

LONE WOLF and CUB GAME

For 1 to 2 Players
Ages 12 to Adult

Mayfair Games Inc.

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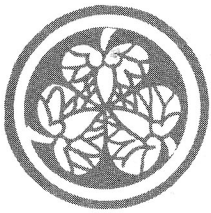
LONE WOLF and CUB GAME



Rules



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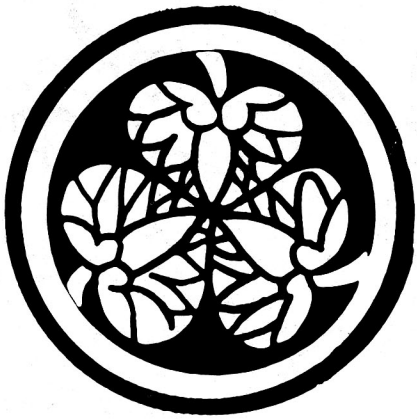
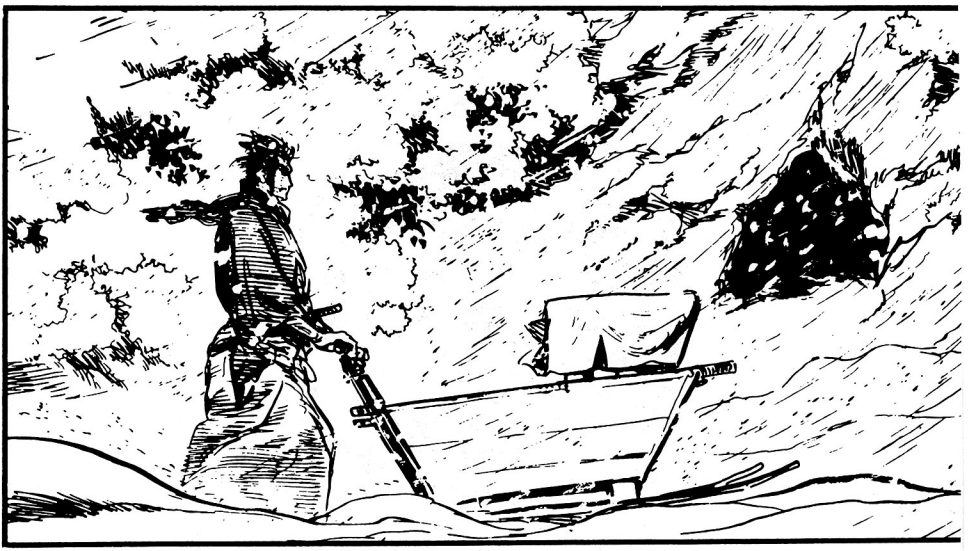


Introduction

The Lone Wolf and Cub Game is based on *Lone Wolf and Cub,* the acclaimed graphic novels written by Kazuo Koike and drawn by Goseki Kojima, brought to America by First Comics Publishing . This series is known for its dynamic graphic storytelling and sense of history.

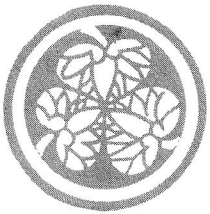


Lone Wolf's Quest

The player(s) take(s) the role of Lone Wolf who, with his young son Daigoro, seeks vengeance. . . vengeance for the murder of his wife; vengeance for the destruction of his family. However, he is also on a larger search, a search of Mumokan (Mu), the gateless barrier; a place of enlightenment and ultimate peace.

Winning the Game

Lone Wolf has won once he has raised his Goal Attributes of Honor/Reputation and Vengeance by 3 points, and lowered his Goal Attribute of Self by 3 points. He may gain/lose these points by moving to special locations, by fighting, and through other actions during gameplay.



Game Components

A complete Lone Wolf and Cub game consists of the following:

•**Playing Board** - The board representing a map of part of the easternarea of Honshu, Japan. Four different types of terrain are defined: forest, mountain, plains, and river. Ten special locations (A-K) are located on the board, and bridges are also shown.

•**Combat Cards** - One set of four cards with different combat positions for Lone Wolf, and four sets of four cards (A-D) representing opponents' combat positions.

•**Encounter Cards** - One deck of 60 cards with encounters for Lone Wolf, including characters, objects, and information that may be important to Lone Wolf.

•**Karma Chart** - One chart for the four terrain types. Players use it to find out what, if anything, Lone Wolf encounters each turn.

•**A Thousand Paths Book** - A book of encounters to be used at the 11 special locations, when directed to by the Karma Chart, or for certain Encounter cards.

•**Lone Wolf Character Sheet** - A page on which the player records Lone Wolf's current attributes and locations/encounters completed.

•**Tray** - Includes peg tracks for following the progress of Honor/Reputation, Vengeance, and Self Attribute points throughout gameplay.

•**Counters** - Twelve counters representing objects/ occurrencesencountered throughout gameplay.

•**Two ten-sided dice**

•**Two pawns**

•**Six pegs**



How To Use Ten-Sided Dice

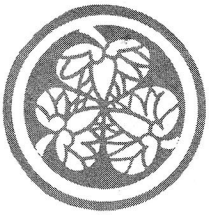
A ten-sided die is read in the same manner as a standard six-sided die. When the die is rolled, the number facing up is the rolled result. A ten-sided die has the numbers 0-9 on it; the 0 is always read as a 10.

Game Set-Up

Remove the blank Encounter card, shuffle the remaining Encounter cards, and set them to the side of the board. Place the Karma Chart and A Thousand Paths Book to the side, also. Fill out your Lone Wolf Character Sheet (see The Character Sheet, following), and place your Lone Wolf and Daigoro pawn on map point N. If there are two players, one pawn starts on map point N and the other pawn starts on map point S.

The Character Sheet

The Lone Wolf Character Sheet is where you keep track of the development of Lone Wolf, including any possessions, weapons, and Ryo (money) he may be carrying.



Lone Wolf starts with 4 points for the Skill Attributes of Strength/Agility, Life, Knowledge/Intuition, and Combat. You can allot a further 16 points, but no single Attribute may receive more than an additional 5 points (for a maximum total of 9 per Attribute).

As noted on the Character Sheet, Lone Wolf starts the adventure armed with a katana and wakizashi (a long and short sword). The baby cart holding Daigoro also contains bed rolls, and 40 Ryo (gold coins). There is a compartment in the cart for other objects Lone Wolf may acquire through gameplay. Counters representing these objects should be placed on the Character Sheet.

The Goal Attributes Track

Three Goal Attributes (Honor/Reputation, Vengeance, and Self) are each given a track for recording the changes that take place with these attributes throughout gameplay. The Honor/Reputation and Vengeance pegs should each be placed at 6 points on their appropriate tracks, and the Self peg should be placed on its track at 12 points.

If Honor, Vengeance or Life should reach 0, or Self 18, the game is over and the player loses.

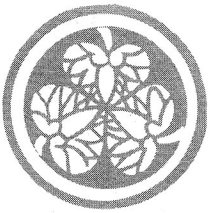
The Game Turn

Each turn is equal to one day in game time and consists of the following three steps

1— Move your Lone Wolf pawn on the board.

2— Check the Karma Chart for the terrain Lone Wolf occupies, roll one die and find the result on the chart.

