pause here briefly and then take the obvious entrance. Cautiously.

Consequences:

- Flip the door token 6 and go to page 87 and follow the setup instructions for **Zone 2A: Interior palace**.
- Just beyond the door, an enemy has his back to you...

Perform a ⚔️ (5) test

👍 **Success:** You take advantage of the situation and attack the orange aoandaon+ on the other side, dealing him ★★👹.

👎 **Failure:** The enemy dodges your. The orange aoandaon+ and makes 1 counterattack at once.

3

You quickly search the tengu's corpse and find some coins.

Consequences:

- Gain 10 🪙.

4

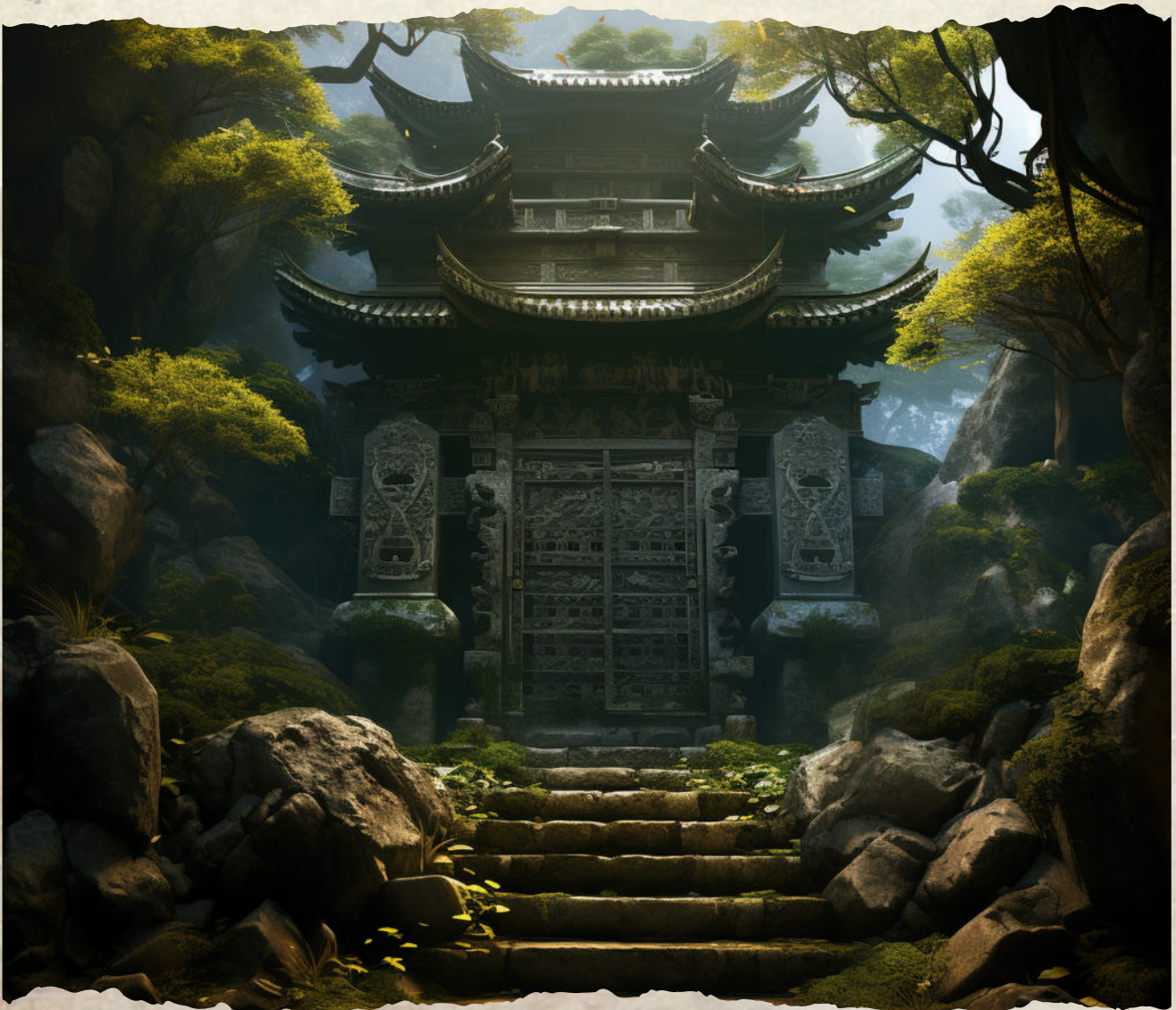
You don't find anything of interest.

5

A highly ornate key hangs on the tengu's neck.

Consequences:

- Replace the **door 5** token with the **door 6** token.



ZONE 1B: SANCTUARY

COLORS

- ⬡ Yellow/
Obstacles
- ⬢ Blue/
Special terrain
- ⬢ Purple/
Difficult
terrain
- Orange
- ☆ Red/
Inaccessible
terrain
- △ Green

COMPONENTS

- Spawn tokens
- Hiroshi
- Goryos+
- Tile 10A

• OBJECTIVE •

Help Hiroshi to make his way inside the palace.
When there aren't any enemies left: 📖 1.

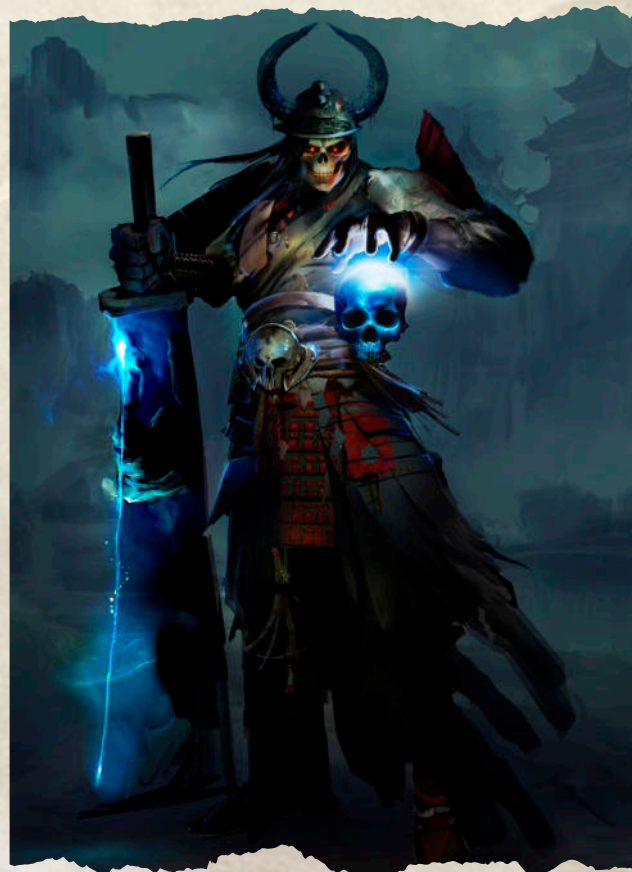
• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



Hiroshi chooses a different exit from Nobuyuki. You follow, uneasy about this skull-wielding necromancer. Seeing where he led you only increases your fears. The room is full of goryō: protective, vengeful spirits. Hiroshi leads you toward an immense shrine, which is elevated, four steps up. Perhaps you hoped the shrine



would protect you. Too late, you realize that the monsters in this room are here to protect the shrine. Your presence antagonizes them.

The great statue that leers down at you from the shrine has a lewd expression. Its robes have fallen away, and you don't want to think about what its immense, clutching hands conceal. The incense pot in front of the shrine, just behind you, reeks of urine.

"Let's see what we can do!" Hiroshi says, holding his skull out.

Here's a challenge for you: dispose of these spirits and then be on your way.

SECTIONS

I

"Not bad, not bad," says Hiroshi. "First thing you know, we'll find the Shōgun himself. I think I know how to kill him. I'm sure I know how to replace him!"

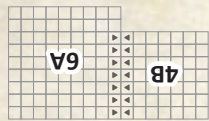
Might you have made a mistake about Hiroshi? Maybe. You shrug, and go on into the next room.

Consequences:

- Go to page 89 and follow the setup instructions for **Zone 2B: Interior fortress.**



ZONE 2A: INTERIOR PALACE



COMPONENTS



Spawn tokens



Aoandon+

Tile 4B

COLORS

- Yellow/
Obstacles
- ⊗ Blue/
Special terrain
- Purple/
Difficult terrain
- Orange
- ☆ Red/
Inaccessible terrain
- △ Green

• OBJECTIVE •

Keep advancing through the palace.
When there are no enemies left: 📖 3.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



📖 1.

You enter an ornate room that seems empty. But almost at once, specters materialize, six aggressive aoandon. You must be extremely cautious, because you remember they can do something awful with fire. And you worry that there may be even more of them; they are adept at hiding. It wouldn't hurt to have Nobuyuki's help, would it? But he's definitely not here.

SECTIONS

1

Charging the amulet could activate it and produce some effect that would be devastating against the specters.

Consequences:

- Add 📖 on interaction token A. When there are 3 📖, 📖 2.

2

The amulet shines brightly and generates a wave of purifying energy.

Consequences:

- Enemies with spectral movement up to 4 are dealt 4 ☠. Remove A.

3

The specters disappeared as you killed them, leaving part of the floor smoldering. Before you can decide what to

do next, the entire floor begins to shake. The walls all tilt toward you, making this crowded space feel even smaller. The floor shakes really hard. What is making this happen? Whitish smoke fills the air, something you can barely breathe, and suddenly you're someplace else. Wow!

Consequences:

- Go to page 91 and follow the setup instructions for **Zone 3A: Dojo**.



ZONE 2B: INTERIOR FORTRESS

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

STARTING LOCATION OF THE CHARACTERS

COMPONENTS

Spawn tokens

- Hiroshi
- Tengu+
- Kabuki demon+

Tile 8B

• OBJECTIVE •

Continue advancing through the fortress.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •



Only when there are no enemies left, **1.**

This small room seems awfully crowded, with you, some nasty tengu and more of those kabuki demons crammed in together. You're glad to have Hiroshi's help, although you might not be glad that you chose Hiroshi.

SECTIONS

The fighting's done, and you draw near to Hiroshi, giving him as much room as this cramped space allows. You avoid staying close to each other in case he decides to make one of his nasty attacks.

"Where are you leading us?" you ask.

He smiles. "To my enemy of course. Shōgun's got to be around here somewhere. Are you afraid to meet him? I can travel alone, it's how I got here."

Hiroshi is evil. Either you are aiding an evil person, or an evil person is aiding you for an unclear reason, or both. Your hands, that so deftly dealt with those tengu, feel dirty and tainted from the necromancer's assistance. You ask, "What did you mean about replacing the Shōgun?"

The skull he holds, he tosses just above his head, catches it, and laughs. "Clearly the scum's not fit to rule Japan. How much wealth and power do you think he can extract from the population, when he treats them that

way? This country needs a proper leader, who knows how to extract riches from the workers.

"I know what you're thinking: there's a lineage, parent to child to parent to child, that's been ruling Japan for as long as people can remember. You foolishly brought someone in here who's part of that lineage didn't you? He looks just like the dead emperor."

Hiroshi waves his long sword and stamps his foot. "Well, that line's been broken. It was traitorously broken about five hundred years ago. I know it, everybody knows it, and the Shōgun has broken the line of succession again. Is the Shōgun related to the last emperor? The spawn of the spawn of a line of bastards, that's who he is. Who better to replace him than a man with a head on his shoulders? A man with TWO heads on his shoulders?"

Hiroshi places his spell-casting skull on his left shoulder, and then takes it down, cradling it between his hands, looking ready for anything. "Now you know. Want to help me? Kill me? I don't care. Things will just be a little easier with your help."

There's no time to think. The floor begins to vibrate. Did Hiroshi just cast a spell? You look at him. He looks

terrified, so this is not his doing. The walls all start tilting toward you, making this crowded space feel even smaller. The floor shakes violently. What is making this happen? Whitish smoke fills the air, something you can barely breathe, and then Hiroshi smiles, because: you're someplace else.

Consequences:

- Go to page 93 and follow the setup instructions for **Zone 3B: Dojo**.

2

Another trap falls from the ceiling, dropping a bunch of sharp knives. Part of the structure collapses, exposing a slightly open door to the next room.

Consequences:

- Characters that are not adjacent to **GREEN** or **ORANGE** are dealt 3 ♠.
- Place **A** on **RED**.



ZONE 3A: DOJO

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Tesso
- Kappa+
- Hiroshi
- Nobuyuki
- Tile 7B

• OBJECTIVE •

Defeat all the enemies. When there aren't any enemies left: 1, if Nobuyuki is still alive; or: 2, if he has been defeated.

• MALICE •

At the beginning of each round, the characters are dealt 1 for each malice point.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- All the kappa+ always attack with +2 and gain +10 initial . Besides:
- The **PURPLE** kappa+ uses 1 bo and has 2.
- The **ORANGE** kappa+ uses nunchaku and attacks with +2 .
- The **RED** kappa+ uses a pair of sais and gets +1 .
- The **BLUE** kappa+ uses 2 swords and advances 2 positions in the initiative queue each round.
- During this combat do not treat wanderers as resistors with tokens in terms of priority. They are treated like any other available target.

You've been teleported to a room full of enemies, including Nobuyuki and Hiroshi. Hiroshi holds the skull aloft and talks rapidly to four kappa. He's angry, and it looks like he's found reinforcements.

These kappa appear nimble on their hindlegs. No armor will hinder their movements. Instead, they each rely on their own carapace. They are wearing domino masks in four different colors: orange, red, blue, and purple, apparently to make it easier to tell them apart when they hit you.

"I'm glad you're here," Nobuyuki says. "We must kill Hiroshi. Don't let these kappa get in our way."

"Note these evildoers," Hiroshi says. "They have come to kill the Shōgun and must be stopped."

The kappa do not respond at once. They look to the last enemy in the room for approval, an ugly creature who is half human, half rat. "Master Tesso," one of the kappa says, "is it true? Can we believe the skull-holder?"

This Tesso creature half shuts its eyes and nods approval. "What did I tell you?" Hiroshi says. "Save our god at all costs!"

The kappa with the orange bandana cries out, "There comes a time, brothers, where history is molded like melting cheese!" He swings his nunchuck and attacks you.

"No, no, you're wrong," Nobuyuki cries, but his words are drowned in the sounds of battle.

"Cheese?" you wonder. "Does he mean tofu?" But there's no time for riddles. Defend yourselves.

SECTIONS

1

Nobuyuki stares down at Hiroshi's corpse. For a moment, he smiles, but then he looks uncertain. He picks up the skull Hiroshi was carrying, fingers it, and casually tosses it aside. Then he turns to Takashi. "What am I to do now?" he says. "My life's work is complete, that evil man's dead. And I'm...I can't believe it, I followed him somehow into the Shōgun's palace."

He spreads his hands out, palms open. "I thank you for your help. I'm forever in your debt. I just...don't know how I got here, or where to go from here"

"Why don't you help us, you idiot?" Hanako says. "We're going to kill the Shōgun."

"You can't," Nobuyuki says. "He's immortal. And also, he doesn't like me. I'm a dead man, unless I can find a way out of here."

"If you do not change direction, it may be over for you," Byakuei says. "Join us."

"I shall not mention it just now," Takashi says, "but we have a way to deal with the Shōgun."

Nobuyuki shakes his head in wonder. "Impossible! I can't believe you. But I am in your debt. Lead, and I shall follow."

Takashi looks uncomfortable. "I thought we were making progress, getting closer and closer to the Shōgun. But I admit, I have no idea where we are now, or where to lead."

"May I suggest?" Nobuyuki says. He throws a door wide open, and you see a beautiful walled-in palace garden that most likely adjoins the throne room.

You step through the door, but Nobuyuki remains behind.

"Hey, fellow, follow us, like you said," says Hanako.

He nods. "Um...to your deaths? I did say I'd follow you, didn't I? So...I'll think about it." He gently, but firmly, closes the door between you.

THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least 4 times yet, you can do it before starting the next chapter.
- Go to page 102 and follow the setup instructions for **Chapter 10: Duel for the Throne.**

2

Erase the mark next to "**Nobuyuki.**"

"I felt sick, choosing between Nobuyuki and Hiroshi," Hanako says. "I'm glad they're both dead."

"The Kami may have judged us for our choice," Takashi says. "Like you, I felt bad having to cast our lot with either one. We may yet be fated to pay for how we chose."

"Plenty of bad people have some good in them," Akane says. "I try not to waste my time judging them. Anyway, they're dead! Let's move on."

Takashi smiles a guilty smile. "I suppose the Kami understand people better than we can. Thanks, Akane."

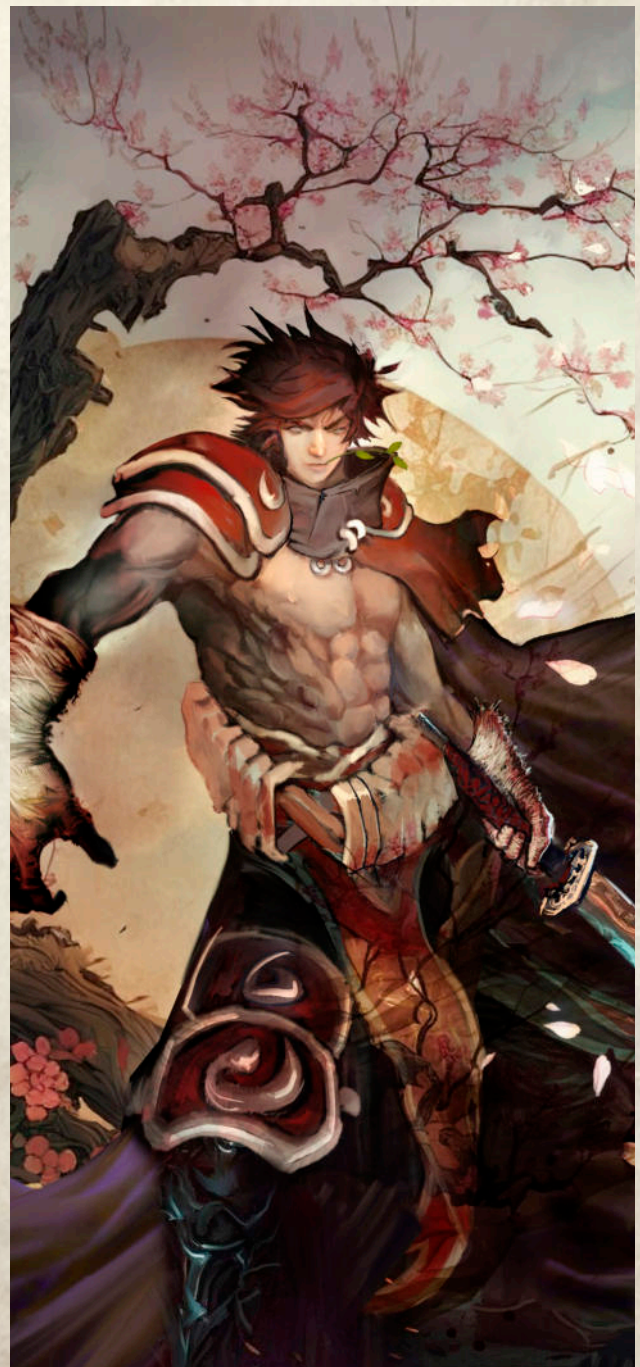
"Do not dwell in the past, nor dream of the future," Byakuei says. "Concentrate on the present moment. With or without the blessing of the Kami, we know what we have come to do."

"I thought we were making progress, getting closer and closer to the Shōgun," Takashi says. "But I admit, I have no idea where we are. Let's go this way."

He opens a door and steps outside, entering a walled-in palace garden that obviously adjoins the throne room.

THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least 4 times yet, you can do it before starting the next chapter.
- Go to page 102 and follow the setup instructions for **Chapter 10: Duel for the Throne.**



ZONE 3B: DOJO

COLORS

- ⬢ Yellow/Obstacles
- ⬢ Blue/Special terrain
- ⬢ Purple/Difficult terrain
- ⬢ Orange
- ☆ Red/Inaccessible terrain
- ⬢ Green

COMPONENTS

- Nobuyuki
- Hiroshi
- Tesso
- Kappa+
- Tile 7B

• OBJECTIVE •

Defeat all the enemies. When you have defeated them:

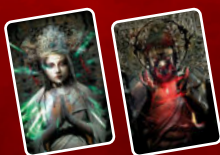
If Hiroshi is still alive: 📖 1 .

If he has been defeated: 📖 2 .

• MALICE •

At the beginning of each round, the characters are dealt 1 💧 for each malice point.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- All the kappa+ always attack with +2 🗡️ and gain +10 initial ❤️. Besides:
- The **PURPLE** kappa+ uses 1 bo and has 🐉 2.
- The **ORANGE** kappa+ uses nunchakus and attacks with +2 🗡️.
- The **RED** kappa+ uses a pair of sais and gains +1 🛡️.
- The **BLUE** kappa+ uses 2 swords and advances 2 positions in the initiative queue each round.
- During this combat do not treat wanderers as resistors with tokens in terms of priority. They are treated like any other available target.

You're in a large storage room, a dojo, surrounded by enemies. You've caught up to Nobuyuki, and the moment you enter, he points at Hiroshi.

