



WRATH OF THE GODS

WE RECOMMEND PLAYING THIS EXPANSION AFTER YOU
HAVE COMPLETED THE ACT I CAMPAIGN.



Daji unworthy ☐
Dark Warrior:
 Daji ☐
 Guan Yu ☐
 Mulan ☐
 Sun Wukong ☐
 Guan Yu unworthy ☐
 I know your weaknesses ☐
 Mulan unworthy ☐

Seashell:
 Daji ☐
 Guan Yu ☐
 Mulan ☐
 Sun Wukong ☐
 Scared away ☐
 Sun Wukong unworthy ☐
 To ashes ☐
 Tornado ☐ ☐ ☐ ☐ ☐

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INTRODUCTION

This book contains the information you need to play the Wrath of Gods expansion. This book is intended as a supplement to the adventure phase and exploration phase rulebooks. It is divided into 3 parts. The first outlines rules changes and additional rules specific to this expansion. The second explains how to start a Wrath of Gods campaign. The third contains scenarios and is the equivalent of the campaign book from Act I.

Note that the Wrath of Gods campaign is not compatible with the Shinigami expansion. Also, remember that you can add all weapons, armor and items included in this expansion into the Act I and Act II campaigns. You can also use the items included in this expansion when playing other expansions.

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COMPONENTS

THESE ARE THE COMPONENTS OF THE WRATH OF THE GODS EXPANSION, YOU WILL ALSO NEED COMPONENTS FROM THE BASIC GAME.

SACRED BEASTS



SEIRYŪ



SUZAKU



BYAKKO



GENBU

CHARACTERS



DAJI



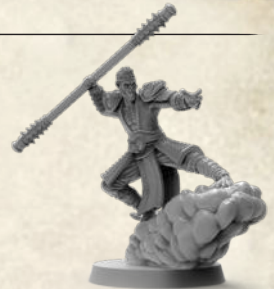
MULAN



GUAN YU



SUN WUKONG



ALTERNATIVE
SUN WUKONG



28 BLACKSMITH CARDS



20 MARKET CARDS



42 AI CARDS



60 TRAVEL EVENT CARDS



20 MISSION CARDS



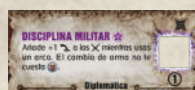
8 INITIATIVE CARDS



4 DOUBLE-SIDED SACRED BEAST BOARDS



DIVINE TOKENS: FATE,
STEALTH, BLOCK
AND LUCK



20 SKILL TOKENS



4 CHARACTER BOARDS

PART 1: RULES CHANGES

This section is divided into rules changes affecting both phases in the game, changes affecting only the Adventure Phase, and changes affecting only the exploration phase.

GENERAL RULES CHANGES

CAMPAIGN STRUCTURE

In Wrath of the Gods each chapter includes either an adventure or exploration phase and then a recovery phase. Read the specific changes to the adventure phase and the exploration phase ending effects, further on in this page.

RECOVERY PHASE

1. If indicated in the ending section of the last played chapter, add any  to the general supply.
2. Find the lowest  of any character and the highest  of any character. Find the market cards from both the base game and this expansion the levels of which are within this range and shuffle them into a facedown pile next to the main board to form the market deck. Reveal 12 cards from this pile. Characters may buy any number of the drawn cards, placing each bought card into their supply.

The limit of 2 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, adding to the communal coins half their cost, 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 and  from their supply.

3. Place the blacksmith equipment matching the character level and class in a facedown pile next to the player board. Characters may buy equipment in their pile, adding any bought equipment to their supply.

The limit of 2 weapons and 1 piece of armor still applies.

At any point before or after buying blacksmith equipment, characters sell equipment from their supply, adding to the communal coins half the cost, rounded down.

4. All characters repair their armor, moving the cube on the armor track up until it matches the armor value of the equipped armor.
5. All characters regain all their lost health, moving the cube on the health track up until it matches the current maximum health according to their class and level.

CHARACTER DEFEAT

Defeated characters automatically succeed resurrection tests.

SACRED BEASTS

During the adventure phases characters will move around the game board to find the Sacred Beasts. In the exploration phase, they will confront them. The rules for Sacred beats are outlined in the phase-specific rules changes below.

ADVENTURE PHASE RULES CHANGES

At the end of each adventure phase, if it ends successfully, characters regain health up to their maximum  value, and repair their armor fully.

If the phase ends in defeat, characters regain  equal only to their level and repair their armor fully.

Shōgun Influence cards are not used when playing this expansion.

MARKET DECK

When creating the current market deck based on the characters'  level, shuffle the cards from this expansion together with those from the base game.

EXPLORATION PHASE RULES CHANGES

Each Exploration Phase that ended in failure must be repeated. Before doing so, characters regain  up to their maximum  value, and repair their armor fully. Any item spent during the failed phase is not recovered.

If it ended successfully, characters regain  up to their maximum health value, and repair their armor fully. In addition, characters will receive a reward in  as described in the current chapter.

For each previous failed attempt at that chapter, reduce the reward by 30 , to a maximum reduction of 90 .

SACRED BEASTS

The Wrath of the Gods expansion introduces a new type of enemy - The Sacred Beasts.

▶▶ SACRED BEAST SETUP

Place the Sacred Beast board by the indicated side. Shuffle the Sacred Beast AI cards into a facedown deck and place it on the Sacred Beast board **1**. Place 1  token next to the special effect track **2**.

Each Beast has 2 different versions. The side with the blue background is used the first time the characters face them. The side with the golden background is used the second time the characters face them.



SACRED BEAST INITIATIVE

Sacred Beasts always activate first in initiative. Place any initiative cards corresponding to Sacred Beasts in play to the left of other initiative cards, at the front of the initiative queue. If there are multiple initiative cards corresponding to Sacred Beasts to be placed at the front of the queue, decide their order randomly.

SACRED BEAST ACTIVATIONS

Draw the top card of the Sacred Beast deck. If you would draw a card from the deck and there are none remaining, the chapter ends in defeat.

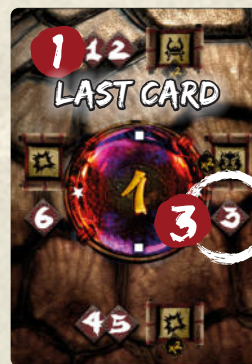


1. Sequence to be activated on the beast board.
2. Dice values for chaining cards.
3. Bonuses.
4. Shield.



to negative conditions and can **1** through any kind of creature.
CELESTIAL SKILL: If the special track reaches 3, his next activation will use its empowered side. While activating an empowered card, divine tokens cannot be used.
ROAR: cannot be targeted by attacks at **2** or **3**.
THUNDERSTORM (+1): **1** up to **2** and **3** of the maximum amount of enemies and **4** them all with **-3**. Each target rolls 1 **1**. Depending on the result provokes: **1** **1** **1** **1** **1**.
HURRICANE (+1): **1** up to **2** and **3** with **-3**. If it causes **-1**. Repeat this line against another enemy.
WESTERN WIND (+1): **1** up to **2** and **3**, if it causes **-1** provokes **1**. Regains **1** equal to **1** dealt **-2**.
BLIZZARD (+1): **1** up to **2** and **3** to the maximum amount of enemies adjacent to each other with **-2** and pushes them 3 squares.

If this is the first AI card that's been drawn, it becomes the origin card. Place it on the table, and resolve the line on the beast's card corresponding to the number of the drawn AI card (2, in this case) **1**. If you cannot resolve the line fully, instead read the next line of the table entry. If the line can be resolved fully, do so. Repeat this process until you have fully resolved a line. A sequence can be fully resolved if all attacks in it have at least one target. Remember that healing effects, or effects containing "if possible" or "if any", are not considered mandatory to consider a line to be fully resolved.



If this is not the first AI card that's been drawn, instead find the last AI card you placed **1** and roll a **1**. In this example, the result has been a **3** **2**. Place the drawn card next to the last AI card you placed, in the closest available spot in the direction indicated by the dice roll **3** (3). For example, if we have to place a card next to **1** and the result of the roll is **3** **3**, we will place it to its right.

A.
3x , 3x .

B.
3x , , .



Then, find the shortest route from the **origin** card to the drawn card, and trigger each **bonus** the route passes through.

If there are multiple routes tied for shortest, the players collectively choose which one is used. For example, route **A** or route **B**.

Finally, resolve the line on the beast's drawn card. If you cannot resolve the line fully, instead read the next line of the table entry. If the line can be resolved fully, do so. Repeat this process until you have fully resolved a line.

*A line can be resolved fully if all attacks in the line have at least one **target**.*

If there are multiple routes tied for being the shortest, players collectively choose which route is taken.



If there is already a connected card to the side that the drawn card has to be placed next to, jump over any already connected cards until you can place the drawn card on the position set by the die and trace the bonus route normally.

Following the example above, if the result of the roll is 6, the new card **1** will jump over the card and be placed next to it.

BONUSES

 For each armor bonus icon triggered, increase the beast's armor value by 1 for the remainder of the round.

 For each damage bonus icon triggered, the beast's  deals 1 extra  for the remainder of the round.

 For each special effect bonus icon triggered, advance the marker on the special effect track by 1.

If it is already on the last space, instead return the marker to the first space of the track and then, when you have completed resolution of the line corresponding to the drawn AI card, resolve the beast's special effect.

If multiple  bonuses have been triggered it is possible for the marker to continue to advance after it has been moved back to the first space of the track, and for a special effect to be triggered twice, or more.

SACRED BEAST MOVEMENT

Sacred Beasts can move through squares containing creatures, and some of them have the  **DESTRUCTIVE PATH**, skill that causes (X)  to enemies whose squares they move through and end their activation in. For Sacred Beasts with the **(DESTRUCTIVE PATH)** skill, resolve their movement as per the resolving movement section in the exploration phase rulebook with the following exception:

Replace the sentence on page 15 which reads:

- If there are multiple squares the enemy could move to that fulfill the **condition** relative to the **target**, choose the square that requires the enemy to move the fewest number of times.

With the following:

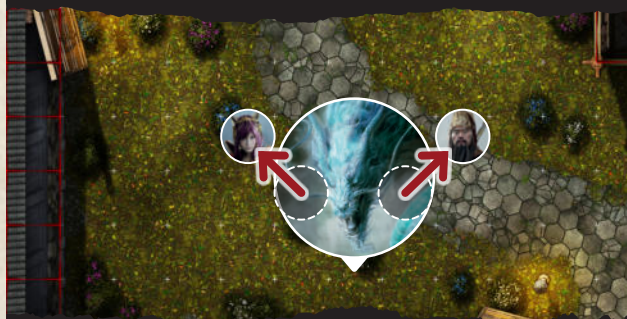
- If several squares meet the target condition, the beast chooses the route that crosses the most squares occupied by different characters, seeking to end its movement in squares occupied by as many characters as possible. Each enemy it runs over will be caused (X)  (once per activation), while enemies it ends its movement on will be caused an additional (X)  (once per activation) and pushed to an adjacent square of its choice.





Seiryū targets Mulan. Instead of immediately attacking his target, at the start of his activation, Seiryū will move his entire 8 (8 squares) through the maximum number of characters possible and end at his maximum 4 (4). In addition, if possible, it will end its movement, in squares occupied by the maximum number of characters, causing them 1 additional 1.

Thus, Mulan, Guan Yu and Daji will receive 1 1 for being crossed by the dragon. Guan Yu and Daji will receive 1 additional 1 because Seiryū has finished his move in the square he occupied. This move has caused 5 1 total.



Characters on which a beast completes a move action are pushed to an adjacent square outside the space occupied by the Sacred Beast, at the characters' choice.

PUSHING

When an enemy pushes a target, move the target (x) square(s) away from the enemy or the specified origin point, in a straight line. If the target enters an occupied square, instead of doing so, it receives 1 1 equal to the amount of squares it was not able to be pushed and is moved to another free adjacent square. If the square was occupied by a creature, it receives the same amount of 1 as the pushed target.

FACING

When a Sacred Beast attacks, rotate the miniature in an orthogonal direction to face its **target**.

If its **target** is not adjacent, trace a line from the center of the square the target is in to the center of the squares occupied by the Sacred Beast, and find the last square adjacent to the Sacred Beast that this line crosses. Rotate the Sacred Beast as if its **target** was in this square.

If the target is on a diagonal line from the squares the Sacred Beast is occupying, players collectively choose which of the two closest orthogonal directions the Sacred Beast faces.



Genbu targets Daji for his attack, and will move diagonally towards her, until he is within range.



As this is a diagonal, the players decide which orthogonal direction the beast faces, **A** or **B**. They decide to orient it towards **B** before starting the movement.

When attacking a Sacred Beast, find the last placed Sacred Beast AI card. If you are attacking from the orthogonal direction the beast is facing, resolve the **modifier** in position **1**. If you are attacking the beast's right flank, resolve the **modifier** in position **2**. If you are attacking the beast in the rear, resolve the **modifier** in position **3**. If you are attacking the beast's left flank, resolve the **modifier** in position **4**.



1. Front (■).
2. Right flank (▲).
3. Rear (★).
4. Left flank (■).

SHIELD

Strong side (red ★). The attack deals -1 ⚡.

Weak side (green ▲). The attack deals +1 ⚡.

Normal side (purple ■). The attack is resolved as normal.

LINE OF SIGHT (LoS)

If a character has line of sight to any square that the Sacred Beast is occupying, it counts as having line of sight to the Sacred Beast. If a Sacred Beast has line of sight to a character from any square it is occupying, it counts as having line of sight to the character.

When deciding to which square occupied by the Sacred Beast a character is attacking, only those to which the character has LoS are available. If the LoS crosses a square which is part of two different faces, the front and rear have priority over the sides.



Mulan decides to attack Seiryū. He draws a line to the chosen target square, crossing both a side **1** and front **2**. zone. The front side has priority, so Mulan attacks Seiryū's weak side (▲) gaining +1 ⚡.



Guan Yu spends 1 ⚡ to take a move action to get into position to attack the weak zone, gaining a 1 ⚡ advantage over attacking a protected zone.

If a sacred beast cannot fully perform the indicated line by the AI card, draw an additional card, place it next to the non-performed card and repeat this until a line can be fully performed.

Remember, that if a line details that part of it is optional (including "if possible" or healing effects), it is not compulsory to perform that specific part to consider the line fully performed.

DIVINE TOKENS

During the Wrath of Gods campaign characters will gain Divine Tokens.

At the beginning of each exploration phase, characters can redistribute them amongst themselves. No character may have more than one Divine token in their supply at any time.

At the end of a phase, return all used Divine Tokens to the common supply.

Characters in the Wrath of Gods campaign can also take the **Use Divine Token** free action in addition to those listed in the core rulebook. Unlike other free actions, this free action can only be taken during Sacred Beast activations.

USE DIVINE TOKEN

This free action may be taken by characters during a Sacred Beast activation, after a Sacred Beast AI card has been drawn, but before it has been placed, a route back to the origin card has been determined and bonuses have been calculated. This free action may be taken a maximum of once per Sacred Beast activation.

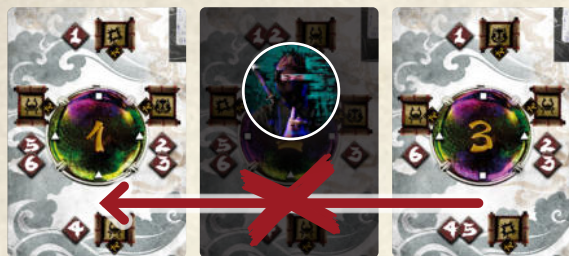
Some of the abilities of the Sacred Beasts may prevent the use of Divine Tokens in a specific round.

To use a Divine Token choose and resolve one of the following effects:

▶▶ STEALTH



Place the used divine token on a Sacred Beast AI card. For the rest of the phase, or until the token is removed by an effect, ignore any bonuses on this card that would be triggered by tracing routes through it.



The characters face Byakko, and his current sequence is particularly damaging. Mulan decides to use the “stealth” god token to nullify the effects of one of the AI cards, and thus prevent further negative effects from accruing to the characters in subsequent activations of the holy beast.

▶▶ BLOCK



Place the divine token blocking the effects of 1 intersection between 2 holy beast AI cards. For the rest of the phase, or until the token is removed by some effect, you must ignore any bonuses that would be triggered by tracing routes between these covered bonuses.



In their fight against Seiryū, two cards have formed a very damaging effect on the characters, which could be repeated with each activation of the dragon. To avoid this, Guan Yu decides to use the “block” divine token to block these effects. They will not apply from now on, even if the sequence passes through these cards.

▶▶ DESTINY



Place the used Divine Token on a Sacred Beast AI card. For the rest of the phase, or until the card or token is removed by an effect, it is treated as the origin card.



With combat advanced, Daji decides to use the divine token “destiny” to change the origin of the following trajectories, drastically reducing the cumulative effects for each activation thereafter.

▶▶ LUCK



Place the divine token next to the Sacred Beast board. Choose any result. Pick up the AI Sacred Beast card you just drawn and place it in the direction indicated by your chosen result. Placed the used Divine Token next to the Sacred Beast card.



The result of the roll is 6, the current card would be placed to the left of the last card and the sequence of bonuses that Suzaku would activate would be **A**: 4x, 2x. Using the “luck” god token from his reserve, Daji changes the die result to 2. This causes the current card to be placed to the right of the last card, resulting in Suzaku getting a bonus this round, **B**:.

PART 2: WRATH OF GODS CAMPAIGN SETUP

THE CHARACTERS

In Wrath of the Gods, you will play with 4 new characters that constitute the core of the story this time. 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.

The characters in this expansion are fictional. Although some are loosely based on real people, they are not to be considered historically accurate representations.



Daji is based on a historical character that lived during the Shang dynasty as the favorite consort of King Zhou of Shang. She is considered a ninja class character linked to the Firefly Clan.



Guan Yu is based on a historical character from the late Eastern Han dynasty of China who served as a general for Emperor Xian. In Wrath of the Gods, he is considered a samurai class character, linked to the Sakura Clan.



Mulan (Hua Mulan) is based on a fictional character who first appeared in the “Ballad of Mulan” folk song believed to have been composed during the Northern Wei dynasty in China. In Wrath of the Gods, she is considered a ronin class character, linked to the Mountain Clan.



Sun Wukong is based on a fictional character best known as one of the main characters in the Chinese novel Journey to the West and has been the source of many other characters and adaptations. In Wrath of the Gods, he is considered a monk class character linked to the Dragon Clan.

ALL CHARACTERS START THE CAMPAIGN AT LEVEL 3. FOLLOW THE STEPS CORRESPONDING TO THE "LEVEL INCREASE" SECTION ON THE EXPLORATION PHASE RULEBOOK.

CHARACTER SETUP

Perform these steps for each character.