3—Resolve the encounter has been resolved, make any changes to the Character Sheet.



1—Movement

On foot, Lone Wolf has 4 Movement Points per turn, and 6 Movement Points per turn when mounted. A pawn may be moved to a map point (a "space") only if enough Movement Points remain. Movement Points are used up as the Lone Wolf pawn is moved, according to the following chart.

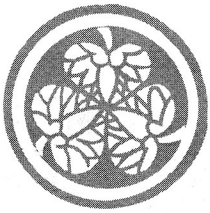
2—The Karma Chart

Terrain (map symbol)	**Movement Point Cost to Enter**
Plains (P)	1
Mountains (M)	2
Forest (F	2
River (R)	2
Bridge (B)	1
Any Lettered Location (A-K)	2

Rivers cannot always be crossed. On a die roll of 1-5, the river is shallow enough to be forded. On a roll of 6-10, it cannot be crossed.

Note: If a player is told to "immediately go to. . .," he must move there normally, but may not take on any new assignments until the current assignment is completed.





After movement, Lone Wolf must roll one ten-sided die on the Karma Chart. Cross reference the type of terrain on which Lone Wolf finished movement with the number rolled, and find the result. Rolls may yield the draw of an Encounter card, refer the player to a numbered section in A Thousand Paths Book, or result in no encounter.

3—Resolve The Encounter

Make any adjustments to the Character Sheet

Encounter Cards

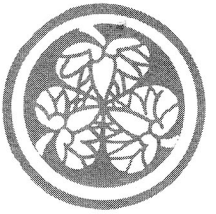
Some Encounter cards can be saved and used at a later time, some must be played immediately, and some can only be used when Lone Wolf is in a specific terrain type. Each of these card stipulations can be found on its Encounter card. When drawn, if an Encounter card is unplayable, do not draw another. A player may hold a max-imum of three cards in his hand, discarding any cards to remain at that level.

Note: There is one blank Encounter card included in the deck, this card should only be used to replace a lost or damaged card.

Using A Thousand Paths Book

The events in A Thousand Paths Book can be triggered in one of two ways: first, by having arrived at a special location (marked A-K) on the map, or second, when directed to a section number by an Encounter card or by the Karma Chart.

When the Lone Wolf ends his turn on one of the 11 special locations, check the first page of A Thousand



Paths Book for the section number of this location.

Points received for Honor, Vengeance, and Life at the end of a special location encounter in A Thousand Paths Book can only be awarded once per game.

When Lone Wolf goes to any one of the special locations he must always be in motion. That is to say, he must go to a different special location before returning to visit the first location.

Using Attributes

During certain encounters, Lone Wolf and his opponents will have to use their Skill Attributes of Strength/Agility, Knowledge/Intuition, and Combat. A ten-sided die is rolled; if the number rolled is equal to or lower than the attribute, the attempt is successful.

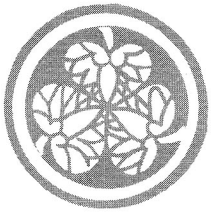
Occasionally rolls must be made against Lone Wolf's Goal Attributes (Honor/Reputation, Vengeance, and Self). These are done in the same manner. The sections in A Thousand Paths Book will explain the results of such rolls.

Combat

There are two forms of combat in this game, both of which are considered to occur simultaneously. The first form involves the use of the deck of Combat cards, while the second form, used in the A Thousand Paths Book, uses Lone Wolf's Combat Attribute.

Using Combat cards:

Each of Lone Wolf's cards has four different combat numbers at the top, (see illustration, following). Select one of the four positions based on Lone Wolf 's Suio-style of combat. Then, unless specified by an encounter, randomly select one of the four decks for each opponent.



Deal out a card from each deck to represent each opponent.

The four opponent decks, each of which contains one each of A, B, C, and D cards, are picked randomly. Each deck is shuffled and a card selected. (For two-player combat, see Two-Player Rules.)

Align your op-ponent's card so that his combat number faces Lone Wolf's (see the fol-lowing illustration). This will reveal the Combat Ability for each opponent. Roll one ten-sided die for Lone Wolf, and one for his opponent, with any modifiers indicated by the Encounter card or A Thousand Paths Book, and add the modifier(s) to the combat number.

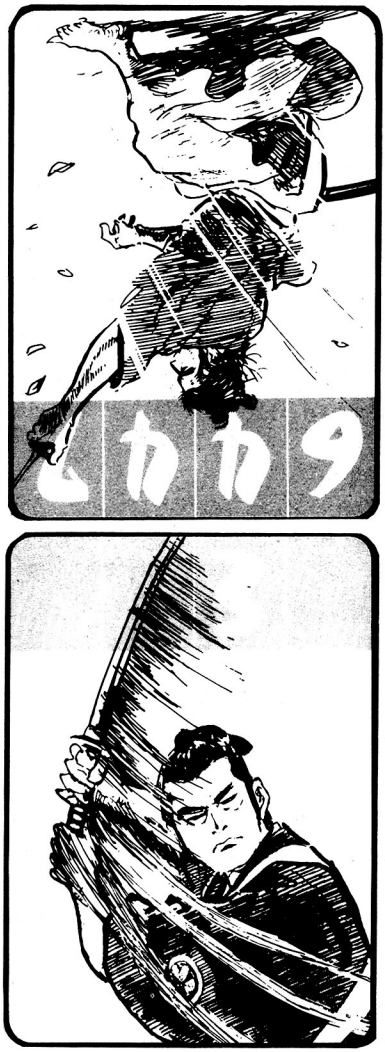
The lower number loses 1 Life Point; ties produce no damage.

Lone Wolf now repeats the procedure for any other opponents. Lone Wolf must keep the same Combat card for all opponents for that round of combat.

Combat is over when all opponents have no Life Points, or until Lone Wolf has none.

Example: Select an attack for Lone Wolf against a lone Ronin opponent. From one of the opponent decks randomly turn over a card. These match up thus:

Lone Wolf is at 4, while the Ronin is at 3. There are no bonuses for the Ronin according to the Encounter card. A ten-sided die is rolled for the Ronin; the result is a 4, for a total of 7 (4+3). You roll a 5 for Lone Wolf, for a total of 9 (4+5). The Ronin loses 1 Life Point. If he has any left, combat proceeds to a second round.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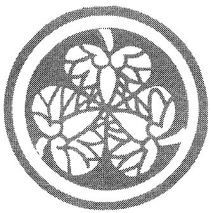

(A different stroke for Lone Wolf's next attack must be chosen, as he cannot perform the same stroke two times consecutively.)

For Combat in A Thousand Paths Book. . .

When Lone Wolf fights the opponents he meets in the A Thousand Paths Book, the Combat Attribute is used, and the die is rolled as in Card Combat. Certain weapons may affect the outcome of combat; if this is the case, it will be explained in the A Thousand Paths Book.

Example: Alone, Lone Wolf faces the Head of Oyamada's army. The Officer's Combat Attribute is 6. Lone Wolf's, as recorded on his Character Sheet, is 7. The Officer rolls a 5, for a total of 11 (6+5). Lone Wolf, at Combat Attribute 7, rolls a 2 for a total of 9 (7+2) and loses 1 Life Point.

