

Adventure Tokens

Adventure Tokens are **optional** but will make your journey more adventurous! They can be used in both competitive and cooperative mode and allow you to perform all kinds of additional actions.

Place all Adventure Tokens facedown next to the Game Board. After Exploring a Tile with a  icon, place an Adventure Token faceup on the indicated Space. Whenever your Samurai Moves over an Adventure Token, you may **immediately pick it up** and place it faceup near your Player Board. **This doesn't stop your Move Action and you don't need a Gather Action to pick it up.** Unless stated otherwise, you may use this Token once at any time during the game and discard it afterwards. Discarded Tokens are removed from the game.

If you include the Adventure Tokens in the **cooperative mode**, you need to achieve the objectives by reducing the number of rounds with 2.



Komainu Guardian: At the beginning of Combat with a Dragon, roll 5 Wooden Dice and indicate the appropriate hits on the Dragon's Health track. Ignore broken Weapon effects for this roll. *(Also called lion-dogs, these creatures often guard Japanese shrines.)*



Bow: Use this Bow to fire an arrow at a Dragon on a Tile adjacent to the Space of your Samurai. Roll 3 Wooden and 1 Metal Dice and place a number of permanent Damage Tokens near the Dragon according to the number of hits.



Taka: Gather one Token with a Scroll or Resources from any Space of your choice. *(A Falcon. Falconry (Takagari) is very popular among Samurai.)*



Potion of Life: In competitive mode, during a Combat, ignore up to 3 hits from your opponent. In cooperative mode, gain 1 extra Life when you discard this Token.



Legendary Dragonbone Helmet: Convert up to 2 of your Helmet Metal Cubes into Dragon Teeth Cubes.



Sushi Roll: Perform an extra Rest (& Craft) Action during your turn.



Jade Tiger Statue: Gain Initiative at the beginning of Combat with a non-Legendary Dragon. The Dragon is charmed by the exquisite statue.



Sashimono: Move a Samurai of your choice up to 4 Spaces without moving over Lava. *(Small banners attached to the back of the Samurai's armour, used to identify himself and signal others.)*



Omamori of Fire: When Moving 1 step over Lava, your Sandals are not damaged. *(Omamori are amulets which provide various forms of luck and protection.)*



Men-yoroi: Move a Dragon 1 Tile. *(Samurai face armour, sometimes in the shape of a demon to instill fear.)*



Omamori of Air: Fly straight to a Bridge Tile of your choice.



Agemaki: Ignore all broken Weapon effects from your Dice rolls during one entire Combat. *(A knot of silk cords that bound the armour together at the back.)*



Omamori of Water: Remove all Lava Tiles from the Tile your Samurai is standing on.



Lava Trap (1-3): When you pick up this Token, you must immediately add a Lava Tile to each of two unoccupied, non-Lava Spaces numbered 1, 2, or 3.



Gunbai: After rolling, but before resolving the Combat roll of your opponent, ignore the hits on all Dice with a broken Weapon result. Still resolve the broken Weapon effect. *(Samurai war fan used to ward off arrows and to signal troops.)*



Lava Trap (4-5): When you pick up this Token, you must immediately add a Lava Tile to each of two unoccupied, non-Lava Spaces numbered 4 or 5.



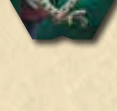
Vial of Oni Blood: If you don't have a Magical Weapon, apply 2 Damage to your Helmet at the beginning of a Combat and include a Magic Die on each roll during this Combat. *(Oni are supernatural demons or devils from Japanese folklore.)*



Zen Mudra: During a Move Action, Move up to 5 Spaces ignoring any Samurai or Dragon on your path, meaning you do not engage in Combat unless you want to. *(Hand posture of the hidden form - ancient Ku-ji technique.)*



Ancient Map of the Mountain: When you perform an Explore Action, take 2 Tiles (from any draw piles) instead of one. Place 1 Tile as normal and score its VP. Then place the other Tile on a location of your choice on the correct map Level (it doesn't have to be adjacent to anything). Don't score its VP.



Domomeki: Exchange one of your Scrolls with one in the display and score 3 VP. *(Thieving spirit from Japanese folklore.)*

Sacred Scrolls



Your Helmet absorbs 1 Damage on every attack roll, before you need to remove any Resources.



This Sacred Scroll offers 5 extra Storage spots for your Backpack.



In Combat, you always add 2 Initiative to your total.



Each time you Craft, you may Craft on all 3 types of Gear. For each type of Gear that you return at least 1 Cube from to your Backpack, you lose 1 Cube.



When you Explore, you may take 3 Volcano Tiles instead of 1, from any draw piles. You may look at all 3, place 1 of them on an unexplored location of the correct Level, adjacent to the Space where your Samurai is, and place a second Tile on an unexplored location of the correct Level, adjacent to the first Tile that you placed (if available). Place the remaining Tile back on top of the draw pile, facedown. Score only the VP of the first Tile that you placed.



When you Move, you may perform a free additional step.



When you engage in Combat with a Dragon, it immediately suffers 2 permanent Damage at the beginning of Combat.



Whenever you Rest, you immediately receive 1 Wood and 1 Metal Resource (before any Crafting) in your Backpack.



Whenever you Rest, you may immediately Move 1 step (before any Crafting).



In Combat, every time you roll Dice to attack, one of your blank results inflicts 1 Damage. When using One-Handed Weapons, this also applies for each Dice roll.



Your Resource limit for both One-Handed and Two-Handed Weapons is raised by 2.



Any time you have 3 Wooden Resources in your Backpack, you may convert them into 1 Dragon Tooth immediately.



In Combat, every time you roll Dice to attack, you may reroll 1 blank Die of your choice. When using One-Handed Weapons, this also applies for each Dice Roll.



When you Explore and discover a Dragon, that Dragon immediately receives 2 permanent Damage. Place a Damage Token next to that Dragon as a reminder.



In Combat, damaged Resources from your Weapon may be placed into your Backpack.



Once per turn, when you Move onto Lava, your Sandals won't be damaged.

Credits

Game Design: Jerome Demeyere

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Game Development: Rudy Seuntjens, Seb Van Deun, Rafaël Theunis, Wim Goossens

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Editor & quality control: Eefje Gielis

3D Sculptor: Andrew Martin

Insert design: Jonas Baert from MeepleMaker

A big thank you to the countless play testers that helped shape this game into an unforgettable adventure.

If there's any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at: gamebrewer.com/customer-service