1. Place each character board in front of the player controlling them.
2. Place a cube on the health track (♥), on the space matching the character's maximum health.
A character's maximum health depends on their class and level and is shown in the graphic on the character board below their name.
*If this is the first chapter, place the cube on the 12 space of **Daji's** track, the 13 space of **Guan Yu's** track, the 15 space of **Mulan's** track, and the 11 space of **Sun Wukong's** track.*
3. Place all weapon and armor cards next to each player board depending on their class and up to their current level.
*If this is the first chapter, place the level 3 ronin equipment next to **Mulan**, the level 3 ninja equipment next to **Daji**, the level 3 monk equipment next to **Sun Wukong**, and the level 3 samurai equipment next to **Guan Yu**.*
4. Insert skill tiles into each character board showing the face chosen when the tile was obtained, and create a supply with the available ki dice.
If this is the first chapter, insert the level 1 skill tile showing either face and then choose 1 face for each level 2 and 3 skill tiles for each character and insert them into their board.
Skill tiles are unique to each character and include their name on them.
5. Place cubes according to the attribute scores recorded in the campaign sheet.
*If this is the first chapter, for **Mulan** place 1 cube in the ♠, for **Daji** place 1 cube in ♣, for **Sun Wukong** place 1 cube in ♠, and for **Guan Yu** place 1 cube in ♣. Then, distribute 2 additional attribute points among the 4 available attributes per character.*
6. Place 4 clan tokens and 4 action points tokens, to the right of the character board, forming that character's supply.
*For this expansion, each character is linked to a clan: ♠ **Daji**, ♣ **Guan Yu**, ♠ **Mulan** and ♣ **Sun Wukong**.*
7. Place any already purchased market and blacksmith cards into the character's supply. If a character has 2 weapons, indicate which one is currently equipped by turning it over.
If this is the first chapter, each character chooses 1 weapon and 1 armor from their class and level (3) and adds it to their supply. Each character also chooses 1 permanent object and adds it to their supply. Finally, each character adds 15 ♣ to their supply.
8. Place a cube on the armor track, on the value indicated by the current character's armor.
If this is the first chapter, place the cube in the printed value of the previously chosen armor.
9. Place any other card or tokens owned by any character next to their supply.
10. Place a cube on the armor track, on the value it ended after the last game session.

INTRODUCTION

Climbing to the summit of mount Haku was a Chinese scholar, Huan Ma. A lifetime studying Chinese and Japanese lore, had given him an all-consuming desire to find the answer to a deep, philosophical question. Academic sources could not satisfy his curiosity, and so finally he turned to the gods. After many of them had given him no assistance he decided to approach two of the most ancient and esoteric of all the deities.

At the mountaintop he fasted in preparation for the spell casting that he was sure would summon at least one of the two gods: Hundun, the Chinese god of chaos, and Ame-no-Minakanushi, a very ancient Japanese god who had himself arisen out of chaos.

The spell was complex, and Huan Ma wondered if he might have overdone the fasting. What if he starved before either god turned up. or worse, just before being given the answer he sought. "Maybe I should have had a snack", he thought, just as the god Hundun appeared.

"Mortal, it's really nice here in Japan, and I didn't expect that," Hundun said. "I would have to decide whether to thank you or detest you for interrupting my more important concerns, if I thought you had any choice in your actions."

Huan Ma's heart sank, because Hundun's pronouncement sounded like the wrong answer to his unasked question. Hundun looked very much as he had expected, a monstrous elephant-like body with a plethora of wings. Eyes, noses, ears and mouths appeared on Hundun from moment to moment and then flicked away, appearing to have no fixed location.

Well, he had summoned this god, so he ventured to put the question that had consumed him for so many years "Honored Hundun, is there free will? Do people truly make their own decisions about what they wish to do?"

Hundun laughed, making the mountaintop shake, and Huan Ma scrambled to keep his footing. "Of course you have free will. You get to decide how to worship me. But that's about it." "Honorable god Hundun, I must admit that I have never worshiped you. Although at the moment, I'm definitely considering it."

Hundun produced a rather large mouth that smiled. "You can call it 'not worshiping me,' but that's merely the clumsiest way to give me continuous honor. I shall not waste my time telling you how fine it is that all mortals worship me in some way or other. As for you, go and get on with whatever you have been doomed to do.."

At that moment, an amused rumble echoed like thunder around the mountain, but seeming to come from some other source, and not from Hundun. Could it be? Cursing the pangs of hunger, Huan Ma looked around vainly, before remembering that Ame-no-Minakanushi would be hidden from his sight. Had he really managed to summon both gods? Another voice spoke. It sounded elegant, although it buzzed and crackled around the edges. "Konton, Konton, you lie! You know very well that mortals can choose to do as they please." "DON'T CALL ME KONTON!" The Chinese God roared back with fury. For centuries, Ame-no-Minakanushi has been using

this word when speaking to Hundun, using the name that many followers of the deity had been wrongly using after a misread of some documents by a clumsy monk that wrote Hundun poorly in some scrolls, that were used for teaching the deities names to other scholars. "And you're wrong! Very wrong. How else do I know that all these mortals worship me? Let me show you what I can make this mortal do."

But Huan Ma hadn't sharpened his brain all these years for nothing. To avoid becoming the subject of a god's demonstration of power, he was already scrambling down Mount Haku, stuffing his mouth with any hanging fruit he found along the way. He had decided that not knowing the answer he sought was better than being caught in a test of wills between two gods; any two gods, for that matter. And so he scrambled nimbly out of our story.

That left the two gods facing each other at the top of the mountain. While a nearby butterfly flapped its wings no more than thrice, the two gods hurled hundreds of arguments—and insults—at each other, for and against free will for mortals.

"We could debate this for thousands of years," Ame-no-Minakanushi said. "Why don't we put it to a test?"

"An excellent idea. Please note that the land of Japan lives in prosperity and peace. And why? Because of the four sacred beasts that protect it: Qinglong, Byakko, Genbu, and Suzaku."

"I'm well aware of these protectors, even though you seem unable to name them consistently in a single language. What do any of them have to do with the free will of their people?"

"You will see. Because I shall corrupt them, and then they will rule Japan unfairly for a hundred years, or perhaps, forever." Hundun produced a smiling mouth again. "No mortal will have the power, or the free will, to decide to stop them."

"That's not right!!" said Ame-no-Minakanushi. "What does it prove, if mere mortals fail to overcome corrupted mythical beasts?" "I think you have conceded the argument," said Hundun. Dozens of small mouths appeared on his body, looking more triumphant than amused.

"On the contrary," said Ame-no-Minakanushi. "I propose a fair contest. I shall summon four of Japan's most famous mortals to deal with your corruptions. And believe me, I won't make them do it. They will act on their own. Like all mortals, they have a streak of chaos in them, and that makes all possible actions of mortals more than likely to occur. I KNOW CHAOS! I emerged from it."

"So they say."

"And so, in their chaotic way, my heroes will soon note your corruptions and decide to do something about it."

"All by themselves?" asked Hundun.

"I think I should give them a hint. I might say, 'Those creatures could be a challenge for you.' I wouldn't be too direct. Would that do?"

"It's still not fair," Hundun said. "You're a Kami. They'll call on you."

"They won't need me, Konton."

"DON'T CALL ME KONTON! You are their Kami! You'll cheat when they call on you to help them. How can I prevent that?"

"Fair enough," said Ame-no-Minakanushi. "I'll call on four of the greatest Chinese heroes instead. Those personages will never think to call on a Kami." Ame-no-Minakanushi's voice dropped to a much lower register, where his static was softer, and he added, in a stage whisper: "And you won't help them, either. If you do, I'll know."

"That sounds fair," said Hundun. "I can't promise not to help them, because even I am doomed to do what I must do. But I believe I shall be fair. Name your heroes."

"Excuse me," said Ame-no-Minakanushi. Although he could not be seen, it was evident that he had departed. For a few years, Hundun waited patiently.

Suddenly, Ame-no-Minakanushi returned to the top of Mount Haku.

"Hundun, here are my chosen ones."

"Hidden god, I thank you for at least TRYING to pronounce my name right."

"It's nothing. I did a little research while I was away. Here are my heroes. The first: Hua Mulan."

"Will she have her speedy horse?" Hundun sounded more bored than curious.

"Possibly."

"Will she dress as a man, again?"

"That's really up to her, isn't it? Although this time, I see no need. My second hero: Daji."

A floating god could hardly sit up with interest, but Hundun did produce a pair of mouths that opened wide to show row upon row of shiny teeth. "I like that. The nastiest honorable bitch in our history. Your other heroes won't abide her. Will she try to torture them? It's her best form of amusement."

"She can do better," Ame-no-Minakanushi said. "Threatened with her torture, some of your so-called corruptions might repent."

"And will she appear as a woman, or as a nine-tailed fox? Two women out of four heroes, I call that too much."

"She will have the will to decide. Hundun, you are centuries behind the times."

"I doubt that. I doubt both things you just said. But, very well. Who's next?"

"My third: Guan Yu."

"I like that! A loyal, honorable general. Surely he will try to command the other three. He will hate to spend even one minute in the company of Daji. Do you know what that means?"

"CHAOS!" said Ame-no-Minakanushi. "But with his planning, and her insubordination and torture, my heroes can accomplish anything. And my fourth: Son Gokū."

"Son Gokū? Who is this?"

"You call him: Sun Wukong."

Hundun, unlike Ame-no-Minakanushi, was quite visible. An observer would have seen his many wings tremble. "Ahh, I see. Not fair, not fair at all. That monkey trickster is immortal! He'll have nothing to fear, unlike those human heroes of yours."

"He was born mortal, just like the other three. It's just a bit of a bonus for me that he happens to be immortal now. Don't you think?"

Thunder and lighting lit up Hundun's body. "He will have to be mortal during this challenge. And that means: if he dies, then no more immortality for him!"

"Now let's be clear," Ame-no-Minakanushi said. "Whatever challenges you give my heroes, at each stage, if any hero survives, then we have succeeded, and I shall resurrect them all to face whatever comes next. Should all my heroes die during the same challenge, I lose, and they shall remain dead. And I shall accept that I, and they, had no choice in the matter."

"Fair enough. I imagine that even Sun Wukong will accept this fate, if it's indeed his destiny."

"Now, let me think about your four sacred beasts." Ame-no-Minakanushi paused for a century or two, and then he mused out loud. "Qinglong: I would call him Seiryū. That's his proper name, don't you think? He rules over the east, and he protects Edo, endowing it with beautiful spring seasons."

"Rather, robbing it of every essence of spring, since he will be corrupting it," said Hundun. "That's what I have in mind."

"I have always wished to see how Seiryū flies without wings." Ame-no-Minakanushi said. "And I must know: The cracked crystal on his head, that used to allow him to dodge head-on attacks. Is it repaired?"

"Perhaps. Really, that's a matter of destiny. It has nothing to do with me."

"Now, this Genbu that you mentioned...the infernal tortoise-snake...somewhere in the north, making the soil most fertile, and—"

"Corruption, corruption!" Hundun howled, opening a crocodile-like mouth. "Get used to it, my Japanese friend, these are corrupted guardians. The soil in the north will grow weeds, and weeds alone, year after year."

"Now Suzaku: A very nice challenge. What would this contest be without a Phoenix? Will he rain down fire upon my heroes? And how will the sky look, when you bring him down to corrupt Japan's south lands? What will the constellations of Gemini, Cancer, and Hydra be without him?"

"Not my problem," Hundun said. "A little sky chaos will do the rest of the humans some good. Wake them up, I imagine. I'm especially pleased to have remembered to use the White Tiger. Byakko will rule over the west. His absence from the sky will destroy a few more constellations."

"I can see it," Ame-no-Minakanushi said. "Stars disappear. The sky dims. Chaos!" Then he asked more quietly: "When my heroes venture to the west, they won't have too much trouble with the wind, will they?"

"Byakko will do whatever he's destined to do with the wind," Hundun growled. "Too much wind, you know...tornadoes, disasters, weather not fit for man nor beast, all that sort of thing."

"A masterful challenge, Hundun. And can you explain for me, very clearly: What exactly does it mean that these deities, who have served the land so well, shall be corrupted?"

"Dozens of tiny mouths appeared on Hundun's body, all of them looking grim. "That's destined to be decided. You and your heroes are destined to find out. Little by little, I imagine." Ame-no-Minakanushi sighed, a long gentle breeze that wafted all over the mountaintop. "I myself do not know how my chosen heroes will perform against such beasts. Now what must they do, to persuade you that they have the power to use their will, and to win?"

"Nothing much. I merely ask that your heroes, on their own, use combat to uncorrupt my sacred beasts."

"I wonder," said Ame-no-Minakanushi. "Did I know you were going to say that?"

CHAPTER 1: EARTHQUAKES

Mulan, Guan Yu, Daji and Sun Wukong, four famous Chinese heroes, found themselves at a seaport in Japan with no idea how they got there. Sun Wukong slapped at a mosquito that was drawing a smidgeon of his blood, saying, "That's funny! Mosquitoes usually have no power over me." Sun Wukong stared at the others, and they stared back. And not just at him. Each of them had many choice memories of being a great hero among ordinary people, performing remarkable feats both good and evil, to everyone's amazement. But to be in a group of four such personages? It was unimaginable. What in the world had brought this band of heroic misfits together?

Daji stared at Sun Wukong, who looked very much like the Monkey King he was, despite his beautiful, richly embroidered coat.

Guan Yu, a natural general of complex troops, felt despair creeping over him at the prospect of trying to make such a mismatched group of heroes act according to any plan. Although, knowing nothing really, he wondered if they would ever need a plan.

Mulan was sure there was a goal in store for them. Her mind raced, examining each of the others for clues, discovering absolutely nothing. I know one thing at least, she thought: I did not arrive here dressed as a man. Therefore, I infer that I need not prepare for war.

"Why are we all here?" Sun Wukong asked.

"The Monkey King wants to know," said Daji, chuckling.

"We all want to know," replied Mulan.

"To find out why we are here: We must make a study plan," said Guan Yu. "We can form several subgroups and consider the ramif—"

"I have a much better idea, 'emperor'" Daji said. "You and I can go over there and hide behind those tall rocks.

Then we can remove the trappings of our clothing, which always give the wrong impression, and see each other as we really are. Then we can have a little fun. Deal?"

Guan Yu looked over at her carefully. "I'll tell you why I'd rather not be alone with you behind a rock," he said. "You have a reputation, Daji. I'm sure that Japan needs a few more eunuchs, but I have no intention of being one of them."

"Oh, just for fun," she said. "Come on."

"Enough," Sun Wukong said. "I'm sure we're not here to divide up into couples or pairs. Stop this nonsense, and let me think!"

"The Monkey King has spoken, and we must admit, the Monkey King is well dressed. I accept his request," said Daji, bowing to him, with a smile on her face.

Sun Wukong did look like a monkey, but appearances deceive. The others knew that he could seize any one of them and throw them so high in the sky that they would look far down and be unable to see the highest flying birds.

"I have a thought," Mulan said.

"Yours?" Guan Yu asked.

"Oh, it just popped into my head. Here's what I think: Japan is struggling. The people are hard at work, as usual, but their efforts are failing due to unusual disasters. Something is causing those disasters, and I wonder why."

Sun Wukong laughed. "I know why!"

"A thought just popped into your head, we suppose," said Daji.

"You're right. Here's my thought, and I wish I knew where it came from: Something is harming Japan, and the people are too frail to do anything about it. They pray to their Kami, but the source of this corruption is beyond even such assistance. The cause of this ruination must be—"

"Corrupted beasts!" Daji said. And then she shook her head. "May Doumu enlighten me as to how I thought of that special hint."

"Let us assume that we are now enlightened," Mulan said.

"I say this: we must sit and ponder, for if these hints are true, then what should we do?"

Sun Wukong nodded, and the four sat on the warm ground. After a few moments, or it might have been minutes, or even hours, or days, the four of you, brave heroes, all rose together.

"Another thought just popped into my mind," Mulan said.

"And mine," said Daji.

"Mine, too," said Sun Wukong.

"A certain god named Ame-no-Minakanushi idly remarked to ME," said Guan Yu, "that we would feel less cast adrift, and less idle, if we were ever to happen to wander over and talk to the people of—"

"—the Mountain clan!" you all finished together.

And so you did.

The leaders of the Mountain clan are delighted to see you. One of them, named Satou Saya, approaches.

"Honorable Mulan," he says, "Could you persuade your friends to assist us. Something is wreaking havoc in our region. Intense cold seeps down from our mountains, destroying our food crops. Earthquakes are shattering our lands, and it had been years since we felt even a mild earthquake, before this."

Satou looks very unhappy. "Earthquakes are terrorizing our people, many homes have been destroyed. A farmer saw a snake uproot a tall Jōmon Sugi cedar. We have prayed to our guardian, the sacred turtle Genbu. But he is not protecting us, and we fear he is to blame."

Soon, she turns back to the Mountain clan representatives. "You are in luck, my friends. We have decided to face Genbu, the sacred turtle, but do not know where to find him. Tell us where we should begin."

Satou bows, as a token of respect, while a ray of hope rushes through the crowd. "We thank you. I, and the other leaders, shall help you to locate Genbu."



PHASE SETUP

• OBJECTIVE •

Find Genbu.

• ROUNDS AND TRIGGERS •

Total rounds: 7. At the end of this round, 31.

SECTIONS

If you previously marked **"Mulan unworthy"**: 5.
Otherwise, keep reading:

"What brings you here, stranger?" Well, you didn't expect to be welcomed with open arms.

"I'm here to request your help. I've been told you are the best rangers in Japan. I'm looking for a grotto where a giant turtle might be hiding."

"You are crazy if you think we're going to accompany you to hunt one of the four sacred beasts."

"If we don't stop this beast soon, all the crops in Japan will suffer, and an age of hunger will come."

Their faces grow somber, and they ponder your words.

"Prove to us that you are worthy of being followed." Go into that grotto and survive..."

Perform a (6) test

MISSION COMPLETED: You have convinced the rangers. They agree to go with you to search for the grotto east of Tsuruga, within their clan's lands. Moreover, they tell you that several members of their guild were captured by the Firefly Clan. It would be very helpful if you could free them.

Consequences:

- Gain 40.
- Place the mission 5 token on the location east of Tsuruga.
- Place the mission 5 card face down near the board.
- Place the mission 6 token on Ise.
- Place the mission 6 card face down near the board.
- Place the mission 7 token on Wakayama.
- Place the mission 7 card face down near the board.

Failure: Mark **"Mulan unworthy."** If you previously marked **"Guan Yu unworthy," "Daji unworthy,"** and **"Sun Wukong unworthy"**: 6.

2

If you previously marked **"Guan Yu unworthy"**: 5.
Otherwise, keep reading:

"What brings you here, stranger?" These rangers must learn to show you respect, so you get straight to the point.

"Your help is required. At once. You are the best rangers in Japan. Take me to where a giant tortoise can be found."

The rangers are daunted by your determination, but they are clearly afraid.

"Hunting a sacred beast is too dangerous."

"We must stop the beast at once, or you will all starve to death."

The faces of those present darken, and they seem to ponder your words.

"Prove to us that you are worthy to be followed! Enter this grotto and survive..."

Perform a (5) test

MISSION COMPLETED: You have convinced the rangers. They agree to go with you to search for the grotto east of Tsuruga, within their clan's lands. Moreover, they tell you that several members of their guild were captured by the Firefly Clan. It would be very helpful if you could free them.

Consequences:

- Gain 40.
- Place the mission 5 token on the location east of Tsuruga.
- Place the mission 5 card face down near the board.
- Place the mission 6 token on Ise.
- Place the mission 6 card face down near the board.
- Place the mission 7 token on Wakayama.
- Place the mission 7 card face down near the board.

Failure: Mark **"Guan Yu unworthy."** If you previously marked **"Mulan unworthy," "Daji unworthy,"** and **"Sun Wukong unworthy"**: 6.



If you previously marked **"Daji unworthy"**: 5. Otherwise, keep reading:

"What brings you here, beauty?" You decide to use your charms to get her attention.