Two-Player Rules

Lone Wolf and Cub can be played by two people. One player starts at map point **N**, while the other starts at map point **S**. Card Combat is not random for opponents. Instead, each player can select the opponent's moves for the other Lone Wolf player. (Remember, no stroke may be repeated in succession.)

Each player can have combat with the other when both pawns occupy the same map point. If this occurs, each player uses his Lone Wolf Character's Combat Attribute, adding a die roll to each. Like all combat in the game, this combat is to the death.


LONE WOLF AND CUB GAME
A Thousand Paths

A Thousand Paths



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Manufactured in the United States with parts from the United States and the Republic of China.
ISBN: 0-923763-05-8

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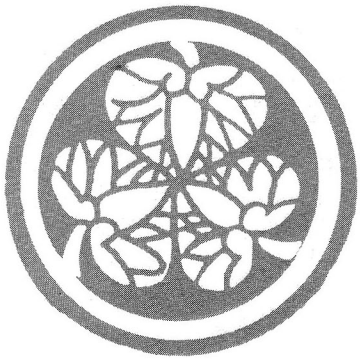


Introduction

There was a moment, in designing this game, that I felt it couldn't be done. . . how could I create a game about such a mystical and violent subject as the assassin, Itto Ogami and his toddler son, Daigoro?

Lone Wolf and Cub is an extraordinary series of graphic novels created by Kazuo Koike and Goseki Kojima, and brought to America from Japan by First Comics.

The story is bloody and beautiful. . .
cruel and spiritual. . . entertaining and shocking.

It's the story of Itto Ogami, the Shogun's executioner, and his son, Daigoro. Ogami's wife is murdered by agents of the Yagyu clan. Ogami is accused by Yagyu of plotting to overthrow the Shogun, but Yagyu actually wants Ogami's office of Executioner to the Shogun.

Yagyu's clan controls the office of Assassins, freely empowered to end the life of any who oppose the Shogun's will. With Ogami out of the way, Yagyu would then control these two important offices.

Lone Wolf's quest is for revenge. But it's more than that. . . it's a quest for wisdom, truth, and honor. . . ultimately a journey inside himself. This game reflects that, but it also reflects the violence of Ogami's quest.

Feudal Japan, bound by its code of Bushido, was a time of honorable battle and death. . . perhaps not all that different from the jousting and chivalric code of Medieval Europe.

It is set during the period when the warlord Tokugawa has become Shogun, starting a grim military dictatorship that would rule over Japan for nearly the next 300 years. It was a mad time.

The Samurai, dedicated to protecting their lord and master's lands, hoping to die in his service, were now, in a united Japan, left without a clear path to honor. They became wandering Ronin as they continued to follow Bushido, the strict code of combat, ethics, and morality that rigidly controlled the life of a Samurai.

But Feudal Japan was also a land with two powerful religions, Buddhism, which includes the highly mystical Zen, and Shintoism, with its ancestor worship and panoply of deities. The two religions were very different, almost conflicting, and that conflict is also part of the world of Lone Wolf and Cub.

And while there is much fighting to be done here, there are other decisions to be made, other conflicts that can't be resolved by a quick slash with a katana.

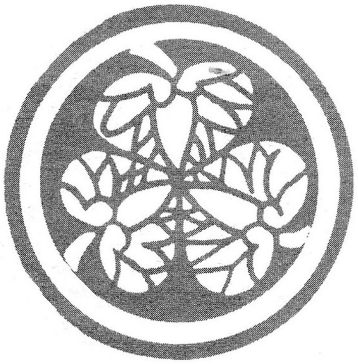
The conflict found here. . .
stylized and ritualistic. . . should not appear all that foreign. From the conquest of the West, to the Civil War, to the landings at Normandy, to the horror of Hiroshima, violence—sometimes in service to a high ideal, at other times yoked to a more base concern—and death by combat have definitely been part of western culture too.

Lone Wolf and Cub is a game set in a violent era, much like a historical game depicting bloody Gettysburg or some medieval siege.

There are, though, certain things from Lone Wolf and Cub that won't appear in the game. The careful, cinematic depiction of battle possible in the comics format has no counterpart in an adventure game. Certain graphic details are best left for you to experience in the graphic novels. Other actions, most notably 'seppuku'—ritual suicide—don't lend themselves, quite obviously, to a 'game.' Such details—as might be present in any war—are simply not included.

While the adventures here are based on the first ten volumes of Lone Wolf and Cub, not everything in the game will proceed as it does in the books.

What is included, though, are the very real goals of Itto Ogami as found in the first incredible volumes of Lone Wolf and Cub. . . his search for Vengeance and Honor, and many of his first adventures on this long journey.



A Thousand Paths

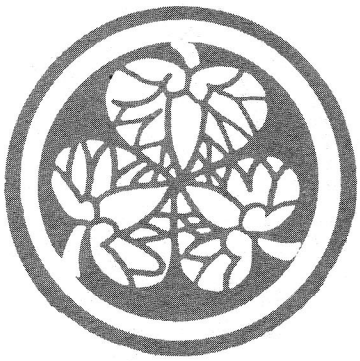
How to use this booklet:

When directed by an Encounter card or the Karma Chart, go to the appropriate Section Number. When the encounter ends, you will be instructed as to what to do next.

Once an encounter ends on a Special Location (A-K on the map), you cannot revisit that location before going to at least one other Special Location.

Results for some locations can differ, depending on why Ogami is going there. Some locations will have to be revisited in order to win the game.

Mark down each number on your Character Sheet as you go to it. That number cannot be repeated in the current game.



Special Locations - Directory

Special Location	Number
A *(Seaport of Odawara)*	62
B *(Castle of Oyamada)*	1
C *(Large Han)*	89
D *(Large Inn)*	66
E *(Village)*	68
F *(Large Estate)*	3
G *(Temple)*	58
H *(Island of Mikameh)*	83
I *(Han)*	63
J *(Grassy Plain)*	64
K *(Temple)*	94

Sections

1

You continue moving, past Edo and the famed Innat Sarubashi Cave, as the gentle hills give way to chilling mountains. You climb the mountains slowly, cautiously; an icy wind sends the loose snow biting into your skin.

Ahead, you see a massive wooden barricade. You stop and stare at the tremendous wall.

If you have Daigoro with you, decide if you want to find a cave to shelter him. If you do so, turn to 3. Then return here.

If you have an assignment to come here, go to 8. If not, go to 12.

2

You come across some old peasants who seem to be talking very excitedly about events to the South.

Decide whether you'll try to eavesdrop on their conversation, or intimidate them into telling you the matters they are discussing.

To eavesdrop, go to 16. To threaten them, go to 4.

3

You had just left Daigoro for a short time, while you went ahead to see where your trail was taking you. But when you returned, he was gone. You will find him, for there is a clear path in the tall grass. Slowly, with a strange fear in your chest, you set off in that direction.

Soon you come to a large estate; you see Daigoro surrounded by Samurai wearing demon masks and colorful sashes and capes. You draw your katana and march toward them.

"Oh," the Metsuke calls out, "the Papa Wolf has come, just as we knew. Now we shall take care of you both at the same time."