"That's who I've been trying to catch!" he says. "The one most evil, who conspires to replace our wondrous Shōgun. These degenerates are with him. Kill them all."

He's talking to four kappa who move nimbly on their hindlegs. No armor will slow them. Instead, they each rely on their own carapace. They are wearing domino masks in four different colors: orange, red, blue, and purple, apparently to make it easier to tell them apart when they hit you.

The kappa are listening to Nobuyuki, but look for approval to an ugly half human, half rat. "Master Tesso," one of the kappa says, "is it true? Can we believe him?"

This Tesso growls back at them. "I would defend the Shōgun with my life. Starting now."

The kappa with the orange bandana yells, "Booyakasha!" and attacks.

You're afraid Nobuyuki is right about Hiroshi, but you need Hiroshi on your side right now. If you could just kill these Shōgun supporters, you might have time to think.

SECTIONS

You are alive! It feels great to have survived that battle, but you see Hiroshi's face beaming. His pleasure lights up the room, and he looks almost regal: commanding, deserving, a man who will grow in understanding and responsibility over time.

But you know better. Hiroshi is evil.

"I shall reward you," he says. "One reward now, and a second one later, when I'm your ruler."

He takes the skull he has always carried and holds it out to Takashi. Takashi's brows furrow, he hesitates, but then he steps forward to take the offered gift.

"Takashi, sir, I don't think that's a good—" Byakuei says. But Hiroshi snatches the skull back. "That skull's my life," he says. "I wouldn't last an hour without it. Did you think I would give it to you? Rather, take this. I call it the Relentless Persecutor."

He draws another skull out of his robe, similar, but smaller. It's on fire! Flames flicker all around it.

Byakuei calmly reaches for it.

"No, don't!" Hanako cries. "You'll get burnt!"

Byakuei takes the burning skull and drops it into his pack. "It didn't burn Hiroshi's things, and it won't burn ours. It's magical."

He turns back to Hiroshi. "This requires study," he says. "Tell us where to begin. And be honest for once: how evil is this object?"

Hiroshi smiles. "Examine it all you want. I don't think my feelings have rubbed off on it. I was going to use it against the Shōgun, but I think it will serve better in your hands."

**Equip the special item
card Relentless Persecutor
to a character of your choice.**



Hiroshi sighs. "You know, I always knew what to do next, usually to run from that Nobuyuki. Now...I think I'll just wait."

"We remember what you said," Takashi says. "You seek to rule Japan just as the Shōgun does."

"Worse, probably," says Akane.

Hiroshi nods agreement. "Let me know when you've taken the Shōgun down, and I'll happily take over."

"Let me say this clearly," Takashi says. "We accepted you as an ally, and thus, you came under our protection. You

will leave us now. If we ever find you again, you will die."

"You just want the throne for yourself," Hiroshi says.

"I hope I am worthy of it," says Takashi. "Any worthy person who values his citizens and wants to make the country a good place for all to live, might deserve the throne. You don't."

"As you wish." Whistling a low, perky tune, as if he has not a care in the world, Hiroshi steps through a dojo door and departs.

"I thought we were making progress, getting closer and closer to the Shōgun," Takashi says. "But I admit, I have no idea where we are now. Hiroshi went that way. Let's go this way."

He opens a door and steps outside, entering a walled-in palace garden that obviously adjoins the throne room.

👍 THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least 4 times yet, you can do it before starting the next chapter.
- Go to page 102 and follow the setup instructions for **Chapter 10: Duel for the Throne.**

2

"I felt sick, choosing between Nobuyuki and Hiroshi," Hanako says. "I'm glad they're both dead."

"The Kami may have judged us for our choice," Takashi says. "Like you, I felt bad having to cast our lot with either one. We may yet be fated to pay for how we chose."

"Plenty of bad people have some good in them," Akane says. "I try not to waste my time judging them. Anyway, they're dead! Let's move on."

Takashi smiles a guilty smile. "I suppose the Kami understand people, better than we can. Thanks, Akane."

"Do not dwell in the past, nor dream of the future," Byakuei says. "Concentrate on the present moment. With or without the blessing of the Kami, we know what we have come to do."

"Nobuyuki and Hiroshi are doing a good deed now," Akane says. "Feeding the worms." She points, and says, "Yastun Lad, skull!"

Yastun Lad runs to pick up Hiroshi's spell-casting skull, but Byakuei stops the macaque, lifting him into his arms. "That thing is tainted with evil. Let it lie." Akane nods, and calls Yastun Lad back to her.

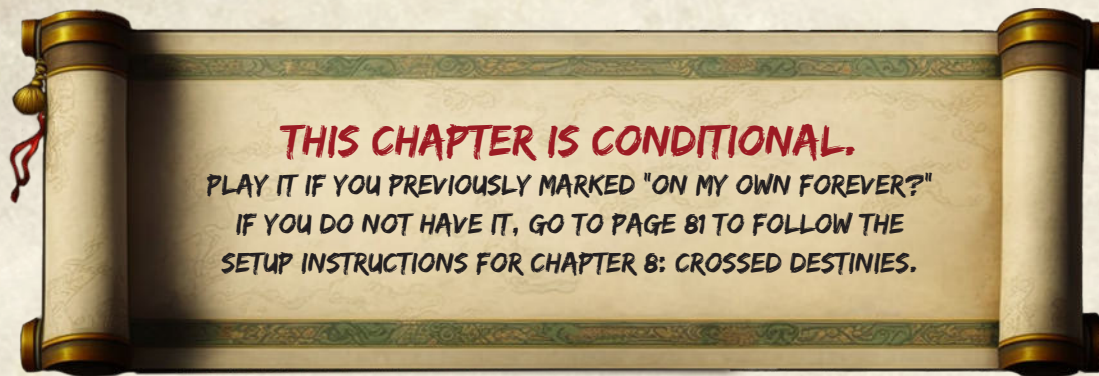
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He opens a door and steps outside, entering a walled-in palace garden that obviously adjoins the throne room.

👍 THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least 4 times yet, you can do it before starting the next chapter.
- Go to page 102 and follow the setup instructions for **Chapter 10: Duel for the Throne.**

CHAPTER 9: FALLEN HERO



There's a man in this bathing area. He's armored and has a weapon, so you certainly haven't interrupted his bath. He raises his sword the moment you enter, and prepares to attack.

"Hattori!" Takashi says. "What are you doing here? Put your weapon down. We're friends."

Hattori lowers his weapon, just a fraction. "Friends? That might have been true, once. As a 'friend,' let me warn you: I was no match for the Shōgun, and neither are you. As a 'friend,' let me tell you: lay down your weapons here. Death, from me, rather than from our tyrant, is relatively painless."

"Honored sire, what happened to you?" Byakuei asks. "I remember you well. You are a hero to our people. Are you under a curse? Can we help you?"

The ninja emits a dry laugh. "If I'm under a curse, then I put myself there. It's better this way. Shall we fight? Dying might please me, and taking a few of you with me might gain what I most desire."

"Honored one—" Byakuei begins, but Akane cuts him off. "Hattori, you've become sewer water, a disgrace for the Mountain Clan, a hero no longer. What made you cut a deal with the lowest filth? Was your heart ever true, that you stooped to this?"

Hattori swings his sword at Akane, faster than she can react. Yastun Lad jumps in front of her to take the blow. As suddenly as Hattori's sword swung into motion, it stops, an inch from Yastun Lad's head.

"There's still good in you," Takashi says. "I see it."

"Me too," Hanako says. She steps toward him, looking brave, but it's a hesitant step. "Here, take my hand. Aid us, before it's too late."

"You lying weasel!" he yells. He swings his sword up and she vaults back, not realizing that he intends no further blow. His sword pierces the ceiling, and a black dust rains down everywhere. Yastun Lad looks up curiously and takes the worst of it, sneezing and squeaking.

For a moment, none of you can see.

ZONE 1: ONSEN

COLORS

- ⬡ Yellow/
Obstacles
- ⬢ Blue/
Special terrain
- ⬢ Purple/
Difficult terrain
- Orange
- ☆ Red/
Inaccessible terrain
- △ Green

COMPONENTS

- Spawn tokens
- Tengu+
- Tile 9B

**STARTING
LOCATION
OF THE
CHARACTERS**

9B

• OBJECTIVE •

Defeat Hattori.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- Hattori is an enemy of the characters.

• SECTIONS •



2.

The dust dissipates. Hattori is gone. Where he stood, there are now nasty tengu, dressed, for some reason or other, in red robes. Finding Hattori and the Shōgun will have to wait until you have dealt with these tengu.

SECTIONS

1

Consequences:

- Place interaction token **A** on **PURPLE**.

2

There is a mechanism here that you can activate to open a door into the fortress.

You can repeat this interaction as many times as you want, spending 1 each time.

Perform a (4) test

Perform a (4) test

- **1 or less successful rolls:** No effect. Do not remove A.
- **2 successful rolls:** The mechanism activates. Place the door 1 token (open) in the wall adjacent to **PURPLE**. Go to page 97 and follow the setup instructions for **Zone 2: Interior fortress**.

Hoping you are on Hattori's trail, you press deeper into the fortress.



ZONE 2: INTERIOR FORTRESS



• OBJECTIVE •

Defeat Hattori.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •

7 1.

2.

After killing those tengu (what a nuisance they were!), you try to guess which way Hattori went. What you find in the next room are angry, wounded kachi.

You all think the same thing: Hattori came through here, hardly slowing, the battle over so quickly. He had been a highly respected ninja, but what was he now, and why? You'd better put these kachi out of their misery.

SECTIONS

1

The door opens into a new room.

Those kachi were tougher than they looked. Hurry, on to the next room!

Consequences:

- Go to page 98 and follow the setup instructions for **Zone 3: House**.

2

It looks like Hattori had concealed a weapon here.

Consequences:

- Draw 1 level 5 weapon for the ninja class.

ZONE 3: HOUSE

COMPONENTS



Spawn tokens

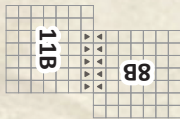


Kabuki demon+

Tile 11B

COLORS

- Yellow/
Obstacles
- ⊗ Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- ☆ Red/
Inaccessible
terrain
- △ Green



• OBJECTIVE •

Chase Hattori.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SECTIONS •

5 1.

6 2.

6 3.

"I see you've caught up with me," Hattori says. "I like the odds a little better here. This room will be my grave, or yours."

He now has reinforcements: Kabuki demons who advance at you in their stylized ways, while Hattori himself disappears after using a smoke bomb.

Did you track him down, or did he set this trap for you? If you can defeat Hattori without killing him, and also get rid of these annoying demons, maybe he'll tell you what has bewitched him. The room is full of odd objects and patched flooring. Are there traps here? Look out.



SECTIONS

1

While you are trying to open the door, you trigger a trap.

Consequences:

- You are dealt ★★✱.

2

You approach the fire cautiously.

Perform a 🐿 (4) test

👍 **Success:** Actually, it is not fire, but a strange optical effect. There is a lever below it. When pulled, it makes a strange sound and you hear a similar sound coming from a nearby wall.

Consequences:

- Place door 6 on **GREEN**. Remove B.

🗨 **Failure:** You should search more thoroughly.

Consequences:

- Do not remove B.

3

Through here, you can reach a new place: the rooms of the renegade ninja. However, you discover a mechanism that will close the door quickly after you open it.

Consequences:

- You can only activate this door if all the characters are in this zone and there are no enemies in it.
- When the above is true, interact with the door. Go to page 100 and follow the setup instructions for **Zone 4: Dojo**.



ZONE 4: DOJO

- COLORS**
- ⬡ Yellow/
Obstacles
 - ⬢ Blue/
Special terrain
 - ⬢ Purple/
Difficult
terrain
 - Orange
 - ☆ Red/
Inaccessible
terrain
 - △ Green



COMPONENTS



Spawn tokens



Hattori

Tile 7B

• OBJECTIVE •

Defeat Hattori.

When you have defeated him: 📖 1.

• MALICE •

Each round, add 1 🌸 to Hattori's attacks for each malice point.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



SECTIONS

1

If you previously marked *"Bearer of bad tidings"*: 📖 2.
Otherwise: 📖 3.

2

Hattori is near death. Akane and Hanako carry him into the adjoining storage room, where he can lie more comfortably.

"I thank the Kami," Hattori says, "for bringing me this death. I've done all I could, and the Shōgun promised me to keep her alive. If you ever see my wife...you'll know her. A wonderful woman. Bright yellow dresses, she always wore yellow, and her necklace holds the kamon of my clan in a light yellow, lighter than her dress. Tell her...tell her..." "That kamon!" Takashi says. "I'm so very sorry. We know she's dead."

"You lie. Or you guess."

"We saw her body, in her bright yellow dress," Hanako says. She bursts into tears, and she can hardly get the next words out. "Her necklace bore the kamon of your clan. She died in a horrible way."

Hattori's body goes tight. His eyes bulge, his tongue swells and sticks out. You all think it's his moment of death, but he gets his breath back and manages to speak. "That cursed Shōgun. I curse him. He promised to protect her in return for my service. May he suffer eternal pain. I hate him, hate him..." Byakuei places a hand on Hattori's frigid brow. "Calm, good soldier of peace. Calm. Enter your next life in acceptance. May your next fate be much finer than this."

Hattori relaxes, and his body begins to collapse. "Calm, yes," he says. "Beware of the Shōgun's right hand monster, the daimyo. The Shōgun probably played him, even as he played me. You'll recognize him. He's the father of a...of a friend of ours." He looks questioningly at Byakuei, who is smiling quietly down at him. He grimaces, and manages a few last words. "Peace...calm...but I hate him!"

Mark **"The mountain resists."**

"I thought we were getting closer and closer to the Shōgun," Takashi says, "but I admit, I have no idea where we are. Let's go this way."

He opens a door and steps outside, into a walled palace garden that adjoins the throne room.

👍 THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least 4 times yet, you can do it before starting the next chapter.
- Go to page 102 and follow the setup instructions for **Chapter 10: Duel for the Throne.**

3

Hattori is very badly wounded. Akane and Hanako carry him into the adjoining storage room, where he can lie more comfortably.

"I thank the Kami that I will die," he says. "Forgive me for what I did to you. I offered myself to the Shōgun so that my

wife would live. He promised me she would have a good life, but I have not seen her".

"Not the best bargain, I think," says Byakuei.

"Maybe so. But I bought something precious for her: a free, protected life. If you ever find my wife, tell her...tell her..." He breathes with difficulty. "...I served the Shōgun so that she could live."

"How will we know who she is?" Akane asks.

The question throws Hattori into confusion. His body thrashes, and Byakuei tries to calm him.

"She wore...necklace, symbol of Mountain Clan...always... yellow dress," the ninja says. Once more, he says, "Yellow dress," before he dies.

In death, his body relaxes. Akane gently closes his eyes.

"I hope we shall never see her," Byakuei says. "A bargain with the Shōgun? That tyrant would take pleasure in breaking any bargain."

"I thought we were getting closer and closer to the Shōgun," Takashi says, "but I admit, I have no idea where we are. Let's go this way."

He opens a door and steps outside, into a walled palace garden that adjoins the throne room.

👍 THE CHAPTER ENDS IN SUCCESS

- If you are playing in Yomi Mode and you haven't fought against the Shinigami at least 4 times yet, you can do it before starting the next chapter.
- Go to page 102 and follow the setup instructions for **Chapter 10: Duel for the Throne.**



CHAPTER 10: DUEL FOR THE THRONE

From this walled garden, a path leads to the door of the throne room. It is lined with stones cut in geometric shapes and shrubs that shine in many colors, blue, gray, green, and purple.

There's just one person here. Tomoe is shackled tightly to a wall.

When she sees you, she becomes agitated.

"No, no, go away! Go back the way you came! Go at once, or all of you will die."

"There's just one thing wrong here," Byakuei says. "The flower of Japan in chains."

He's consumed with fury, more angry than you have ever seen him. Seizing his weapon, he lurches forward and smashes the chains that hold Tomoe captive, while she screams at him to get away and leave. When one chain breaks, he grabs the other with all of his arms and yanks it out of the wall.

"You have accomplished nothing," she says. "My father's coming, and he will kill you."

"Is he in chains, a captive as well?" says Byakuei. "Let him come. We will kill his jailers and set him free."

"Oh, you do not understand," she says. "He is the Shōgun's daimyō!"

You suspected as much, but still, her words shock you. You understand her fear, and you feel deeply unsettled. The Shōgun is something of a known quantity. You have fought him before. But the daimyō...the tales of his ferocity, his cold-hearted tortures, his countenance before whom all fall away in fear...could that be Masaru Teshigawara, Tomoe's noble father, the brother of the last emperor?

"I have read my father's diary," Tomoe says. "My father, that good man, fell in love again, and his love gave the Shōgun a way to steal his heart. And of course, a man like him, so deeply good, could be turned into the worst kind of evil. No one has faced the daimyō in battle and survived, and now it's too late. He comes!" You hear the loud footsteps. A door opens, and a man steps through. He's heavily armored and well-armed, and his eyes, which once sparkled with intelligence and warmth, now radiate an inhuman iciness, which chills you to the bone.

"Ungrateful daughter, what have you done? Must I chain you again myself?"

The daimyō turns from his daughter and gives you his full attention.

"Aha, my nephew!"

He smiles. The effect is horrific, like the smile of a cobra before it bites. "The Shōgun will be delighted when I offer him your severed head. No one else will ever see you again, and the line of the emperor, from father to son, will be fully destroyed."

"Where's your horse, old man," Hanako says. "Don't you need to terrify us by riding on your horse?"

The daimyō raises his hooked naginata, to swing it and remove her head.

Before he can attack, Tomoe dashes forward and plants herself in front of you, spreading her arms wide. "Kill me first, father," she cries.

He grabs her instead and hurls her behind him, against the wall. She rises unsteadily, her ear and lips bleeding.

The daimyō wears a wooden whistle around his neck. He raises it to his lips and blows a high-pitched, discordant sound. A strong whinny answers the sound. You hear a horse galloping. The hoofbeats pause, as it jumps the wall; graceful in mid-air it lands and turns effortlessly to face you.

The hoofbeats pause, as it jumps the wall; graceful in mid-air it lands and turns effortlessly to face you. The daimyō springs into the saddle with ease, despite the weight of armor. He must have the strength of many men.

"Down there, you look like ants to me," he says. "Ants will consume the shreds of flesh that I leave on your bones."

His horse rears, and you draw away from its menacing forelegs. The daimyō raises his weapon high.

Akane signals to her pet. Yastun Lad scrambles to the right, while she moves quickly to the left, spreading out the daimyō's targets, causing the briefest moment of confusion.

"Tomoe," Akane says. "We are stronger in combat than you imagine. How can we help you?"

"If he does not kill you all, can you knock him out? Please," Tomoe says. "Knock him unconscious? I can hold him and pray for him if you do."

It's now or never.

• OBJECTIVE •

Defeat the Daimyō to enter the throne room. When you have defeated the Daimyō: 📖 1.

• MALICE •

It is cumulative.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• COMPONENTS •



Starting location
of the characters



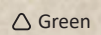
Tomoe



Daimyō

• SPECIAL RULES •

- Tomoe is considered a character's ally, use her wanderer board.
- The Daimyō doesn't consider Tomoe a target.
- When the Daimyō has 10- ♥, a character may ✂ and if the result is a critical hit (🔴) will leave him unconscious without killing. Leaving the Daimyō unconscious is the same as defeating him.



ZONE 1: DARK FORTRESS

SECTIONS

1

If the Daimyō is dead: 📖 2.

If the Daimyō is unconscious: 📖 3.

2

The daimyō's horse stands near its rider's corpse, rearing and threatening you with its hooves when you try to approach. After such an epic struggle, how will you find the strength to face the Shōgun?

Tomoe holds her dead father in her lap, ignoring the strong taboo against a samurai touching the dead, cradling her father's head. Tears pour from her, wetting his face. Then, watching you, defiant, she methodically removes the daimyō's armor and takes it into her arms. "His equipment is powerful. It would surely have protected you from the Shōgun's attacks. I will never let you have it."

You tried so hard to do as she asked, but there's no excuse you can offer.

Tomoe rises to her feet, still holding her father's armor. "Kami, hear me this one time. Deal all possible harm to my father's murderers, Akane, Byakuei, Hanako, Takashi, and even Yastun Lad: I call them murderers! Deal justice to them and their miserable macaque. I served you well in my time. Grant me this."

Tomoe's curse is a dismal blow. Whatever the Kami will do, you must bear it and fight the Shōgun as well. Are you up to this? You wait, wondering whether the Kami are listening, and what sensation you will feel.

After a few moments of utter, empty silence, the sun dims in its cloudless sky, and everything in the garden becomes shaded in gold, as in a late afternoon sun. The sun brightens to an almost unbearable, tenacious light. You all risk a look, not directly at the sun, but beside it, and you see them. The Kami are looking down at you: Amaterasu, Dosojin, Hachiman, and others. You all feel a deep, refreshing stream of vitality filling your bodies, wiping away all hurt and exhaustion. You feel different! Now you can face the Shōgun.

All the characters regain all their ♥ and their ♀; if any character was defeated, they come back to life with all their ♥ and their ♀.