"I need your help... I can count on it, can't I? I was told you were the best cave trackers in all of Japan. Surely you can help a damsel in distress and tell me where I might find a giant turtle."

"You're crazy if you think we're going to accompany you to hunt one of the four sacred beasts."

"Come on boys, if we don't stop the beast soon all the crops will be ruined and your ugly women will make you pay for it." The faces of those present darken and you have them convinced. But no...

"We're not going anywhere if you don't show us how special you are. You don't look like you have what it takes. Go into that grotto and survive..."

What a fool, you think. You'd like to make him scream in pain as you torture him, but you'll have to play along."

Perform a (6) test

MISSION COMPLETED: You have convinced the rangers. They agree to go with you to search for the grotto east of Tsuruga, within their clan's lands. Moreover, they tell you that several members of their guild were captured by the Firefly Clan. It would be very helpful if you could free them.

Consequences:

- Gain 40.
- Place the mission 5 token on the location east of Tsuruga.
- Place the mission 5 card face down near the board.
- Place the mission 6 token on Ise.
- Place the mission 6 card face down near the board.
- Place the mission 7 token on Wakayama.
- Place the mission 7 card face down near the board.

Failure: Mark **"Daji unworthy."** If you previously marked **"Mulan unworthy," "Guan Yu unworthy,"** and **"Sun Wukong unworthy"**: 6.

If you previously marked **"Sun Wukong unworthy"**: 5. Otherwise, keep reading:

"What brings you here, monkey..." you find it hard to resist the urge to grab one of them and throw it 50 metres into the sky, but you have to be polite.

"I've come to ask for your help. I understand you are the best rangers in Japan, and I'm looking for one in which a giant tortoise can hide."

"You're crazy if you think we're going to accompany you to hunt one of the four sacred beasts, but perhaps in exchange for this jacket you're wearing we could think about it?"

"I don't think this is the time to bargain for clothes when the survival of your families depends on preventing the famine from spreading further."

The faces of those present darken and they seem to ponder your words.

"Prove to us that you are worthy to be followed! Go into this grotto and survive..."

You can't wait to throw someone into the sky to show them your powers, but... you need them alive."

Perform a (5) test

MISSION COMPLETED: You have convinced the rangers. They agree to go with you to search for the grotto east of Tsuruga, within their clan's lands. Moreover, they tell you that several members of their guild were captured by the Firefly Clan. It would be very helpful if you could free them.

Consequences:

- Gain 40.
- Place the mission 5 token on the location east of Tsuruga.
- Place the mission 5 card face down near the board.
- Place the mission 6 token on Ise.
- Place the mission 6 card face down near the board.
- Place the mission 7 token on Wakayama.
- Place the mission 7 card face down near the board.

Failure: Mark **"Sun Wukong unworthy."** If you previously marked **"Mulan unworthy," "Daji unworthy,"** and **"Guan Yu unworthy"**: 6.

The rangers of the Mountain Clan refuse to meet you. Maybe another member of the party will be luckier.

Consequences:

- No effect, another character may try the mission.

You don't deserve to be called heroes... You can't convince the Mountain Clan's rangers to help you. All your task seems to be falling apart.

THE CHAPTER ENDS IN FAILURE

- Go to page 24 and follow the setup instructions for the next chapter.

You meet the Mountain Clan's rangers outside the grotto. Then, you count your forces.

Special Rules:

- Spend all your on your turn to keep on investigating.
- The resistance of your team will be (+)x2, minimum 2. Track the total by placing resistance tokens on the mission 5 card.
- If the resistance of your equipment drops to 0, 30.
- Only one character can have this mission active, so it cannot be shared.
- Then, continue reading the mission card.

You enter the large grotto. The only sound you hear around is ragged nervous breaths. Soon you get to the first fork in the path, and two wide passages open before you.

Make a choice



- If you choose to take the left passage: 📖 9.
- If you choose to take the right passage: 📖 10.

You proceed cautiously, because the ground is muddy, and it slows your progress.

Perform a 🧠 (5) test

👍 **Success:** You are not surprised by the rangers' fitness, and you can advance without loss of time.

Consequences:

- No effect.
- Your activation ends. Continue research in the next round.

👎 **Failure:** You continue advancing, your group weakens.

Consequences:

- Remove 3 resistance tokens from mission card 5.
- Your activation ends. If you still have resistance tokens, continue investigating in the next round, otherwise the mission fails, 📖 30.

You knew you could trust these men and their expertise in exploring caves in the high mountains of the northern lands. You keep marching toward your target.

Consequences:

- No effect.
- Continue investigating in the next round.

After a short rest to regain your strength, you resume your march under the dim light of the torches. The path splits again. While you discuss which way to go, a ranger calls your attention to a narrow passage that leads to yet another gallery. What will you do?

Consequences:

- If you choose to take the central passage: 📖 12.
- If you choose to turn right: 📖 13.
- If you choose to enter the narrow passage: 📖 14.

You continue to advance without problems. But you are running out of food and must ration it.

Consequences:

- Remove 1 resistance token from the mission 5 card.
- If you still have resistance tokens, continue investigating in the next round, otherwise the mission fails, 📖 30.

It looks like you chose the right path. However, a small quake from below makes the ceiling above you shake, and rocks start falling on all of you.

Perform a 🧠 (6) test

👍 **Success:** You can barely avoid the falling rocks, but you manage to keep trekking.

Consequences:

- Add 1 resistance token to the mission 5 card.
- Continue investigating in the next round.

👎 **Failure:** The falling rocks wreak havoc with your party. Several members lie crushed among the stones.

Consequences:

- Remove 4 resistance tokens from the mission 5 card.
- If you still have resistance tokens, continue investigating in the next round, otherwise the mission fails, 📖 30.

The passage gets narrower and narrower, until several members of the party refuse to go on. You try to convince them.

Perform a 🧠 (5) test

👍 **Success:** You convince the rangers. There's no longer any doubt in their eyes. You go on by the narrow passage.

Consequences:

- No effect.
- Continue investigating in the next round.

👎 **Failure:** Your words aren't enough to convince all the rangers, and many of them turn around.

Consequences:

- Remove 4 resistance tokens from the mission 5 card.
- If you still have resistance tokens, continue investigating in the next round, otherwise the mission fails, 📖 30.

You squeeze into a big chamber. At its center, a large turtle rests, nesting on ice. Your attack surprises him and wakes up. You start fleeing to the outside to face the beast in the open.

will go home to face their terrible crop harvests. A slow death for them. I have a quick death for you."

After several days reading and searching, you finally find what you were looking for. Long ago, four temples were indeed built in Kyoto, each one dedicated to one of the Chinese sacred beasts. The beast for each of these temples protects a quarter of Japan: North, East, South and West. In each temple, you can test yourself to check if you can appease the wrath of the beasts. Now, you should go to the one dedicated to Genbu.

Consequences:

- Gain 10 🍵.
- Place the mission 4 token on Kyoto.
- Place the mission 4 card face down near the board.

18

You arrive at what used to be a temple dedicated to Genbu, one of the four sacred beasts.

A man welcomes you, saying, "We knew you would come!" "Come with me, the ritual is about to begin."

He leads you to a small, barely lit room. In its center, two priestesses are finishing arranging a circle of plants.

"Genbu is also known as the Dark Warrior," the man says.

"Now you must prove that you can defeat him. Stand, please, in the middle of this circle of plants."

When you are in place, the man sets the circle on fire, and thick smoke fills the small room. As you inhale the smoke, everything around you starts to blur. Suddenly, a human silhouette appears. He's dark as night and wields a huge nodachi. Get ready.

Consequences:

- You are going to face the Dark Warrior in a series of consecutive combats.
- At the beginning of each round, roll 1 🎲 to determine Genbu's attack and then you can spend 2 🍵 to perform an attack following the standard rules.
- You can attack with 1 🎲 whenever you want, but the Dark Warrior can always counterattack using the dice according to the current round.
- Only 1 character can have this mission active, so it cannot be shared.

19

You have defeated the fearsome Dark Warrior. The smoke around you dissipates, and you can focus again.

👍 MISSION COMPLETED

- Gain 70 🍵.
- Mark "Dark Warrior: Mulan," "Dark Warrior: Guan Yu," "Dark Warrior: Daji," or "Dark Warrior: Sun Wukong," depending on who completed the mission.

20

A high-ranking officer of the Firefly Clan receives you. "The rangers you ask about are held as prisoners, awaiting trial. This is not the first time the Mountain Clan has invaded

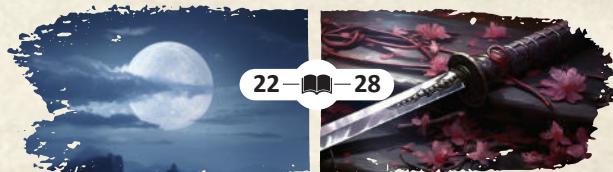
our lands to steal our underground riches. Their actions must be punished. We refuse to release them for free. We must be paid twice what they extracted from our lands."

21

You appear at the Wakayama court.

"These rascals will be executed," the judge sentences, refusing to reconsider his sentence.

Make a choice



- You wait until night falls to rescue them from the prison: 📖 22.
- You believe they deserve to pay for their crimes: 📖 28.

22

When the sun sets, you climb the prison walls during the change of the guards.

Consequences:

- If you have 1 🗡 3+ weapon: 📖 23.
- Otherwise: 📖 24.

23

You climb atop the wall. The only guard you see is distracted. You shot him from the shadows, and your arrow pierces the poor man's neck without him noticing anything at all.

Consequences:

- 📖 25.

24

You climb atop the wall. Unfortunately, the guard posted there notices you.

Perform a ✖ (7) test

Perform a ✖ (8) test

👍 If you succeed in both tests: 📖 25.

🗨 If you fail any test:

MISSION FAILED: The guard defeats you. You just can flee the way you came.

Consequences:

- You lose half of your ❤.
- Remove the mission 7 card.

25

Crossing to the central building won't be easy. You'll have to use some ropes that go from the wall to the roof.

If you have 2+ 🗡, 📖 26.

Otherwise: 📖 27.

With great skill and balance, you reach the roof of the main prison building. You climb down one side and slip into the cell corridor. You easily find the cell where the rangers are held, as they are the only prisoners there. You try to pick the cell lock.

Perform a  (5) test

MISSION COMPLETED: You open the cell door. Before the break of dawn, all of you are already far from Wakayama.

Consequences:

- Place your miniature on Gojo.
- If mission 5 is active, add 1 to the actual. If it is not already, keep the resistance tokens in reserve and add them when it is activated.

MISSION FAILED: You jam the lock. Then, you hear noises outside the building. You must flee, there's nothing you can do for these men.

Consequences:

- Remove the mission 7 card.

The only way into the main building is fighting against the two guards that watch the door, before the change of the guards ends.

Perform a  (7) test

Perform a  (8) test

You have to pass both tests successfully.

MISSION COMPLETED: Your opponents are helpless against the blade of your sword. You retrieve the cell key from their lifeless bodies. Before the break of dawn, all of you are already far from Wakayama.

Consequences:

- Place your miniature on Gojo.
- If mission 5 is active, add 1 to the current resistance. If it is not yet active, keep the resistance tokens in reserve and add them when it is activated.

MISSION FAILED: Without the element of surprise, you can't defeat the prison guards and must flee, severely injured.

Consequences:

- You lose half of your .
- Remove the mission 7 card.

You get out of Wakayama, leaving the rangers of the Mountain Clan to their fate.

MISSION FAILED

- Remove the mission 7 card.

Thanks to your actions, all the fields in Japan thaw. Farmers and ranchers reward you for this.

MISSION COMPLETED

- Each character who took part in the mission gains 20 .

You don't deserve to be called "heroes..." Even with the aid of the Mountain Clan' rangers, you fail to find Genbu, and he emerges from his cave and devastates all.

THE CHAPTER ENDS IN FAILURE

- Go to page 24 and follow the setup instructions for the next chapter.

You don't deserve to be called "heroes..." You have delayed too long, and Genbu emerges from his cave and razes everything in his path.

THE CHAPTER ENDS IN FAILURE

- Go to page 24 and follow the setup instructions for the next chapter.



CHAPTER 2: THE FIRST BEAST

Genbu has leveled all the trees at the edge of a dense forest to make a broad clearing. His turtle head roars again. "Give up this foolishness or die! You are no match for us four Sacred beasts."

"Four?" Daji says. "Four of you? Genbu, are you not a sacred guardian?"

Genbu's snakehead takes up the conversation, ignoring Daji's question. The snake speaks calmly, appealing to common sense. "My friends, you are on a mission. A mission dimly perceived, at best. Do you know why you are here? Has anyone told you how to achieve your goal?" The snake flits back and forth, staring at you. "I thought not. Consider this: you have rushed into a campaign, following a half-baked idea that will get you killed."

"Not I," says Sun Wukong. "I am immortal."

"Indeed, you WERE," says the snake. "Were any promises made to you? Was your immortality ensured in writing? How are you doing?"

"That damned mosquito!" Sun Wukong says. "It drew my blood! I've become mortal, somehow."

"Let me explain in simple terms," the snake says. "Whoever sent you here is untrustworthy in the extreme. And you are exposed to the risk of certain death. Go away. Go somewhere safe. You can live out your mortal lives in pleasure. People love you. They will treat you well. There's no reason to throw away your lives."

Genbu's mouth chooses this moment to roar, "I'll kill them all."

Sun Wukong turns to the rest of you. "He has a point, you know.

Those hints that dropped into our minds? Were they evil thoughts or good ones?" Sun Wukong jumps up onto a boulder and shouts up at the sky. "AND YOU UP THERE! WHAT DID YOU DO TO MY IMMORTALITY?"

"Monkey King," the snake says. "You're not getting an answer, are you?"

"Please note," Guan Yu says. "This devious monster has addressed our weakest link. This is a 'divide and conquer' strategy. I've used it often, myself."

"I'm not...weak." Sun Wukong mutters. "Just let me grab that turtle and you'll see if I'm weak."

"Genbu," Mulan says. "What of the earthquakes?"

"I?" The snake says. "What earthquakes?"

"Your turtle-mouth proudly told us it made an earthquake to separate us from the Mountain clan people," Mulan says. "Earthquakes used to be rare here. Farmers have seen you in this vicinity, but before they saw you, there had been no earthquake here for years. YOUR earthquakes are destroying the farmers' homes."

"Oh, that," says the snake. "I'm just turning the earth over. A little here, a little there. It's good for the soil."

"I don't think so." Mulan turns to Guan Yu. "I don't hear you calling for a council, but I think we need a few words together."

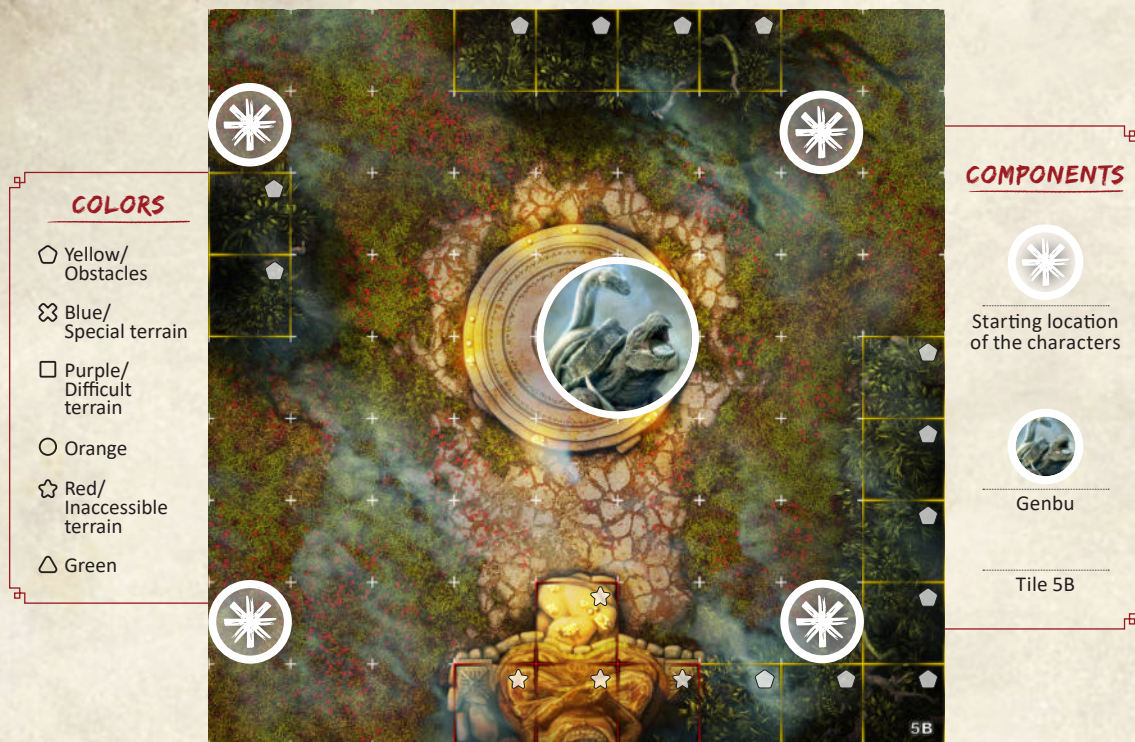
You huddle to talk.

Genbu's turtle-mouth roars. "NO SECRETS! You shall die now."

The battle begins.



THE FOREST



• OBJECTIVE •

Defeat Genbu.

When you have defeated him: the end of the chapter.

• SPECIAL RULES •

- A character with the Dark Warrior mark is immune to negative conditions.
- At the start of round 2, 1.
- At the start of round 3, 2.

SECTIONS

1

Looks like the beast has been somehow distracted.

Consequences:

- This round, the first character to use the can reroll it up to 2 times.

2

A beam of light, of unknown origin, reflects off one of the heroes.

Consequences:

- The character with the lowest health regains 5 .

END OF THE CHAPTER

"Enough," Genbu says. "You're stronger than I expected. I'll stop attacking the Mountain clan lands. Something drove me to fight you and spread chaos. I don't know what it was, but I'll keep my word, for now."

"I'd like to hear that from your tail," Mulan replies.
 "The head makes the decisions," the snake-tail hisses.
 "I'm still thinking turtle stew," Daji says.
 "You've won this battle," the snake-tail admits. "But worse awaits you. If we meet again, you may already be dead."
 Genbu slams his tail into the ground, opening a fissure that instantly fills with water. He dives into the new river and vanishes downstream.
 "He promised to stop causing trouble," Sun Wukong says. "Now look what he's done."
 "It may become a blessing," Guan Yu replies.
 Following the river, you discover it perfectly irrigates the Mountain clan's high valley fields. Genbu has kept his word.

THE CHAPTER ENDS IN SUCCESS

- Go to page 26 and follow the setup instructions for the next chapter.

- Each character gains 40 and regains all their and .
- They can interact once with the market and the blacksmith, as explained on page 6.
- The characters also gain 1 divine token, choose one from the 4 available. The rules for divine tokens are explained on page 10.



Block



Destiny



Stealth



Luck

CHAPTER 3: STORMS

You continue down the mountainside, checking out all the ways the land is healing itself. Buds open everywhere. Tiny blades of grass invade bleak patches of earth.

"Genbu has made good on his temporary promise," Daji says. "Still, I wonder. If we stuck a spike up through his soft undershell, would he scream at both ends?"