There are four of them to fight. They use a randomly chosen Combat deck, and each has 2 Life Points.

If you are still alive when it's over, go to 11.

4

You rest your hand on your katana and demand that the peasants tell you what they know. They fall to their knees, begging for their worthless lives. They babble about

renegade Ronin just to the south and special armies detached by the Shogun to collect taxes from poor villages reluctant to pay. They warn you to avoid the southern villages.

You nod, wondering how much of what they say is true. Then you move on.

5

In the darkness, wolves surround you, slowly, sensing your aloneness, each one waiting for the other to move. Your hand touches your katana, and their eyes glint excitedly, in anticipation of the blood to come.

If you draw your katana, go to 24.

If you sit there and let the wolves approach, go to 39.

6

Some merchants, just returned from the sea to the East, complain about all the troubles on the rivers and coastal trading lanes. They tell you, with an eye to perhaps hiring you, you think, about a trio of Samurai called the 'Bentenrai,' a trio with a license to kill. They ask if you'd be interested in helping them with their problem.

If you wish to help, go to 17. If not, the merchants smile nervously and watch as you continue moving.

7

As you pass a small han, an old woman, with a steely glint in her eye, approaches you. "You have the look of an assassin," she says, with unusual boldness. You stand there, waiting for her to continue. "Perhaps," she says quietly, "you are looking for work?" She extends her palm. . . open for some coins.

If you give her 5 or more Ryo, go to 18. If not, she smiles and shuffles away.



8

As you approach the massive gate, a small army comes out from behind the walls, weapons ready. "Rest easy," you tell them. "I am the new military counselor to Lord Ichio. Please take me to him directly."

They pause staring at you, as a light snow begins to fall. "I am Fukuyama," a burly soldier says, "Lord Ichio never told me about your coming."

Decide whether you'll draw your katana at this point, or try a Knowledge/Intuition Ability roll.

If draw your katana, go to 21. If you try the Ability roll, go to 19.

9

As you pause by a small river to rest, you hear the hoof beats of horses galloping towards you. You turn slowly, as the sound grows. . . then you see two mounted Ronin, laughing and yelling as they come close to you. From the look in their eyes, it's clear that they've been drinking, and are looking for some "entertainment."

If you watch, go to 25. If you draw your katana, go to 22.

10

The sun is already gone, blotted out by trees. Your surroundings grow desolate, and lonely, but finally you see a simple peasant's hut, all by itself near a small stream.

If you go up to the hut, go to 23. If not, you search for some secluded place to rest for the evening. As dawn breaks, you continue on your quest.

11

You pick up Daigoro and turn away from the Takizawa estate; your son pulls at you and points at the house. He whispers a word. . . "Osue."

You look behind you. Already, more guards are gathering in the great courtyard.

But you understand what Daigoro is saying. Someone needs help in there.

You lower the boy to the ground.

If you decide to go into the house, go to 27. If not, you take Daigoro and lead him away.

12

You reach the gates of Castle Oyamada, and are immediately greeted by a line of soldiers. "I am Fukuyama, head guard to Lord Ichio. Unless, you have business with Lord Ichio, you will leave now."

Snow is falling, a gentle, wind-swept mountain snow. You look beyond the line of warriors, to the castle, its dark wood so stark against the white snow; you know that something isn't right here, but what it is remains, for the moment, a secret.

Try a Knowledge/Intuition roll. If you make the Ability roll, go to 30. If not, you move on.

13

You come across a trail in the broad plains. This is obviously a well-traveled route. You can use the trail to move 1 additional space on your next turn, or you can look for travelers with any news of the region.

If you decide to look for other travelers, go to 41. You may not use the trail for both options.

14

You hear a strange story of a Bell-ringer and his sons, and the need for an assassin. You learn that the Bell-ringer is to be found at an island surrounded by the great lake that feeds into the Tagetsu River (H).

15

You try to clear your mind of distractions; release the hatred that drives you, and your fear for Daigoro. You sit, in the lotus position, attempting to grasp the essence of Mu, the nothingness. Your breathing slows and, for a moment, everything is quiet. Then, you hear a bird calling from the trees above you.

So easily distracted, you scold yourself, standing up, hungry now. Perhaps you can try again tomorrow. . . .

16

You hear the old merchants fearfully mumbling to each other, looking left and right, but taking no notice of you. Then, your heart leaps and you hear a name;

the Yagyu Clan, near the mouth of the Latsu River (J). You may move normally to (J), or ignore the rumor and continue on your way.

17

You agree to face the Bentenrai. You are told that they can be found at the port of Odawara (A), often traveling to Edo on business for their master.

You are paid 200 Ryo and receive 1 Honor Point if you choose the assignment at Odawara. If so, move normally toward (A) and board ship. Otherwise, continue on your way.



18

The old woman nods her head. "If it's work," she says in a horrible croaking voice, "that you want, perhaps the Bell-Ringer might be interested."

You give her a confused stare. "On the island of Mikameh (H), at the western end of the Great River Tagetsu. . . ."

She hobbles away with her coins.

19

Roll under your Knowledge/Intuition on one ten-sided die. If you make it, go to 44. If not, Fukuyama gives the order for the guards to draw their weapons. Go to 21.

20

You reach Daigoro's body... crouch down and slowly, gently pick him up.

His small chest is still, his eyes open, but cold. You press him close to you, sobbing against his small body. You kneel, holding him tight, your sobs turning to howls of rage.

This game, this life, this world is over for Lone Wolf.

21

Fukuyama and the castle guards look more than eager to test themselves against you. You look them over carefully, deciding which one will taste your blade first.

There are 4 Guards, each with Combat Ability 4 and 3 Life Points, and Fukuyama, with a Combat Ability of 5 and 4 Life Points. If you defeat them, go to 46.

22

You draw your katana just as the two mounted Ronin start circling you, toying with you. They both take awkward swings at you, laughing, as if death would be a welcome blessing. So be it, you think.

They are both Combat Ability 5, with 2 Life Points each.

If you are victorious, you may take one of their horses for any further travel.

23

The peasant, an old bedraggled hermit from the look of his clothes, appears at the door. "What's this?" he says, holding a staff in his

hands. "Some assassin seeking to end my miserable life? "You shake your head, but the man takes a step outside, raising his staff, looking as if he will strike. "Then let us be at it!" he yells, glaring down at a wide-eyed Daigoro.

If you decide to fight, go to 42. If you try a Knowledge/Intuition roll, and make it, go to 56. Otherwise, you shake your head and leave the miserable hut.

24

The wolves circle you, their mouths open, hungry.

There are 1D10 wolves, each with a Combat Ability of 3 and 1 Life Point.
If you defeat them, you may continue traveling.

25

You stand by the water, and watch the two mounted Ronin approach, their horses snorting as they charge towards you. Suddenly, one of them lowers a naginata and tries to run you through. You dodge to the left, but it catches you in your side, drawing blood.

Lose 1 Life Point. Go to 22.

26

You hear rumors of a trio of killers, accomplished professionals who have used their ability to control the seas east of here; they are thought to be in the town of Odawara (A). Perhaps, you think, you can find some honor there.

27

You see her, an Osue. . . the last, the least of a great house's servants.