Tomoe sees the Kami as well. She sees the tiredness drain away from you, and sees you stand tall. She bows her head. "The Kami have shown me the error of my ways. You deserve to free all of Japan, if you can. Takashi, I hail you as our future emperor, and I hope you survive this battle. But I shall have my revenge!" She picks up her father's naginata. She points to the entrance of the throne room. "Go ahead. Walk in there. I'll be right behind you."

"Until the last flower falls," Takashi says.

His remark has a peculiar effect on Tomoe. Her face tightens as if she wishes to conceal a powerful emotion.

Tomoe's face remains grim, but every muscle of her body reflects an intense inner struggle.

Takashi walks across the room to open the door. There is confidence and certainty in his steps. He has grown in this short time of challenge and conflict. Hanako, Byakuei and Akane bow, acknowledging the emperor-to-be. Even Tomoe bows to him.

You enter the throne room, leaving Tomoe, greatly injured by her father's death, behind. The Dark Shōgun's magic seals the door behind you. There's no escaping this duel to the death. But you can hear Tomoe's sobs and hopeful laughter. Despite the enormous hurt she has suffered, she will pray for your success.

Consequences:

- Go to page 106 and follow the setup instructions for Zone 2: Throne Room.

3

The daimyō's horse stands near its rider's body, rearing and threatening you with its hooves when you try to approach. After such an epic struggle, how will you find the strength to face the Shōgun?

Tomoe holds her father in her lap, cradling his head, caressing his face. Even in this state you fear him, and the last thing you want is for any of her caresses to wake him up. "Do not fear," she says. "He's no longer a threat."

She bows her head, closes her eyes, and prays. "Kami, hear me this one time. Awaken and remove all harm from Akane, Byakuei, Hanako, Takashi, and even Yastun Lad. I have served you well! Grant me this."

After a few moments of disheartening silence, the sun dims in its cloudless sky, and everything in the garden becomes shaded in gold, as in a late afternoon sun. The sun then brightens to an almost unbearable, tenacious light. You all risk a look, not directly at the sun, but beside it, and you see them. The Kami are looking down at you: Amaterasu, Dosojin, Hachiman, and others. You all feel a deep, refreshing stream of vitality filling your bodies, wiping away all hurt and exhaustion. You feel different! Now you can face the Shōgun.

All the characters regain all their ♥ and their ♀; if any character was defeated, they come back to life with all their ♥ and their ♀.

Tomoe points with a wave of her head. Leave my father to me. I must get him to a shrine, away from all this evil, where his healing can begin."

She removes his breastplate, exposing his wounded chest. "Do you really have hopes of defeating the Shōgun? Just open the door behind me. The fate of all Japan is in your hands." She shudders. "Or perhaps, the fate of Japan is already in his."

Takashi walks across the garden to open the door. There is confidence and certainty in his steps. He has grown in this short time of challenge and conflict. Hanako, Byakuei, and Akane, and even Yastun Lad bow, acknowledging the emperor-to-be.

You follow him into the throne room. The Dark Shōgun's magic seals the door behind you. There's no escaping this duel to the death.

Consequences:

- Mark "***Sakura's redemption.***"
- Go to page 106 and follow the setup instructions for **Zone 2: Throne Room.**



ZONE 2: THRONE ROOM



COLORS

- Yellow/
Obstacles
- ⊠ Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- ☆ Red/
Inaccessible
terrain
- △ Green

COMPONENTS



Spawn tokens



Characters

Big tile

• OBJECTIVE •

Defeat the Dark Shōgun.
When you have defeated him: 📖 10.

• MALICE •

At the end of each round, the Shōgun regains
as many ♥ as the current malice points.

• ADD THE FOLLOWING CARDS TO THE ORACLE DECK •



• SPECIAL RULES •

- Play with the Shōgun's AI deck (B).
- **The Shōgun's orbs:** Place 2 resistance tokens on each spawn token; representing the orbs.
- Characters can attack the spawn tokens. Each time they are attacked, remove 1 resistance token.
- If an orb loses all its resistance tokens, remove it from play.
- Each time you remove 1 orb, remove 1 negative condition from each character and all the them regain 2 ♥.
- **YELLOW** orb: While it is active, the Shōgun regains 6 ♥ at the beginning of each of his activations. Instead, if the Shōgun can't regain all the ♥ granted by this effect, add 1 resistance token to all the orbs in play.
- **RED** orb: While it is active, the Shōgun attacks with +2 ⚔️.
- **ORANGE** orb: While it is active, the Shōgun gains +2 ♠️.

The Shōgun sits upon his throne, wearing an expensive red robe. His bald, white head and strong white hands suggest a living corpse more than a human. But his great smile, as he opens his mouth to reveal his teeth, large, even and reddish, leave no doubt: he is, or was, a real person.

His smile turns into a frown when he sees Takashi. "Where's my daimyo? I told him to bring me your head. Only your head! I have no use for your body. The damn fool must be out with his army, disemboweling every one of your nice little clan troops in the forest. All my troops are pursuing them. They won't last long."

You're delighted to hear that the clans' feint worked so well, and you hope they have prepared good hideouts where they can defend themselves. You examine this massive room that the Shōgun claims for his own. Almost half of it is a shrine. There are pillars in the corners, and the Shōgun sits on his garish throne, at one side. The throne itself is simply constructed of metal-faced stones to support the tyrant's considerable weight.

There are many incense jars at the rear of the shrine, but no statue.

The Shōgun notes you looking at his shrine. "Yes, that's where I worship myself. I've never found anyone worthy to be my high priest. Well, when my daimyo gets back, I shall ask him to remove one of Tomoe's fingernails, one each day, for ten days, in any order he chooses. That should suit them both."

"You had better understand," Akane says. "We defeated the daimyo, we defeated Keiko as well, and we shall defeat you. Any wards that Keiko and her creepy sister prepared to protect you here are gone."

"What? Keiko dead?" The Shōgun is startled. You're pleased to note his discomfort. "Is that some stupid lie? I hadn't noticed anything...wait..." He gazes briefly behind you. "You're right. Well done, I must admit."

The Shōgun regains his composure. He smiles, if you could call it a smile. His open mouth appears, every moment, to

be a devouring maw. "Why are you here? You know I'm immortal. Do you plan to kill me a thousand times? I toyed with you last time. And after you die, I shall take special notice of every member of your four clans. I shall choose a horrible death for every person who belongs to them: your men, your women, and your little babes will feel utter pain. "Akane, Mountain girl, I give you a choice: Would it pain you more to see your pet sliced to pieces, or would you prefer to know that your pet still lives and slobbers over your corpse?"

"We are not here to trade words," Takashi says. "You have usurped the throne. You have killed our people and made everyone suffer. I call upon you to accept death, for that is what you deserve. Kneel now, and yield."

"Oh, you want the throne. Oh, you think you're entitled to it because people tell you that you were born to it. Oh, you poor fool, I enjoyed killing your father, and I will take the greatest pleasure in killing his only child. The emperor's line ends here."

Takashi stares calmly back. "I hope to be worthy of the throne. You were not. We have a just cause, and have come to this room unscathed, because the Kami are on our side."

The Shōgun roars with laughter. "The Kami are on your side? Let me tell you, I do not take orders from the Kami. The Kami take orders from me. I'll allow no one to worship them; they will disappear when I tell them to. Except, perhaps, I'll ask the Shinigami to remain, for under my rule, your people will always wish to die. I'll be ruling your pitiful land for thousands of years, while you are born and reborn as a pig, as a roach, as pond scum."

The Shōgun jumps up, and as he does, a ripple of force drives you back. His armor appears out of nowhere, covering him with protection and pointed spikes from head to toe, and his monstrous long sword appears in his hand. "Die! Every one of you. In pain."



SECTIONS

1

The Shōgun opens his arms wide, swinging his sword far to the side. He cocks his opposite thumb behind him, and smoke pours out of the many pots on the shrine, quickly darkening the entire room. It's not exactly smoke. You can see through it, but you feel as if you're pushing it out of the way when you move.

Consequences:

- The characters and their allies get -2 movement points from their  actions.

2

Nobuyuki jumps through a window on your left, landing catlike on his feet. "Looks like you can use a little help," he says. "This is payback for helping me with Hiroshi."

Consequences:

- Place Nobuyuki's miniature adjacent to **RED**.
- Add Nobuyuki's card to the initiative queue as an ally.

3

The door remains locked, but something impossible strides through it into the room. You saw him die, but still, it looks like Hattori. The ninja's body is covered with the wounds you gave him, and his clothes are bloodstained. He shouts at the Shōgun, full of rage. "You...tricked me. You...killed her. I'm here to make sure you die, once and for all."

The Shōgun had looked puzzled when you entered the throne room. He sounds a lot more puzzled now. "I felt you die, stupid mortal. You're dead. Begone!"

"Yes, I died. The Kami would not resurrect me, for I dishonored myself by serving you. But my soul, my once brave soul that I dirtied in your service, was worthless to me, so I sold it to the Shinigami for one last breath to defeat you."

The Shōgun smacks his head in frustration. "Shinigami... I thought to leave you untouched, but I shall banish you with the other Kami for this!" He holds out his palm to Hattori. "Noble Hattori, you can serve me, even now. I gave your wife protection. I know not how she died."

"You are the king of liars. I will never believe you, now, or ever again. Taste my sword!"

Consequences:

- Place Hattori's miniature adjacent to **ORANGE**.
- Add Hattori's card to the initiative queue as an ally.

4

The Shōgun immediately moves adjacent to Nobuyuki in the fewest possible moves and says, "You are not worthy to enter this combat, meddling outsider." The tyrant casually beheads Nobuyuki.

Consequences:

- Remove Nobuyuki's initiative card and miniature from the game.

5

You hear an approaching horse, and you turn to face the entrance that leads back to the gardens. The seal that closed the doors breaks, and they open. The daimyo enters, riding his horse, bare-chested, covered with scars. He carries Tomoe's limp, inert body in his arms.

"Well done, my servant," the Shōgun says. "I will punish you for failing to kill these insects in the garden, later. Drop your burden and help me finish them off. They are more annoying than I expected."

The daimyo looks grim. "It is time to finish, that is true. But I think Tomoe, of MY Sakura Clan, has something to show you."

There is something unexpected about the daimyo's voice that puts the Shōgun on his guard. He raises his sword, too late.

Tomoe is alive! Place Tomoe's miniature adjacent to the Daimyo's. In one agile move, she arms her bow and fires an arrow, point blank at the Shōgun, piercing his head.

In a rage for the insult of this treason, the Shōgun brings his sword down in one swift stroke, with such brutal force that he splits the daimyo's unprotected torso in two. Then he smiles at Tomoe, his face stained with the daimyo's blood.

"Nice bowshot. You will be the last to perish, little flower." "After you," she says. "The Shinigami can hardly wait to receive your corrupted corpse."

Consequences:

- Roll the attack  with , with a roll of  against the Shōgun.
- Place Tomoe's miniature adjacent to the Shōgun, an ally.
- Añade la carta de Tomoe a la iniciativa. Tomoe no es un objetivo válido para el Shōgun hasta que se indique lo contrario.

6

Hattori's agreement with the Shinigami, to sell his soul in order to join this battle, was of short duration. His body is disintegrating, disappearing, turning into sparks that twinkle in the air and sink underground. At the last possible moment, you hear his words: "Finish this, do it for her."

Consequences:

- Remove Hattori from play.
- If you previously marked "**Sakura's redemption**", keep reading.

Hattori says more, but his words come from deep below, as he returns to the Shinigami. "It was an honor to fight with you, brave lady. I will never forget our days together, nor your elbow that almost broke my nose."

7

The Shōgun says, "I have grown tired of your presence, little flower. I am going to eliminate you like the others, your father, and your uncle."

Consequences:

- From now on, Tomoe can be chosen as a target by the Shōgun.
- If Tomoe is defeated, the Shōgun regains 15 ♥.



The Shōgun raises his other arm. Spectral figures, damned souls, emerge from his body and spread throughout the room. He looks upward and cries, “Kami, you are MINE!” The souls flying out from the Shōgun’s arm are irremediably attracted into the Relentless Persecutor, where they disappear.

Consequences:

The holder of the Relentless Persecutor regains all their ♥ if they haven’t been defeated; if the holder of this item was already defeated, they come back to life with 1 ♥; add their card to the initiative queue.



You feel it: an emptiness around you, a sense that the tiniest step in any direction will make you fall all the way to hell, because there will be no Kami to support you. “The Kami will no longer help you, little vermin,” the Shōgun says. “They are mine to command, until they lose interest and leave.”

Consequences:

During this round, you can’t activate any Kami skills (including the Kami Mode). If any character has the Kami Mode active, they are defeated immediately.



Unlike the Demon Hunter, the Shōgun does not have a sphere of fire with which to attack the entire world as he dies. The moment that the Shōgun expires, the Kami, who are truly on your side, ensure that you are all alive and healthy, even Tomoe.

Byakuei grabs Akira’s amulet, steps up quickly, and brings it to the Shōgun’s mouth to catch his last breath and the soul in it.

As it slips into the amulet, the Shōgun’s soul emits a blood-curdling scream. You hear a few last words in the tyrant’s voice: “I live, I live! As soon as I get out of here—”

“—And that will not be for a long time,” Byakuei says. He produces a secure case for the amulet. “We shall bring it to a safe place.”

THE CHAPTER ENDS IN SUCCESS

Congratulations! You have completed Harakiri: Blades of Honor.

Enjoy your victory and read the end of the adventure.



THE END

News of the Shōgun's death spreads quickly, and all of Japan is suffused with joy. Everyone wants to celebrate the heroes, but for a short time, you stay in the shadows. Tomoe remains behind to pray for her father.

You travel to Hikaru's monastery. Hikaru has been preparing a vault, extremely well-guarded with machines of war, spells, and prayers, where the Shōgun's soul might be contained and remain undisturbed.

You visit Jirōbō's grave and honor him for his part in the Shōgun's overthrow. Then you travel on, coming in secret to Master Bubashi's home. The old man is frail, but he is so glad to see you that he plays the part of host very well. Mochizuki joins you there. She wears a yellow dress, just as Hattori's wife always did, to honor that woman, and her ophidians cling to it precariously. Together, you recount your long travails, and the many times you had only a thin thread of hope.

"Why have you been so secret in your recent travels?" Bubashi asks. "Is it not time to enjoy the pride of our people?"

"Tell him!" Hanako says, nudging Takashi.

"In truth," Takashi says, "I've looked forward, for years, to the day when I might be the honest and proper ruler of Japan. But who am I to rule? I have been an adventurer, a killer of yōkai, a wanderer among our cities. Do I really deserve to sit upon the throne and render justice and fairness to our people?"

Master Bubashi takes up a candle. Slowly and thoroughly, he examines Takashi from head to toe. "When you were young, was all your time taken up with weapons, with warfare, with preparations for battle?"

"Mine certainly was," Hanako says.

"I'm afraid I spent much time on other matters," Akane says.

"I studied and studied," Byakuei says. "By the grace of the Kami, I also learned how to wield weapons with all my arms, in battle."

Takashi smiles. "You have made me remember matters long forgotten: As a boy, I never practiced my weapons enough. My tutors were always after me: 'hit this,' 'smash that.' But I loved the throne room. I spent hours underfoot as a little boy, hearing my father give judgment, plan the proper amount of taxes, convince messengers of the rightness of his responses. When I was ten, my father consulted me on his decisions. Was this choice correct? Was that?"

"He actually let you decide what to do?" Hanako asks.

Takashi laughs. "Of course not. I would guess what was right, and he would show me the error of my ways."

"You see," Master Bubashi says, "You have been taught peace, and you have learned war. You are ready. Arise, accept the honors from your people."

Takashi was recognized as the country's ruler at once, but he ruled two months before the formalities could be prepared. The entire country was recovering from the Shōgun's savagery, but time was found to weave suitable garments, repair government buildings, and create all the implements of festivity that a coronation requires.

Takashi, Hanako, Byakuei, and Akane (who seemed to have gained some weight) appeared before 100,000 people at the Whispering Assembly Rocks, an outdoor amphitheater near Edo, where a single person, talking into a "speaking pipe," could be heard clearly by everyone. Ministers and monks gave respectful speeches that wearied the crowd. They were here for one reason!

Eventually, Takashi rose and accepted the crown. The crowd's roar was deafening, and it went on for some time. People stamped their feet, and threw their hats in the air. Everywhere, people smiled, something they had rarely done during the tyrant's occupation.

When the jubulations died down, Takashi took up the speaking pipe. "My friends, I hope to rule you justly, and I shall not be al—."

Once again, the crowd's roar was deafening.

Takashi waited for them out with a kind smile, and he spoke again. "I shall not be alone. We shall rebuild, all of us together, and even mo—."

Again, Takashi waited for the crowd's happy acclamations to cease. "Even more, I know you will be happy to know how I will share the throne."

There was puzzled murmuring now. What was he talking about?

Again, Takashi waited for quiet. "Among the heroes who brought us victory, I name Akane, who has consented to wed me. As you can see, she will soon bear our child who might become the next ruler of Japan. She will be our empress."

The crowd went wild again. Some say that their cheering never stopped.

PART 4: STANDALONE SCENARIOS

This part contains 10 standalone scenarios. The starting level, and Kami affinity of characters is specific to each scenario, and is outlined in each scenario setup section.

To play a standalone scenario, resolve the following steps.



1. Choose 4 characters of different classes.
2. For the samurai character, place a cube, representing an attribute point, in . For the ronin character, place a cube in . For the monk character, place a cube in . For the ninja character, place a cube in . Then, for each level characters have beyond the first, follow the steps indicated in the "Level Increase" section in page 18 of the Exploration Phase Rulebook up to the level indicated in the setup. The setup will also grant an specific amount of for the common supply.
3. Choose 1 initial Kami card for each character and place it next to their player board.
Players who selected characters from the Wrath of Gods expansion skip this step.
4. Find the lowest of any character and the highest of any character. Find the market cards without

the keyword special whose level is within this range and shuffle them into a facedown pile next to the main board to form the market deck. Reveal 12 cards from the pile. Characters may buy any number of the drawn cards, paying their cost, and distributing them among their supplies.

The limit of 3 permanent items, and 5 total items per character (excluding items with the special keyword) still applies.

5. Place the blacksmith cards matching the character class and up to their level next to the player board. Characters may choose 1 weapon and 1 armor and add it to their supply.

Characters may buy additional weapons, by spending money from the common supply.

The limit of 2 weapons and 1 piece of armor still applies.

SCENARIO 1: THE LAST FRONTIER (1)

• OBJECTIVE •

Defeat all enemies.

• MALICE •

If malice reaches 6,  4.

• CHARACTER LEVEL •

1

• AFFINITY LEVEL •

3

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 100 .

• SPECIAL RULES •

- Throughout the scenario you will overcome waves that you will have to resist.
- A wave ends when there are no enemies left on the board. At that moment, read the corresponding section indicated below.

• ORACLE DECK •



• SECTIONS •

- At the end of wave 1  1.
- At the end of wave 2  2.
- At the end of wave 3  3.
- At the end of wave 4, the scenario ends in success.

SECTIONS

1

Consequences:

- Place 2 goryō on **ORANGE**.
- Each character regains 1 .

2

Consequences:

- Place 2 jikininki on **PURPLE** and 2 jikininki on **YELLOW**.
- Each character regains 2 .

3

Consequences:

- Place 1 shikome on **RED**.
- Each character regains 3 .

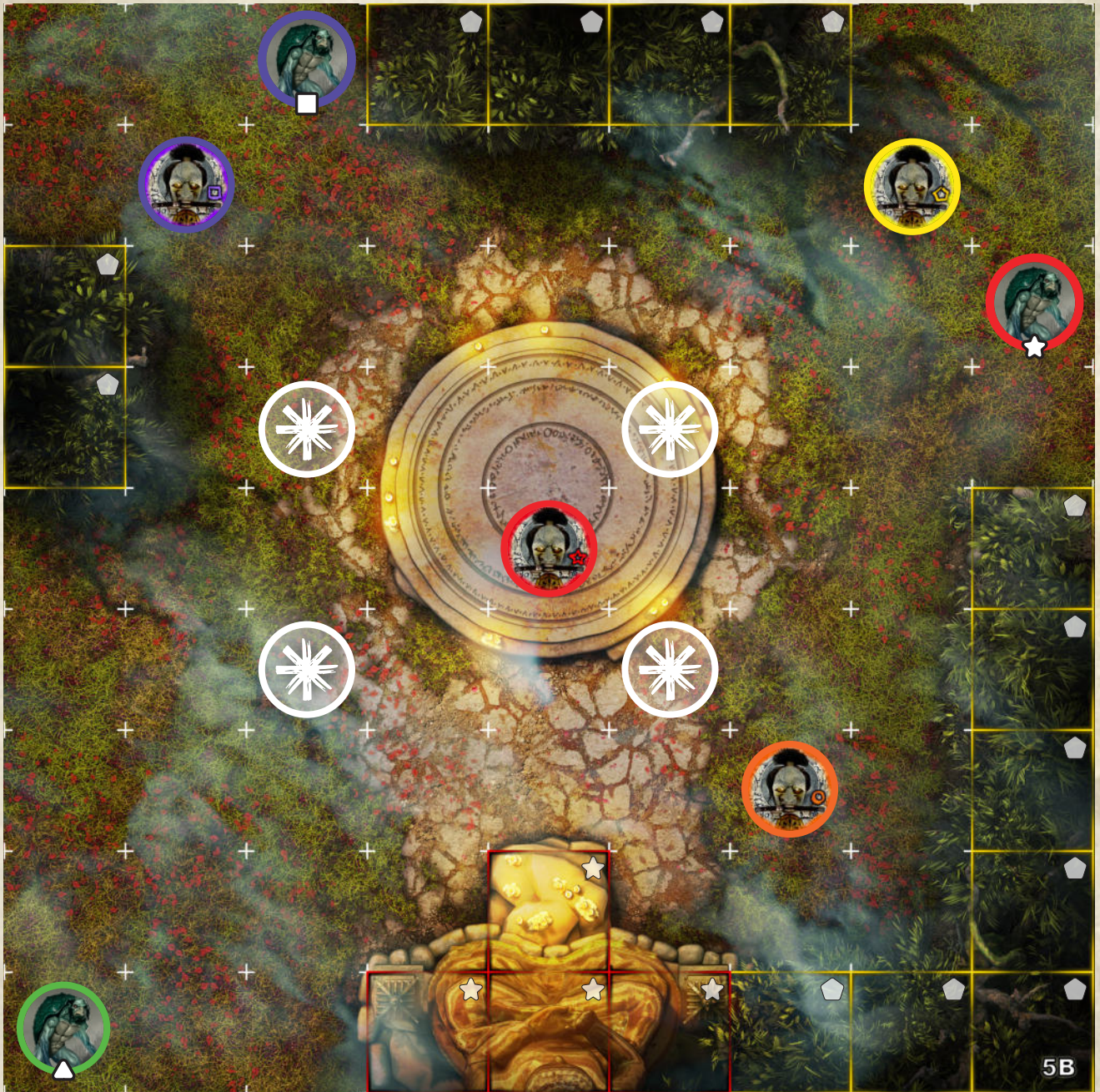
4

You have taken too long to defeat the enemies and it looks like they have managed to storm the building... you have failed.