"More important," says Sun Wukong. "What did he mean by 'four Sacred beasts?' The sacred beasts are the guardians of Japan. Why should they fight us?"

"Well, we are Chinese," says Mulan. "Perhaps they only guard the citizens here."

"Genbu used to guard the Mountain clan territory, but he was bringing it ruin and destruction," Guan Yu says.

"He was damaging his own people. What got into him?"

"And don't forget," says Mulan. "Genbu hinted there are three more like him. When we leave these mountain lands, let's see what we can discover."

Genbu's new river empties into a much larger one. You are near the coast now. Mountains rise behind you, and the land ahead of you slopes gently westward to the sea.

"There's a harbor and a splendid city over there," Mulan says. "It's a pity we can't see it from here."

"You just need a vantage point!" The Monkey King climbs up a tall, thin cedar, balancing his weight so that it never bends, and reaching an extraordinary height. "Oh, my," he says. "This is not right. What will happen next?"

Forced to wait, the three of you do your best to conceal your impatience. Sun Wukong presently climbs down, shaking his head.

"As I said, you need a vantage point. The White Tiger, Byakko, must be off dreaming. The city of Himeji, his city, is under fierce assault by winds and waves. I remember that last night I did not even see the White Tiger looking down from the heavens. That city can't possibly survive this storm. Perhaps we should call upon him to protect it."

"Or perhaps it is Byakko who attacks it," Guan Yu says.

"Hypothesis: Byakko is another sacred beast, and he is acting very strangely.

You agree that something must be wrong with Byakko, and decide to travel to Himeji as quickly as you can. Maybe you can help survivors, and perhaps determine what is going on. But approaching the city is impossible. Huge blasts of air, local tornadoes, and torrential, driving rain, push you back.

"I never wished to be this clean," Daji says. "Rain a few men my way, and I know what to do with them."

"We are four truly remarkable heroes," says Guan Yu. "I would expect nothing to stop us, and yet, we cannot approach. These storms have been created by divine powers."

"Don't say divine," Mulan says. "Corrupted powers, perhaps."

"I say it is futile," says Sun Wukong. "I could actually drown in all that wet, or be blown off a cliff and die. I'm not used to worrying about such things, but I'd rather save my skin than venture into these storms."

"We need wise counsel," Guan Yu says. "A wise philosopher might advise us. I know of one. Her name is Konishi Rin."

"Never heard of her. How does a Chinese hero happen to know about a Japanese philosopher?"

"Oh, I know more about this country than you can imagine. I visited Japan some years ago and helped Konishi with a bit of, let's call it 'martial philosophy.' We've exchanged letters ever since."

Does she live near here?" asks Daji. "Can we let the winds blow us to her and be done with it?"

"Does this wise philosopher just hand out advice to anyone who asks?" Mulan says. "What's the catch?"

"You must understand how wise she is," says Guan Yu.

"She requires a great payment from those who would ask her advice."

"My beautiful embroidered gown must be worth a lot," Sun Wukong says. "Let's pay her with that."

"We'd rather you keep your coat on and don't parade your nakedness in front of us," Mulan says.

"Your hairy body could be too tempting for me," Daji adds.

"I'm afraid my philosopher requires more than that," says Guan Yu. "She expects us to bring a small basket of magical items. Requiring payment that way has enabled her to become both powerful and rich."

"If so, I can't imagine why I've never heard of her," says Daji. "Where are we going to find magical items? They're not just lying about everywhere."

Guan Yu laughs. "There is magic everywhere, but no one ever makes a careful plan to find it. I know better. Seriously! Let's consider all the rumors we know: of hidden, lost and discarded magic. Then let's look, and look hard, expecting to be successful."

"Right. Make a plan," Sun Wukong says. "Step 1. Be much too optimistic. Step 2. Collect magic. Step 3. Visit Konishi Rin."

"Step 4," Daji adds, joining Sun Wukong's joke. "Hope for the best."

"I really hate to leave this awful storm behind," Mulan says. "The people of Himeji need help."

Finally you decide to temporarily leave the city on its own and search for the way of getting responses from Konishi Rin.



PHASE SETUP

• OBJECTIVE •

Find Byakko.

• INFLUENCE TRACK •

Total rounds: 6. At the end of this round 18.

SECTIONS

1

An old woman sitting under the shadow of a tree catches your attention.

"I knew it would happen. He always comes back. Byakko always comes back."

She takes a long puff from her pipe, as if she were trying to look important.

"Now his winds will smash everything in their path, until someone soothes him...But how do you soothe a sacred beast?"

She pauses to take another long puff. Then, the old woman stares at you, sizing you up.

"I've lived many years and I've seen that tiger many times. I'm too old to stop him myself, but maybe you and your friends can. Retrieve the relics of the Chinese Empire and find Konishi Rin. Konishi Rin is the only one who can make him go out. When you have at least two of them, one of you must come back here, and I'll tell you where you can find a relic that will help you confront the winds of that damned tiger."

Consequences:

- Place 1 token of each clan in Dosojin Sanctuary, 1 in Iga and 1 in Tsuruga.

2

You've arrived at the location the philosopher pointed out. You aren't sure what you are looking for, but suddenly, everything around you begins to dim and grows vague. Quickly, you are surrounded by spirits that attack you. However, your weapons seem useless against them... You begin to focus in order to put an end to the spirits.

Perform a (5) test

Success: You focus all your spiritual energy on the blade of your weapon. Then it becomes truly effective against your enemies. When you finish them off, a small porcelain jar appears on the ground. That's what you were looking for.

Consequences:

- Place 1 charge token on the mission 1 card; you have gained 1 relic.



Failure: You can't focus, and your enemies keep harassing you.

Consequences:

- Lose 5 .
-  14.

3

When you arrive where you were told to go, you find yourself at the edge of a cliff. An altar floats above the abyss, about 100 yards away. A chest sits upon the altar. Maybe this is the relic the old woman told you about. As if by magic, a real training ground appears in the air between you and your target.

Perform a (6) test



Success: Your agility knows no limits. Skillfully, you clamber over logs and ropes hanging in the air, until you get to the altar, and open the chest. Inside, you find a small roll of parchment.

Consequences:

- Place 1 charge token on the mission 1 card; you have gained 1 relic.



Failure: You can't get to trust these logs and ropes hanging magically in the air. You lose your balance and fall to the void. However, when you open your eyes again, you find yourself back on the edge of the cliff.

Consequences:

- The character is delayed.
- Remove your clan token.

4

You arrive at the location the old woman told you about. You guess you'll have to pass some test to get the relic. A very small man appears before you.

"Your strength and mind will both be tested to see if you are worthy," he says. And he charges you with his fists cocked.

Perform a (6) test



Success: You are surprised by the enormous strength of the little man, but you finally subdue him.

Consequences:

-  5.



Failure: The great strength of the small man catches you by surprise, and you end up biting the dust.

Consequences:

- The character is delayed.
- Don't remove your clan token. You can perform the test once per activation.

"Now, let's see if your mind is as fit as your fists," he says, and places a Go board between you.

Perform a (5) test

Success: Surprised at how easily you win the game, the man gives you an amulet.

Consequences:

- Place 1 charge token on the mission 1 card; you have gained 1 relic.

Failure: The man crushes you. You'll have to do better next time.

Consequences:

- The character is delayed.
- Don't remove your clan token. You can perform the test once per activation.

You find the old woman in the same place as before, smoking the same pipe.

"I see you have already got some of the relics. I'm surprised, to tell the truth. Maybe you'll be able to stop the sacred beast."

She pauses again, taking a long puff from her pipe.

"There are seashells that can stop Byakko's winds. If you get hold of it, maybe you can put an end to those damn winds. Seashells are guarded in the Sanctuary of Susanoo. In order to get it, you must prove you are worthy of it."

MISSION COMPLETED

- Each character who has retrieved a relic gains 30.
- Place the mission 4 token on the Sanctuary of Susanoo, if it isn't there already.
- Place the mission 4 card face down near the board, if it isn't there already.
- Do not remove the charge tokens from your board.

"It's terrible... Terrible!" a man shouts in despair. He is leading a group of refugees. "Byakko's winds are devastating everything. Nothing can stop them."

"There used to be something that could," a woman cries. "Every time the wind started blowing, threatening the crops, my grandmother laughed and said 'It's just a breeze. You didn't suffer the winds of the sacred beast.' She told us that the tiger appears from time to time. And only a certain seashell was able to stop his winds."

"That's a legend, no more," says the man.

"Legend or not, there is a seashell in the Sanctuary of Susanoo like the one my grandmother talked about."

Consequences:

- Place 1 special token (●) on: Gojo, the Sanctuary of Inari, the Sanctuary of Izanami, Miyazu, and Ise.
- Place the mission 4 token on the Sanctuary of Susanoo, if it isn't there already.

- Place the mission 4 card face down near the board, if it isn't there already.

Just like Genbu, Byakko has his own temple in Kyoto, to the west of the city. And you go there to be tested.

The monks, knowing of your arrival beforehand, have already set everything up. They accompany you to a great hall. When the door closes behind you, you notice that a gentle breeze starts blowing. But, then, it grows more and more powerful. Little by little, the wind gets stronger and stronger, until you see tornadoes forming in front of you. Will you be able to hold your own against the wrath of the wind?

Consequences:

- You have to withstand the force of the winds for 3 rounds.
- Each round perform 1 attribute test based on the indicated combination. Then, add both results to achieve the indicated difficulty.
- Only 1 character can have this mission active, so it cannot be shared.

"We were waiting for you, hero from far lands," says the priestess, as she welcomes you to the Sanctuary of Susanoo. "We know what brings you here. You've come for our seashell. Byakko has gone crazy, and this is the only way of stopping his winds."

She motions you to follow her, until you arrive at a room where there is a glass case containing a seashell.

"If you want to defeat the sacred beast, you'll have to prove that you are strong even in your weaknesses."

Perform a (5) test

MISSION COMPLETED: With great admiration, they open the glass case and give you the seashell.

Consequences:

- Place 1 charge token and on your character board.
- Mark "Seashell: Mulan."

Failure: You can lose 1 permanently, to mark "Seashell." If you do it: 13. Otherwise: The character is delayed.

"We were waiting for you, hero from far lands," says the priestess that welcomes you at the entrance of the Sanctuary of Susanoo. "We know what brings you here. You've come for our seashell. Byakko has awoken again, and this is the only way of stopping his winds."

She motions you to follow her, until you arrive at a room where there is a glass case containing a seashell.

"If you want to defeat the sacred beast, you'll have to prove that you are strong even in your weaknesses."

Perform a (6) test

MISSION COMPLETED: With great admiration, they open the glass case and give you the seashell.

Consequences:

- Place 1 charge token and on your character board.
- Mark **"Seashell: Guan Yu"**

Failure: You can lose 1 🗡️ to mark "Seashell." If you do it: 📖 13.

Otherwise: The character is delayed.

11

"We were waiting for you, hero from far lands," says the priestess, as she welcomes you to the Sanctuary of Susanoo. "We know what brings you here. You've come for our seashell. Byakko has awoken again, and this is the only way of stopping his winds."

She motions you to follow her, until you arrive at a room where there is a glass case containing a seashell.

"If you want to defeat the sacred beast, you'll have to prove that you are strong even in your weaknesses."

Perform a 🗡️ (5) test

MISSION COMPLETED: With great admiration, they open the glass case and give you the seashell.

Consequences:

- Place 1 charge token and on your character board.
- Mark **"Seashell : Daji."**

Failure: You can lose 1 🗡️ to mark "Seashell." If you do it: 📖 13.

Otherwise: The character is delayed.

12

"We were waiting for you, hero from far lands," says the priestess, as she welcomes you to the Sanctuary of Susanoo. "We know what brings you here. You've come for our seashell. Byakko has awoken again, and this is the only way of stopping his winds."

She motions you to follow her, until you arrive at a room where there is a glass case containing a seashell.

"If you want to defeat the sacred beast, you'll have to prove that you are strong even in your weaknesses."

Perform a 🗡️ (5) test

MISSION COMPLETED: With great admiration, they open the glass case and give you the seashell.

Consequences:

- Place 1 charge token and on your character board.
- Mark **"Seashell: Sun Wukong."**

Failure: You can lose 1 🗡️ to mark "Seashell." If you do it: 📖 13.

Otherwise: The character is delayed.

13

Surprised by your sacrifice, they open the glass case and give you the seashell.

MISSION COMPLETED

- Place 1 charge token and on your character board.
- Mark **"Seashell,"** followed by your character's name.

14

The spirits grow more and more aggressive, and their attacks are increasingly violent.

Perform a 🗡️ (6) test

Success: You focus all your spiritual energy on the blade of your weapon. Then it becomes truly effective against your enemies. When you finish them off, a small porcelain jar appears on the ground. That's what you were looking for.

Consequences:

- Place 1 charge token on the mission 1 card; you have gained 1 relic.

Failure: You can't focus, and your enemies keep harassing you.

Consequences:

- Lose 5 ❤️, if you survive, 📖 15.

15

Your enemies' attacks weaken you, but you finally defeat them.

MISSION COMPLETED

- Place 1 charge token on the mission 1 card; you have gained 1 relic.
- Lose 3 ❤️.

16

Everybody is surprised at your display of skills to overcome the winds. Everybody there believes that you can confront Byakko. And, to your surprise, they give you a seashell that can absorb the tornadoes summoned by the sacred beast.

MISSION COMPLETED

- Do not remove the charge tokens on your board.
- Mark **"Seashell,"** followed by your character's name.
- If mission 2 is active, you can now interact with tornadoes.

17

Despite all your efforts, the tornadoes knock you down time after time. You don't know what it will be like to fight Byakko, but you better have the Kami on your side when the time comes.

MISSION FAILED

- If there aren't any charge tokens remaining on your character, you lose 10 ♥.
- If you have 1 charge token, you lose 5 ♥.
- Do not remove the charge tokens on your board.

18

If you have 4 or more charge tokens on the character's boards: 19.

Otherwise, keep reading.

"I think it won't be enough," Guan Yu complains, while he looks at the few relics they have gathered.

"We knew time was against us. We did our best," Mulan apologizes.

"Couldn't you convince your acquaintance somehow?" the Monkey King asks his comrade.

While the other three complain, Daji remains silent. Then, with a hint of a smile, she says,

"I imagined this could happen, so I asked an old acquaintance of mine to get us an object that would interest the philosopher," she says, and opens his bag so that the ot. "It seems that this will be enough. But you must know that it has cost us dearly."

Consequences:

- If you don't have 4 charge tokens, for each missing token, 1 random character loses all their .
- Keep reading.

You've collected your magical items, and Guan Yu guides you to Konishi Rin's home, a palatial, fenced, well-guarded complex of stately buildings. Guan Yu keeps assuring you that he was an old friend, and that Konishi would certainly be willing to see him, and he is right. As soon as you arrive and give your names, you are ushered into a luxurious house and offered tea and rice cakes. Assistants wash your feet, and Konishi Rin appears. She is very tall, thin, and looks old and ravaged by a thousand disasters that have each left their mark on her face. But she stands upright and moves easily, exchanging greetings first with Guan Yu, then with Daji and Mulan, and lastly with The Monkey King.

She takes your collection from Guan Yu and looks through it. "This is more than enough! What can I do for you?"

You tell Konishi about Genbu-turned-evil, your suspicions of Byakko, and how you wish to reach the city of Himeji to rescue it from its magical storms.

"Ah," she says. "I think you are stumbling into more trouble than you realize. I've heard reports from other parts; Japan may have lost the protection of all its sacred guardians. Allow me to give you the benefit of my wisdom, which is deep and broad: I sense that you are involved in some sort of contest. Everything about your situation strikes me as arbitrary. I cannot imagine a mortal contriving such a situation, so I presume that the challenges you are facing have been set by some of the gods."

She gives you a look of sympathy that fills you with dread.

"You are the expendables in this contest. Chopstick shards

waiting to be tossed about and replaced. This is not your battle. Beware of how far you pursue it."

"We have seen Himeji being threatened with destruction," Mulan says. "The least we can do is try to save it."

"At Himeji, I doubt your concern will be the city," Konishi says. "You are going there to face Byakko."

"Can we save him?" Sun Wukong asks. "I can lift him back to the skies, if there's a need."

"More likely, Byakko is plaguing Himeji, and you must save him from himself," Konishi says. "If I am right about the White Tiger, his power over nature cannot come within a hundred meters of this." She removes an amulet that was hanging below her neck, and hands it to Daji. "Do not use the power of this amulet lightly! Do not use it to seduce innocents. Use it to enter Himeji unharmed."

You give your thanks to Konishi Rin and begin your journey back to the city of Himeji. You are very much afraid that you will arrive there in time to confront great danger.

THE CHAPTER ENDS IN FAILURE

- Go to page 33 and follow the setup instructions for the next chapter.

19

You've collected your magical items, and Guan Yu guides you to Konishi Rin's home, a palatial, fenced, well-guarded complex of stately buildings. Guan Yu keeps assuring you that he was an old friend, and that Konishi would certainly be willing to see him, and he is right. As soon as you arrive and give your names, you are ushered into a luxurious house and offered tea and rice cakes. Assistants wash your feet, and Konishi Rin appears. She is very tall, thin, and looks old and ravaged by a thousand disasters that have each left their mark on her face. But she stands upright and moves easily, exchanging greetings first with Guan Yu, then with Daji and Mulan, and lastly with The Monkey King.

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👍 THE CHAPTER ENDS IN SUCCESS

- Go to page 33 and follow the setup instructions for the next chapter.



CHAPTER 4: THE SECOND BEAST

Your approach to Himeji is truly remarkable. Storms, heavy rains, and blasting winds are everywhere, but wherever you walk, there is calm, protected by magic. Citizens flock to you seeking refuge, and you are able to help many of them.

As you enter the city, the storm's power grows ever more violent, except where you are. It's obvious that you should proceed to wherever the storm is at its worst. Telling the people that they must now leave you and do their best for themselves, you head to the heart of the city, the mayor's palace.

The building lies in ruins. Winds have wrecked it, and rivulets of water run from every one of its exposed rooms. One wall remains standing, and a voice booms to you from behind it.

"What are you doing to my storm?"

"Byakko, is that you?" Mulan asks.

"Who wants to know? NO! Stay back, don't try to see me. I cannot be seen."

"Why not?" says Daji. "I've always wanted to see the White Tiger, and give him a nice hug."

"The White Tiger can only be seen when there is a virtuous emperor and the land is fully at peace. You don't imagine that the land is at peace, do you? Not while I'm brewing this storm. And I'm making other storms, too. In Edo, and—"

"Why are you so angry?" Mulan asks.

"It's...Those...Buddhists!" Byakko yowls. "People used to love astrology. They worshipped the sky. They gave me an entire quarter of the sky! Now they worship Buddha and rarely look up. I bet half the people in Japan don't even know that my stars are missing."

"They can't tell you're missing from the sky if you make storm clouds over them!" says Sun Wukong.

"Well said, Monkey King. But they weren't looking up, even before my storms came. Astrology was such a nice religion. What happened to it?"

"We understand how you feel," Daji says. "But really, do you have to be so destructive? I've invited people to a party where we trashed a whole palace, but we never thought of trying to wash a city away."

