

STABLES

It's confusing in here.



Reveal the initiative 1 card at a time.

STABLES

Kicking.

**One of the horse bolts, kicking in all directions.
All creatures adjacent to **PURPLE** take  
Remove **PURPLE**.**

DARK FORTRESS 1/2

I only have eyes for you.

Nyx and the Sumosapo will only target each other in this combat.

DARK FORTRESS

Unfriendly fire.

There's a lit torch on the wall of the fortress. Place A on **RED**. Remove **RED**. The enemy closest to A always adds this sequence as a priority:

👤 x2 adjacent to A and interact with A.

DARK FORTRESS

Call to arms.

The noise of battle attracts the Shōgun's reinforcements, who seem to be inside the stables with the door ajar. Place 3 ashigaru+ adjacent to **PURPLE**. Remove **PURPLE**. Change door 6 to door 5.

DEPENDENCIES

The desperate chef.

If the civilian **GREEN** is still in play, read this:
A civilian, dressed as a cook, cries, "I didn't do anything, please don't kill me."

"Bloody traitor, you'll pay dearly," says one of the Shōgun's guards. Add 2 resistance tokens to the civilian **GREEN**.

DEPENDENCIES

That smells good.

The pots in the kitchen give off a mouth-watering smell. Add G at **RED**. Remove **RED**.

DEPENDENCIES

Keep them here.

Place 3 ashigaru+ adjacent to **ORANGE**. Place C on **ORANGE**. Remove **ORANGE**.

BATHS

They come out from everywhere.

Some yōkai are feeding on the corpses. Place 3 jikininki+ adjacent to PURPLE. Remove PURPLE.

BATHS

My sense of smell can't take it.

The stench coming from the corpses inevitably clouds your minds. Reveal the initiative 1 card at a time.