 **THE SCENARIO ENDS IN FAILURE**



ZONE 1: FOREST



COMPONENTS



Spawn tokens



Starting location
of the characters



Kappa

Tile
5B

COLORS

Yellow/
Obstacles

Blue/
Special Terrain

Purple/
Difficult Terrain

Orange

Red/
Inaccessible Terrain

Green

SCENARIO 2: THE LAST FRONTIER (II)

• OBJECTIVE •

Defeat as many enemies as possible.

• MALICE •

If malice reaches 6,  5.

• CHARACTER LEVEL •

3

• AFFINITY LEVEL •

3

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 130 .

• SPECIAL RULES •

- Throughout the scenario you will overcome waves that you will have to resist.
- A wave ends when there are no enemies left on the board. At that moment, read the corresponding section indicated below.

• ORACLE DECK •



• SECTIONS •

- At the end of wave 1  1.
- At the end of wave 2  2.
- At the end of wave 3  3.
- At the end of wave 4  4.
- At the end of wave 5, the scenario ends in success.

SECTIONS

1

Consequences:

- Place 2 kabuki demon on **YELLOW** and 2 kabuki demon on **PURPLE**.
- Each character regains 1 .

2

Consequences:

- Place 2 onryō on **BLUE**.
- Each character regains 2 .

3

Consequences:

- Place 2 akaname on **RED** and 2 akaname on **YELLOW**.
- Each character regains 3  and 1 .

4

Consequences:

- Place the daidarabotchi on **ORANGE**.
- Each character regains 4  and 1 .

5

You have taken too long to defeat the enemies and it looks like they have managed to take the beach... you have failed.

 **THE SCENARIO ENDS IN FAILURE**



ZONE 1: BEACH AND ONSEN



SCENARIO 3: THE LAST CONFINEMENT (III)

• OBJECTIVE •

Defeat all enemies.

• MALICE •

If malice reaches 6, 5.

• CHARACTER LEVEL •

5

• AFFINITY LEVEL •

6

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 100 .

• SPECIAL RULES •

- Throughout the scenario you will overcome waves that you will have to resist.
- A wave ends when there are no enemies left on the board. At that moment, read the section indicated below.
- The razed city tokens symbolize open windows through which it is possible to make ranged attacks.
- Place 4 resistance tokens on each door (7 and 8 form a single door. 1, 5, and 6 also form 1 door.). Remove 1 resistance token per attack. Once the door loses all its resistance tokens it is opened.

- By spending 3 1 closed door regains all its resistance tokens.

• ORACLE DECK •



• SECTIONS •

- At the end of wave 1 1.
- At the end of wave 2 2.
- At the end of wave 3 3.
- At the end of wave 4 4.
- At the end of wave 5, the scenario ends in success.

• COMPONENTS •



Spawn tokens



Aoandon



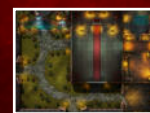
Door open
Door closed



Resistance
tokens



Broken
Window



Big tile

SECTIONS

1

Consequences:

- Place the Sumosapo on **RED**.
- Each character regains 4 .

2

Consequences:

- Place Tesso on **GREEN** and the Undertaker on **PURPLE**.
- Each character regains 4 and 1 .

3

Consequences:

- Place 2 shikome on **ORANGE** and 2 tengus on **BLUE**.
- Each character regains 5 and 1 .

4

Consequences:

- Place the red Oni on **GREEN**, 3 Ashigaru+ on **RED** and 3 kachi+ on **PURPLE**.
- Each character regains 5 and 2 .

5

You have taken too long to defeat the enemies and it seems that they have managed to storm the palace... you have failed.

THE SCENARIO ENDS IN FAILURE

[illegible]

△ Green

SCENARIO 4: A MATTER OF HONOR

The melancholy light of this tavern named Turoki is reflected in few eyes: your group of four, the innkeeper, and few others. What brought you here were the last words of Oroshe, the most loyal warrior the emperor ever had. He died, saying, "Without celebration or tears, spread my corpse in its sacred forest when it is bathed in light, after the darkest night... next to Dosojin..... HONOR..." And that was all.

His last wish is why you are here and not on the battlefield. You are on a mission to leave his remains in the deepest part of the sacred forest at the appointed time. Two days of waiting have passed, and the year's darkest night has come: a total lunar eclipse.

Turoki is an unwelcoming den, permeated with sweat and alcohol. Your visit is not for pleasure. Rather, it is the only safe stop short of the steep cliff. But it's not all bad. There are good drinks here, and an amazing shrine dedicated to the Kami Dosojin, an obligatory stop for pilgrims wishing to reach the sacred forest safely.

"Kanpai, cheers, my travelers. One last round?" says the innkeeper. "The night is long. The stench of the enemy is not yet here! The most dangerous things you could find are animals in the forest. Is that why you are here?"

"We have come to honor and fulfill the wishes of a man fallen in battle," you say. "A brave, exceptional warrior who protected us with his life on countless occasions. We had better rest before moving on. Thank you, but we shall take our rest at the Sanctuary."

Consequences:

- Go to 119 and follow the setup instructions for **Zone 1: Sanctuary**.



ZONE 1: SANCTUARY

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Spawn point
- Interaction tokens
- Civilians
- Resistance tokens
- Starting location of the characters
- Tile 10A

• OBJECTIVE •

Bring the remains of Oroshe to rest in the forest.

• MALICE •

If the malice track reaches 6 the scenario ends in failure.

• CHARACTER LEVEL •

2

• AFFINITY LEVEL •

3

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 120 .

• ORACLE DECK •



• SPECIAL RULES •

- Civilians are very scared, and will only move if you interact with them:
 - A character can interact with a civilian to move it up to 4 squares.
 - A character can interact with a civilian to force it to move up to 6 squares by removing one of its resistance tokens.
- If a civilian loses all resistance tokens, remove it from the game.
- If at any time you remove 3 or more civilians from the game by losing their resistance tokens, the scenario ends in failure.
- Civilians and characters can freely move through each other.

• SECTIONS •

B If this is the first time you are interacting with the door, **B** 4. Otherwise, **B** 5.



The plan to follow is very simple. To get through the night you decide to keep watch. When the next flake of the tent painted on the candle melts, the guard passes to the next hero. When the tent melts completely, it is time to continue with the remains of Oroshe to the sacred forest. But not everything is just as easy as it seems. Suddenly, corrupted spirits appear out of nowhere and attack you and the pilgrims who were resting with you. You have to run away from here!

SECTIONS

1

The civilians are nervous and frightened, and it is not going to be easy to move them.

Consequences:

- This round interacting with a civilian costs 2 .

2

It seems that the protective energies of the sanctuary can still have an effect on the corrupted spirits.

Consequences:

- Enemies receive 4 .

3

True leaders know how to use their charisma when necessary.

Consequences:

- Characters with 1+  can interact with civilians at no  cost.

4

Something is wrong on the other side. The door does not open properly and the only option is to break it down.

Consequences:

- Place 2 resistance tokens on the door.
- Spend 1  to interact with it and remove 1 resistance token.

5

The door still doesn't open all the way.

Perform a test (5)



Success: remove 1 resistance token from the door. If it was the last one,  9.



Failure: you don't apply enough force, and the door still won't budge.

Consequences:

- No effect.

6

The spirits throw themselves mercilessly against the bearer of Oroshe's remains.

Consequences:

- A character with interaction point **C** in their supply, they are the only valid target for the enemies this round.

7

"C" is the urn that holds Oroshe's ashes and belongings.

Consequences:

- You carry with you the remains of Oroshe. Place the interaction point **C** in your supply.
- Place 5 resistance tokens on interaction point **C**.
- Each time you take damage, also remove 1 resistance token from **C**.
- If all resistance tokens have been removed, the scenario ends in failure.
- You can exchange the interaction point **C** along with its resistance tokens by interacting with another character.

8

You approach the altar, kneel under the statue of Dosojin and cry out for his favor to end this path with honor. As you raise your head, you see a gift from the Kami before you.

Consequences:

- Draw 1 random card from the market deck.

9

The door finally gives way.

Consequences:

- Go to page 121 and follow the preparation instructions on **Zone 2: Tavern**.

ZONE 2: TAVERN

COMPONENTS



Spawn points



Interaction tokens



Civilian



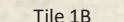
Resistance tokens



Kappa



Closed door



Tile 1B



COLORS



Yellow/
Obstacles



Blue/
Special Terrain



Purple/
Difficult Terrain



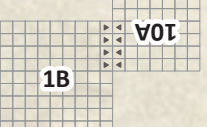
Orange



Red/
Inaccessible Terrain



Green



• OBJECTIVE •

Escape from the tavern with the remains of Oroshe.

• MALICE •

If the malice track reaches 6 the scenario ends in failure.

• ORACLE DECK •



• SECTIONS •

1 When there are no enemies or civilians left in play, 3.

 1.  5.  6.  2.

• SPECIAL RULES •

- If a civilian arrives at door 1, move its token to the general supply.
- Civilians are very scared, and will only move if you interact with them:
 - A character can interact with a civilian to move it up to 4 squares.
 - A character can interact with a civilian to force it to move up to 6 squares, by removing one of its resistance tokens.
- If 1 civilian loses all resistance tokens, remove it from play.
- If at any time you remove 3 or more civilians from play by losing their resistance tokens, the scenario ends in failure.
- Civilians and characters can freely move through each other.
- There are 2 fires on both Interaction points A and F. Interact with them to try to extinguish them.

It's not bell rings, it's an intense smell of smoke and an overwhelming crack! that wakes you up.

"Sorry, a piece of the roof has collapsed and people can't get out of the sanctuary! There are flames on the roof! Open the windows! Open the windows, we're going to suffocate!"

The barkeeper has panicked and is crouched behind the bar.

"We must get out of here as soon as possible."

SECTIONS

1

We must try to extinguish the fire any way we can.

Consequences:

- Place 2 resistance tokens on **A**.
- A character can interact to remove 1 resistance token.
- When there are no resistance tokens left, remove **A**.

2

Try to put out the fire by any means.

Consequences:

- Place 2 resistance tokens on **F**.
- A character can interact to remove 1 resistance token.
- When there are no resistance tokens left, remove **F**.

3

You leave the tavern as fast as your legs let you. Behind you the burning roof creaks loudly and the whole structure ends up crumbling. You have saved yourselves by the skin of your teeth. You don't understand how the Shōgun's forces got here, this is all very strange to you.

Consequences:

- For each civilian token in the general supply, reduce malice by 1 and each character regains 4 ♥.
- If no character has interaction point C in their supply, 📖 8. If any character has it, 📖 9.

4

It seems that one of the civilians seizes his strength and lends you a hand.

Consequences:

- A civilian 🗡 6 to interact with **A** or **F** and removes 1 resistance token.

5

The alcohol took a toll on your body. Any solids you find around the tables will comfort you.

Consequences:

- Remove 1 resistance token from **D** to regain 2 ♥.
- If there are no resistance tokens left on **D**, remove **D**.

6

Take a look out of the window, there is no light outside, the night is completely dark. What could have caused this fire? You can't see anything outside, you only hear the crackling of the burning roof.

Do you open the windows to let the smoke out?

Make a choice

- Yes, 📖 10.
- No, 📖 11.

7

You hear noise under your feet, and suddenly enemies appear from under the battered wooden floor.



Consequences:

- Place 2 kappa adjacent to **ORANGE**. Remove **ORANGE**.



You can't leave Oroshe's remains here...

Consequences:

- No effect.



There is no time to speculate about what happened. We must get to the Sacred Forest before dawn!

The night is very dark, the eclipse is in full swing. A distant echo bouncing off the rock indicates that you have already reached the steep cliff, that echo comes from a pilgrim calling for help. A false move can make you fall. Stay close to the large logs that surround the cliff walls.

Consequences:

- Go to 124 and follow the setup instructions on **Zone 3: Cliff**.
- For each civilian token in the supply, choose 1 of the following effects:
 - 1 character regains 3 ♥.
 - 1 character removes 1 negative condition.
 - 1 character repairs 1 ♣.
 - Reduce malice by 1.



You go through the entire upper floor opening the windows. The smoke begins to dissipate.

Consequences:

- Place your character adjacent to the spawn point **RED**. Remove **RED**.

11

You don't think this was a coincidence and you don't trust opening the windows. You check the upstairs door and it is locked, requiring a key.

Your distrust keeps you alert despite the smoke and its density, but it is clear that smoke will continue to build up inside. This is a problem.

Consequences:

- While there are fire tokens, remove 1 resistance token from a random civilian at the end of each round.

12

Loud banging and scratching is heard at the door and all the windows of the tavern. It seems that not opening them has prevented an attack from all sides. However, the smoke is becoming unbearable and everyone is coughing.

Consequences:

- For each resistance token at points **A** and **F**, remove 1 civilian resistance token.

13

You dispersed the smoke, but you have left a significant gap open... a deafening hissing sound floods the tavern. Something has come through the windows!

Consequences:

- Place 1 shikome adjacent to **GREEN**. Remove **GREEN**.



ZONE 3: CLIFF

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

Interaction tokens

Spawn point

Civilian

Kappa

Tile 4A

• OBJECTIVE •

Find the way to the forest.

• MALICE •

If malice reaches 6, the scenario ends in failure.

• ORACLE DECK •



• SPECIAL RULES •

- **Special terrain:** Does not obstruct the LoS. Only creatures with flying can pass through and end their on it. Any creature without flying that starts or ends its activation on it is defeated.

• SECTIONS •

When there are no enemies left, 4.

3. 5. 6.

2.

SECTIONS

1

You are still exhausted from the effort of the escape from the tavern, and your strength has not yet returned.

Consequences:

- The characters gain 1 less on their next activation.

2

-HELP! By Dosojin! A gust of air has pushed me and I'm about to fall into the void! I don't have much more strength left...

Will you help the pilgrim? This action will take time.

Choose an answer

- Yes: 7.
- No: 8.

3

These logs look sturdy. Maybe they could be used to cross to the other side.

Consequences:

- Take the interaction point B and add it to your supply.
- Being adjacent to the cliff you can spend 2 to place it on the cliff. From that moment it is possible

to move along it as difficult terrain and cross to the other side.

4

It seems that this is the right path. You better not be followed.

Consequences:

- Go to page 126 and follow the setup instructions on **Zone 4: Forest**.

5

These logs seem sturdy. Maybe they could be used to cross to the other side.

Consequences:

- Take the interaction point **E** and add it to your supply.
- Being adjacent to the cliff you can spend 2  to place **E** on the cliff. From that moment on it is possible to move across it as difficult terrain and cross to the other side.

6

The bridge has an advanced state of neglect; very strange since it is the only way to cross.

Perform a (4) test

-  **Success:** you can cross the bridge without problems. Do not remove the interaction point.

-  **Failure:** *The bridge collapses as you attempt to cross.* Continue reading.

Perform a (3) test

-  **Success:** *you do not cross the bridge, but you save your life.*

- Place 1 cut path token on **F**.

-  **Failure:** *The bridge falls, and you, with it.*

Consequences:

- You are defeated. Place 1 cut path token on **F**. If you have in your supply interaction point **C** the scenario ends in failure.

7

It costs you valuable time to save the man. The villager thanks you on his knees for saving him and offers you a gift.

Consequences:

- Draw 1 random market card.
- Increase malice by 2 points.
- Remove the **GREEN** civilian token .

8

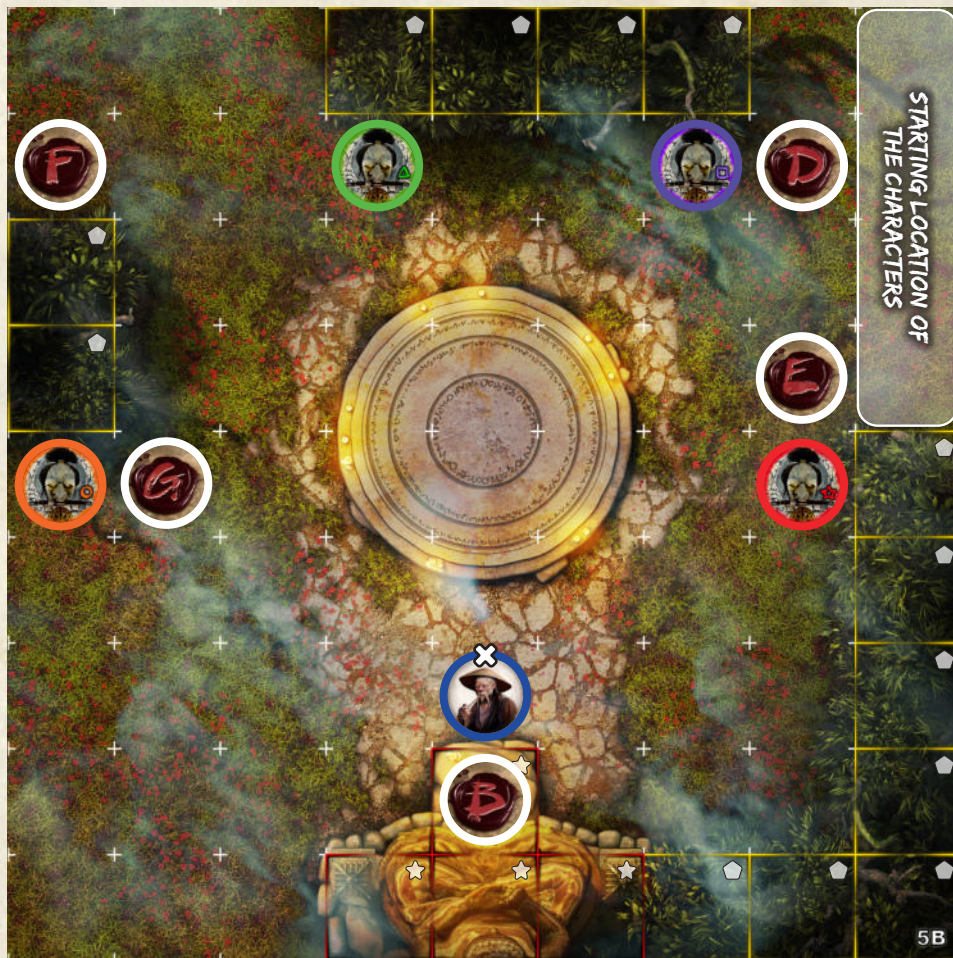
When you decide to pass him by, the villager can't take it anymore. With a piercing scream from the depths of his soul, he plunges down the cliff. His scream attracts unwanted attention.

Consequences:

- Place 1 tengu adjacent to **YELLOW**. Remove **YELLOW**.



ZONE 4: FOREST



COMPONENTS



Interaction tokens



Spawn tokens



Civilian

Tile 5A

COLORS

Yellow/
Obstacles

Blue/
Special
terrain

Purple/
Difficult
terrain

Orange

Red/
Inaccessible
terrain

Green

• OBJECTIVE •

Scatter the ashes of Oroshe next to the statue of Dosojin and defeat all enemies.

• ORACLE DECK •



• MALICE •

Remove 1 resistance token from C (Oroshe's remains) for each malice point.

• INTERACTION TOKENS •



SECTIONS

1

The pilgrim is immersed in a deep meditation. She does not respond to stimuli. She has a rather bulky trousseau. She must come from far away.

Consequences:

- No effect, do not remove the civilian token.

2

You are in the right place, this is where Oroshe wanted to rest. You place the urn on the statue, to begin to scatter the ashes performing a ritual. Oroshe would have liked you all to participate.