"No...there's something else," Byakko says. "I don't know how it happened. I seem to be...something's messing with me. It's even telling me to—"

That wall between you and Byakko falls away. The White Tiger hunches his back and prepares a deadly jump. You ready your weapons at once, as Byakko completes his sentence:

"—kill you!"



Byakko has 2 types of cards: normal **1** and enhanced **2**.

The enhanced cards have the **3** icon on the enhanced side and the **4** icon on both of them. Whenever you face him, draw and reveal the cards from the bottom of the deck.

As a rule of thumb, play the normal side of the cards. You must use the enhanced side only when indicated by an effect of Byakko's skills. If there's a situation where you must draw and play the enhanced side of a card, but the card only has a normal side, place the card on top of the deck and draw 1 new card with an enhanced side from the bottom of the deck. If there aren't any cards with an enhanced side left in the deck, play the normal side.

• OBJECTIVE •

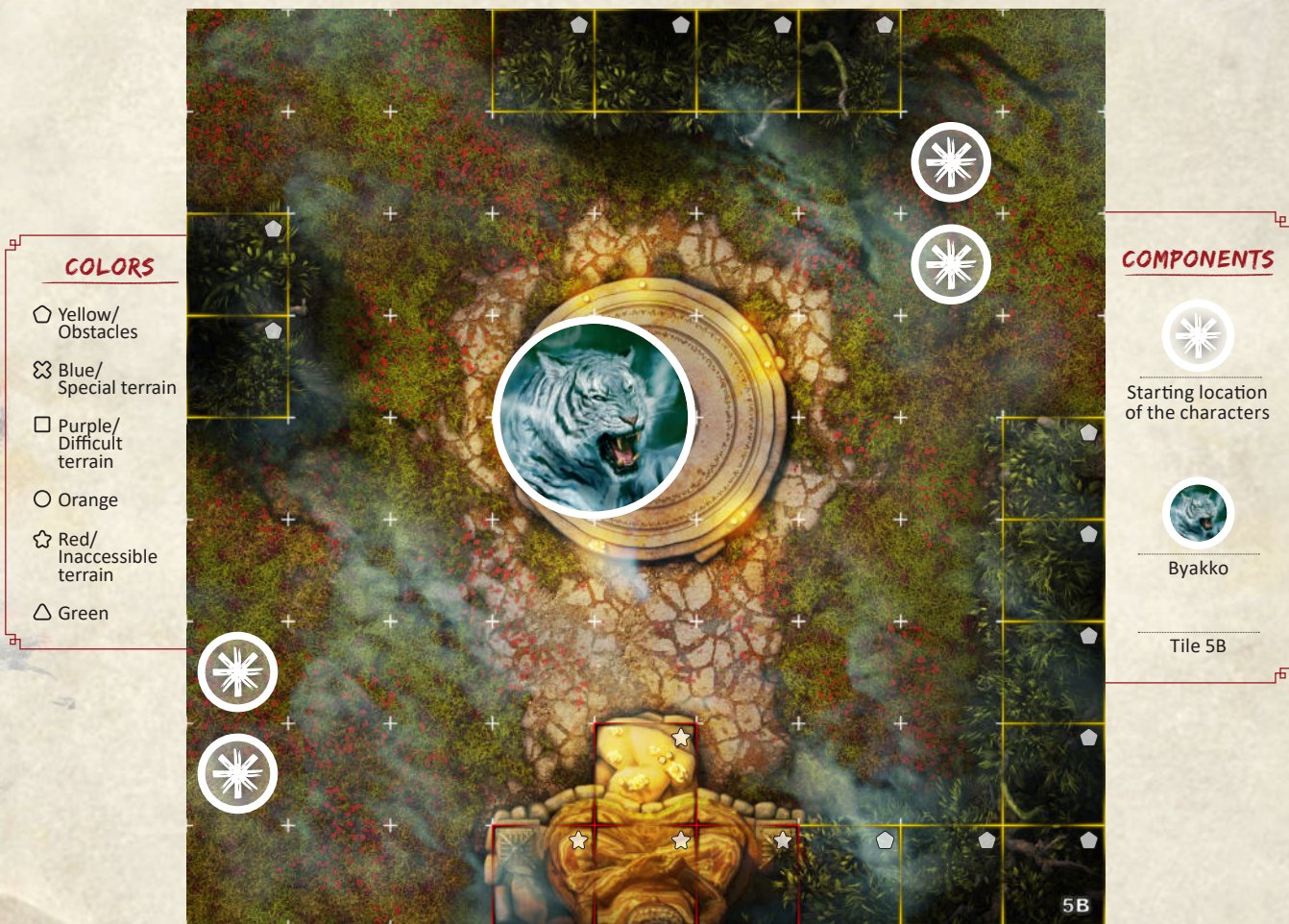
Defeat Byakko.

When you have defeated him: the end of the chapter.

• SPECIAL RULES •

- For each tick in "Tornado" place a resistance token on the Byakko board.
- Discard a resistance token from Byakko's board to change its orientation at the end of its activation.

THE FOREST



END OF THE CHAPTER

"Heroes, I congratulate you. I am suitably defeated, so I will stop harming the lands I am supposed to guard. But I am afraid you have failed the test."

"The test?" Guan Yu says. "We defeated you. Wasn't that the test?"

"I have an idea what's going on," the White Tiger says. "Call it a hint. It came to me while you were beating me up so very well. Was it YOUR idea to defeat me?"

"What nonsense is this? Mulan says. "No one told us to come here. We found Himeji blowing to ruins, and we decided to do something about it."

"Very good, very good." Byakko's voice turns sly. "But when you first saw Himeji, was that the beginning of your decision? Did you come to see Himeji because of a decision already made? Were you fated to decide to save Himeji?"

"When we were fighting," Daji says, "I had a sudden urge to cut off your tail and show it to my grandchildren. The only reason you still have a tail is that I decided it would be too big and heavy to carry around." Daji takes her time, looking at you all. "And that decision of mine felt like all

my other decisions. I'm compulsive, I admit that, but I make up my own mind."

"An impressive argument," Byakko says. "But I'm not convinced. In fact, I believe we are destined to battle again. We shall see whether your future decision—to turn away and run for your life when you see my true power—will reflect any real thinking on your part."

Determined to have the last word, the White Tiger flicks his tail and jumps high into the sky.

CHARACTERS LEVEL UP FROM LEVEL 3 TO 4

1. Check the effect of the level increase on page 18 of the exploration phase rulebook.
2. Each character gains 50 and regains all their and.
3. They can interact once with the market and the blacksmith, as explained on page 6.

CHAPTER 5: FIRES

PHASE SETUP

• OBJECTIVE •

Find Suzaku.

• ROUNDS AND TRIGGERS •

Total rounds: 6. At the end of this round  12.



You continue your journey through Japan, and soon enter the Sakura Clan territory. People recognize you as heroes and beg for your help. In Kyoto Castle, the sacred phoenix shrine dedicated to Suzaku is surrounded by a great ring of fire. No one can approach to pray or make offerings there. Worse, the fire is gradually expanding, threatening to destroy the entire castle.

"I remember a fan," Sun Wukong says. That blew away a magical fire."

"Can we get this thing?" Daji asks. "It sounds like just what we need."

Sun Wukong sighs. "It fell apart when it blew the fire out. I knew that fan well, though. We could make one just like it." He lists the components you need, adding, "And we need someone special, with magical expertise, to construct it."

"Wait a minute," Mulan says. "After what Byakko said, I think we need to stop and think."

"About what?" says Daji. "There's no fire or wind or water here."

"More important," Mulan says. "Do we have to do this? Are we just going to do this because we're fated to? Are we really making a decision here?"

You all sigh. This free will versus fated-to-be stuff is getting heavy. At last Mulan speaks up.

"I'm convinced that there must be other ways to extinguish this strange fire. I choose to do what the Monkey King suggests. I'm lazy, and don't want to spend hours looking for another solution. But I know that I could! So that is my choice. What do you think?"

It is agreed. You don't feel "fated" to make this magic fan, but you're just too lazy to find another solution.

"We'll say THAT to Byakko, next time we see him," Mulan says.

You must now find the components to make that fan.

SECTIONS

1

You descend to the great library under the sanctuary. There, you read the Nihon Shoki., the second oldest book about Japan. There, you learn that Shinatsuhiko and Shinatobe are the wind Kami, born of the morning fog of Izanami, who is the goddess of creation and death. You find out that Shinatsuhiko is honored at the inner sanctuary of Ise, and Shinatobe at the sanctuary of Wakayama. It looks like each of these sanctuaries preserves half of the fan that can extinguish any fire. According to legends, the fan, when whole, can create "a strong wind with a single twirl, a cloud with two, and a downpour with three."

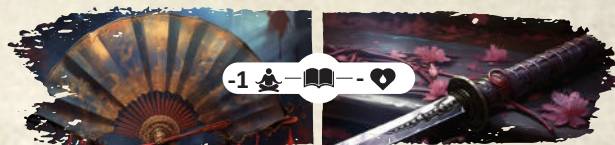
Consequences:

- Place 1 clan token on Ise and 1 clan token on Wakayama.

2

"Your goal is noble," the priestess says, "but first you must prove you are worthy."

Make a choice



- Lose 1 ♠ to get one half of the fan.
- You lose half of your ♥.

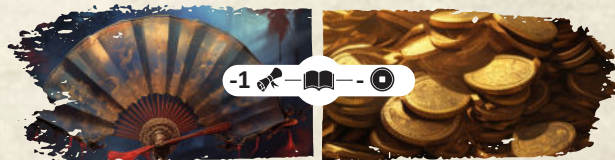
Consequences:

- Draw the **YELLOW** spawn token and place it on your character board. It represents one half of the fan.
- You can give it to another character as if it were an item.
- If you already have both halves of the fan, place the mission 4 token on the Sanctuary of Izanami and place the mission 4 card face down near the board.

3

"Your goal is noble," the priestess says, "but first you must prove you are worthy."

Make a choice



- Lose 1 ♠ to get one half of the fan.
- You lose your ●.

Consequences:

- Draw the **GREEN** spawn token and place it on your character board. It represents one half of the fan.
- You can give it to another character as if it were an item.
- If you already have both halves of the fan, place the mission 4 token on the Sanctuary of Izanami and place the mission 4 card face down near the board.

4

The phoenix is raging all in its path. The cities are burning. You must control those fires so that they don't spread.

Consequences:

- Place 1 special token (🔥) and 3 resistance tokens on Iga, Hikone, Tamba, and Osaka.

Special Rules:

- Each burning city will have 1 special token (🔥) and 3 resistance tokens that indicate its resistance to fire.
- Any character in a burning city can spend 1 🧙 to remove 1 fire resistance token or 3 🧙 to remove all the fire resistance tokens.
- If a special token (🔥) on Ise doesn't have any resistance tokens on top, remove that special token.

- At the beginning of each round, roll 1 .
 - 1: Place 1 special token and 3 resistance tokens in any city of the Dragon Clan chosen by the players.
 - 2: Place 1 special token and 3 resistance tokens in any city of the Sakura Clan chosen by the players.
 - 3: Place 1 special token and 3 resistance tokens in any city of the Mountain Clan chosen by the players.
 - 4: Place 1 special token and 3 resistance tokens in any city of the Firefly Clan chosen by the players.
 - 5: Place 1 resistance token on each active fire.
 - 6: Place 2 resistance tokens on each active fire.
- If at any time there are 6 special tokens on the board,   on mission card 2.

5

You don't know exactly how, but you have extinguished the fires.

MISSION COMPLETED

- The characters regain all their . Each character gains 40 .

6

When you arrive in Kyoto, you already know where you must go. The temple dedicated to Suzaku is south of the Imperial Palace. The outside walls of the small temple are painted in yellow, red, and orange hues, giving the impression that it is on fire.

But a ring of actual fire surrounds the area and prevents anybody from accessing the temple. It is an impregnable fire that only the fan of Izanami's children can put out.

Near the fire, you see a monk watching the flames with a serious countenance.

"Suzaku is very angry," he says when you get near him.

"Do you think that you and your companions will be able to defeat him?"

Nobody speaks a word, until another monk approaches you.

"I see determination in your face," he says. "We can summon the spirit of the beast so that you can try to understand his power. Understand his behaviour, so you'll be able to defeat him when you enter the temple."

"Only a few would be willing to attempt this," says one of the monks in a thankful voice.

"Suzaku might be the most unpredictable of the four sacred beasts. Defeating him altogether is almost impossible, because his flames revive once and again," says another monk.

Consequences:

- You are going to face Suzaku's spirit. You have 3 rounds to defeat him.
- If your  drops to 0,  11.
- At the beginning of your activation, you must resolve the phoenix's  and then you can spend 3  to perform 1 .
- You can attack with  whenever you want, but Suzaku can always counterattack, using the dice according to the current round.
- Only 1 character can have this mission active, so it cannot be shared.

7

When you break into the Sanctuary of Izanami, you are surprised to see no one. All is empty and dimly lit as you proceed to the main hall. In this room, beneath the statue of the Kami of creation and destruction, you see a book lying open upon a small altar. Full of curiosity, you approach the book and see that the open page is about the wind fan. According to legend, Izanami used the fan to hide her blushing face from her husband. The fan had the redness of her lips printed on it. Legend also says that the goddess can join both parts of the fan with her kiss of death, but the holder won't live to see the fan whole.

You remain silent, thinking that maybe that's the reason why the temple is empty: nobody wants to see what will happen next.

If you have 2+ :  9.

If you have 1 :  14.

Otherwise, keep reading.

You lose control of your body and you feel the touch of cold lips on your mouth. Your soul begins to leave your body.

Perform a (6) test

 **Success:**  14.

 **Failure:**  8.

8

At the same time that your energy leaves your body, both halves of the fanstart fusing, floating in the air. But you won't live to see it.

Consequences:

- You are defeated.
- Remove the **YELLOW** and **GREEN** spawn tokens, and replace them with the **BLUE** spawn token.
- Place the **BLUE** spawn token on the Sanctuary of Izanami.
- Any character can come and collect it. When they do,  B on Mission Card 4.

9

You lose control of your body and you feel the touch of cold lips on your mouth. Your soul begins to leave your body.

However, not even Izanami can break your powerful spirit.

You resist her freezing touch and regain your self-control.

MISSION COMPLETED

- Remove the **YELLOW** and **GREEN** spawn tokens, and replace them with the **BLUE** spawn token.
- Place 1 clan token on Kyoto and  A in mission card 4.
- You are delayed.

10

Your mighty attack extinguishes the last flame of the phoenix. The room goes dark and quiet. You feel you have grasped the essence of this sacred beast.

MISSION COMPLETED

- Mark **"To ashes."**

You wake up lying on the cold floor of the temple. For a second, you thought you would die, burned by the scorching flames of Suzaku. You feel overawed in the face of such power.

MISSION FAILED

- Set your ♥ to 5. You are delayed.

If Sun Wukong has the fan but has not reached Kyoto:
 16.

Otherwise: 13.

All you see around you is fire and destruction. You are too late and Japan is burning.

But there's still hope. A silhouette appears in front of Sun Wukong and, little by little, its shape becomes increasingly clear. Izanami, the deity of death and creation, stands before the Monkey King and, without a word, gives him the famous fan that can extinguish any fire.

Sun Wukong holds out the finished item, the magical palm leaf fan.

"That is really impressive," says Daji. "Let me wave it."

"Only at the fire!" Sun Wukong says. "It's delicate. It's going to fall into dozens of broken pieces when we wave it at the phoenix fire. Until we get there, I'm going to carry it carefully."

It's easy to get to the castle. Sun Wukong waves the fan exactly once, but he uses his immense strength, flicking it with incredible speed. Palm fronds fly everywhere, and the breeze created by the fan knocks Mulan down. She jumps up at once, as excited as the rest of you, to see the ring of fire disappear.

With the flames gone, you discover what is at their center: Suzaku, the Sacred Phoenix, the Vermillion Bird, clothed in brilliant red-orange feathers.

"Just what we feared," Mulan says. "Another hostile, pissed sacred beast."

THE CHAPTER ENDS IN FAILURE

- 3 random characters lose their 1.
- Go to page 40 and follow the setup instructions for the next chapter.

- The characters gain 1 sacred token from those available.

You lose control of your body and you feel the touch of cold lips on your mouth. Your soul begins to leave your body. However, not even Izanami can break your powerful spirit. With a tremendous effort, you resist her freezing touch and regain your self-control.

Consequences:

- Remove the **YELLOW** and **GREEN** spawn tokens, and replace them with the **BLUE** spawn token.
- 1B on mission card 4.
- The character is delayed.

"That is really impressive," says Daji. "Let me wave it."

"Only at the fire!" Sun Wukong says. "It's delicate. It's going to fall into dozens of broken pieces when we wave it at the phoenix fire. Until we get there, I'm going to carry it carefully."

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"Just what we feared," Daji says. "Another hostile, pissed sacred beast."

THE CHAPTER ENDS IN SUCCESS

- Go to page 40 and follow the setup instructions for the next chapter.

- The characters gain 1 sacred token from those available.

Your legs can't run anymore. You finally have the fan that can extinguish any fire, but you doubt you can get there in time.

As you look down, exhausted, a shadow takes shape above your head. When you look up, you just see a yellow cloud. A voice says, "Do you need a ride?"

Then, you see a head peeking out of the cloud and recognize your first master. The vision brings a smile to your face. You go aboard the cloud and let it carry you away.

"Get some rest, Sun Wukong, get some rest. The hardest part is still to come," you hear your master say, before you fall asleep.

"Who was he?" Daji asks.

"My first master. He has saved us this time," says the Monkey King, showing the rebuilt fan.

"That is really impressive," says Daji. "Let me wave it."

"Only at the fire!" Sun Wukong says. "It's delicate. It's going to fall into dozens of broken pieces when we wave it at the phoenix fire. Until we get there, I'm going to carry it carefully."

It's easy to get to the castle. Sun Wukong waves the fan exactly once, but he uses his immense strength, flicking it with incredible speed. Palm fronds fly everywhere, and the breeze created by the fan knocks Mulan down. She jumps up at once, as excited as the rest of you, to see the ring of fire disappear.

With the flames gone, you discover what is at their center: Suzaku, the Sacred Phoenix, the Vermillion Bird, clothed in brilliant red-orange feathers.

"Just what we feared," Daji says. "Another hostile, pissed sacred beast."

👍 THE CHAPTER ENDS IN SUCCESS

- Sun Wukong loses his 🌀.
- Go to page 40 and follow the setup instructions for the next chapter.

- The characters gain 1 sacred token from those available.

17

Consequences:

- At the start of each round, roll 1 🎲, then check and apply the result:
 - 1: Place 1 Special Token and 3 Resistance Tokens in 1 Dragon Clan city, chosen by the players.
 - 2: Place 1 Special Token and 3 Resistance Tokens in 1 Sakura Clan city, chosen by the players.
 - 3: Place 1 Special Token and 3 Resistance Tokens in 1 Mountain Clan city, chosen by the players.

- 4: Place 1 Special Token and 3 Resistance Tokens in 1 Firefly Clan city, chosen by the players.
- 5: Place 1 Resistance Token on each active fire.
- 6: Place 2 Resistance Tokens on each active fire.

18

When you all meet up again, everyone stares in awe. Even though you know you're late, you can't help but marvel at the fan.

"That is really impressive," says Daji. "Let me wave it."

"Only at the fire!" Sun Wukong says. "It's delicate. It's going to fall into dozens of broken pieces when we wave it at the phoenix fire. Until we get there, I'm going to carry it carefully."

