



THE ROBBERY

WOTG

Not far away, you see a group of thieves harassing a man trying to defend his family. Decide:

A. They haven't seen you. You walk away from the scene without looking back.

B. You will save the man.

A. You flee quickly. Gain 1 🏰.

B. ✂️ (8):

👍 The farmer is very grateful to you. You gain 20 🏰.

🗨️ You manage to defeat the robbers, but they injure you. You receive 5 ⚔️.



SUSPENSION BRIDGE

WOTG

A small gorge opens before you. The only way to cross it is by traversing an old, weathered-looking suspension bridge. You will have to cross very delicately. Perform a  (6) test:

 Your years of training allow you to cross the bridge without damaging the structure. Continue your journey.

 The bridge gives way under your feet and you fall to the bottom of the gorge where the river drags you down. Place 1  on that location. This token will be kept for this entire adventure phase. Move back your character by 2 locations.



CROSSROADS

WOTG

When you reach a junction, you must choose the path. To your left, the path enters a gloomy forest, while to your right, an old, rickety bridge leads to a cemetery.

Decide:

- A.** You head for the forest.
- B.** You choose the cemetery.

A. After entering in the forest you realize you have made a bad decision. Turn this card over and read on...

B. Crossing the cemetery without hindrance, you arrive at your destination.



THE STAIRCASE

WOTG

On the side of a mountain stands a temple in honor of Tsukuyomi whose only access is via a long and steep staircase. Decide:

A. You climb to the temple even though it would slow you down.

B. You continue on your way without spending time with the Kami of this place.

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

B. You continue on your way. The Kami are not happy. Keep this card, the next green event you draw becomes red. Then discard this card.



SMELL OF DEATH

WOTG

In the middle of a forest you reach a hollow. The wind whistles through the trees, and an intense smell of death comes from everywhere. Dozens of stinking animal carcasses appear, piling up around you. You need to know what is happening, but you can't trust your senses.

If you have  (2+), read **A**.

If you have  (2+), read **B**.

Otherwise, read **C**.

A. You realize that these are hallucinations caused by the forest air. You move away. No effect.

B. You overcome this vision and escape. When you look back, there are no corpses! The forest seems quiet. You continue your journey. No effect.

C. The corpses creep toward you. You try to get out of there, walking in aimless circles. You are delayed.



THE TREE

WOTG

As you pass through the forest you suddenly hear a crash to your right. A large tree is breaking and falling on you. Perform a  (4) test:

👍 You don't know how you managed to escape unharmed. You can't imagine what would have happened if you had been hit. Place 1  on that location. This token will be kept for this entire adventure phase.

🗨️ You spur your horse but the last branches of the tree hit you causing multiple wounds. Place 1  on that location. This token will be kept for this entire adventure phase. Returns you to the location you just left, you lose 4  and you are delayed.



REST

WOTG

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

A. Take a bath and rest.

B. You continue on your way.

A. Rest comforts you. However, you fall so sound asleep that you don't realize that at some point you have been robbed. You regain 5 ♥ and lose half of your ☉.

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



MUSHROOMS

WOTG

Some mushrooms on a dry log catch your attention. You think you remember that they are edible. Great hunger is affecting you.

If you have  (2+), read success.

If not, perform a test of  (5):

 You identify the mushrooms. They are edible, so you feast. Regain 5 .

 You don't risk eating them and hunger takes over. Lose 6  and 1 .



THE WINGED BEAST

WOTG

You fall asleep at nightfall and a few hours later you are awakened by a flutter. You barely have time to grab your weapon before a huge winged yōkai that you can't identify pounces on you.

✂ (10).

👍 You manage to eliminate the beast.
Gain 1 boss 🐉.

👎 You drive it away, but it has wounded you. Lose ★★💔.



TRAINING

WOTG

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

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

A.

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

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

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

Remove this card from the game.

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