She is lying on the floor, weeping. Her face is marked with the many beatings she has received. You walk to her and take her hand. "Come," you tell her, "it is time you left here." You lead out, to the courtyard, as any who attempt to stop you are cut down like dry weeds in a garden.

Receive 1 Honor Point.

28

You come across a prosperous han, with well-kept roads and a lively marketplace. Everyone seems scared to see you amongst them, but you walk slowly, almost casually through the streets.

Try a Knowledge/Intuition roll. If you roll your ability level or under with 1D10, go to 48. If not, the people seem to hide in their houses, waiting for you to leave. You move on.

29

You come to a farm. A young man and his wife come out to meet you. They too have a young child, clutching tightly now to his mother. For a moment they seem scared, but they nervously ask you if you need anything.

The farmer offers to sell you a horse for 50 Ryo. Also, his wife can heal any wounds you may have, bringing your Life Points up to their original value.

30

Perhaps the villages west of here will know the secrets of this castle.

You nod at Fukuyama, feeling that this won't be the last time you see him.

31

It's a dream—you know that from the colors and the sounds that you almost feel. There are horses, charging at you, and atop them, skeleton riders, each with swords and hands dripping blood. A dream, but even in a dream you know you must battle.

There are 3 skeleton horsemen, each with a Combat Ability of 6. If you can hit each of them three times before they hit you three times, go to 50. If not, you wake up, only to

hear the sound of the cool wind blowing the dust and leaves around you.

Note: Damage sustained in this is imaginary as it is from a dream.

32

The snow starts rumbling from above, a slow, almost distant sound at first, then loud, screaming at you. In moments you will be buried.

Roll against your Strength/Agility. If you make the roll, you escape unharmed. Otherwise go to 49.

33

You relax, letting all thoughts of the present and the past vanish.

There is just now, you tell yourself gently. This moment and nothing else.

Lose 1 Self Points. You can also heal up to 2 Life Points.

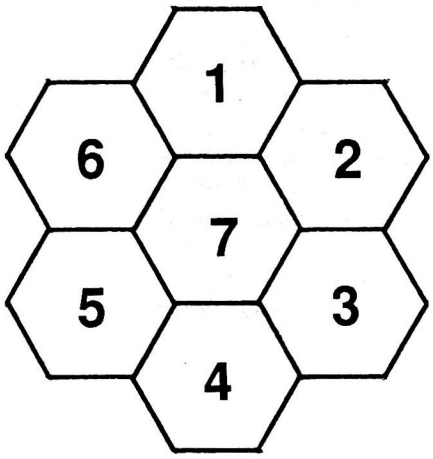
34

(See the illustration below.)

You are in space 7. Roll 1D10 to determine what space the fire is in. If it's 1-6, put a fire counter in that space. If the roll is a 7, the fire is in your space and you lose 1 Life Point. If the roll is 8-10, the fire is out.

When you move, you can move only one space and you must move around the fire. Do not draw an Encounter card after that movement. Then, taking the current location of the fire as the center (space 7), roll again to see where it moves.

Repeat this process until the third round. At this point, the fire burns itself out.



35

You come to a small inn, offering a quiet place to rest. You can spend some time eating and drinking with the other guests, and can pick up some rumors at the cost of 10 Ryo each. If you do so, roll 1D10 to see what you hear:

On 1-3, go to 14.
On 4-6, go to 36.
On 7-10, go to 41.

You may spend a maximum of 30 Ryo trying to hear rumors. You can have your wounds looked at for 20 Ryo, healing up to a maximum of 3 Life Points. Also, a horse is available for 100 Ryo.

36

You hear some women talking about the poor treatment the workers receive in a great estate, on the river Tagetsu (F). It appears that the master there is unusually cruel and harsh to his servants.

37

If you have Daigoro with you, go to 32. If you don't, you hear the terrible rumblings and you fear for Daigoro. You struggle to get back to him even as the snow thunders down upon you; you're trapped in the great chunks of snow.

Roll 1D10 for the number of days you're trapped. For each day, try to roll under your current Life Point total. If you succeed, nothing happens. Fail, and you lose 1 Life Point per day trapped.

If you survive being trapped, lose 1 Self Point.

38

You come to a Shrine of Buddha, abandoned and old. The statues are cracked, and some parts have been disfigured. No matter; you sit

before the temple and concentrate on Mu, on the Thousand Paths that you find so hard to follow.

If you are wounded, you have healed up to 2 Life Points.

Lose 1 Self Point.

39

The wolves stop. You project a calm, an inner peace that they sense. A few step closer, but quickly pull back; soon, you are alone.

Lose 1 Self Point.

40

You come to a poor han. The few farmers and their wives hide, afraid to come out and face you. They have seen such assassins before, you think.

You can try a Knowledge/Intuition roll. If you make it, go to 55. If not, you move on.

41

A well-dressed man approaches you, nervously, fingering the fine cloth of his cape. "Could it be that you are looking for employment?" You nod, and the man edges closer. "I am from Shuzen Inami. The great castle of Oyamada has begun to drain the land of koku. Lord Ichio has betrayed the law of Kantorai. His soldiers have become nothing more than tax collectors, without feeling for the people and land. He breaks the Shogun's laws with impunity."

He holds a pouch towards you. "200 Ryo, if you can get inside the castle and kill him. You should say that you are the new military counselor to Ichio, It will get you past Fukuyama Sahei and his soldiers." You look at the man's eyes, and the sack of gold pieces. . . .

If you take the assignment, move normally to the Castle of Oyamada (B).

42

You draw your katana and swing at the angry old man He smiles at you, a sad, almost ridiculing smile. Your blade cuts into him easily; he falls at your feet. A demon from death, you think. Is that what I am? You turn, and leave the man.

Lose 1 Honor Point.

43

The Bear comes stumbling out of the gloomy trees, silent and angry. You draw your katana, and run, screaming at it. Its eyes flare at the sound, and it licks its maw, as if savoring the fight to come.

The Bear has a Combat Strenghth of 6, and has 3 Life Points. It will fight until one of you is defeated.

44

"My arrival was to be secret. Lord Ichio's enemies are everywhere. There are those," you say, stepping close to Fukuyama, "who would like to see his new Military Counselor stopped."

Fukuyama arches his eyebrows and nods. "Very well, I will take you to Ichio."

He leads you inside the walls of the castle, then inside the massive wooden fortress itself, until you are facing Lord Ichio.

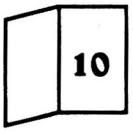
You kneel before Lord Ichio, slowly remove your blade, and place it on the floor. "It is the work of Sancho Munechika," you say quietly. Ichio looks at it, stirring in his seat. "A rare blade," he says. "Bring it to me."

You stand and pick up the blade. You walk up to Ichio, bow, and, in a moment, your katana flies through the air, right at the pudgy Lord's chest. You then turn to face Fukuyama and three of his best soldiers, all of which scream at you, brandishing their katanas in the cold light.