"Let's hurry, we're already running quite late," Guan Yu urges them.

It's easy to get to the castle. Sun Wukong waves the fan exactly once, but he uses his immense strength, flicking it with incredible speed. Palm fronds fly everywhere, and the breeze

created by the fan knocks Mulan down. She jumps up at once,

as excited as the rest of you, to see the ring of fire disappear.

With the flames gone, you discover what is at their center: Suzaku, the Sacred Phoenix, the Vermillion Bird, clothed in brilliant red-orange feathers.

"Just what we feared," Daji says. "Another hostile, pissed sacred beast."

👎 THE CHAPTER ENDS IN FAILURE

- The character who was carrying the fan loses their 🌀.
- Go to page 40 and follow the setup instructions for the next chapter.



CHAPTER 6: THE THIRD BEAST

As the Monkey King expected, the magic fan that blew away the fire lies in ruins. But it has brought you to the Sacred Phoenix, the Vermillion Bird. It hovers, a little above the ground, beating its wings. Eyes flashing with anger, its feathers aflame with tongues of yellow fire; your attempt to speak is cut off abruptly, as instantly it flies in to attack, forcing you to dive for cover.

"Come on, you roasted peacock, talk to us!" Daji says.

The phoenix swoops in at you a few more times, with increasing urgency, driving you out of its path. Then it lands next to Daji and speaks.

"You should never have come here. Wasn't my fire enough of a warning to keep out?"

"Your fire was trying to burn half of Japan," Daji says.

"What's wrong with you? Must we teach you a lesson?"

"Like you defeated Byakko and Genbu? Those stumbling beasts, I know well what you did to them. Because they were weak. Leave at once. You think you can fight well, but you are no match for my claws, my beak, or my fire."

"Go roast your head," Daji says. "You used to be the honest guardian of the south. What happened?"

The Vermillion Bird, with one massive beat of its wings, flies high, settling down again, slowly, and gently, until it touches the ground. "Now that you mention it, there has been a change. I feel as if I just have to stir up trouble, to make you idiots try to stop me."

The phoenix struts up to each of you in turn, staring down its beak. It snaps its head from side to side in disappointment. Suddenly, it attacks; for real, this time.

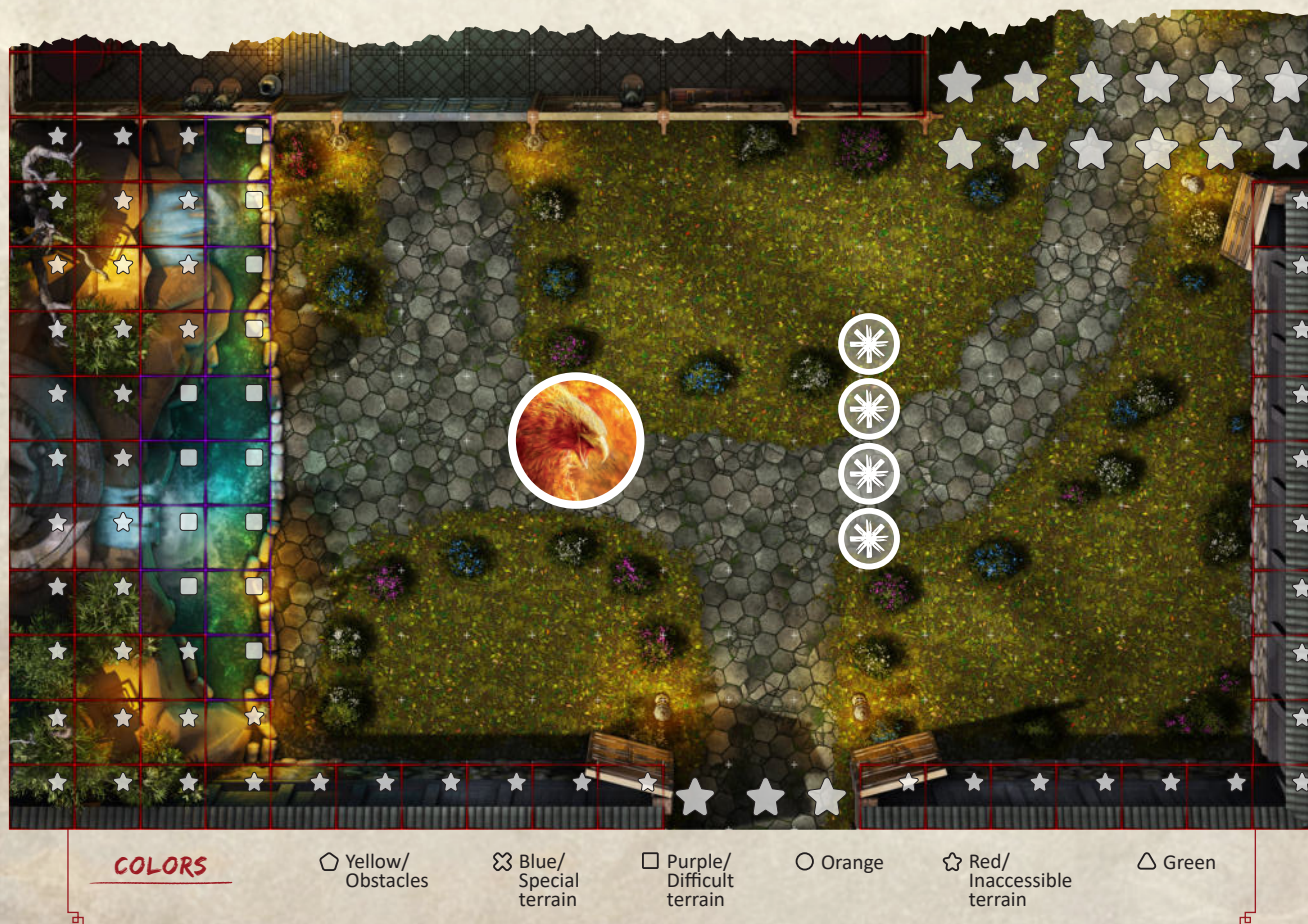
• OBJECTIVE •

Defeat Suzaku.

When you have defeated him: the end of the chapter.

• SPECIAL RULES •

- If you previously marked "To ashes," when the first time Suzaku has 10 or less, it is dealt 10 .
- At the start of round 2, 1.
- At the start of round 4, 2.



SECTIONS

1

For a moment, it seems as though drops of water are falling from the sky, distracting the fire beast.

Consequences:

- This round, Suzaku's attacks deal -1 ⚔️.

2

A wisp of chaos envelops the beast's renewing fire, this time aiding the heroes.

Consequences:

- One defeated character is brought back to life. Set their health to 10 and place their miniature adjacent to another character's.

END OF THE CHAPTER

"Not bad, not bad, you feeble heroes," Suzaku says.

"Why couldn't you talk to us before you started this battle?" Sun Wukong asks. "It took quite a beating to get a few civil words out of you."

"I don't feel as though I was doing what I wanted," Suzaku says. "It just came over me to make that ring of fire, and also, I had to attack you. That's all I know. Go see the Azure Dragon, Qinglong. The people in this country call him Seiryū. He knows what's going on."

"Where will we find him?" Sun Wukong asks.

"Go east, he's probably near Ise or Edo, or maybe near the sea. You might find him at the Kiyomizu Temple, he's often there. And come back here when you're ready for a real fight, not like this one. Because today, I was required to go easy on you. I don't know why." Suzaku slowly shakes its majestic head, showing how puzzled it is.

Seiryū is the last of the four guardians. Perhaps he is the one who can explain everything instead of trying to kill you.

- Each character gains 50 🍵 and regains all their ❤️ and 🐉.
- They can also interact once with the market and the blacksmith, as explained on page 6.



CHAPTER 7: TSUNAMIS

You are still many kilometers from Ise when you encounter caravans of people fleeing the coast. They tell you of havoc in the coastal cities. Enormous waves destroyed many docks, smashing boats into matchwood, and then rolled inland, flooding homes and poisoning the rice fields with salt water. All the people blame Seiryū.

"We're going to have to fight again, aren't we?" says Daji. "Didn't Suzaku tell us that Qinglong would explain?"

"I'll make him explain," says Sun Wukong.

This is the Azure Dragon we're talking about," Mulan says. "More than three hundred feet of long, spiky body. He flies without any wings by controlling the air. He's not some everyday sacred beast."

When you enter Ise, there's destruction everywhere. In some places you can actually trace the Azure Dragon's trail of havoc as it flew from one building to another, leaving dents, cracks and missing walls in its path. The citizens tell you that for about a year, Seiryū has appeared on the day of the full moon, demanding a sacrifice. They have provided this every month, but each time Seiryū returns, he complains and insists on a better sacrifice, or else he will unleash more destruction. The moon will be full tomorrow, and the people don't know what to do.

"What have you been sacrificing?" asks Guan Yu.

"Young girls."

Daji shudders when the citizens say this. "Death is trampling on my heart," she says. "Being the most beautiful young lady in all of Japan, I must fear the Azure Dragon."

"Here is my plan," says Guan Yu. "Daji, you can pretend to be the sacrifice and get close to Qinglong that way. You'll either be able to talk to him, or help us to ambush him."

"You don't ambush a dragon that's sixty times as long as you are, flies through the air, and sees you with three eyes," Daji says.

"Well, you can look for an opportunity," Guan Yu says.

"Right. Tell me, before I get sacrificed." Daji turns to the people of Ise who are nearby, watching the heroes in total fascination. "Have any of these victims come back to you?" Silently, the people shake their heads 'no,' and one man bursts into tears.

Daji turns to Guan Yu. "Why not Mulan? She's a woman, just like me. I think she'd make a better sacrifice."

"I'm a little too mannish," Mulan says. "In fact, I feel like putting my tunic and trousers on, right now. Besides, Daji, you are SO alluring."

"Guan Yu," Daji says, "Have you ever considered dressing up as a young beautiful woman?"

Sun Wukong laughs. "Look at him, Daji. Even without the beard and the mustache, he has that strong, stocky body. He would never do."

"Okay. Right. I'm the victim," Daji says. "Go ahead. Sacrifice me. But I need a little help. We have been to war, right? Fighting sacred beasts, right and left? I'm dressed for combat. Where are my alluring clothes? I need a beautiful, beautiful silk kimono, and a necklace strung with ancient jewels. And I need my most powerful allure."

"Did you leave that at home with your party clothes?" Sun Wukong asks.

"This is not a joke! I have to use just the right perfume, and I know how to make it. Find me a few petals of Higanbana, the 'flower of death.' In bloom."

"Now?" Mulan says. "Now, in the spring? Higanbana blooms in the autumn, not in the spring."

Daji smiles. "That is mostly true. But just as death comes at all seasons, so does Higanbana. It is very rare for it to bloom at this time, but it happens. Search hard. Find the blossom I wish, or you can sacrifice someone else." You have never heard of Higanbana blooming in the spring, and hope Daji isn't just prevaricating to get out of being the bait in the trap.

"Don't forget," Daji says, "They're spiky and very red. You can't miss them."

PHASE SETUP

• OBJECTIVE •

Gather Daji's requests.

• ROUNDS AND TRIGGERS •

Total rounds: 7. At the end of this round 📖 18.

• SPECIAL RULES •

- Mission card #1 starts active.
- Place Seiryū in the southwestern sea. Starting from the second round, at the beginning of each round, Seiryū moves to its next destination based on the mission card.
- Place a Razed City Token on Awaji.



SECTIONS

1

"It's terrible!" complains the captain of a large ship docked at the shore. "With Seiryū lurking in our seas, we can't set sail."

"He sinks our boats, destroys our harbors, and razes our cities," another sailor replies.

"Somebody must stop him."

Special Rules:

- Starting from the second round, at the beginning of each round, Seiryū moves to the next sea. Seiryū always follows the same movement pattern: from the southwestern sea to the northern sea, then to the southeastern sea, before returning to the southwestern sea and repeating the cycle.

- Each time Seiryū moves to a sea, randomly determine which city in that sea it attacks.

- If one or more characters are in a port city connected to the same sea where Seiryū is located, they may spend 1  to attempt a joined  (7):

 **Success:** Place 1 Damage Token on Mission Card 1.

 **Failure:** Characters who participated suffer 3 .

- Place 1 Razed City Token in a port city connected to that sea that does not contain any characters. If all the cities connected to a sea have been devastated,  18.

2

When you arrive in the city, you head east of the palace, where there is a small temple dedicated to the sacred beast of the seas. The entrance is guarded by a dragon-shaped fountain.

"This is Seiryū," you hear a voice say behind you.

When you turn around, you are surprised to see a young girl of around ten.

"They say he has returned," she wails. "When he appears, he just wants to destroy everything. Or so my grandma told me. The temple is closed," she says, pointing at the gates. "But it doesn't matter. You've come to stop the dragon, haven't you?"

She motions you to come close and whispers in your ear:

"My grandma explained me how to perform the ritual. Come here at midnight and drink from the fountain."

When midnight arrives, you come to the fountain to drink its water and begin the ritual...

Consequences:

- Only 1 character can have this mission active, so it cannot be shared.
- At the beginning of each of the 3 following rounds, spend 3  to roll 3 . depending on the result, apply:
 - If you get at least 1 black dragon () and 1 white dragon (): take 1 special token.

- If you get only black dragons: 1 port city of your choice becomes razed.
- If you get only white dragons: place 1 blessed token in 1 port city of your choice. If it were to be razed, discard the token instead.
- If you get no dragons: lose 8 .

3

When you enter the room and see the expression on the face of the Sakura Clan's heiress, you know you are wasting your time.

"Dear..."

"Guards, I'm tired. I'm going to my rooms."

Consequences:

- Remove your clan token; you can no longer complete this mission.

4

"It's always fun seeing strangers here. I've been told you want my dress... Do you really want it? Show me what you can do." You go with the heiress to the palace courtyard, where there are some bamboo stalks waiting to be cut.

Perform a (9) test

 **Success:**  7.

 **Failure:** The heiress throws you out of the palace.

Consequences:

- Remove your clan token; you can no longer complete this mission.

5

You are surprised that the heiress receives you.

"I thought you were a beggar who just came to beg, but what you really want is my precious dress, don't you? It'll be yours for 50 coins."

Consequences:

- Si you have 50 , discard them and .
- Otherwise, remove your clan token; you can no longer complete this mission.

6

You are surprised that the heiress receives you.

"I thought you were a beggar who just came to beg, but what you really want is my precious dress, don't you? It'll be yours if you give me your precious weapon in exchange. What do you say?"

Consequences:

- If you hand over 1 weapon, discard it to the market deck and .
- Otherwise, remove your clan token; you can no longer complete this mission.

Highly disdainful, she gives you her precious dress.
"Guards, call my tailors. I want them to make me a dress much better than that piece of trash."

MISSION COMPLETED

- You get the dress. Add 1 special token (🔴) to the supply.
- If you obtained all Daji's requests, 📖 19.

You remember that a renowned florist lives near the mountains. Perhaps he could get the petals of Higabana. "That flower you ask for is not easy to get. But I would be willing to give you some in exchange for a couple of ingredients I need."

Consequences:

- Place 1 clan token on Nagoya and another one on Gojo.
- Place your clan token from this location; when you have both ingredients, return here.

When you return to the florist's hut a smile comes across his face. He carefully picks up the new ingredients and adds them to a mixture on the stove.

"It's no longer in my hands. The die is cast!" says the alchemist, adding the last ingredient to a boiling flask. The mixture starts changing colors, from red to blue to lilac, until a wisp of smoke flutters out of the flask. A fresh, delicious smell invades the room.

"It's perfect! Thank you. Here are your petals."

MISSION COMPLETED

- You get the perfume. Add 1 special token (🔴) to the supply.
- Gain 80 🟡.
- If you obtained all Daji's requests, 📖 19.

"That blasted wretch..." a man is cursing at the doors of the Iga market.

Seeing you stare at him, he says:

"The damn moneylender has stolen everything from me. He has taken all I got. My house, my lands, my animals... When you are in debt to him, you can never repay it. He is a swindler. I should steal what he loves most—his pearl necklace. He keeps it safe in his mansion, at the edge of town... But it should be mine..."

Consequences:

- Place 1 Clan token on indicated.



When you arrive at the mansion, the security there, or the lack of it, almost makes you laugh. The moneylender must terrorize everybody so much that he thinks he doesn't need to guard his own house. And that makes you very happy. You sneak into his room without the slightest problem and steal the famous pearl necklace.

MISSION COMPLETED

- You get the necklace. Add 1 special token (🔴) to the supply.
- Gain 20 🟡.
- If you obtained all Daji's requests, 📖 19.

You arrive at the outside of the mansion. You are surprised for the scarce security: the moneylender is overconfident; apparently the lender is far too trusting. Unfortunately, you are not the stealthiest person in the world, and a guard catches you while you are stealing the necklace.

Perform a ✖ (8) test

MISSION COMPLETED: You get the necklace.

Consequences:

- You get the necklace. Add 1 special token (🔴) to the supply.
- Gain 20 🟡.
- If you obtained all Daji's requests, 📖 19.

FAILURE: The guard defeats you, and you can hardly run away.

Consequences:

- Lose 7 ♥.
- You can no longer complete this mission. Share information with another character.

When you arrive at the mansion, the security there, or the lack of it, almost makes you laugh. The moneylender must terrorize everybody so much that he thinks he doesn't need to guard his own house. And that makes you very happy, because you've never been stealthy or agile. You stroll through the house like a bull in a china shop, but nobody crosses your path. You sneak into his room without the slightest problem and steal the famous pearl necklace.

MISSION COMPLETED

- You get the necklace. Add 1 special token to the supply.
- Gain 20 🟡.
- If you obtained all Daji's requests, 📖 19.

You arrive at the outside of the mansion. You are surprised for the scarce security: the moneylender is overconfident; apparently the lender is far too trusting. Unfortunately, you are not the stealthiest person in the world, and while

you are stealing the necklace from the bedroom, a guard catches you by surprise.

Perform a ✕ (8) test

MISSION COMPLETED: You can knock the guard out and escape with the loot.

Consequences:

- You get the necklace. Add 1 special token (👑) to the supply.
- Gain 20 🍵.
- If you obtained all Daji's requests, 📖 19.

Failure: The guard defeats you, and you can hardly run away.

Consequences:

- Lose 7 ❤️.
- You can no longer complete this mission. Share information with another character.

15

The sea begins to eat everything. The companions know that if they don't hurry, Seiryū will sink the whole island. Gathered in a small clearing in front of a fire, they see how they have not been able to arrive in time to get everything Daji had asked for. However, she smiles and looks sideways as if waiting for someone.

"What's the matter?" Mulan asks her, "Are you waiting for someone?"

Just then a hooded figure bursts into the clearing. Their first reaction is to draw their weapons and rush at the stranger, but Daji stops them and starts talking to the newcomer. After a brief chat, Daji returns with them as the stranger disappears into the darkness.

"Who was that?" Guan Yu asks, touching his beard.

"A former... companion," Daji replies with a smile on her face. Look what he came to give me," she says as he opens a cloth bag.

"How is that possible?" asks the Monkey King with surprise.

"Unbelievable..." Mulan sighs in disbelief.

"Let's say he owed me a favor and I called on him to help us cover more ground."