Consequences:

- Place 4 resistance tokens on B.
- Each active character can only interact once per round. When doing so, remove 1 resistance token. After interacting with B.
 - If there are 3 tokens left, 📖 5.
 - If there are 2 tokens left, 📖 6
 - If there is 1 token left, 📖 4.
 - If it was the last token and there are no enemies in the area, 📖 7.

3

You take one of the torches that light up the small clearing.

Consequences:

- Remove the interaction point and place it in your supply.
- You may not have more than 1 torch.
- While you have this interaction point in your supply:
 - Increase your movement by 1.
 - Discard the interaction point to cause 5 💧 to an adjacent enemy at no cost at 📖.
- If you ✂ hits, increase the damage by 2.

4

It looks like the ritual is close to completion. Dosojin smiles at you.

Consequences:

- No effect.

5

You begin to scatter the ashes around the statue. The pilgrim who was in front of the statue begins to come out of her trance... She picks up her large bag from the ground without getting up and ties it to her back... You cannot see her face hidden behind her hood, she seems to be watching you scatter the dust. You hear how she stutters in an old woman's voice: "He...hea...heads..."

As if she had predicted it, murmurs of the forest take shape and akaname appear from among the trees.

Consequences:

- Place 2 kappa on RED and 2 on ORANGE. Remove RED and ORANGE.
- Characters attack with +2 🌟 this round.

6

There are few ashes left to scatter. Oroshe would be proud of the group.

The pilgrim who was in front of the statue gets up with difficulty. This time she points to you with one hand while looking you in the eyes and stutters again...

"Where is his....HE....HEA.... HEAD?"

Consequences:

- Replace the civilian BLUE with Yamamba.
- For each resistance token you have removed from B lower yamamba's ❤ by 6.

7

The earth turns red while the ground bleeds... Oroshe's ashes have already been scattered... The Shōgun's envoys were looking for Oroshe's head, where he always hung the necklace that made them lose so many battles.

The first rays of light filter behind the imposing statue that gives its name to this forest. It is difficult to get used to the light after such a dark night, and your eyes witness how the earth absorbs all the spilled blood, leaving the ground spotless... Oroshe would be proud of you. It is time to return to the battle front to avenge the emperor.

👍 THE SCENARIO ENDS IN SUCCESS

SCENARIO 5: BLOOD MOON

• OBJECTIVE •

Find clues to the whereabouts of Akira, Tomoe and Hattori...

• MALICE •

It is cumulative.

• CHARACTER LEVEL •

3

• AFFINITY LEVEL •

3

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 180 .

• SPECIAL RULES •

- Tomoe, Hattori and Akira are not available as playable characters for this scenario.
- **Special terrain:** Does not obstruct LoS. Creatures that start their activation on this terrain can move through it. Creatures with flying  treat it as regular terrain.

• ORACLE DECK •



• SECTIONS •



1.



2.



3.



4.



5.



When there are no enemies in the area,  6.



When there are no enemies in the area,  7.

The night was devastating. The waves did not allow you to sleep a wink, while a red moon in the sky hid everything beyond five steps from the ship. The storm gave no respite, and only the creaking of the hull against the rocks interrupted the thunder of the lightning. And then... the darkness.

You wake up in the wreckage. The brief but intense journey has ended in disaster. It was a mistake to let yourself be guided by that damned red moon... Now you must search for the rest of the crew. Hattori, Akira and Tomoe are not to be found among the bodies around you... Could it be that the current dragged them somewhere else?

The fog is dense and visibility is zero. You hear noises that put you on alert. It's time to start searching for the rest of the crew.

SECTIONS

1

When you lift the wrecked shed, you discover Tomoe's body underneath. You wonder how she got there. Tomoe does not respond to stimuli, but you detect a faint pulse. It would be best to move her body and seek help from a local healer. As you prepare to move Tomoe, you notice footsteps around her. You notice that her legs are badly damaged, indicating that she could not have gotten there on her own. Someone had to carry her to that place. You decide to carry her and follow the footsteps, which lead you east.

Consequences:

- Place interaction point **F** on green. Remove **GREEN**.
- Place interaction point **A**, representing Tomoe, in your supply. You can exchange the token between characters. The character carrying Tomoe gains only 2  at the start of their activations and cannot exert.

2

Excited, you explore Akira's belongings in search of a clue to his whereabouts. After a while, you find a scroll containing an intriguing message. Although the water has dampened part of the scroll, you manage to read the following: "When the blood moon shines brightly, the ritual begins... the new eternal life... the village, the power of the... always on...". Unfortunately, you cannot read any further due to the state of the scroll.

Although there seems to be nothing else relevant, the footsteps coming from these objects indicate that you should keep moving. You follow the track with determination, eager to find more clues and discover Akira's whereabouts.

Consequences:

- Place interaction point **G** on **PURPLE**. Remove **PURPLE**.

3

A kind of talisman in the shape of a rhinoceros lies on some debris washed up by the tide.

ZONE 1: BEACH



Make a choice



- You pick it up, 📖 8. You leave it, 📖 9.

You see a foot floating.... Maybe it's Hattori's! You approach in haste and just as you go to grab it... two huge kappa emerge from the water.

Consequences:

- Place 2 kappa+ adjacent to you and add their initiative cards after yours.

The tide carries unusual objects...

Consequences:

- Draw 1 random market card.

Consequences:

- Go to 130 and follow the setup instructions of **Zone 2A: Onsen.**

The footsteps seemed to be heading north, toward the village... But first you have to pass through a small grotto.

Consequences:

- Go to 132 and follow the setup instructions for **Zone 2B: Cave**.

The amulet attracts your attention and you decide to take it.

Consequences:

- Place interaction point **C** in your supply.

You don't trust this kind of object, you don't know what magic can be inside.

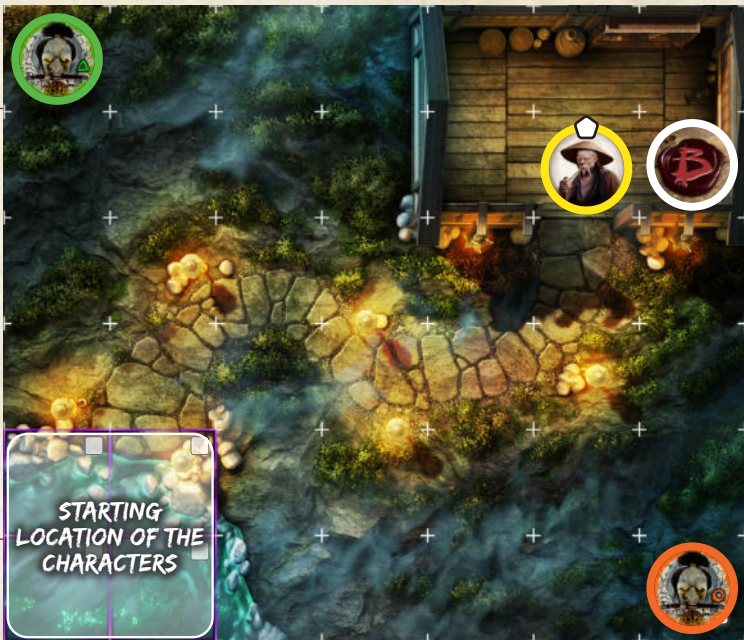
Consequences:

- No effect.

ZONE 2A: ONSEN

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green



COMPONENTS

- Point of interaction
- Spawn tokens
- Civilian
- Tile 9B

• OBJECTIVE •

When there are neither interaction tokens, civilians nor enemies left, 5.

• SPECIAL RULES •

- If any character has interaction token **C**, reduce malice by 2 and their attacks add +1 .

• MALICE •

For each point the characters lose 1 at the end of each round.

• ORACLE DECK •



• SECTIONS •



1.



2.

You arrive at an onsen, a spring of water as bright as the moon. You still don't fully understand what is happening, but you feel the need to investigate further. You notice that on nearby signs there is information about a nearby village. It is possible that your companions have taken refuge there in search of help.

In the vicinity of the onsen, you find a small, illuminated hut. You hope that there is someone inside who can give you more answers about what is going on. Cautiously, you approach the hut, ready to obtain crucial information to solve this mystery.

SECTIONS

"I was waiting for you...they have asked for you on several occasions...be welcome...."

Suddenly a katana pierces the villager's forehead. Akira appears behind him and rushes at you...

Consequences:

- Remove the **YELLOW** civilian.
- Place Akira adjacent to the character who interacted with the civilian.

- Add Akira's initiative card.
- Use Akira's wanderer board.
- Set his initial ♥ for this combat to 20.
- Akira is your enemy.



2

You have found an incredibly valuable item.

Consequences:

- Reveal 5 market cards, choose 2 and add them to your supply.
- If any character has interaction point C, 4.

3

The body you carry—Tomoe—rises in the air for a few seconds... her limbs stretch until it looks like they are about to be dismembered. Suddenly she falls to the ground and comes to life... but with a blank stare... when she opens her eyes, she looks at you with unbridled hatred... and attacks you!

Consequences:

- Place Tomoe adjacent to the character carrying A.



- Add Tomoe's initiative card.
- Use Tomoe's wanderer board.
- Set her initial ♥ for this combat to 18.
- Tomoe is your enemy.

4

Your problems are only getting worse... spirits are beginning to surround you.

Consequences:

- Place 2 onryō adjacent to ORANGE. Remove ORANGE.

5

If Tomoe has been defeated, 6.
If not read on.

You fail to understand how Akira could turn against you so strongly, considering all that you have shared. Confusion and the need for answers drive you to continue investigating.

You march together toward the village, following the only path that seems safe. However, upon arrival, you find the place completely deserted. There is no sign of life and no indication of what might have happened there.

Consequences:

- Go to 134 and follow the setup instructions for **Zone 3: Village.**

6

You are puzzled and disturbed by the image of Tomoe writhing and attacking you mercilessly with her bow. You cannot understand what she was thinking and how she could be possessed by such a powerful force. Moreover, the fact that Akira, with whom you have shared so many experiences, has attacked you with such ferocity is also incomprehensible.

You march together towards the village, following the only path that seems safe. However, when you arrive, you find the place completely deserted. There is no sign of life and no indication of what might have happened there.

Consequences:

- Go to 134 and follow the setup instructions for **Zone 3: Village.**



ZONE 2B: CAVE



• OBJECTIVE •

Defeat all enemies. When there are none, 1.

• MALICE •

It is cumulative.

• SPECIAL RULES •

- Set Hiroshi's initial to 25 for this combat.
- Lanterns:
 - Interaction points B, D, E and G represent lanterns that are off.
 - When interacting with each one, remove the resistance token to indicate that it is on. If it is turned off again, add a resistance token.
 - Attacks against Hiroshi are reduced by 1 for each lantern turned off.
- Do not remove interaction points from (lanterns) when interacting with them.
- If any character has the interaction point C, reduce malice by 2 and ignore the effect of lanterns when attacking Hiroshi.
- If any player carries Tomoe (A) leave her at **BLUE** during this setup. You cannot interact with A.

• ORACLE DECK •



• SECTIONS •



The tracks you follow lead you to a dark cave. Entering it, you come to a larger gallery, lit by extinguished lanterns. Only one of them remains lit, casting a dim light over the room. As you enter the gallery, you watch in amazement as a dark figure in the middle of the room turns off the lit lantern.

SECTIONS

If Tomoe (A) is in the cave, 3.
If not, read on.

You continue along the only possible path, where the air flows through the cave. You pick up Hiroshi's skull from the ground.

Consequences:

- A character picks up the interaction point F and places it on their board.
- Go to 130 and follow the setup instructions for **Zone 2A: Onsen**.

2

Something catches your attention.

Consequences:

- Draw 1 random market card.

After the hard and intense combat you stop for a moment to catch your breath. The din of the battle made you forget about Tomoe's body. You go to pick her up when... Tomoe stands up and comes at you with bloodshot eyes!

Consequences:

- Place Tomoe adjacent to the character carrying **A**.
- Tomoe attacks you mercilessly without a word!

- Add Tomoe's initiative card.
- Use Tomoe's wanderer board.
- Set her initial ♥ for this combat to 18.
- Tomoe is your enemy.
- When you defeat her, 📖 4.



How could this happen? Tomoe... didn't respond to your words, she just wanted to kill you... bloodshot eyes... you continue along the only possible path, where the air runs through the cave. You pick up Hiroshi's skull from the ground.

Consequences:

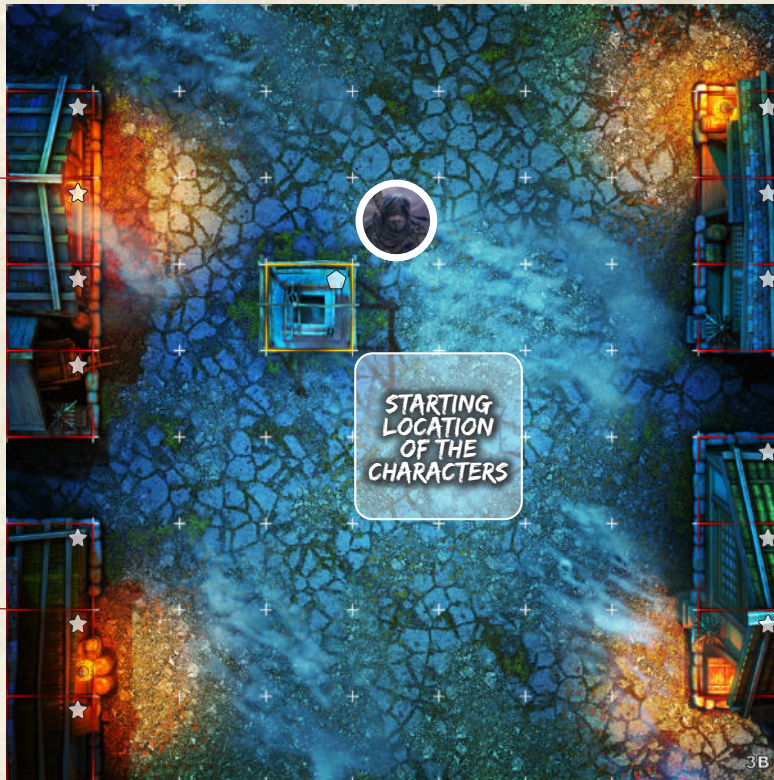
- A character adds the interaction point **F** to their supply.
- Go to 130 and follow the preparation instructions for **Zone 2A: Onsen**.



ZONE 3: VILLAGE

COLORS

- Yellow/
Obstacles
- ⊗ Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- ☆ Red/
Inaccessible
terrain
- △ Green



COMPONENTS



Hattori

Tile 3B

• OBJECTIVE •

Defeat Hattori. When you do, 📖 1.

• MALICE •

For each malice point, the characters lose 1 ❤️ at the end of each round.

• ORACLE DECK •



• SPECIAL RULES •

- You will have to face Hattori to conclude this scenario. Use Hattori's wanderer board.
- Add Hattori's initiative card.
- Set his initial ❤️ to 16 for this combat.
- A character with interaction point C cannot be Hattori's priority Objective.
- If a character has interaction point F, reduce any ✂️ received from ✂️ by 2.

Everything seems crazy to you, and finally you arrive at a village, just as gloomy as all the way here. After seeing what happened to Akira and Tomoe, you fear the worst when you see Hattori in the middle of the square, but there is no turning back.

SECTIONS

1

You get up all at once, startled. Where are you? You go out on deck and you are drifting... it seems that the storm has passed... everything that happened has been a damned dream provoked by that damned red moon... surely this was already planned by the Shōgun, delaying your victory one more day. The fight goes on!

👍 THE SCENARIO ENDS IN SUCCESS

2

If a character carries Tomoe (A), 📖 3.
If not, read on.

A rain of shuriken falls on your heads.

All characters perform a 🎲 (5) test

👍 **Success:** you dodge Hattori's surprise attack.

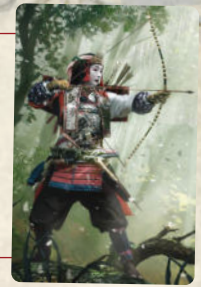
👎 **Fail:** you receive 6 ✂️.

After the hard and intense combat you stop for a moment to take a breath. The din of the battle made you forget about Tomoe's body. You go to pick her up but... Tomoe is standing up and coming at you with bloodshot eyes!

Consequences:

- Place Tomoe adjacent to the character carrying **A**.
- Tomoe attacks you mercilessly without a word!

- Add Tomoe's initiative card.
- Use Tomoe's wanderer board.
- Set her initial ♥ for this combat to 18.
- Tomoe is your enemy.
- When you defeat her, 📖 4.



How could this happen? Tomoe... didn't respond to your words, she just wanted to kill you.

SCENARIO 6: TRAPPED

It has been several weeks since you saw the sunlight. Since you were imprisoned in this gloomy place, you have lost track of the days. The tortures are constant... your skin is scorched and your dreams are plagued by nightmares. No one has yielded to the tortures and you are all still alive. The enemy desperately seeks the location of the emperor, but they will not succeed. Death is the only answer awaiting you, and you expect it to come soon. Suddenly, you hear a familiar voice approaching fast. Pain invades your brains and your ears ring... "NOW!"

You wake up startled, but this time there are no buckets of water or whipping. Strange, have you been allowed to

sleep? It's been an eternity since the last time, but at least you've had time to rest.

No one else is heard, and there is no surveillance, something you haven't experienced before. Your wrists are numb. You thought you were still in shackles, but you are untied, and not only that, but you have your weapons, though you are still barely clothed.

You don't know what has happened, but it is time to escape from this disgusting place.

You recover minimally. Your bruises are heavy as you stretch. You hear footsteps in the corridors, everything seems too perfect.





COLORS

Yellow/
Obstacles

Blue/
Special
terrain

Purple/
Difficult
terrain

Orange

Red/
Inaccessible
terrain

Green

• OBJECTIVE •

Escape from the fortress.

• CHARACTER LEVEL •

4

• AFFINITY LEVEL •

6

• INITIAL EQUIPMENT •

- 1 available weapon per character.

• ORACLE DECK •



• SPECIAL RULES •

- In this scenario the malice goes up 1 point at the end of each round. When the malice reaches 6, 9.
- The interaction point **B** moves with the **YELLOW** ashigaru. It can only be interacted with when the enemy has been defeated.

• COMPONENTS •



Spawn tokens



Interaction tokens



Door open
Door closed



Ashigaru



Kachi



Onryō



Starting location
of the characters



Big tile

• SECTIONS •

6 1.

2 AND 5 If at least 2 characters are adjacent to the door, 2.

8 3.

4 AND 7 8.



4.



6.

SECTIONS

1

The door is locked.

Consequences:

- If the character has the interaction point B in their supply, 7.
- Otherwise, no effect. Do not remove the door token.

2

With everyone's help you manage to open the door, but you have made too much noise...

Consequences:

- Place the Nue and the Undertaker adjacent to **ORANGE**. Remove **ORANGE**.

3

It doesn't look like this door can be opened at all. Also, although it may seem weak, there is some kind of magical reinforcement that prevents you from breaking it.

4

In the great hall, behind the throne, your armor rests.

Consequences:

- The character can take 1 armor of his class and level and equip it automatically at its maximum value.
- Do not remove this point until all the characters in play have interacted with it.

5

You have earned the respect of the subjects and freedom by killing their lord. They let you go without further resistance.

THE SCENARIO ENDS IN SUCCESS

It seems that the nightmare is finally over. But who was it that helped you? Once outside the fortress, among the rags you find a piece of parchment with a note.

"Keep training and believing, brave ones, because you will never know when we will need you."

J"

6

It seems that this soldier carries the keys to access the throne room.

Consequences:

- Place the interaction point **B** where he has been defeated. Interact with **B** to add it to your supply.

7

Turning the key, you manage to open the door and access the main room in a hurry, and unfortunately, the path will not be easy. Although on one side of the throne you see your armor.

Consequences:

- Place Izumi, Keiko and Yamamba adjacent to **RED**. Remove **RED**.

8

It looks like the doors won't open effortlessly.

Consequences:

- Place 3 resistance tokens on 1 of them.
- Interact to force it open.

Perform a  (6) test



Success: remove 1 token. If there are no tokens left ,  5.



Fail: no effect.

9

You have taken too long to escape.



THE SCENARIO ENDS IN FAILURE



SCENARIO 7: THE TOURNAMENT

- PART 1 -

The day had come.

The towering mountains near Nagoya harbored an unknown number of bloodthirsty enemies. Although it was not known how they had managed to get there, their refuge must have been vast to house so many contenders. Despite having won several battles against them, entering the mountains proved impossible, causing the focus of the threat to resurface with even greater force each time. They were ruthless enemies who had caused the death of countless civilians, always taking advantage of their surprise attacks.

The leader of the Mountain Clan, confronted with such atrocities and the impossibility of completely exterminating this flank, decides to reach an agreement with the Shōgun through intermediaries. A tournament is proposed in a neutral zone, where the winner will take ultimate control of the area without encountering resistance and without spilling more peasant blood.

This move by the local Daimyō aims to avoid the death of more innocents and to ensure victory through a fair confrontation. For this reason, he summons to the tournament the six best warriors, those who are considered the most qualified to represent him and protect the interests of the empire in the contest.

While you are discussing how to organize the first round of the tournament, a mysterious individual approaches you. He opens his robes and offers you the chance to upgrade your equipment in exchange for gold.