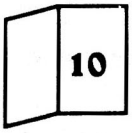
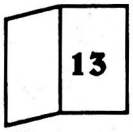
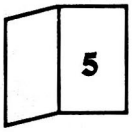
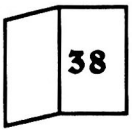
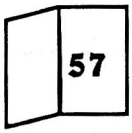
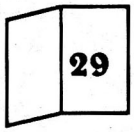
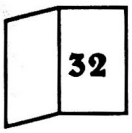
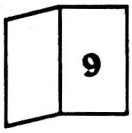
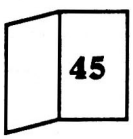
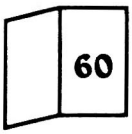
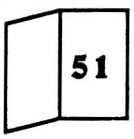
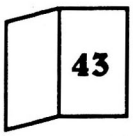
Fukuyama has a Combat Ability of 5 and 4 Life Points. His soldiers each have a Combat

KARMA CHART

 Draw Encounter Card



Indicates Thousand Paths Book, Encounter 10

DIE ROLL	PLAINS	MOUNTAINS	FORESTS	RIVERS (INCLUDING BRIDGES)
1			 10	NO ENCOUNTER
2	 13	 5		
3				 38
4	NO ENCOUNTER		NO ENCOUNTER	
5		NO ENCOUNTER	 57	NO ENCOUNTER
6	 29	 32		 9
7	NO ENCOUNTER	NO ENCOUNTER		
8			NO ENCOUNTER	
9		 45		 60
10	 51		 43	

LONE WOLF AND CUB SHEET



Strength / Agility _____

Knowledge / Intuition _____

Combat _____

Life Points _____

Weapons:
Katana and wakizashi

SECTION NUMBERS VISITED: (Can also be used to mark off days)

___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___
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LONE WOLF AND CUB SHEET



Strength / Agility _____

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Katana and wakizashi

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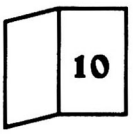
KARMA CHART

 Draw Encounter Card



Indicates Thousand Paths Book, Encounter 10

DIE ROLL	PLAINS	MOUNTAINS	FORESTS	RIVERS (INCLUDING BRIDGES)
1			10	NO ENCOUNTER
2	13	5		
3				38
4	NO ENCOUNTER		NO ENCOUNTER	
5		NO ENCOUNTER	57	NO ENCOUNTER
6	29	32		9
7	NO ENCOUNTER	NO ENCOUNTER		
8			NO ENCOUNTER	
9		45		60
10	51		43	

LONE WOLF AND CUB SHEET



Strength / Agility _____

Knowledge / Intuition _____

Combat _____

Life Points _____

Weapons:
Katana and wakizashi

SECTION NUMBERS VISITED: (Can also be used to mark off days)

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LONE WOLF AND CUB SHEET



Strength / Agility _____

Knowledge / Intuition _____

Combat _____

Life Points _____

Weapons:
Katana and wakizashi

SECTION NUMBERS VISITED: (Can also be used to mark off days)

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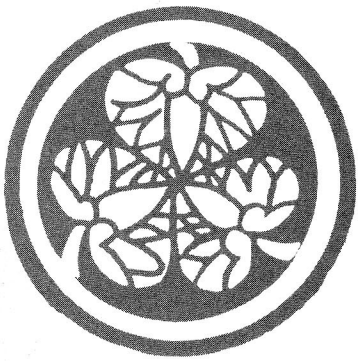


Ability of 3 and 3 Life Points.

If you defeat them, go to 61.

45

The mountains are cold; the icy winds come screaming off the peaks, cutting like a blade into your skin. But then you see a small cave, its shadowy darkness offering a place to rest; you hurry to enter here.

You may rest in the cave, healing 1 Life Point for every day you rest. However, roll on the Karma Chart for every day you rest and heal.

46

You walk into Lord Ichio's chambers, lit by the pale yellow glow of small lanterns. "It is a fine castle, Lord Ichio." He looks up at you, the fear making his face look twisted and pained. "It has been built by the blood and koku of many poor hans."

He starts to stand up, backing up against the wall. Too late, you think, as your blade quickly flies out of its sheath and into Ichio's pudgy body. You turn and leave this hollow, empty place.

Receive 1 Honor Point and 1 Vengeance Point.

47

You hear lots of idle chatter, about roving Bushi preying on small hans, and a rich Lord building great castles against the Shogun's wishes; it's nothing that you haven't heard before.

48

You come to a han with big houses and fine streets. There are shops, and people bustling about, dressed in beautiful silk robes. The villagers seem nervous at your appearance, but there are also many guards positioned around the village.

There are many things you can do here. Linger and try to find someone seeking an assassin, or get information about the countryside. A horse and weapons are also available. It would be best for you not to stay here too long...the Babycart Assassin should not rest in one place.

Decide what you'll do:

Try to get an assignment, go to 67.

Try to learn about the surrounding area, go to 73.

Buy a horse or weapons, go to 78.

Or just move on.

49

You are buried by the avalanche, surrounded by the heavy spring snow.

You lose 1 Life Point for every day (turn) that you are trapped. To dig yourself out, try a Strength/Agility roll, once per day. If you make the roll, you are out. If not, lose 1 Life Point per day trapped.

50

You wake up. It was only a dream battle, but the enemy inside you was strong, perhaps even dangerous.

Lose 1 Self Point.

51

You hear some people telling a sad tale of an estate where much cruelty reigns.

The sadness in the peasants' eyes as they talk, stirs you to anger, and you ask where this estate might be found. They give you directions to a large estate (F).

You can leave immediately, or if you want to linger, perhaps to learn more, go to 41, otherwise, continue on.

52

It's a dream—you know that, from the colors and sounds that you almost feel. There are



dragonmen, lumbering towards you, blood dripping from their claws.

A dream, but even in a dream you know that you must battle.

There are two dragonmen, each with a Combat Ability of 7. If you can hit each of them two times before you are struck twice, go to 50. If not, you wake up, only to hear the sound of the cool wind blowing.

Note: Damage sustained in this is imaginary as it is from a dream.

53

It's a small han with neat, well-kept houses. Just a few peasants are about, busily carrying great bales of wheat towards a go-down at the far end of the town.

A well-dressed man, a daimyo appears. He looks you over and offers the hospitality of the han.

You can eat, and rest here, healing up to 2 Life Points.

54

You hear the story of a small village to the North, held hostage by a band of rebels. The rebels have threatened to burn the great forest that supplies the village with its wealth.

An assassin is needed to sneak in and slay the rebel leader Daisuke Kasuma, without letting him torch the woods. He dangles a pouch of money in front of you.

If you take the assignment you receive the pouch containing 200 Ryo, and must go directly to the village (E). Move normally toward the location.

55

It's a poor village, with few bales of rice, and even less Ryo. There are no horses here, either. However, the villagers tell you that there is a han to the north (E) in need of a brave assassin. And, there is a temple (G) where a very wise priest, Jukei-Wajo, may be found.

56

The Old Man smiles, as if he was testing your temper, testing your control.

"There is need of someone such as you. There are three who prey upon the great ships on the Eastern Sea. They are called the Bentenrai. . . destroy them," he smiles, "and



you will be well paid."

He finishes by telling you that the Bentenrai can be found at the seaport of Odawara (A).

57

The bandits come flying out of the trees like hawks, hungry for prey. However, they are a careless, ill-mannered bunch. Their screams of horror and surprise when you make the lark stroke from the Suio style of Zanbata are wonderful to hear.