"That is a truly gorgeous kimono," Daji says. "And that necklace! It is sexy and more sexy. When Seiryū sees me wearing them, and he smells my alluring perfume, perhaps he will not decide to..." her voice drops to a whisper: "eat me in a moment."

"I just love your looks," Mulan says. "I think he will be entranced, you will have a chance to signal us, and then we can attack."

"Speaking of perfume," Daji says, "I need to make it from these excellent Higanbana flowers. I like to keep this process secret; please don't look for a few hours."

Obligingly you look away. Time passes and you are getting bored. But then a trace of the perfume arrives to beguile your senses. Turning, you see Daji, transformed; intoxicating in her beauty.

"You and I could go behind those rocks, if you like," Guan Yu says.

"I'd be taking far too much advantage of you. Sun Wukong, stop staring at my neck! All of you, think of something else."

There's a fortress nearby, surrounded with ornamental gardens that are just coming into flower. Daji goes there to await Seiryū, and the rest of you hide, hoping to see what will happen.

The dragon appears from the sky and settles next to Daji. His approach is extraordinary. He flirts through the sky above, curling and uncurling his tail. The spikes along his azure body move and vibrate, you realize this is how he manipulates and distorts the air, to support and carry him, manoeuvring exactly as he wants. His eyes focus on the necklace, and his long tongue flickers as he lands. Then he extends his tongue to its full length and wraps it a dozen times around Daji.

"Oh, my dear," Daji says. "You make me light-headed. But I would really prefer less saliva."

"What offal have the townspeople tricked me with this time?" Seiryū says. "You're not a pure young woman."

"Oh, I am," Daji says. "You have insulted me to the core, and I shall swoon! Many will avenge me for your unfair intimations against my innocence. I could tell you many, many things that, as a virtuous maiden, I have never done with any woman or any man. It's quite a list."

"Just wait a minute!" Seiryū says. His tongue unwraps, and then twists and wraps around her in the opposite direction.

"I recognize that perfume. You're Daji!"

"It's about time" replies Daji, while he gets rid of the dragon's tongue, still surprised to have in front of him the protagonist of so many Chinese stories. "This play had no commercial future... too much slime on stage. It's time to exchange spit for blood. You guys, come here, it looks like we'll have to take care of everything the old-fashioned way."

THE CHAPTER ENDS IN FAILURE

- For each missing special token until you reach 3, 1 random character loses all their 🍵.
- Go to page 48 and follow the setup instructions for the next chapter.

16

You have survived the ritual. You have gained a deep understanding of the dragon's nature.

MISSION COMPLETED

- Mark "I know your weaknesses."

17

You leave the temple defeated. Everything around you is as awful as it was.

MISSION FAILED

- 1 city with a port of your choice is razed.

If you have 3 special token (🐉) among all characters supply: 📖 19.

Otherwise: 📖 15.

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👍 THE CHAPTER ENDS IN SUCCESS

- Go to page 48 and follow the setup instructions for the next chapter.

- The characters gain 1 sacred token from those available.

The great dragon flees, unable to fulfill its purpose. It takes to the skies, disappearing into the clouds as you watch it vanish into the vastness of the endless heavens.

👍 MISSION COMPLETED

- Mark **"Scared away"**.

CHAPTER 8: THE FOURTH BEAST

It's difficult to read a dragon's expression, but when he unwraps his tongue again, it's obvious that he's annoyed. Daji screams for help, and you all rush out of hiding. The dragon stops to examine you. He is now very annoyed.

"Well, well, here you all are. Sneaky Monkey king, sly Mulan, bumbling Guan Yu. What a stupid trick you tried. You are not worthy to survive. You are not worthy to prove anything! The people of Japan, who seem to be pleased with your aid, are, therefore, worthy of nothing. All of my lands shall remain in their corrupted state, because you will be helpless against me."

Seiryū towers over you massively, so much larger than all of you together. He seems an impossible target, and yet you must find a way, perhaps by finding a weakness. Whatever your mysterious mission might be, you never agreed to fight a dragon, but there appears to be no alternative.

Daji runs to you, casting aside her silk kimono so that she can don her armor instead.

"Don't look at me like that, you would have done even worse" she says. And then, she leads the attack.

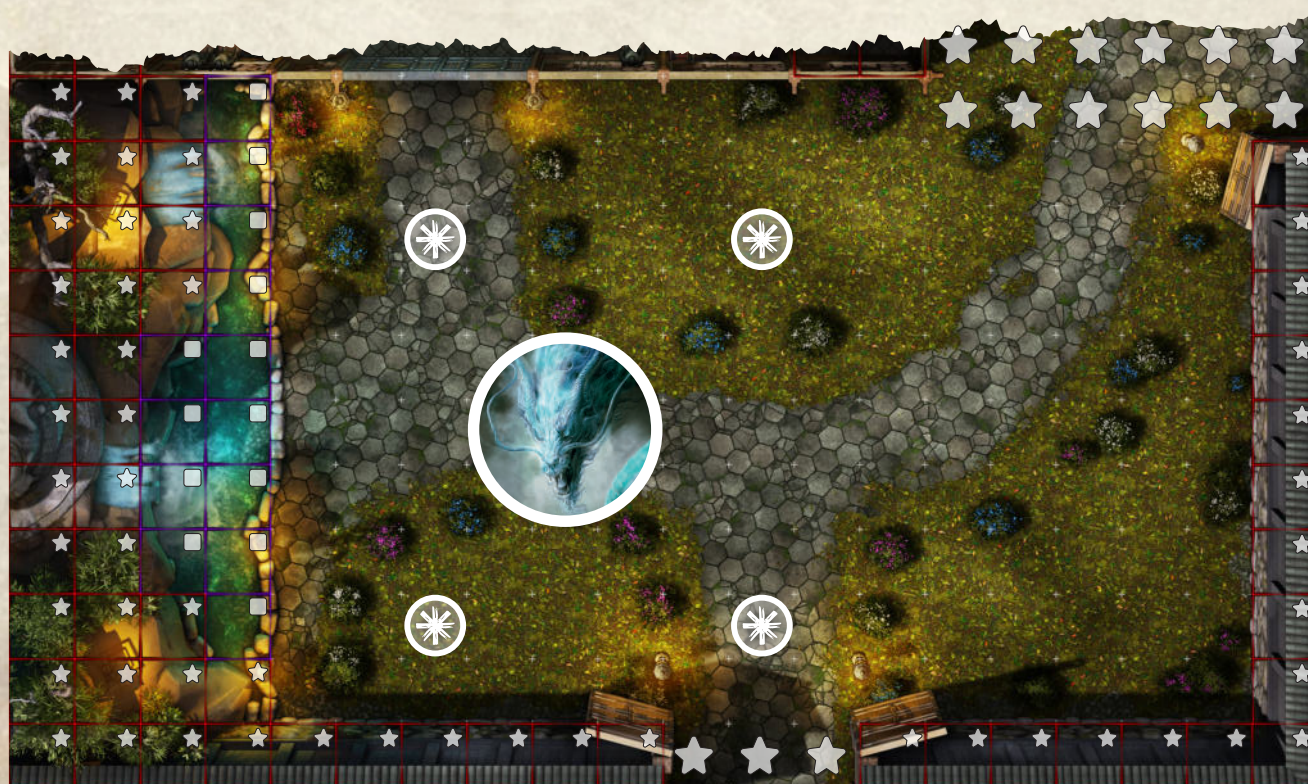
• OBJECTIVE •

Defeat Seiryū.

When you have defeated him: 📖 the end of the chapter.

• SPECIAL RULES •

- If "**Scared away**" is marked, Seiryū does not resolve its Destructive path skill during Round 1.
- If you previously marked "**I know your weaknesses**," place 2 charge tokens on Seiryū's board. Spend 1 to change the facing of the beast (from the protected side to the normal side or from the normal side to the weak side).
- At the start of round 2, 📖 1.
- At the start of round 4, 📖 2.



COLORS

🟡 Yellow/
Obstacles

🟦 Blue/
Special
terrain

🟪 Purple/
Difficult
terrain

🟠 Orange

🔴 Red/
Inaccessible
terrain

🟢 Green

SECTIONS

1

The vegetation around the characters seems to come alive, as if it were trying to restore the chaos caused by the beast.

Consequences:

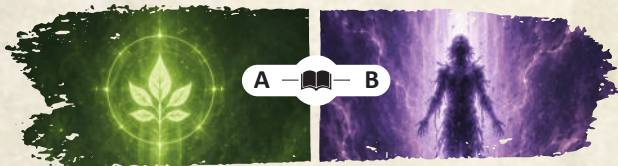
- During this round, each character can reroll the  once.

2

A magical aura surrounds the characters, as if it were a divine blessing.

Consequences:

Decide



- A. All characters regain 5 .
- B. One defeated character is brought back to life. Set their health to 12 and place their miniature adjacent to another character's.

END OF THE CHAPTER

"You did better than I expected," says Seiryū. "Not well enough to be declared victors, or winners of anything, of course. But enough to be given another chance. Let me explain.

"There was a bet. In order to test you, we four sacred beasts were corrupted, myself included. You have uncorrupted us! We are truly sacred again, and we shall protect our lands. But in order to win the bet, you must fight us all again. And since we are uncorrupted, we shall be more vicious, more nasty, more vengeful, more powerful, more—"

"We get the idea," Daji says. "Why are you doing this? We defeated all four of you. Isn't that enough?"

WHHHAAAT?" High in the heavens above, Ame-no-Minakanushi screams at Hundun. "My heroes won. That means I won. Why do they have to do it all over again?" Hundun appears. He has one small mouth, and it pouts. "This has nothing to do with me. Qinglong's making the rules. That's how fate works, you know. You roll a snowball downhill, it gathers more snow and gets bigger, and surprise: it picks up a few rocks and soon there's collateral damage."

"We had a deal," Ame-no-Minakanushi says. "You lose." "I don't think so," Hundun says. "Let's see what happens."

Down below, but still up in the air, Seiryū whirls and curls, floating a little, and then he settles down again. "No, it's not enough. I'm making the rules here. Defeat us again. Or give up, fail, lose the bet, and leave."

"What bet is this?" Mulan asks.

"That's for me to know, and...well, I don't really know. I just know you haven't done enough to win the bet."

"You're asking us to prove we can do what we just did," says Sun Wukong.

Seiryū's body forms a circle around Sun Wukong, not too close, but his body circles round and round in a threatening manner. "Those battles you won? That was nothing. You're going to face our real power this time. You just fought us when we were corrupted and not at our best. Now, you will face us in our full glory." Seiryū makes his body circle the rest of you. "In fact, I feel sorry for you. You're going to need all the help you can get." The dragon flies up a little and looks off to one side. "I'm going to give you some help. Gavin! Come here."

A little old man scuttles out to join you, saying, "Yes, master?"

"What kind of a name is Gavin?" Mulan asks. "It's not Chinese, not Japanese..."

"I'm from Engle-lond, and I'm proud of it!" the little man says.

"I was feeling bad, some time ago," says Seiryū, "so I flew to the other side of the world, and I smashed a few ships at sea. I saw this man swimming away from the wreckage to reach land. Poor fellow, he was a good fifty kilometers away from land and swimming in the wrong direction. I took pity on him and plucked him up. He's a fine blacksmith. He'll go with you, repair your armor if you survive a fight, and supply you with better weapons."

"Don't forget my Elsie!" Gavin says. "Kept her afloat, I did, until you saved us. Who better than Elsie to mend a broken foot?"

"I suppose," Seiryū says. "I don't think that your Elsie has ever healed a broken foot, but she does know how to heal wounds. She might as well go along."

A little woman hobbles out from somewhere to join you. She looks old and infirm, but she scuttles along very fast. "I've got my healing potions," she says. "What's up, Gav?"

"We're going to help these misfits," Gavin says. "We'll do whatever."

A huge bag falls out of the air and lands with an immense clang! next to Gavin. He must be used to this, because he doesn't even jump. He looks into the bag, examining its contents.

"Have you got some good weapons in there?" Daji asks. "Apparently we have to fight the four sacred beasts again."

"Who'll you start with?" Gavin says. "Looks to me like you're out of your depth."

"Why don't we do the same as before?" Guan Yu says. "Start with Genbu."

"We could quit while we're still alive," Sun Wukong says. "I thought I was about to get my immortality back."

"We're not quitters," Daji says. "Are we?"

Sun Wukong nods. "As long as we're here, why don't we fight Seiryū again?"

Seiryū roars. He flies up high and comes down with a whoosh, slamming into the ground near you. "I wouldn't advise it. You heroes fight so miserably. Every one of you thinks he's the great one and the others will help him. Learn to cooperate! Cooperate! Then maybe you can stay alive until I take even more pity on you."

"You do seem to be quite the monster for taking pity," Daji says. "Let's start with Genbu."

Gavin pulls a few weapons out of the bag and offers them. "Seiryū provided some really fine weapons here, but I don't think you're ready to handle them. Try these for now. Get some more experience, you duffers, and we'll see."

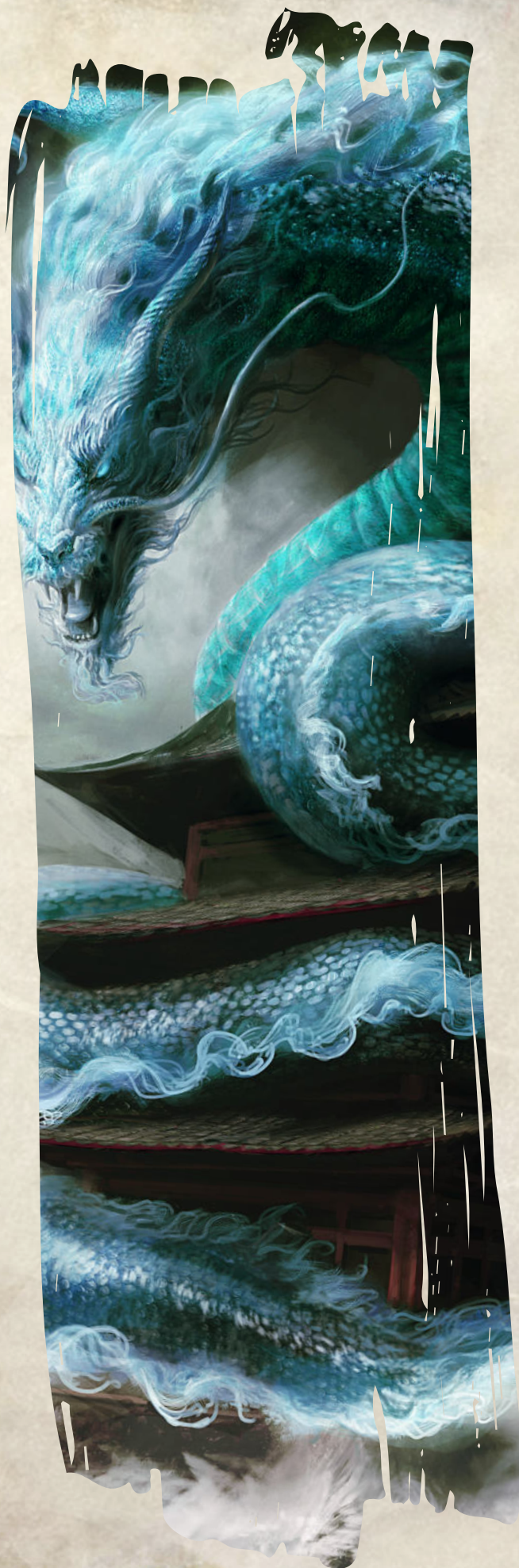
"Honorable dragon," Guan Yu says, "Please tell us where to go to find the sacred turtle-snake. If we must fight, please save us some time."

"Just enter my fortress," Seiryū says. "Genbu is waiting for you, and there will be a little surprise."

"I don't like surprises," Daji says. "I used to, but not any more."

CHARACTERS LEVEL UP FROM LEVEL 4 TO 5

1. Check the Level Up effects on page 18 of the Exploration Phase Rulebook.
2. Each character gains 50  and regains all their  and .
3. They can interact once with the market and the blacksmith, as explained on page 6.
4. From now on, there won't be any more adventure phases. Elsie and Gavin will provide you better equipment and heal you.



CHAPTER 9: STRENGTH IN NUMBERS

You enter the fortress through a long tunnel.

"The arena is right straight ahead," Gavin says. "A nice place."

The thought of an arena fills you with dread. At last the tunnel ends, and as Gavin said, you find yourself in a wide, open rectangular place. You see no spectator stands, and no hordes of people, eager to watch you die. In fact, you realize that this space is the same as the one you fought the dragon before, but without any trace of the former confrontation. You're glad about it, at least you will not face extra danger coming from the environment. There are little bushes everywhere, but you doubt they'll get in the way. The ground is covered in grass that sparkles.

"Blood drains into that grass very nicely," Elsie says. "Clean up is easy, even after a death or two."

"Thanks for your kind, encouraging words," the Monkey King says. "Please don't give us any more of them."

Genbu waddles out from the other end. His snake-tail stands upon his back, and it smiles at you. "Before my mouth roars," it says. "You should consider quitting. No one will know you lost the bet. You can go home to your admirers."

"We will know!" Daji says. "Besides, we can handle you."

Byakko jumps out of nowhere, landing near Genbu.

"Possibly, possibly," the White Tiger says. "But you'll fight us both at once. I'm the surprise!"

You look at each other, anxiously. Is it time to give up? But you remember Seiryū's words. You fought well before, but he thinks you can fight better. You form up and approach with caution. Sun Wukong speaks to Byakko. "If we all die, I will lose my immortality forever. If that happens, will you give me some honor after my death?"

Byakko smiles. "Of course. In just a moment, Sun Wukong's corpse will be a small constellation in the sky." And he jumps.



Byakko has 2 types of cards: the first type has 1 normal side and a back side **1**, and the other type features a normal side and an enhanced side **2**.

The enhanced cards have the **3** icon on the enhanced side and the **4** icon on the normal side. Whenever you face him, draw and reveal the cards from the bottom of the deck.

As a rule of thumb, play the normal side of the cards. You must use the enhanced side only when indicated by an effect of Byakko's skills. If there's a situation where you must draw and play the enhanced side of a card, but the card only has a normal side, place the card on top of the deck and draw 1 new card with an enhanced side from the bottom of the deck. If there aren't any cards with an enhanced side left in the deck, play the normal side.



• OBJECTIVE •

Defeat the purified versions of Genbu and Byakko.

When you have defeated him: the end of the chapter.

"Not yet, not yet," says Gavin. "My new friends need repairs and healing."

Elsie bustles about with her ointments. Gavin takes care of your armor and shields. And then he rummages in the big bag that Seiryū gave him, offering new gear.