• CHARACTER LEVEL •

4

• AFFINITY LEVEL •

6

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 200 .

• SPECIAL RULES •

- Choose 6 available characters and equip them all.
- This scenario has 2 parts. In the first part, 2 characters will fight enemies on each of 2 boards. Choose 4 of the 6 for this. These battles are simultaneous and use 1 initiative track.
- In the second part, up to 4 chosen characters of the 6 (not yet defeated) will fight enemies on 1 board.
- Whenever 1 character is defeated, immediately replace its miniature and initiative card with another not yet defeated character.
- If the malice reaches 3, remove the Kami cards from play for this scenario.
- If malice reaches 6, the scenario ends in failure.
- Servants do NOT advance 3 positions in the initiative queue in this combat.

- PART 1 -

• OBJECTIVE •

Finish the 2 fights and win at least one of them. When you do,  5.

• MALICE •

It is cumulative.

• ORACLE DECK •



• SPECIAL RULES •

- Combats are played simultaneously with 1 initiative only.

• SECTIONS •



 1.



 2.

ZONE 1: CITY



COMPONENTS



Spawn token



Nue



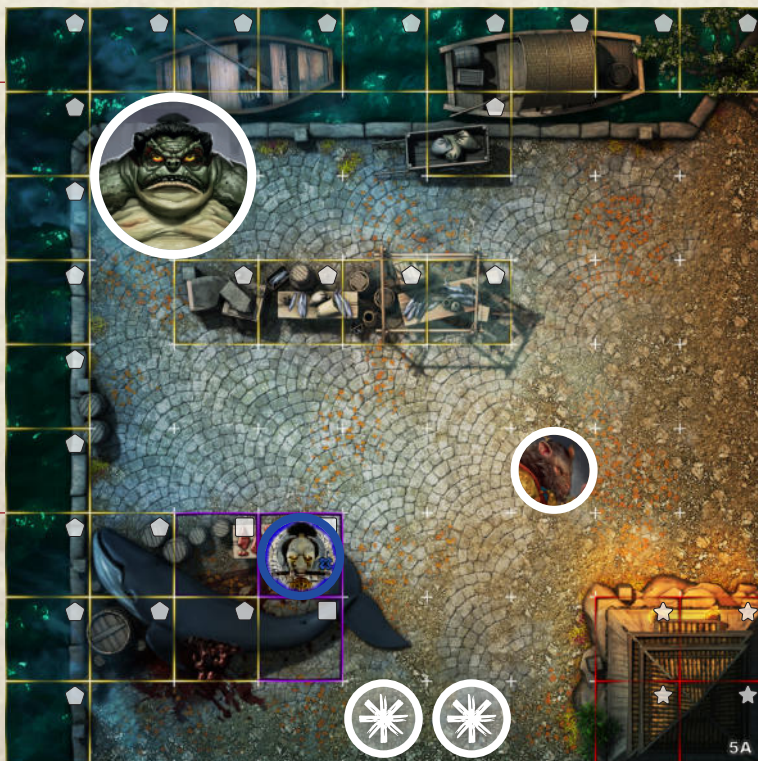
Undertaker



Starting location of the characters

Tile 3A

ZONE 2: PORT



COMPONENTS



Spawn token



Sumosapo



Tesso



Starting location of the characters

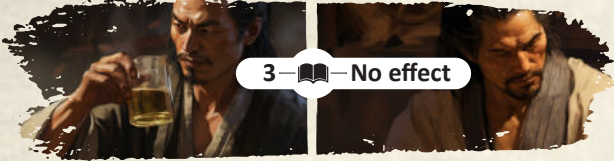
Tile 5A

SECTIONS

1

The bottle bears the seal of the Daimyō of the Mountain Clan. It looks like he left them to help you.

Make a choice

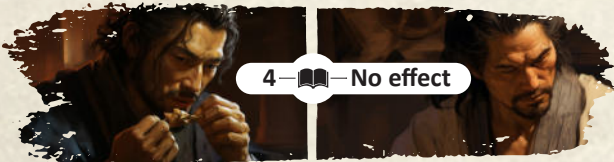


- You drink it, [book icon] 3.
- You don't drink it, no effect.

2

You have heard of the benefits of consuming them, but you don't know how it will feel... you must decide whether to risk it or not.

Make a choice



- You eat them, [book icon] 4.
- You don't eat them, no effect.

3

You start drinking and instantly realize that the emblem on the bottle was nothing more than a lure, as the discomfort that overcomes you is immediate.

Consequences:

- Get [skull icon] and [spider icon].

4

They look disgusting, but they are rigorously cut by someone who knew what he was doing. As you consume them quickly you feel your glands squeeze every muscle in your body. You faint for a moment, and recover.

Consequences:

- Gain 2 attribute points of your choice until the end of the fight.

5

Victory!

You have been able to keep the Daimyō's hope intact as you move on to the final phase.

You are sure that the challenges ahead of you will be even more dangerous, but you feel ready for them.

Consequences:

- The characters regain all their [heart icon] and remove negative conditions.

- PART 2 -

Not only have you made it this far, but you even feel stronger and more powerful, as you prepare to face the battle that will define the destiny of the lands of the Mountain Clan.

You wait for the visit of the Daimyō to encourage you before the battle, but strangely, he does not arrive, which raises some doubts.

When you reach the final arena, you see him riding his horse, in front of you.

"I cannot let you leave here alive," he says. You give each other with a look of astonishment. "The dark lord

has offered me his promise to save the lands and their occupants if you die here and now, by my hand, as a token of submission. I am sorry, but I am beholden to my subjects. Now, die in peace."

Although for a moment you consider the ultimate sacrifice in exchange for peace in these lands, you are instantly aware that the tyrant will never keep his promise, and that even if you surrendered the people of the clan would end up suffering the same fate.

You only have the option of defeating the Daimyō and facing the dark forces on your own.

ZONE 3: FORTRESS

COMPONENTS



Spawn tokens



Interaction tokens



Daimyō

Tile 2A



COLORS

- ⬡ Yellow/
Obstacles
- ⬢ Blue/
Special
Terrain
- ⬤ Purple/
Difficult Terrain
- Orange
- ☆ Red/
Inaccessible
Terrain
- △ Green

• OBJECTIVE •

Defeat the Daimyō, when you do, 📖 1.

• MALICE •

It is cumulative.

• SPECIAL RULES •

- Characters:

- Choose up to 4 undefeated characters from part 1.
- All undefeated characters level up from level 4 to 5.
- Characters can change their current weapon and armor for a new one of their new available level, at no cost.
- Each chosen character gets 1 permanent and 1 consumable item of their choice, at no cost.

- The charge tokens on the board are ammunition for the cannon. A character interacting with 1 adds it to their supply and can use it to charge the cannon (D).
- A character cannot carry more than 1 charge token. While doing so, the character only gains 2 📖 when activating.
- Remove from the Daimyō's AI deck the card "Blood Ties".

• SECTIONS •



📖 4.



📖 4.



📖 4.



If you have 1 charge token, 📖 5.

The final phase has arrived. Nerves are palpable in the atmosphere since a combat of such magnitude has never been seen before.

The Shōgun was hesitant. He only had 2 aspirants prepared for the final... it will be the first time that 2 commanders of his army join together in the same battle...

SECTIONS

1

The Daimyō falls from his mount, mortally wounded. He looks at you and raises his arm, trying to speak, but the blood gushes from his throat and he is barely audible.

-He is the Sh... you have to kill him...

With the index finger of his raised hand he points to one of the spectators of the show.

He is a bald man, with a pale complexion, and he is smiling a deformed and unpleasant smile. "Dear participants... the time has come for the final show!" says the stranger, addressing the audience. "I'm sure you all want a climax at the height of this event... so I'm going to give it to you."

Suddenly the human rises and descends to the center of the arena. Then he lowers his hands, and from the ground a deep, dark energy appears that envelops him, twists him and transforms him... you have right in front of you the tyrant, the Dark Shōgun.

The waves of energy from his body go in all directions, and even destroy part of the building.

Also, magic orbs emerge from the ground and take their place around the arena, while you think about how to face the challenge in front of you.

Consequences:

- Remove all the interaction and charge tokens that remain in play.
- Place the Shōgun in the squares occupied by the Daimyō. Move 1 square away any creature occupying the squares the tyrant uses. Use the Shōgun's AI cards marked with the letter "B".
- Place 3 resistance tokens on **YELLOW**, **RED** and **ORANGE** representing the orbs.
- Characters can ✂ attack the spawn tokens (yellow, red and orange colored) that have resistance tokens associated with them. Each time a character ✂ a spawn token, a resistance token from the spawn point is removed. Once there are no more resistance token on a spawn token, it is removed.
- Each time you discard an orb, discard 1 negative status from each character.
 - **YELLOW orb:** While active the Shōgun regains 6 ♥ at the start of each activation. If the Shōgun cannot regain all ♥, each orb in play gains 1 resistance token.
 - **RED orb:** While active the Shōgun attacks with +2 ⚔.

- **ORANGE orb:** While active the Shōgun gains +2 ♥.

At the start of the next round, 📖 2.

2

But hope is not all lost. At the greatest moment of darkness the sky opens and rays of light illuminate the characters, who sense how the Kami are already tired of the Shōgun's presence and trust them to finish him off.

A flow of divine energy descends from the heavens and envelops the characters.

Consequences:

- Set the level of all attributes of each character to 3.
- Each character chooses consumable and permanent equipment cards, up to the limit (5 total, of which 3 are permanent), and add them to their supply.
- ALL characters activate their Kami mode. They have 2 rounds to defeat the Shōgun, before being defeated.

If the characters defeat the tyrant, 📖 3.

3

The battle has been fierce, epic and lethal, and the tyrant's body lies in the sand, shattered by the blows of divine power that have been delivered to him.

At last, the tyrant has been defeated.

👍 THE SCENARIO ENDS IN SUCCESS

4

A crossbow equipped with a harpoon. You can use it to attack the Daimyō.

Perform a 🧟 (5) test

- | | |
|-----|---|
| 1-4 | The shot has missed! |
| 5-6 | The impact causes him 🟢🟢🟢🟢🟢 and -1 🧟. |
| 7 | What a shot! The hit was perfect and causes the Daimyō 🟡🟡🟡🟡🟡, -2 🧟 and discards all his accumulated special points. |

- After the shot, discard the interaction point.

5

You prepare the cannon and shoot the Daimyō.

Consequences:

- The hit causes him 🟡🟡🟡 and -2 🧟.
- The cannon needs to cool down. It cannot be fired more than once per round.

SCENARIO 8: THE SYNERGY

• OBJECTIVE •

Access the interior of the fortress.

• CHARACTER LEVEL •

5

• AFFINITY LEVEL •

6

• INITIAL EQUIPMENT •

- 2 weapons available
- 1 armor available
- 200 . Reveal 15 cards instead of 12 from the market deck to buy from.

• MALICE •

It is cumulative.

• ORACLE DECK •



• SPECIAL RULES •

- Nyx is an ally of the characters and is a priority target for enemies. If there are no enemies in play when Nyx is activated, a player Nyx 6 squares.
- If 1 interaction point is associated to 1 miniature, when it moves, the interaction point moves with it. If defeated, it leaves the interaction point on its square.
- When interacting with 1 interaction point throughout the scenario, immediately choose 1 option from these:
 - All characters choose and add 2 consumable items to their supply.
 - All characters choose and add 1 permanent item to their supply.
 - All characters repair and choose and add 1 consumable item to their supply.
 - A character that has been defeated returns to the game with all its and adjacent to another character.
 - Reduce malice by 1 (only if Nyx is in play).
 - Cause to all enemies up to 3 of Nyx (only if Nyx is in play).

• SECTIONS •

1.

2.



See special rules.

SECTIONS

1

The door gives way, giving access to the stables.

Consequences:

- Go to 146 and follow the setup instructions for **Zone 2: stables**.

2

You approach the man. He is shorter than most people here and seems to have come from a distant land. A black short-haired dog is at his side.

"I am Jha Vi," he says, "and I have managed to open the door for you to pass through. Run, you cannot allow the Shōgun to be reborn again! Take this."

Then Jha Vi climbs up one of the walls and quickly leaves. His dog, however, goes through the open door by which you entered.

Consequences:

- Choose 1 card from the market deck.

ZONE 1: PALACE GARDEN

COMPONENTS



Spawn tokens



Point of interaction



Ashigaru



Kachi



Goryō



Nyx



Dark Shōgun



Door open
Door closed



Civilian



Resistance tokens



Starting location of the characters



Big tile



COLORS

Yellow/
Obstacles

Blue/
Special Terrain

Purple/
Difficult Terrain

Orange

Red/
Inaccessible Terrain

Green

ZONE 2: STABLES

COLORS

- Yellow/Obstacles
- Blue/Special Terrain
- Purple/Difficult Terrain
- Orange
- Red/Inaccessible Land
- Green

COMPONENTS

- Spawn point
- Point of interaction
- Civilian
- Resistance token
- Goryō

• OBJECTIVE •

Enter the fortress.

• MALICE •

It is cumulative.

• ORACLE DECK •

• SECTIONS •

1.

2.

See special rules (page 144).

SECTIONS

1

The door opens giving access to the kitchen.

Consequences:

- Go to page 147 and follow the setup instructions of **Zone 3: kitchen**.

2

The woman seems not to notice what is going on around her, concentrating on some pages that she seems to be marking, cutting and gluing with some kind of strange glue. When you approach, she says:

"I am Mharta, who are you? Never mind that though, I'm working. you must give me enough time to finish my manuscript... when I do I can call upon the power of the devil and defeat the Shōgun once and for all. In the meantime, take this."

In the blink of an eye Mharta disappears from the area without you having any clue as to where she has gone.

Consequences:

- Gain a single use special token (👹). Discard it before the start of a round to determine the position of ALL initiative cards.
- Remove the **BLUE** civilian.

ZONE 3: KITCHEN



• OBJECTIVE •

Defeat all enemies and keep moving forward.

• MALICE •

It is cumulative.

• ORACLE DECK •



• SECTIONS •



SECTIONS

The door opens giving access to a narrow corridor.

Consequences:

- Go to 148 and follow the setup instructions for **4: corridors and baths.**

An older gentleman with a sly look, answers you.

"I am Tobi, and I think you're going to need my help if you want to stop the Shōgun again. I've been writing stories about him coming back to life for years, but no one believed me. I hope you're skilled enough to defeat him again. I think this will come in handy..."

He gives you an item. When you look up again, Tobi is gone.

Consequences:

- Gain a single use special token (🔒). Discard it to immediately activate again after completing your current activation. Regain 3 🧠. This is considered a new activation.
- Remove the **RED** civilian.

When you go to talk to the lord, you realize that he looks like a shepherd, out of his natural habitat.

"Hello, I am Jan Bi, the shepherd. Have you seen my sheep? She hurt her leg and I followed her from the gardens, but I can't find her. Jha Vi and her dog said they would help me find her but they haven't turned up. I don't think I'll find her inside, so now I'd better go, but first, take this."

Consequences:

- Gain a single use special token (🔴). Discard it to regain all ❤️ of 1 character or ally within 🔄 3, as a free action, later on.
- Remove the **ORANGE** civilian.

- Yellow/
Obstacles
- Blue/
Special Terrain
- Purple/
Difficult Terrain
- Orange
- Red/
Inaccessible Land
- Green

Spawn tokens

Civilians

(page

1

2

- Gain 1 special token **"Finish this for us"**.
- Remove the **YELLOW** civilian.

The yōkai lunges at the civilian, but suddenly the man turns and glares at him with an intensity that leaves it terrified. "You are not worthy to face me," he shouts, and then the yōkai flees in terror.

Consequences:

- Remove the enemy's miniature from play, its initiative card, and leave any associated Interaction tokens, if any, on its current square.

The man, wearing glasses that barely allow you to see his eyes because of the steam from the hot bath, answers you:

"My name is Durantula and I have been confined here, in the fortress, for years. The Shōgun commissioned me to write his story, and when I accepted I thought I would be here for a short time, maybe a year or two, but in the end I've been locked up in it for almost 10 years. After a while I managed to convince this other man to help me, and now we spend our time writing and taking relaxing baths.... Do you want to face the Shōgun? Take this amulet, it will help you gain access to his throne."

Consequences:

- Gain 1 special token "Finish this for us".
- Remove the **GREEN** civilian.



ZONE 5: THRONE ROOM



• OBJECTIVE •

Defeat the Shōgun. When you succeed 1.

• MALICE •

Roll each time a is exhausted. If the result is less than the current malice points, discard the from play. If the malice reaches 6, the scenario ends in failure.

• ORACLE DECK •



• SPECIAL RULES •

- Use the Shōgun AI deck marked with the letter "B".
- **The Shōgun's orbs:** Add 3 resistance tokens to each spawn point. These symbolize the orbs.
- Characters can attack the spawn points. Each time they receive an attack, remove 1 resistance token.
- If an orb loses all its resistance tokens discard it.
- Each time you discard an orb in play, remove 1 negative condition from each character.
 - **YELLOW orb:** While active the Shōgun regains 6 at the start of their activations. If the Shōgun cannot regain all , add 1 resistance token to all orbs in play.
 - **RED orb:** While active the Shōgun attacks with 2 .
 - **ORANGE orb:** While active the Shōgun gets 2 .

Upon entering the throne room you see the imposing figure of the Shōgun.

"What are you doing here? And Nyx, you damned succubus, I won't let you lock me up again for another hundred years.... this time my reign will be eternal!"



SECTIONS

Evil has been vanquished... for now. The tyrant's spirit is dissipating, though it is impossible to know if it is permanent or only a temporary truce.

Be that as it may, you will be prepared to face the threat if it returns to the lands of Harakiri. And if you are no longer able to do so... Kami help us.

👍 THE SCENARIO ENDS IN SUCCESS

SCENARIO 9: THE SPY'S RESCUE (I)

Adventure phase

After a long journey, the four companions finally arrived at their destination, the city of Tsuruga. Among them was Tomoe, of the Sakura Clan, a young and skillful samurai. Her great desire was to find her father, imprisoned by the Shōgun after the war that allowed him to eliminate the Emperor and take control of Japan, a land he now ruled with an iron fist, oppressing the population.

Alongside her was a hapless ronin fallen from grace, by the name of Akira, a former samurai of the Firefly Clan, who had also recently lost his sight. Happily, luck made a tengu named Jirōbō take pity on him, after observing him while wandering through the forest, completely disoriented and lost. Jirōbō took it upon himself to train him and taught him to improve his combat technique, focusing on the use of the katana and martial arts. But he also showed him how to develop and make the most of his other senses, in order to make up for his irreversible blindness, until Akira reached limits beyond the strictly human.

The third member of the group was Hikaru, a monk belonging to the Dragon Clan, in whose heart grew a great hatred directed towards the Shōgun, who had subdued the lands he loved so much. The peasants were living poorly and suffering all kinds of plunder and humiliation at the hands of the tyrant's henchmen, who were spreading like a dark shadow across Japan. That had kindled in the monk's heart the flame of rebellion, and made him join his companions, seeking revenge.

And finally, the fourth member of this diverse group was a ninja by the name of Hattori, of the Mountain

Clan, who was desperately searching for his wife. To his misfortune, during the wars that led to the Shōgun's rise to power, his village was razed to the ground and no trace of his beloved was left. Everything indicated that she had fallen into the hands of the tyrant, who had kidnapped her for some dark purpose. To Hattori's misfortune, he had no clue, nor did he know where he should investigate. This had led him to undertake a search, the end of which he could not even imagine.

Unknown to them, the fate of all Japan was now in their hands. Their path had led them to Tsuruga, where, in their struggle against the oppressor, they wished to meet with the resistance that was active in that area. As far as the group had heard, the Tsuruga insurgents were well organized and had confidants scattered throughout much of Japan. The heroes needed their help in order to locate the hiding place of a spy who possessed valuable information.

They made this connection. Naturally, the resistance offered to collaborate and set its network of spies in motion. But finding their target was no easy task and would undoubtedly take some time. In the meantime, the four would wait in Tsuruga and help the resistance in the area, for there was much to do in the fight against the Shōgun.

Tomoe, Hikaru, Akira and Hattori did not yet know how long and dangerous the road ahead of them would be, a path that could lead them to honor and redemption or to the most terrible of humiliations and the cruelest of defeats. Only by embarking on this mysterious journey could they find out...



• OBJECTIVE •

Successfully complete the greatest number of missions in 5 rounds.

• CHARACTER LEVEL •

3

• AFFINITY LEVEL •

3

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 100  and 1 .

• INFLUENCE TRACK AND ROUNDS •

Total rounds: 6.

Starting influence: 2.

Influence increase: 2.

Failure due to the Shōgun's influence:  43.

Triggers:

- Round 3:  44.
- Round 5:  45.
- End phase trigger:  43.

• COMPONENTS •

- All travel event cards from the B arc.
- Shōgun Influence Cards SA-9.
- Mission Cards 1 to 8.

• SPECIAL RULES •

- Flip over the Mission 1 card. This mission is activated from the beginning. Place the Mission #1 token in the indicated location.
- During this phase, any kachi move 3 spaces along the shortest path to their target each time they are activated.
- Draw the items "Obisu's Omamori" and "Yōkai's Pendant" from the market deck and set them aside.