There are four bandits, all with Combat Ability 4 and 2 Life Points. When each has been hit once they will flee.

58

You come to the moss- and tree-covered temple. Cautiously, you make your way inside, only to discover a room filled with row after row of Buddha statues.

Is this the answer you sought? Is this the solace you expected to find? An empty building, filled only with the sounds of the skittering mice. In anger you raise your katana and begin slashing the statues; watching them break into hundreds of pieces. Then, you hear a voice. You turn, sweat on your brow.

If you desire Mu, go to 69. If you do not desire Mu, go to 75.

59

It's a dream—you know that from the colos and the sounds that you almost feel. There is a bear dressed in the armor and cape of a Samurai. He holds his katana in a blood-drenched paw, waving it at you.

A dream, but even in a dream you know that you must battle.

The bear-warrior has a Combat Ability of 8.

If you can hit it before it hits you, go to 50. If not, you wake up, only to hear the sound of the cool wind blowing.

Note: Damage sustained in this is imaginary as it is from a dream.

60

You come across a small abandoned boat. From the look of the moss and plants that grow around it on the shore, it has been here for a long time. You can, if you choose, use it to travel on any river or stream.

You can travel 5 river spaces per turn, then

draw an Encounter card. You may also leave a boat counter at this space should you leave the boat to travel on land.

61

Fukuyama Sahei lies dead, and, for a moment, more soldiers hesitantly enter. You lower your katana. "There is no need for more bloodshed," you say. "You are warriors, you know the true path of Kantorai. Your honor as Samurai lies in death...but death in service to a true Daimyo. Not his," you gesture. Then pausing, watching their reaction, you leave.

Receive 1 Honor Point and 1 Vengeance Point.

62

You reach the city of Odawara. Feeling your karma following you, you go to the harbor, crowded with large junks.

One junk, a large merchant ship, is about to leave, heading north. If you board it, go to 81. If not, go to 76.



63

You see him sitting there, inside some kind of charlatan's box. His taunts reach your ears long before you can see him. "That's it!" he yells." Just plop down a ryo and take a swing at my defenseless head; if you hit, this treasure box is all yours." There is a long line of farmers, merchants, and peasants all eager to try the Ronin's trick.

A trick; he sits in this bamboo box, his arms out of sight. Then, someone takes a swing at him hoping to lop off his head; they never do, because the man is a Ronin. He's not alone in his misery. . . the countryside of Honshu is littered with them.

You wait until the crowd is gone. "Ho, surely you'll try," he calls at you. Your eyes narrow. "Why are you doing this?" you ask him. His smile fades a bit. "It's how I live, assassin. If you aren't interested, please move along."

You see the pain, the loss in his eyes. This is no life for a Samurai. . . and it certainly would be no death. "I'm interested," you say quietly. "But not like this. Come out of that box... pick up your sword." He smiles, sensing your challenge, and your gift to him. You throw a dozen ryo onto his make-shift table. "Very well. For you, something special. . . ."

The Ronin uses a random Combat deck and has 4 Life Points.

If he is down to 1 Life Point and you wish him to die like a true warrior, go to 65.

If you decide to let him live, go to 79.

If you are defeated, the Ronin will remember you with gratitude and honor.

64

You hear their voices well before you see them, all on foot, enjoying some tea and rice cakes. But you also note the marks on their horses and weapons. These are Yagyu's men.

Perhaps, you think, your stomach twisting



terribly, some of the same men who were there that day your life ended and you entered this void. You search for Yagyu himself. . . but he is nowhere to be found.

The men see you and quickly get to their feet, readying their weapons. Just as you hoped they would.

If you knew that you would find Yagyu's men here, you surprise them. The six samurai will battle you on foot. Otherwise, two of them have time to get to their horses before battle .

Yagyu assassins have a Combat Ability of 5 on foot, 7 if mounted, and each has 3 Life Points. For this encounter only, Ogami's Combat Ability is 1 Point higher than its normal level.

If you defeat them, receive 2 Vengeance Points.

65

The Ronin lies in the dust, but his katana is held firmly in his hand.

"Thank you, Itto Ogami. Now, I do you a favor. To the east lies a village (E), in the timber district. The villagers there have need of someone to help them, someone like you. Take my Ryo and do what must be done." He struggles to his feet. "And now, let us finish our business. . . . " The Ronin dies like a warrior.

Receive 1 Honor Point, 400 Ryo, and an assignment to the east (E), should you wish it.

66

It is called the Inn of the Forgetting Sun, some travelers say that this large wood and bamboo building is the largest in all of Honshu. Standing here, looking up at it, you can believe it.

Walking inside the Inn's main room, you are faced with an odd gathering of traders and samurai, some eager to sample the food, others looking for a quiet moment with a pillow maiden.

If you wish to rest or heal, you can for 15 Ryo a night. Regain 1 Life Point for each night of rest.

Horses are available for 100 Ryo.

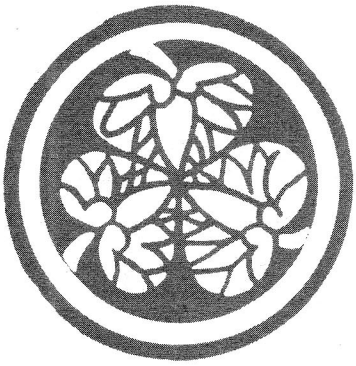
There are no swords to be sold here, but there is an enterprising craftsman who offers to sell three shuriken for 25 Ryo. Each can be used, at your Combat Ability, before any melee combat, and does 1 Life Point of damage on a successful hit.

The Inn is also filled with rumors and, for a few Ryo, you may learn something. Pay 5 Ryo for each roll on the chart below.

Roll 1-3, go to 2.
Roll 4-6, go to 6
Roll 7-10, go to 14

Finally, an old Samurai, a strong looking warrior, but with wrinkled skin and deep, almost hollow eyes, comes up to you. "Perhaps," he says quietly, "we could talk privately. . . ."

If you agree to talk, go to 71. If not, you stay



at this Inn for as long as you are willing to pay, or until you're ready to move on.

67

"There is a castle, built by the blood and koku of the peasants of my homeland," a well-dressed warrior tells you. "It is in the north, in the mountains; it is the Castle of Oyamada (B). It cannot be sieged. Lord Ichio has made it a fortress." He leans closer to you. "But a lone assassin, pretending to be his military counselor from the Shogun, might be able to sneak in and slay the monster." He lets you think about it. "I want," he says quietly, "Vengeance for the people who he has destroyed. . . ."

If you agree to the assignment, he will pay you 200 Ryo and you must go directly to Oyamada (B), using regular movement. If not, he smiles sadly as you move on.

68

You come to a Northern village, a cold dark place in the shadow of the great mountains.

If you came to this lumbering village on an assignment, go to 72. If not, go to 77.

69

"Destroying these idols won't bring you the peace you need," an old voice says. Then, from out of the shadowy gloom, you see the old priest step towards you. "You seek Mumokan. . . The Gateless Barrier. There are a Thousand Paths to choose—so many chances for mistakes. If you pass this by, you will travel the road to hell alone."

He takes another step towards you, this priest, this Jukei-Wajo, whose eyes glow in the darkness. "It must all be nothingness to you. All—your parents, even Buddha." He rests a hand on your arm. "If you meet the Buddha, kill the Buddha."