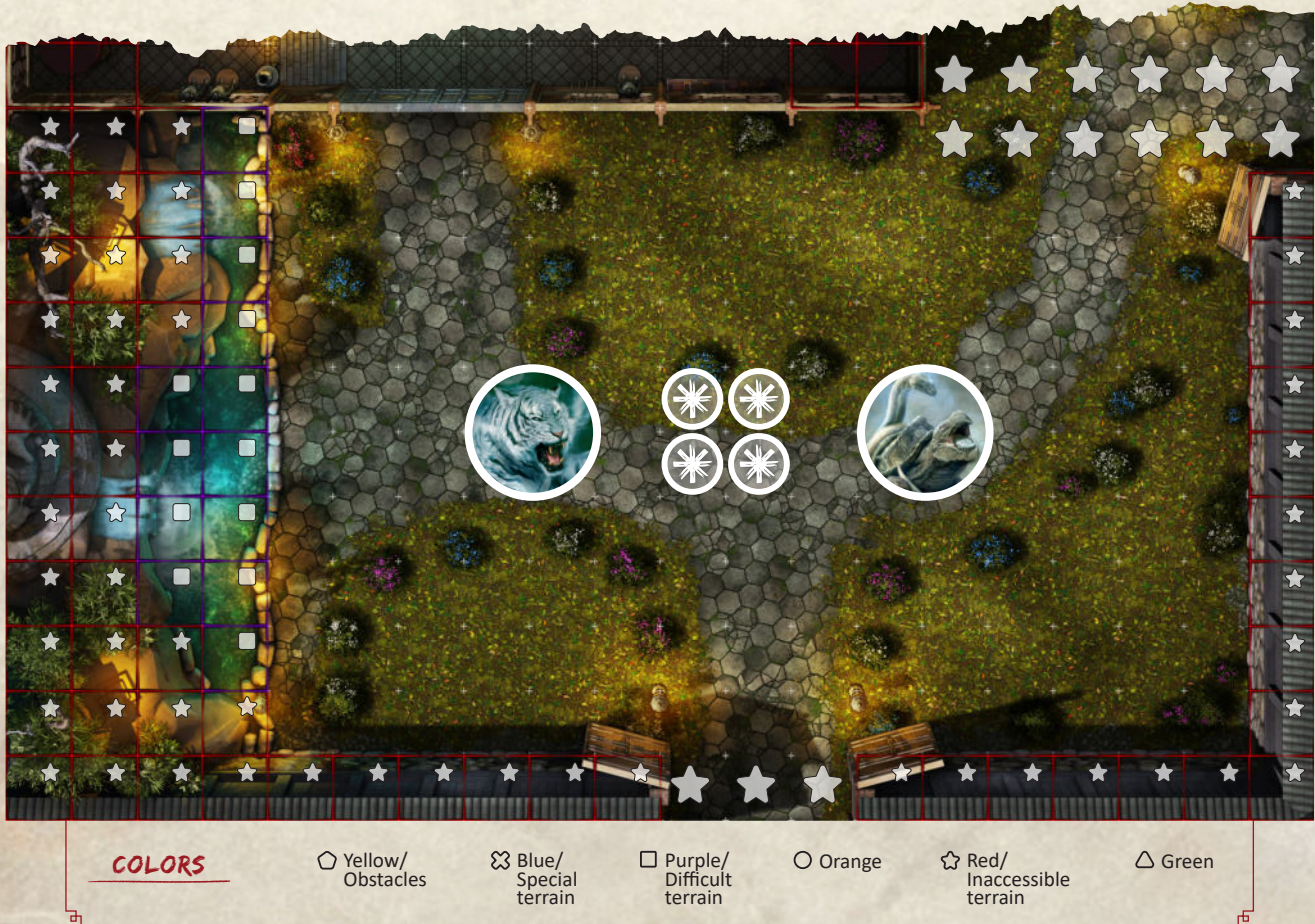
"We're not going to have to fight you and Suzaku together, are we?" says Daji. "That would be too much."

END OF THE CHAPTER

You have won! And you are treated to a remarkable sight. Genbu waves his foot at you, his snake-tail slithers to make a goodbye gesture, and the White Tiger gives you a great smile. Seiryū appears above you, flying down. He takes Genbu into his mouth and flings him up into the sky. Then he does the same for Byakko.

"That's two sacred beasts resuming their appropriate duties," he says. "Let's see what you can do next."

- Each character gains 60 and regains all their and .
- They can interact once with the market and the blacksmith, as explained on page 6.
- The characters gain the last divine token available.



CHAPTER 10: SACRED FIRE

The Vermillion Bird struts into the arena, looking proud.
"Who says I need help?"

"Look at that beautiful bird. And those colors. I wish I could paint those colors!" Elsie says.

"Stop the nonsense" the Phoenix says, and attacks.

• OBJECTIVE •

Defeat the purified version of Suzaku.
When you have defeated him: 📖 the end
of the chapter.

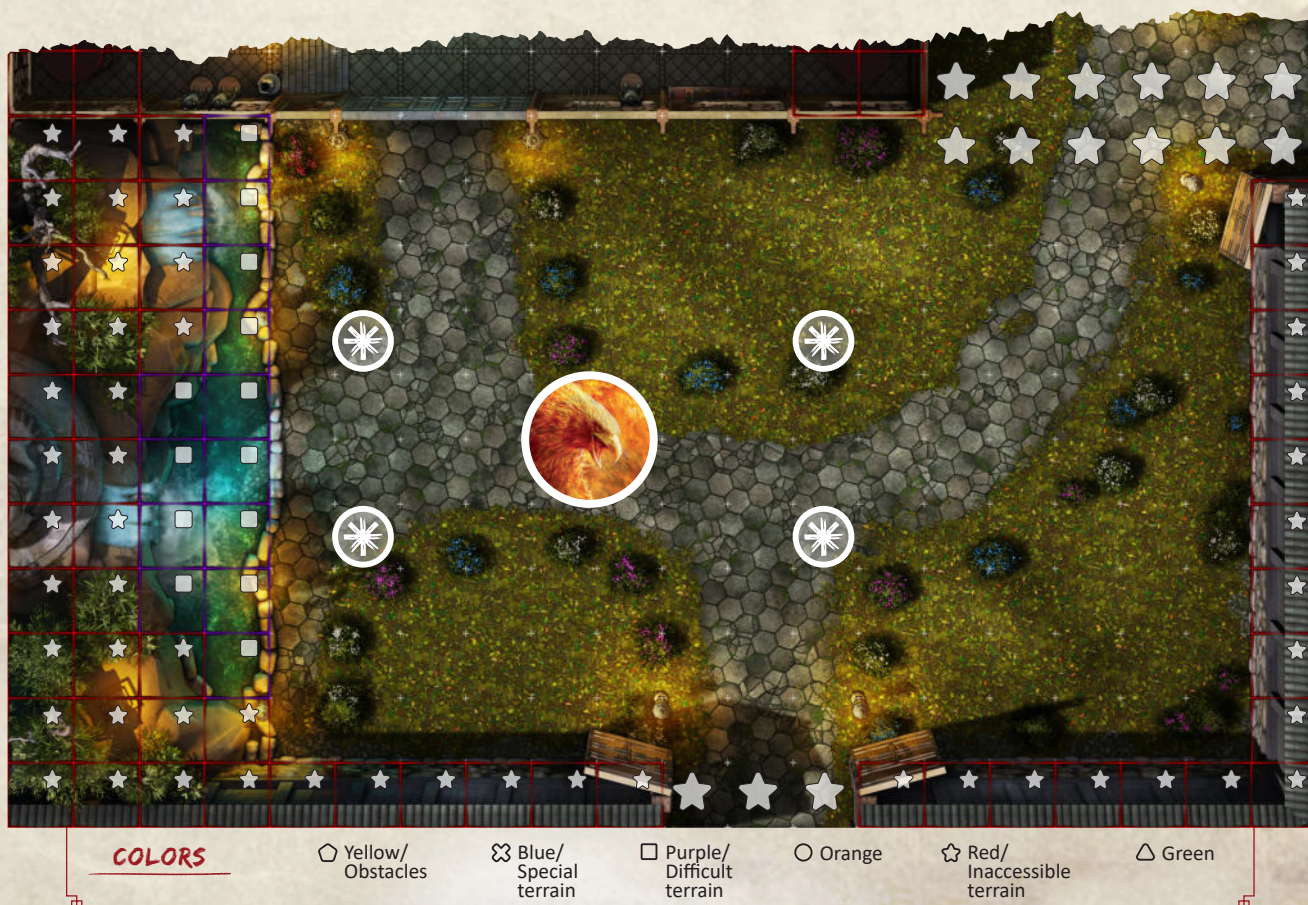
END OF THE CHAPTER

You took quite a beating. Who knew what a phoenix could do to you? But you're pleased to see that the arena is a mess. Orange-red flowers lie everywhere, some of them fluttering in the breeze. The Vermillion Bird stares at you, looking half-plucked. That was a scary battle, but it was worth it.

Suzaku says, "Seiryū, send me to the sky, please. I'm done."
Seiryū glides to the middle of the battlefield. He looks down at you, and he's not smiling. "I'll be back to teach you a lesson in a moment," he says. He takes Suzaku gently in his mouth and spirals up into the sky, higher and higher.

"Stop gazing up and stretching your poor necks, and pay attention," Gavin says. "Elsie and me must do our repairs, and it's time to get the best gear you can afford... it's now or never"

- Each character gains 75 🪙 and regains all their ❤️ and 🦿.
- They can interact once with the market and the blacksmith, as explained on page 6.



CHAPTER 11: THE LAST CHALLENGE

You all lost sight of Seiryū, or Qinglong, or whatever the Azure Dragon wishes to call himself, when he flew high into the sky. But you know combat is coming, and you stare anxiously upward, even Elsie and Gavin. Daji is the first to see a tiny speck in the sky, and she points. The speck grows larger, and you can see how it circles as it comes down. Seiryū comes close, his long body furling and uncurling, his eyes flashing sparkles of light. At last he lands, in between you all.

You wonder what he will have to say. Encouragement? Could he be disappointed in the way you dispatched the other three sacred beasts? Will he tell you how much more powerful he will be, now that he is uncorrupted? Seiryū says nothing. He simply attacks.

• OBJECTIVE •

Defeat the purified version of Seiryū.
When you have defeated him: 📖 The end.

• SPECIAL RULES •

- At the start of round 2, 📖 1.
- At the start of round 3, 📖 2.

SECTIONS

1

Being close to their goal, powerful forces aid the characters.

Consequences:

- This round, the characters regain ❤️ equal to the 💧 they deal.

2

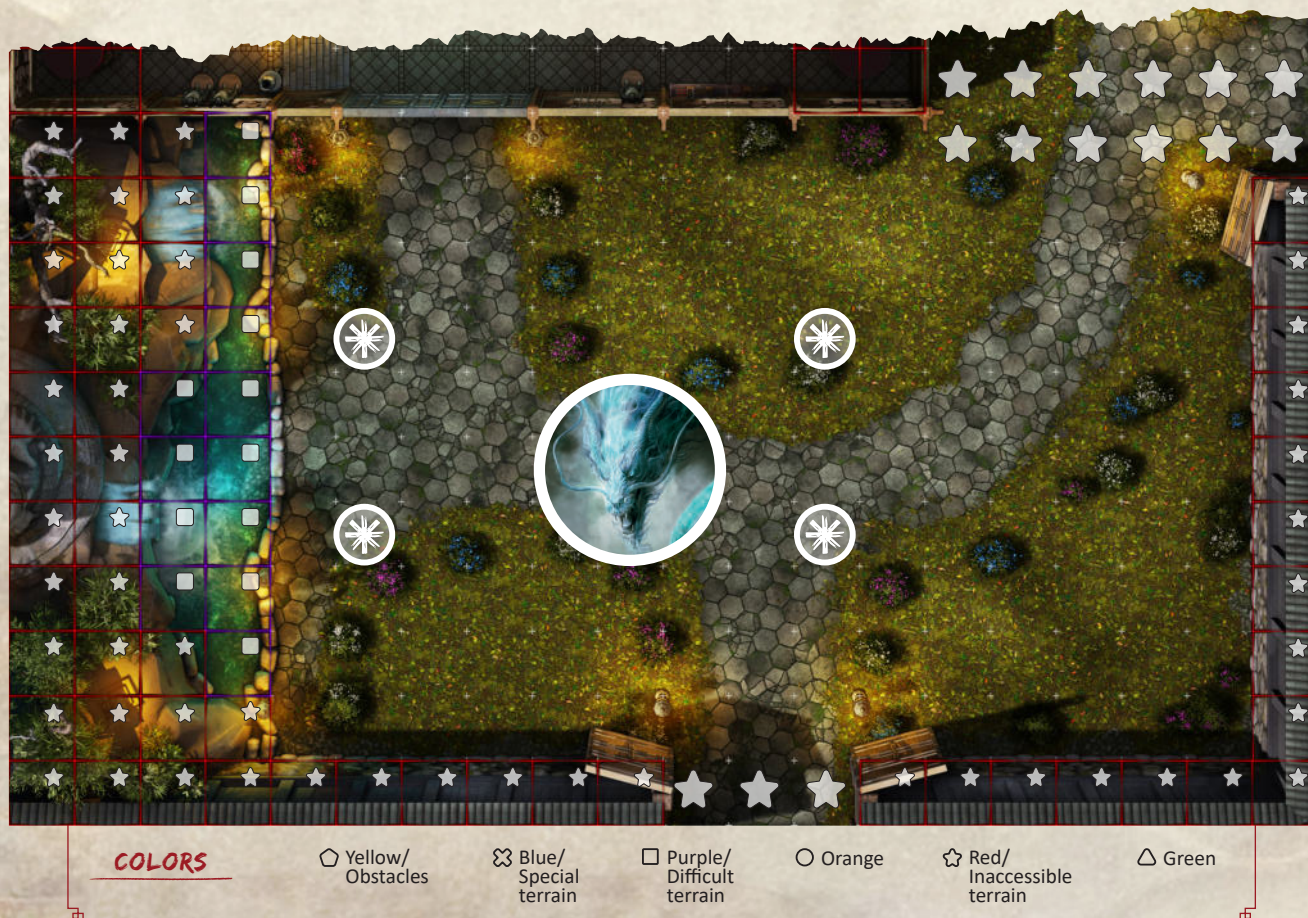
A whisper reaches the protagonists' ears... free will... choose.

Consequences:

Decide



- A. Distribute 15 ❤️ among the characters.
- B. Deal 10 💧 to Seiryū.



THE END

The battle ends suddenly. Once more, Seiryū has no words for you. He curls his long, snakelike body up into a tight ball and rolls away from you to the far end of the arena. You lower your weapons. You know that you've won, but at first you feel nothing, only a strange emptiness.

Seiryū continues to breathe, his entire body expanding and contracting with each breath. Then he slowly unfolds, and begins to fly. After making a few circles, he shoots straight up, into a sky whose blue is lighter than his own deeper azure, enabling you to follow his progress. And then, well, the sky is where he usually lives, and he has returned there. He's gone.

Gradually, it sinks in. You defeated Seiryū without all of you dying, and you're all alive again.

"Whatever that bet was," Mulan says, "We won."

You come together in one great, massive hug, crying and laughing for joy. You rejoice for a long time.

"Who cares what the bet was," Daji says, breaking free. "I'm alive. I never expected to survive the last two combats."

"I'm going to get my immortality back," Sun Wukong says.

"At least, I think I will. Why shouldn't I?"

"We won because we became a team," Guan Yu says. "You know all those stories about the amazing things we did. By ourselves. In the past. But now: Who could ever imagine what four heroes like us could do together? And we did it!"

"If any of you ever need help, just call me," Daji says. "I'll be glad to join up with you. Again."

"So will I," says Guan Yu.

"And I," says Mulan.

You all turn to Sun Wukong.

"It's a peculiar thing," he says. "I feel that if any of you need help, I will help you if I am fated to do so. I don't believe I have any agency in the matter. I did not come to participate in this bet of my own free will. Fate decreed it. I think: that's how the world works."

"What a peculiar idea," Mulan says. "I wonder if your idea had anything to do with the bet."

You all ponder this.

"Naaaah," Daji says. "That's ridiculous. But I love you for it, Monkey King. Give me a kiss."

They kiss, and they disappear.

Guan Yu gives Mulan an inquisitive look, raising an eyebrow. "Emperor," she says. "I always admired you from afar. And now, I truly love you. But I think a hug will suffice."

Mulan and Guan Yu embrace. He says, "There has never been a triumph like this, four of the greatest heroes, together. I hope there will be someone to sing about it, for generations to come."

They hug once more, and they disappear.

"They were so nice," Elsie says. "Proper ladies and gentlemen. They were a pleasure to heal. I'll certainly sing about them."

Gavin says, "I doubt I can ever repair a sword or supply a weapon again. I've served the very best people, and I feel that you and I were part of their story. I'll sing their song, and I'm sure many others will, too."

"Your heroes did well, I admit that," Hundun says. "But you must agree that everything they did resulted from the few hints we dropped. The characters were fated to act as they did. There is no free will."

Ame-no-Minakanushi is invisible as usual, but if you could see him, you would know how happy he is, very much like the cat that is about to ambush the unsuspecting bird.

"Hundun," he says, "the heroes in our story did not act of their free will. I agree to that."

"You admit defeat?"

"Not at all. You have missed the forest for the trees! This story that we have just enacted: it was a game. Real people, whom I shall call the 'players,' played this game. These players decided what the heroes must do, except in cases where our story, or the roll of random dice, made the decision for them. However, these players did whatever they wanted! They decided to play this game. They decided how to play it. They planned how to win it. It is they who exercised free will."

Hundun frowns. Mouth after mouth appears on his body, all of them frowning. "Funny, I never noticed these 'players' as you call them. Let me see...ahh, I see them now. My graciousness, they are everywhere! Are you sure the players' actions express free will?"

"If you are uncertain," Ame-no-Minakanushi says, "just ask them."

CONGRATULATIONS! YOU HAVE SUCCESSFULLY COMPLETED
THE "WRATH OF THE GODS" EXPANSION!
WE HOPE YOU ENJOYED PLAYING THIS EXPANSION AS MUCH AS WE
DID CREATING IT.
HONOR TO YOU ALL!
THE SYNERGIC GAMES TEAM.

ICONOGRAPHY

TOKENS

Armor +1/-1	Captured City/ Razed City	Mission (1-8)	Spawn point (6 colors)
Allies	Civilian (6 colors)	Coins (1, 5 and 25)	Interaction point/ Cut path
Blessed 1x/2x	Trigger/ Final Round	Objective (6 colors)/ Special	WRATH OF THE GODS Block Destiny Luck Stealth
Head (boss) Head x1/x3	Damage x10/x5/x3/x1	Action Point	
Camp/ Horde	Influence/ Malice	Meditate	
Charge x1/x2	Karma x1/x3	Resistance x1/x3	
Doors closed/open	Round		
	Yastun Lad		

ACTIVATION

Kami Affinity	Power	Knowledge
Dexterity	Spirit	Attack/ Combat test
Damage	Skills (passive, technique and attack)	
Armor	Defense	Health
Impact	Range	Movement

SYMBOLOLOGY

Failure	Yellow
Fast attack	Blue
Gold	Purple
Head	Orange
Karma	Red
Read	Green
Strong attack	Test die
Special	Ki die
Success	Focus die
Trigger	

SYMBOL SHAPES

Orange	0	0	1	2	1	1
Green	0	1	1	2	1	2
Purple	0	1	2	1	1	3
Red	0	2	3	4	1	2
Blue (expansion)	2	3	3	1	1	2

ATTACK DICE

FOCUS DIE

Fail	-1	-1	-1	Fail + counterattack	Ignore and -1
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NEGATIVE CONDITIONS

	Poisoned	Bleeding	Blinded	Downed
Icon				
Token				

CLAN/PERSONAL MISSION

Dragon/ Hikaru	Firefly/ Akira
Sakura/ Tomoe	Mountain/ Hattori

CITY SERVICES

Blacksmith	Market	Inn	Port
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