SECTIONS

You manage to get Akiko safely to her destination. Resistance members will take care of her.

👍 MISSION COMPLETED SUCCESSFULLY

- Gain 60 .
- Gain 2 .
- If there are kachi on the board, they remain in play and continue to pursue Akiko's last carrier.
- Reduce the Shōgun's influence by 1.

2

Shōgun Shadows succeed in assassinating Akiko before you hide her in the care of the Resistance.

👎 MISSION FAILED:

- Lose 1 .
- Increase the Shōgun's influence by 1.
- If there are kachi on the board, they remain in play and continue to pursue Akiko's last carrier.

3

Your feat will be remembered by the people of Nagoya for generations to come.

👍 MISSION COMPLETED SUCCESSFULLY

- Gain 30 .
- Gain 2 .
- Reduce the Shōgun's influence by 1.

4

Your efforts to save the city of Nagoya and its people are not enough. The Shōgun hordes ravage the city.

👎 MISSION FAILED:

- Increase the Shōgun's Influence by 1.
- Add a ravaged city token in Nagoya. The services in this city will be unavailable for the rest of the phase.

5

After a short wait, you are finally greeted by the Daimyō of the Sakura Clan. You are happy to hear that he is aging well, despite the burden he carries on his back. He had to replace your father at the head of the Clan when he died in the war against the Shōgun. The old man begins to speak.

"Sorry for the wait, dear child," he says, and he gives you a warm hug. "I was informed that you were coming. But tell me, what brings you here?"

You update him on the information you have gathered about the invasion of Japan by the Shōgun's armies.

"Yes, we are aware of their movements, we have already set out. I am trying to reform the alliance of the 4 clans. I have the wholehearted support of the Dragon Clan and was now meeting with the Daimyō of the Mountain Clan to sign an agreement with them. However, the Daimyō of the Firefly Clan has refused to attend such a meeting." He sits down in front of his desk and begins to compose a long letter.

A few minutes later the Daimyō of the Sakura Clan rolls up the paper and seals it with wax and his clan ring. The old man adds:

"He will listen to you too, he always had a very good relationship with your father," he says, as he hands you the missive. "Go to Ise and send these conditions to the Daimyō. If he does not accept them, he and all the members of his clan will be treated as allies of the Shōgun."

Consequences:

- Take and activate the card from Mission 8. Place 1 token of your clan in Ise.

6

Consequences:

- Take and activate the card from Mission 8. Place 1 token of your clan in Ise.

7

Consequences:

- Gain 45 ●.
- Increase the Shōgun's influence by 1.

8

After a short wait, finally the Daimyō of the Sakura Clan receives you. The old man begins to speak.

"Excuse the delay. I was informed that you were coming, what brings you here?" he says while he invites you to take a seat in front of some cups of steaming tea.

You tell him the information you have about the invasion of Japan by the Shōgun's armies. The old man continues:

"Yes, we are aware of these movements. And we are already on the move. I am trying to retake the alliance of the 4 clans. I have the wholehearted support of the Dragon Clan and was now meeting with the Daimyō of the Mountain Clan to sign an agreement with them. However, the Daimyō of the Firefly Clan has refused to attend such a meeting." He sits down in front of his desk and begins to compose a long letter.

A few minutes later he rolls up the paper and seals it with wax and his clan ring and adds:

"He listens to you anyway," he says as he hands you the missive. Go to Ise and make these conditions known to the Daimyō. If he does not accept them, he and all the members of his clan will be treated as allies of the Shōgun.

Make a choice

- You travel to Ise to meet with the Daimyō of the Firefly Clan and deliver the missive to him, 13 6.
- You have no time to waste, the Resistance has more important matters, 13 7.

9

- If you are Tomoe: 13 10.
- If you are Akira: 13 11.
- If you are Hikaru or Hattori: 13 12.

10

Belonging to the Sakura Clan, you didn't expect to be greeted with a party, but the atmosphere is so cold that, for a moment, you think you are going to be executed in the great hall. The Daimyō has been reading the letter you gave him for a while and his face is getting darker and darker. You begin to think that it was a terrible mistake to give him the

letter with the words of your clan leader. When he finishes reading, he throws the paper into the fire. Instinctively your hand goes to the hilt of your weapon.

—We accept —automatically your whole body relaxes—. "Your leader is right, it is time to bury our respective pride and look out for the good of Japan. We were aware of this mobilization of troops from the Shōgun and I have had my men ready for days. I will place them under the command of the Sakura Clan. I hope that this alliance will serve to smooth out the differences between us."

MISSION COMPLETED SUCCESSFULLY

- Reduce the Shōgun's influence by 1.

11

When your Daimyō receives you, he does so with his characteristically pleasant face. However, when you inform him that you bring words from the leader of the Sakura Clan, his face darkens. You know there is no honor in what you are about to do, but you cannot risk delivering the letter from the Daimyō of the Sakura Clan with such conditions. The wound is still open and a letter with demands would only aggravate the conflict between the clans and only benefit the Shōgun. So you begin to try to convince him with arguments for the good of Japan and of the Firefly Clan itself. After your long dissertation, the Daimyō has regained his calm, and he begins to speak:

"We accept." Automatically your whole body relaxes. "You are right, it is time to bury our respective prides and look out for the good of Japan. We were aware of this mobilization of troops from the Shōgun and days ago I have already sent to prepare my men. I will place them under the command of the Sakura Clan. I hope that this alliance will serve to smooth out the differences between us."

MISSION COMPLETED SUCCESSFULLY

- Lose 1 13.
- Reduce the Shōgun's influence by 1.

12

Make a choice

- You deliver the letter to the Daimyō with the Sakura Clan's conditions, 13 13.
- You will destroy the letter and try to convince the Daimyō with your own words 13 14.

13

The Daimyō has been reading the letter you have delivered to him for a while and his face is getting darker and darker. You begin to think that it was a terrible mistake to hand him the missive with the words of the leader of the Sakura Clan. When he finishes reading, he throws the paper into the fire. Instinctively your hand goes to the hilt of your weapon, but, to your surprise, he says:

"We accept." Automatically your whole body relaxes. "You are right, it is time to bury our respective pride and look out for the good of Japan. We were aware of this mobilization of troops from the Shōgun and days ago I have already sent to prepare my men. I will place them under the command of the Sakura Clan. I hope that this alliance will serve to smooth out the differences between us.

👍 MISSION COMPLETED SUCCESSFULLY

- Gain 1 🏯.
- Reduce the Shōgun's influence by 1.

14

When you are received by the Daimyō, you see a pleasant person, as you expected. However, when you inform him that you bring some words from the leader of the Sakura Clan, his face darkens. You know there is no honor in what you are about to do, but you cannot risk delivering the letter from the Daimyō of the Sakura Clan under such conditions. The wound is still open and a letter with demands would only aggravate the conflict between the two clans and would only benefit the Shōgun. So you try to convince him with arguments for the good of Japan. After your long dissertation, the Daimyō has regained his calm, and he says: "We accept." Automatically your whole body relaxes. "You are right, it is time to bury our respective prides and look out for the good of Japan. We were aware of this mobilization of troops from the Shōgun and I have already sent my men to prepare for some days. I will place them under the command of the Sakura Clan. I hope that this alliance will serve to smooth out the differences between us.

👍 MISSION COMPLETED SUCCESSFULLY

- Lose 1 🏯.

15

Before sunset, you arrive at the secret camp that the Resistance has set up to the north, out of the Shōgun's clutches.

A woman is waiting for you on the other side of the large gate, which closes behind you when you pass through it. The woman asks you to follow her and soon you enter the large building behind the wall. Two more men await you in a dimly lit room.

"Looks like we're all here," says a bearded man in a deep voice. Allow me to introduce myself. The woman at your back is Chiyoko, the one who makes sure we get everything we need. Her network of contacts throughout Japan is frightening. And I am Kukuta, the famous blacksmith.

After finishing the introductions the man continues:

"We believe that the Shōgun is after what until now we thought was a mere rumor, the powerful Omamori of Ebisu. It was always thought to be a legend, however it turns out that it exists, and what's more, it was hidden near here. We've had it right next door all along! The power of that relic can tip the balance in our favor."

"Tell me where it is and I'll get it back."

"That's the problem. The Shōgun also seems to be after the omamori, so you must fly. I've marked on this map the 4 locations where it can be found. You must hurry and anticipate the Shōgun's men. Don't let them get hold of it.

Setup:

- Place a clan token in: Izanami Shrine, Gifu, Hikone and Takashima.

16

If this is the third area you visit, 🏯 20.

If not, continue reading:

Izanami Shrine rises before you majestically. With haste, you begin to conscientiously search all the sources knowing that time is short. After a long time searching, you find nothing that resembles either an amulet or a relic. You decide to head to the next option to see if you have better luck there.

17

If this is the third area you visit, 🏯 20.

If not, continue reading:

There doesn't seem to be any trace of the relic. You decide to head to the next place to see if you have better luck there.

18

If this is the third area you visit, 🏯 20.

If not, continue reading:

Following the directions of Kukuta the Blacksmith, you have reached the surroundings of what must have once been a garden in honor to Ebisu, Kami of luck. For a moment you think you have arrived late, because you see a lot of activity around an altar dedicated to the Kami. However, you are reassured to discover that it is a group of monks from the Mountain Clan praying in front of the statue of Suijin. You wait for them to finish their prayers and leave, before you start looking for the amulet. Sure enough, the omamori hangs from the neck of the statue in honor of Ebisu. An artifact of such power in full view of everyone!

👍 MISSION COMPLETED SUCCESSFULLY

- Gain 30 🏯.
- Gain 2 🏯.
- Decrease the Shōgun's influence by 1.
- Draw the Ebisu's Omamori special card item.

19

If this is the third area you visit, 🏯 20.

If not, continue reading:

On the outskirts of Takashima stands a statue in honor of Ebisu, Kami of luck. It would be the perfect place to find the

omamori, however, after a long time of searching nothing turns up. You decide to head to the next place to see if you have better luck there.

20

You have taken longer than you should. You see a detachment of kachi leaving with a small chest in their hands. The relic has fallen into the hands of the Shōgun. The mission has failed.

MISSION FAILED:

- Increase the Shōgun's influence by 1.
- Remove all other clan tokens from this mission.

21

When you arrive at the Amatsumikaboshi Shrine, you are greeted by a strange monk, who addresses you in this way: "It was written that you would come." He indicates that you should follow him.

You accompany the monk through the corridors of the temple until you reach a room with several paintings.

"Bakekurija" he begins to say pointing to a painting where a marine animal appears to be devouring a large boat. "It is a ghostly whale that is ravaging our shores. This temple was built centuries ago by a brave warrior monk who dedicated his life to fight against such a terrible yōkai, until he was finally able to kill it."

In the next picture, you can see how a warrior fights with his spear against the ghost whale in the middle of the immense ocean.

"The warrior," the monk adds, "defeated it thanks to the spiritual spear he thrust into its skull. I don't know what dark magic has brought her back to the world of the living, but she has already sunk several ships. I will accompany you to finish her off once and for all."

Consequences:

- Place a clan token where indicated in the image. You can spend 1  to travel from Amatsumikaboshi temple (at no  cost) and reach the location. When you reach the location, check the mission card.



22

The monk's navigational skills surprise you. Even though the sea is rough, he steers the boat without any problems.

Suddenly, before your eyes the water begins to rise. The ghostly whale appears before you. You catch a glimpse of the spear used by the warrior monk, stuck in the center of its skull. You are going to be its dinner. "Dodge his attack!" the monk says.

If you have  (2+),  23.

If not, you try to tighten the sail ropes so you can turn the boat.

Perform a (5) test

 Success:  23.

 Failure:  24.

23

You manage to turn the boat just as the whale's tail hits the sea water. The monk's great assistance has given you a chance to attack. With great agility you leap onto the whale's back and attempt to attack it.

Perform a (7) test

If you are IMPASSIVE or LEADER +1 .

 Success:  26.

 Failure:  27.

24

You don't have time to dodge the whale's blow and end up falling into the water.

- Lose 5 . If your life reaches 0,  29. If not, read on.

You try to fight for your life. Drawing strength from within yourself, you try to get back into the boat.

If you are SURVIVOR,  25.

If not, the monk tries to help you get back into the boat.

If you have  (1+),  25.

If not...

Perform a (4) test

 Success:  25.

 Failure:  28.

25

You manage to grab the monk's hand, but you don't have much time to celebrate the rescue because the whale begins to surface again ready to attack you.

If you are IMPASSIVE,  26. If not, you pray to the Kami for the boat to hold out long enough.

Perform a (5) test

 Success:  26.

 Failure:  27.

26

Inexplicably you have managed to survive the whale's attack. You jump on it again and manage to pull the spear from its forehead to thrust it again with all your might. The beast emits unable to break through the stationed patrols of the Shōgun, so the region remains impregnable. You manage to jump back to the boat to set course back to the Sanctuary.

MISSION COMPLETED SUCCESSFULLY

- Gain 60 🍀.
- Gain 2 🗡️.
- Draw the item card "Yōkai's Pendant".
- Decrease the Shōgun's influence by 1.
- Place your miniature in the Susanoo Sanctuary.

27

The attack hits you full on. The timbers of the boat creak and break. Water starts pouring in.

- Lose 5 ❤️. If your health goes down to 0, 📖 29.
- If you survive, you attack the whale again.

Perform a 🗡️ (6)

👍 **Success:** 📖 26.

👎 **Failure:** 📖 28.

28

Your last attempt to attack the whale fails and you watch it dive, never to return. Defeated and empty-handed, you set course for Ise.

MISSION FAILED:

- Increase the Shōgun's influence by 1.
- Place your miniature back in Ise. You lose all your remaining 🍀.

29

The whale sinks the boat. When you wake up on the shores of Nagoya, you remember little. Nor do you see any remains of the boat or the monk, and of course there is no trace of the whale. The spear is missing again.

MISSION FAILED:

- Increase the Shōgun's influence by 2.
- Lose 1 random item.
- Set your ❤️ track to 3.
- Place your miniature in Nagoya.

30

You soon come across the Shōgun soldiers' outpost. Several enemies control the road and another guards a prisoner, who is lying bound hand and foot. Wait for nightfall to act.

Make a choice

- You attempt to free the prisoner, 📖 32.
- You engage the soldiers, 📖 33.

31

You are unable to break through the stationed patrols of the Shōgun, so the region remains impregnable.

MISSION FAILED:

- Increase the Shōgun's influence by 1.

32

When night falls, you stealthily approach the soldier guarding the prisoner from behind.

If you have Kunais or Shurikens, exhaust 1 use to remain undetected. 📖 39.

Otherwise, choose between:

- Draw the prisoner's attention to distract the guard and attack him from behind. 📖 34.
- Attack the guard from behind. 📖 38.

33

If you are Tomoe and have a bow equipped:

The speed of your arrows catches all the soldiers off guard, and they fall with your accurate shots. However, the last of them slits the prisoner's throat, before you can pierce the guard's neck with one of your arrows.

MISSION COMPLETED SUCCESSFULLY

- Gain 30 🍀.
- Decrease the Shōgun's influence by 2.

If you are not Tomoe:

You decide to face your rivals directly.

Perform a 🗡️ (6) test

👍 **Success:** 📖 36.

👎 **Failure:** 📖 37.

34

The prisoner makes noises that attract the guard's attention. When he approaches the prisoner, you promptly slit the guard's throat. The prisoner is from the family of the Daimyō of Hikone. After freeing him, he offers you his help to retake the Shōgun's post and recover his lands.

Perform a 🗡️ (4) test

👍 **Success:** 📖 36.

👎 **Failure:** 📖 37.

35

The snap of a branch gives you away at the last moment. The guard guarding the prisoner raises the alarm.

Perform a  (6) test

 **Success:**  36.

 **Failure:**  37.

36

After a hard fight, your enemies finally fall at your feet. The prisoner rewards you with thanks.

MISSION COMPLETED SUCCESSFULLY

- Gain 50 .
- Gain 2 .
- Gain 1 .
- Reduce the Shōgun's influence by 1.

37

After an exchange of blows with your enemies, your wounds are quite severe. You know that if you stay there any longer, you will die, so you make the tough decision to flee and abandon the prisoner to his fate. You don't know how long you were on the run, but you finally managed to throw off your pursuers, not without losing some of your equipment. Your escape served to make the Shōgun's soldiers abandon their position and lose it. However, the dishonor of not having been able to save the prisoner will weigh on your heart for a long time.

MISSION FAILED:

- Lose 2 .
- Increase the Shōgun's influence by 1.
- Receive 4 .
- Discard 1 random market card.

38

If you are Hattori:

You advance through the shadows until you are at the soldier's back. You draw your weapon,  39.

If not...

Perform a  (4) test

 **Success:**  39.

 **Failure:**  35.

39

Your weapon slashes the enemy's throat. He bleeds out in seconds without a sound. The prisoner is from the family of the Daimyō of Hikone. After freeing him, he offers you his help to wipe out the Shōgun's post and regain his lands.

Perform a  (4) test

 **Success:**  36.

 **Failure:**  37.

40

A thick green mist has begun to spread in the vicinity of the Amaterasu Shrine. By all accounts, all those who came in contact with the mist began to have hallucinations of terrible horrors.

To purify the Sanctuary you will have to deposit , until you reach 8 tokens. When a character is in the Sanctuary, you can spend 1  to make an offering with the amount of  you have available.

41

You see how the dark fog begins to dissipate and the sun returns to illuminate the Shrine of Amaterasu. As the rays illuminate Amaterasu's statue, a burst of light streams across Japan. There is still hope.

MISSION COMPLETED SUCCESSFULLY

- Each character who has collaborated gains 20  and 3 .
- Reduce the Shōgun's influence by 1.

42

The dark fog that invaded the Amaterasu Shrine has not been controlled and has begun to spread south. Hope will be abandoned in these lands.

MISSION FAILED.

43

The pendant Jirōbō gave you starts to vibrate on your chest and you begin to hear his voice clearly in your head. "We already have the whereabouts of the man we were looking for. He is being held on Awaji Island. It's time to set course there."

Consequences:

- If you successfully completed 4 or more missions.

THE SCENARIO ENDS IN SUCCESS

- If not.

THE SCENARIO ENDS IN FAILURE

44

Against all odds, the Resistance suffers a severe blow, for on the island of Awaji, they have discovered the existence of an imposing fortress erected by the Shōgun. The stronghold seems impregnable and it exerts a tight control of the island. No ship can reach it now without authorization.

Consequences:

- Place the miniature of the Oni on the island.
- Place a captured city token on Awaji. Remember that the port cannot be used.
- If any character was on the island, he moves to Osaka and loses 3 .
- Move the round marker up to space 5.

45

The winds bring whispers of horror, rumors of a great army, rising from the bowels of the recently discovered fortress on the island of Awaji. If the rumors are true, this host has launched a vicious attack and has completely razed the city that gives the island its name.

Consequences:

- Place 1 City Ravaged token on Awaji.
- Remove the Oni.

46

- If you place 1 🏰, 📖 47.
- If you place 2 🏰, 📖 48.
- If you place 3+ 🏰, 📖 49.

47

You have overexposed yourself to the dark mist. Your head starts to spin and you lose consciousness.

Consequences:

- You are delayed.

48

You find it hard to breathe in the fog but you know you have to finish the ritual for the offering. You crawl back into the light.

Consequences:

- Lose 1 🏰.

49

A ray of sunlight illuminates the section you are in and keeps the mist away from you long enough for you to complete the ritual for the offering. As you move away from the Shrine of Amaterasu, you gain renewed strength.

Consequences:

- Gain 1 🏰. You may repeat the travel action this turn.

SCENARIO 9: THE SPY'S RESCUE (II)

Exploration phase

After some time, the news they had been waiting for finally arrived. The characters were led by the insurgents to a village lost in the mountains, where they met a venerable old man, and here is the story of the encounter: "Welcome to my home" exclaimed the man, after welcoming them in a beautiful garden with a crystal clear stream flowing through it. "My name is Shingen and it is a real pleasure to welcome you to my home. I am very grateful for all you have done for my people and for the help you have given us against the hordes of the Shōgun. That is why I am happy to give you good news at last, although I am afraid it also has its downside. Unfortunately, the spy you are looking for has been captured and is being held in the castle on the island of Awaji, a very protected fortress."

"Thank you very much for the information," said Tomoe, "We must leave immediately!

"Yes, you must," said Shingen again, "but it will not be easy for you to reach the island, which is not accessible by boat."

"What can we do then?" Hikaru asked, and immediately received an answer from his host.

"You will travel to Osaka and there you will look for the Hideyoshi, a family of fishermen to whom you will deliver a letter that I will write. They are part of the resistance and some of their members owe me their lives, and they will help you reach the island."

And so, with a new goal in mind, the four of them left the village and set out on the long journey to the city of Osaka, carrying with them the letter that Shingen had written. Once again, they did not know what fate had in store for them...

It was dawn in Japan when the four companions finally walked through the port of Osaka. Their goal was to reach the island of Awaji as soon as possible and so they were looking for the Hideyoshi family.

"I have found them!" said Hattori approaching the group.

"Let's give them Shingen's letter."

As the old man had assured them in the mountain village, the Hideyoshi responded positively to his request, and they immediately set out to serve the group.

"We will try to reach the island in a small fishing boat. That's the best way to try. Let's go!" said the head of the family, called Noriyori.

Following the skilled fisherman, they all climbed aboard the ship, which soon left the harbor behind. The sun was shining brightly overhead and the sea was calm in the bay, but that changed halfway through the journey. Slowly, the sky clouded over and the wind began to pick up, leading to an incredible storm as they neared the shores of

• OBJECTIVE •

Find a way to reach the fortress after clearing the village of enemies.

• CHARACTER LEVEL •

3

• AFFINITY LEVEL •

6

• INITIAL EQUIPMENT •

- 1 available weapon per character.
- 1 available armor per character.
- 100 ●.

• MALICE •

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

FAILURE IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:



• MARKS •

- Surprise attack.
- Poison.

• SECTIONS •

A 1.

B 2.

C 3.

D 8.

E 4.

F 5.

G 6.

H 7.

Awaji, which were clearly visible in the distance. By then, a nightmare had unfolded all around them. The waves shook the boat like a rag doll in the hands of a child, and the cyclone swelled a ship's only sail, threatening to tear it apart. Fearing that the ship would sink before reaching its destination, the four were clinging to the ship's gunwale,

ZONE 1: VILLAGE



when suddenly they heard a scream of terror from one of the sailors who was trying to keep the vessel afloat. Unfortunately for the group, a huge wave capsized the ship and they all fell into the water, amid a maelstrom of screams, foam and terrible tossing....

When they set foot on dry land again, in the late afternoon, they thanked the gods for the help they had been given. Death had undoubtedly come to meet them, but they had dodged it. Although the fury of the storm had sunk the boat, it had allowed them to pass unnoticed and to reach their destination undetected.

"We have been very lucky," said Tomoe, "but that may change at any moment. At least we are finally on the island of Awaji, although we don't know where exactly and we must get off this cliff."

The young samurai was correct. Contrary to a quiet beach, they were on rocky terrain, dangerously lashed by the fury of the waves, at the base of a steep cliff that towered over their heads.

"Look, there's a cave!" said Hattori, pointing with one hand. "Perhaps it will lead us out of here. I don't see any better option."

Following that idea, the four of them headed for the nearby grotto and finally got out of the wind and the rain...

After resting for a few minutes in the cave and advancing through the shadows, the four emerged from another opening. They were in a much more favorable terrain and from here they saw some lights, toward which they directed their steps.

"It looks like a village!" Hikaru exclaimed, pointing to the ghostly silhouettes of the humble buildings that could be distinguished in the fog. Although by then the rain had stopped, a thick mist did not bode well. The mist made everything around them truly sinister. The

total immersion of the darkness was intimidating. With only some lights shining from the village to show them the way, they kept moving forward to locate the spy that they needed to free.

"I don't like this at all," said Akira suddenly, breaking the tense silence that had bothered him. "I feel something strange in the atmosphere, something unhealthy that I don't know how to explain. Take extra precautions!"

It didn't take them long to reach the village, where they huddled in terror. The temperature dropped precipitously and they were suddenly surrounded by dense fog, which barely allowed them to see a few meters ahead. Nevertheless, they could see that they were in a terrifying place, a small deserted village, illuminated by sinister lanterns.

"Someone's coming! There!" said the ninja, pointing into the mist, just before the ominous squawk of some kind of bird could be heard over their heads.

"It looks like a woman," said Hikaru, who immediately ran to address the stranger. This person was walking hunched over, looking down at the ground, her face hidden under her long dark hair. "Excuse me," Hikaru said. "We need help."

"What are you looking for here? But it doesn't matter, because you won't find it!" the mysterious lady answered, in a hoarse voice that did not seem to come from her body. From that instant, the events rushed forward as the woman stood upright, stretching out both arms under a tattered and bloodied kimono. Her hair was now fluttering violently, shaken by a wind that had sprung up around her, as this onryō revealed its true identity, that it was actually a vengeful ghost. To the despair of the four companions, they had arrived at a cursed village, under the sway of the dangerous spirit that now confronted them, screaming in a chilling manner. It was time to defend themselves...

SECTIONS

1

You ask an old woman about how you can get to the ancient fortress. "You will have to take the road that runs northwest through the rice fields to the outskirts of the village, near the river mill. There you will see the huge collapsed gate leading to the fortress courtyard. And well... there was another way. An ancient secret passage located at the bottom of the large crypt of the cemetery... but going there at night is madness... those creatures that smell blood have already killed many of our neighbors."

Consequences:

- Place the interaction point **F** (rice field) on **RED** and **G** (cemetery) on **GREEN**, if they weren't already.

2

You hear a cry coming from inside the house. Peeking out the door you see a little girl curled up in a ball in the corner of the room. "My mother went to the cemetery and hasn't come back," she says between sobs. "If you find her can you give her this doll so she knows I want her back?"

Consequences:

- Place the interaction point **G** (cemetery) on **GREEN**. The character will carry the girl's doll (interaction point **B**) which he will place on his board. It will not take up space in the inventory, because it's considered a Special Item.

3

You carefully peek into the house. Suddenly a shriek sounds from inside and a shadow rushes at you.

Consequences:

- Place 1 jikininki adjacent to the active character.
- Add the jikininki's Initiative card immediately after the active character's card.

4

It's a trap! A jikininki grabs the character that interacted with the point.

Perform a (5) test



Success: you are freed from the jikininki.

Consequences:

- Add a jikininki adjacent to **PURPLE**.
- Place the jikininki's initiative card after the active character's card.



Failure: You are dragged into the well and receive  and requiring 2  to get back out.

Consequences:

- Place the character inside the well's square. A character in the well cannot be targeted by attacks.

5

You can only interact with this point if there are no enemies left in play.

If you choose to continue through the rice field, read on, **but there will be no turning back.**

You leave the village behind and plunge into darkness on your way to the fortress. After several hours of walking, the night seems to come to an end, and you finally catch sight of the rice fields in the distance that the old woman told you about.

Consequences:

- Remove the tile for The village and everything on it and follow the instructions to prepare **Zone 2: Rice field**.

If you choose to go through the cemetery, read on, **but there will be no turning back.**

From the village square you head towards the candle-lit stairs leading to the cemetery.

Consequences:

- Remove all interaction points from The Village and follow the instructions to prepare **Zone 3: Cemetery.**

You approach to pick up the object that was thrown from the house.

Consequences:

- Draw a random market card.

No one responds from the house. Do not remove this interaction token.



ZONE 2: RICE FIELD

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

COMPONENTS

- Civilians
- Resistance tokens
- Nue
- Kappa
- Tile 1A

• OBJECTIVE •

Save as many civilians as possible and defeat the Nue. When the Nue is defeated the remaining kappa will immediately flee, 1

• MALICE •

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:



• SPECIAL RULES •

- **Fresh blood:** the kappa will always prioritize the civilians as target in case of a draw. Each will remove 1 resistance point.
- **Take it down!:** the mill door is closed. If there are no civilians outside the mill, the new priority target will be the mill door and the villager hiding inside.

Unfortunately, the danger had not been left behind, as the scene before them was even more terrifying. Surprised, the four watched in horror what was happening before their eyes, in a rice field where a real hunt was taking place. The miserable prey were the defenseless peasants. They were trying unsuccessfully to save their lives, as they faced a whole legion of kappa fiercely led by none other than a nue. This beast was a monstrous creature, a strange cross between an ape and a feline, with an intimidating tail that appeared to be a snake. Once again, the group's worth would be tested in an unimaginable way, by enemies that far surpassed them...

SECTIONS

With the fight finally over and the beasts annihilated, a villager appears from inside the hut. He has most probably hidden there somewhere, and immediately heads towards his rescuers.

"We are indebted to you! This is a great victory, but more enemies will come. Hordes of creatures emerge every day from the bowels of that damned castle. I don't know how long we can hold out."

"Did you say castle? Akira asked instantly, for he knew that was his target, the fort where the spy was. "Where is it? How can we get to it?"

"If you follow the road going south, you will soon see it. You will see it in the distance!" replied the farmer.

"Then let's not waste a moment. Our new destiny awaits us," said Tomoe.

Consequences:

- Count the civilian tokens that remain on the board:

- **0 Civilians alive:** *Despite your efforts, you have not managed to save the lives of those poor devils. You take some time to bury the bodies and head for the fortress.*

Go to page 169 and follow the setup instructions for **Zone 4: Fortress.**

- **1-2 Civilians alive:** *The survivors of the attack thank you for saving their lives. As a token of gratitude they give you some healing herbs which you accept right away. After helping the villagers bury the lifeless bodies of their comrades you head for the fortress.*

2 characters can regain 2 ♥.

Go to page 169 and follow the setup instructions for **Zone 4: Fortress.**

- **3-4 Civilians alive:** *the survivors of the attack thank you for saving their lives. As a token of their gratitude they give you some healing herbs, which you take at that moment. They also give you a vial with a poison that is lethal against the yōkai. After helping the villagers bury the lifeless bodies of their companions, you head for the fortress.*

2 characters can regain 2 ♥. Mark a box next to **"Poison"**.

Go to page 169 and follow the setup instructions for **Zone 4: Fortress.**

- **5 Civilians alive:** *the villagers thank you for saving their lives. As a token of gratitude they give you some healing herbs that you take at that moment. They also give you a flask with a lethal poison against the yōkai and accompany you to the fortress walls to help one of the characters to climb it and surprise the enemy from the wall.*

2 characters can regain 2 ♥. Mark a box next to **"Poison"** and **"Surprise attack"**.

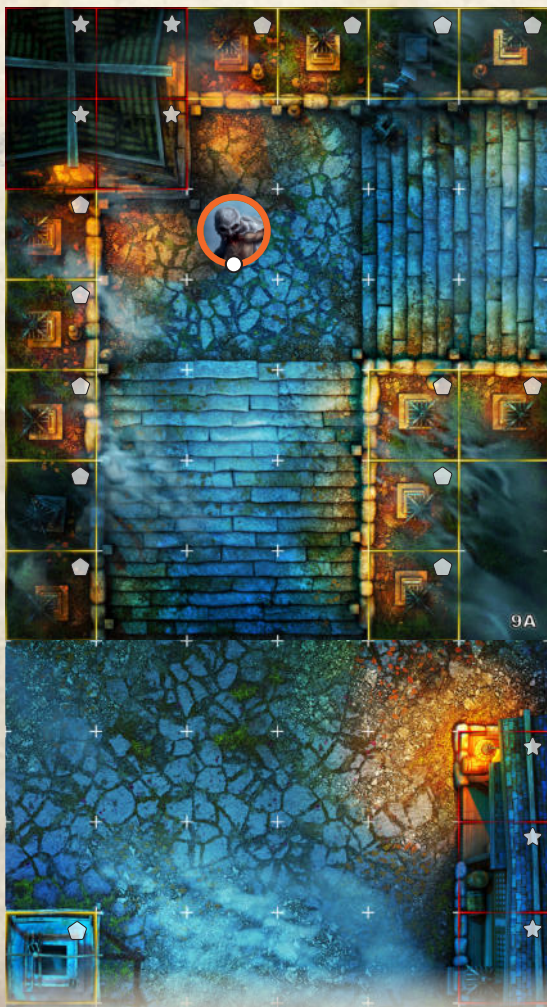
Go to page 169 and follow the setup instructions for **Zone 4: Fortress.**



ZONE 3: CEMETERY AND STAIRS

COLORS

- Yellow/
Obstacles
- ⊗ Blue/
Special terrain
- Purple/
Difficult
terrain
- Orange
- ☆ Red/
Inaccessible
terrain
- △ Green



COMPONENTS



Open tombs



Jikininki

Tiles 3B, 9A and 6B



• OBJECTIVE •

Explore and find your way out of the cemetery

• MALICE •

It is cumulative.

SUCCESS IN THE ADVENTURE PHASE

Add the following cards to the Oracle deck:



FAILURE IN THE ADVENTURE PHASE



• SPECIAL RULES •

- **Well fed:** on their first activation the jikininki adjacent to an illuminated tomb in the cemetery tile will desecrate it. This turn they will not move but will add 🍌 to all their rolls until they are defeated. If 1 jikininki is attacked during this round it will be activated immediately after the active character and will not add the 🍌 on their following ✂.

The scene before the group could not have been more frightening... Not only because it was a cemetery, but also because it seemed something inhuman lived there. Among the graves, one could distinguish the tremulous light coming from some candles, scattered throughout the cemetery, where earth was disturbed. But the horror did not stop there, giving the impression that the ground had a life of its own, as it moved in several areas with a sound of gurgling, which did not bode well...

SECTIONS

1

They are coming! New jikininki emerge from the illuminated tombs.

Consequences:

- Each round new jikininki will appear up to a maximum of 6 in play.
- At the start of each round roll 1 🎲 for each active illuminated tomb. With a 5-6 result, 1 jikininki will appear next to it. Those spawned enemies will add a 🍌 on their attacks as if the Well fed special rule has been already fulfilled.

- A character will be able to spend 1 🧠 to close the tomb and prevent the spawn of more of these creatures. Then place a 🚫 token on top of the tomb to mark it.

2

Before the surprised gaze of the four companions, a nightmarish being, who seemed to come from another world, entered the scene. Illuminating his path with a candle as he advanced heavily through the cemetery, he carried a coffin on his back, which he held with two of his four arms. The crazed laughter he emitted was grotesque and foreshadowed great evil for whoever fell under the blade of his weapon. A new spawn was facing the group. Would they be able to get rid of it?

Setup:



- Place the miniature where it is shown. If in any of those squares there is 1 character or enemy, they will be moved to 1 adjacent empty square and will lose 1 ❤.
- All other enemies and characters remain where they were.
- Place the Undertaker's initiative card at the beginning of the Initiative queue.

Consequences:

- If the Undertaker is on 1 illuminated tomb, he will temporarily prevent more jikininki from appearing from it.
- When the Undertaker is defeated, 📖 3.

3

Does any character carry the girl's doll (B)?

Consequences:

- 👍 **Success:** 📖 4.
- 👎 **Failure:** 📖 5.

With the situation under control and the threat neutralized, the four of them entered the mausoleum from which the fierce rival had emerged. Then they discovered a corpse that they recognized by its clothes, as it matched the description given by the girl they found in the village. Unfortunately, it was the mother of that little girl, who would never again embrace her daughter. In awe, one of the heroes knelt before the body and recited an ancient prayer, whose purpose was to ensure the eternal rest of her soul.

Meanwhile, the companions searched the room and with great surprise discovered a secret door, which fortunately was not properly closed. Undoubtedly, the creature carrying the coffin had reached the cemetery through the tunnel they found on the other side, a passage that was worth investigating, as it could bring them closer to the spy they were looking for...

Consequences:

- You complete the ritual of purification for the girl's mother's spirit. All characters regain 2 ❤️.

- Go to page 169 and follow the setup instructions for Zone 4: Fortress.

With the situation under control and the threat neutralized, the four of them entered the mausoleum from which the fierce rival had emerged, where they saw the body of a wretched woman, her clothes bloodied. Without wasting a moment, they searched the room and to their great surprise discovered a secret door, which fortunately was not properly locked. Undoubtedly, the creature carrying the coffin had reached the cemetery through the tunnel they found on the other side, a passage that was worth investigating, as it could bring them closer to the spy they were looking for...

Consequences:

- Go to page 169 and follow the setup instructions for Zone 4: Fortress.



ZONE 4: FORTRESS

STARTING LOCATION OF THE CHARACTERS

STARTING LOCATION OF THE CHARACTERS

COMPONENTS

Interaction tokens

Ashigaru

Kachi+

Oni

Tile 2A

COLORS

- Yellow/Obstacles
- Blue/Special terrain
- Purple/Difficult terrain
- Orange
- Red/Inaccessible terrain
- Green

• OBJECTIVE •

Defeat the Oni. The ashigaru and kachi will flee if the Oni is defeated and the scenario will end successfully. When the Oni is defeated, 1.

• ROUNDS •

6. If the Oni must draw an AI card and there are no more, the scenario ends in failure.

• MALICE •

Add 1 anger point for each malice point (maximum 3).

• ORACLE DECK •

Discard the Oracle deck accumulated up to this point and generate a new one.



• SPECIAL RULES •

- There are no Exploration Events in this zone.
- If the characters came through the cemetery, 2 of them can be placed adjacent to E.
- If you previously marked **"Surprise attack"**, 1 can be placed adjacent to E.
- **Huge:** The Blood has LoS at the higher level and an attack and be attacked from it.
- **Rage:** The Oni will gain 1 rage Point (up to a maximum of 3) each time he receives . Add the rage point after the that caused the .
- **The Oni AI cards:** use those with the **"SA"** mark. They may have 2 parts to be applied. The first part may indicate which point (A or B) the Oni will interact with and the second part is the rest of his activation.
- **Point A: Cauldron.** If an AI card indicates that the Oni interacts with point A, he will move to be adjacent to the cauldron (A). After interacting with

it, he will increase his rage points by 1 point.

- **Point B: Boxes, bags and weapons.** If an AI card indicates the Oni interacts with point B, he will move to be adjacent to the boxes (B).

When the Oni interacts with B roll 1 d6. The Oni throws one of these objects at the farthest character:

- **1-2 Box:** deals 2 damage and provokes 1 character.
- **3-4 Bag of Flour:** deals 3 damage and provokes 1 character.
- **5-6 Weapons:** deals 5 damage and provokes 1 character.
- **Poison the Cauldron:** if the characters marked "Poison" they will be able to poison the cauldron. To do this, any character will have to be adjacent to the cauldron and interact. From this moment on, the special rule Poisoned Cauldron will apply.
- **Poisoned Cauldron:** if the cauldron has already been poisoned, when a AI card of the Oni indicates he goes to the point (A), as soon as he interacts with it, he receives 2 damage and loses 1 rage point. Afterwards, the Oni ignores any (A) that appears on his AI cards.
- **The crossbows:** 1 character can interact with 1 crossbow if adjacent to C or D. Depending on the number



of characters adjacent to the Oni, the shot will do more damage:

- **0 characters:** 1 damage, -1 rage and rage is reduced to 0.
- **1 character:** 2 damage, -1 rage and rage is reduced to 0.
- **2 characters:** 3 damage, -1 rage and rage is reduced to 0.
- **3 characters:** 4 damage, -1 rage and rage is reduced to 0.
- **The cannon:** a character will be able to interact with the cannon while adjacent to E. This attack will cause the Oni 5 damage, -2 rage and rage is reduced to 0.

SECTIONS



2.



3.



4.



5.



6.

At last they were at the castle! Their long journey had brought them to their destination. They were in the courtyard of the fortress, the last obstacle they had to overcome to save the spy they were looking for. But a monstrous being blocked their way, a gigantic oni with red skin, wielding a huge axe, which had undoubtedly claimed countless lives.

"Beware of that beast!" the ninja shouted. "He could split us in two with his weapon!"

"Look over there!" Tomoe interjected, pointing with her hand. "A cannon! And crossbows! Maybe we can use them against that creature?"

Little more could the companions say before being overwhelmed by the situation. With a thunderous roar, the oni launched itself at them at a run, more than ready to tear them to pieces. Once again, the die was cast.

with its skin, the way was clear for the group. Without looking back they seized the moment to search all nearby jails, where they found the spy they had been tracking for weeks. Luckily he was alive and eager to escape from the stronghold where he had been tortured. Now he was free again and had very important information, which would undoubtedly help to strengthen the rebellion. Crucial moments were approaching them in the relentless fight against the Shōgun, a contest for which not even the Kami could predict its end.

2

You are next to the large cauldron from which the Oni may drink.

Consequences:

- If you marked "Poison", you can poison the cauldron. From now on the special rule "Poisoned cauldron" applies.

3

A large amount of weapons, sacks and crates rises before you.

SECTIONS

1

With the Oni at last dead and lying in the courtyard, turned into a red mass, in which the blood blended

Consequences:

- No effect.

4

The large crossbow is loaded. You fire it at the huge yōkai.

Consequences:

- Remove interaction point C.
- Depending on the number of characters adjacent to the Oni, the shot will do more damage:
 - 0 characters: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.
 - 1 character: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.
 - 2 characters: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.
 - 3 characters: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.

5

The crossbow bolt is loaded. You fire it at the Blood Oni.

Consequences:

- Remove interaction point D.
- Depending on the number of characters adjacent to the Oni, the shot will do more damage:
 - 0 characters: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.
 - 1 character: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.
 - 2 characters: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.
 - 3 characters: 🍌🍌🍌, -1 🍌 and rage is reduced to 0.

6

With a great roar the cannon fires at the huge monster.

Consequences:

- Remove interaction point E.
- This attack will cause the Oni 🍌🍌🍌, -2 🍌 and rage is reduced to 0.





ANY MARKS FROM ACT I SHOULD BE MARKED AGAIN
(CARRIED OVER) INTO ACT II. BEFORE STARTING ACT II.

Ally daidarabotchi ☐
 Bearer of bad tidings ☐
 Changed, in Edo ☐
 Dishonor again ☐
 Disrespectful ☐
 Hiroshi ☐
 Last will ☐
 Lost clue ☐

Nobuyuki ☐
 On my own forever? ☐
 Sakura's redemption ☐
 Set her free ☐
 Spirit of the Forest ☐
 The mountain resists ☐
 Ultimate sacrifice ☐