The priest then withdraws back into the darkness, leaving you to contemplate his words.

Lose 1 Self Point.

70

You meditate, letting all thoughts of the present and the past vanish. There is just this moment, an everlasting now.

Lose 1 Self Point and heal 1 Life Point.

71

"There is a han not far from here," he says quietly. "Now it is owned by Orisuke. . . renegade, robber samurai. They deal in stolen goods. . . and worse. Find the one called the Princess Buyer; find him and bring justice to his poor slaves." He hands you a pouch containing 250 Ryo.

If you go to the han (C), seek the Princess Buyer.

72

The village elders gather around you, frightened, but pleased to see the Babycart Assassin in their midst.

"Young rebels, led by Daisuke Kasuma, have begun cutting the timber on Iizuna-Yama, even though it is strictly forbidden by the rules of our clan. We have tried to capture them, but they seized our guns and powder. Now if we try to stop them, they threaten to burn down the forests with the wind coming towards us. . . off the slope of the mountain."

You nod. "If I slay Kasuma, the others will stop. It is he who binds them together." Then, with an odd smile, you ask them to let you use a horse.

The horse comes galloping along the trail. At first Kasuma and his rebels think that it is riderless. But no, they see a small boy, holding onto the horse's mane. They laugh, even as they step aside from the galloping horse. Lone Wolf is hidden, holding onto the side of the horse.

To see if he can bring the horse close to Kasuma, try a Strength/Agility roll. If the roll is successful, go to 74. If not, go to 80.



73

You hear much that you already know, but you learn about some things that interest you. A temple in the Southeast (K), and an Inn (D), are two places where you might meet people of importance. One could feed your spirit. . . the others might help with more earthly matters.

74

You have one hand digging into the horse's mane, while the other holds Daigoro in place as your mount gallops into camp. You look ahead, trying to make out Kasuna; you pick him up easily. His red cloak, pulled tight against the cold, glistens like the first berries of spring.

Ahead, you whisper, just straight ahead, and you'll be there, right on top of him. "Steady, Daigoro," you whisper.

Then you see him stepping aside to avoid the horse; you rise in the saddle, like some ghost rider. Kasuna's smile fades, changing into a look of horror as you bring your blade out.

Kasuna has 4 Life Points and a Combat Ability of 5. Fight him alone for two rounds, then go to 80.

75

"Yes," the priest mutters, sadness filling his voice. "You are not ready. Still, there are a Thousand Paths to The Gateless Barrier, and a thousand more roads to Hell." He smiles and turns away.

Receive 1 Self Point.

76

The ship is crowded. . . peasants with their entire life strapped to their back, hoping to find more happiness in the streets of Edo. . . merchants, talking excitedly, supervising the loading of the precious cargoes of silk and pottery. And then there are the others; quiet, solemn- looking figures; spies for the Shogun, or some provincial governor.

It is not, you think, a place for you. You turn away and make for the side streets of Odawara. Perhaps there is the possibility of picking up a rumor or perhaps an assignment. . . .

Roll 1D10 and consult the following chart.

1-5, go to 87.
6-10, go to 84.

77

"The great priest, Jukei-Wajo is coming!" someone shouts as you walk through the village. The people fill the streets, cheering and waving, even before the priest's procession can be seen.

Then, you hear angry voices near you. "He has forbidden the peasants to pay their debt to the rice merchants. . . it can only lead to the ruin of the han. Without honor, there can be no life for the village. But how can one kill a Buddha?"

You turn, and see them staring at you, and you realize that it was you that they were really talking to. . . . Someone to kill a Buddha. . . .

If you are interested in their offer, go to 88. If, instead, it angers you, go to 82.

78

You can buy a horse for 100 Ryo, and you can also buy three shuriken, at a cost of 25 Ryo. Each can be used, at your Combat Ability, before any melee combat, and does 1 Life Point of damage on a successful hit.

79

"Since you dishonor me by letting me live, may your end be as horrible as mine.

Receive 1 Self Point and lose 1 Honor Point.

80

You have one hand digging into the horse's mane, while the other holds Daigoro in place

as you gallop into camp.

You look ahead, trying to make out Kasuna; you spot him easily. His red cloak, pulled tight against the cold, glistens like the first berries of spring.

Ahead, you whisper, just straight ahead, and you'll be there, right on top of him.

"Steady, Daigoro," you whisper.

Then you see Kasuma stepping aside to avoid the running horse. Kasuna is quick, raising his sword to you, as the horse pulls to the left.

When you leap off the galloping horse, you are surrounded by a group of Kasuna's rebels.

There are 4 rebels, each with Combat Ability 3 and 2 Life Points, and Kasuna, Combat Ability 5 with 4 Life Points.

If and when Kasuna is slain, go to 86.

81

The ship is crowded. . . peasants with their entire lives strapped to their backs, hoping to find more happiness in the streets of Edo. . . merchants talking excitedly, supervising the loading of the precious cargoes of silk and pottery. Then there are the others; quiet, solemn looking figures—spies for the Shogun, or some provincial governor.

Their broad brimmed hats masking their faces, their eyes. The other passengers talk about them in whispers. Bentenrai. . . Benma, Tenma, Raima—the Shogun's secret agents. One of them has a Bear Claw, one an Iron Club, and the third, a broad-bladed short sword.

At first they seem ready to fight you, looking at your very presence as a threat. Then they relax, enjoying the fear, the smell of death that they bring. You wait until night to strike.

They are each at Combat Ability 6, with 4 Life Points. After three rounds of combat, fire breaks out on the Nooryto and there is time for only three more rounds of combat before you have to jump off the ship.

If two of the Bentenrai are slain, receive 2 Vengeance Points. If one is slain, receive 1 Vengeance Point.

If you still live, you flee the burning ship, holding Daigoro close to you. Continue on your quest.

82

To kill a holy man. . . to kill a Buddha? No; you may be an assassin but you'll not choose that path to Hell. You leave the han, not bothering to stay for the procession.

Receive 1 Self Point.

83

The island's name is Mikame, and you will find it easy to maneuver one of the frail reed boats out to it. In the distance you see the great bell-tower, silent, as if struck dumb.

Tsuji Genshichi is there to greet you. "I am," he says quietly, "the fourth bearer of the name Genshichi, as each Keeper of the Bells is



known. The Bell-ringer must be ready to brave any danger to ring the great war bell. I have need of an assassin."

If you want the assignment, go to 85. If not, continue on your way.

84

A well dressed merchant approaches you. "There are three called the Bentenrai—secret agents for the Shogun who prowl the coast, preying on those who live by the sea for trade. This," he says holding up a pouch, "is for you if you end their reign of terror."

If you accept the assignment, he gives you 200 Ryo and directs you to Odawara (A) and the ship boarding there. If not, you move on.

85

"I am old, and there are three candidates to take my position. They will fight to protect their right arm, the arm of the bell-ringer. Ippo is a master of the Injiuchi, Shumoku uses the Manrikisa, and Gobo the Sanjinrai. They will more than be your match."

The first bell tolls and you face Ippo with Injiuchi (throwing stones). For each round, Ippo throws one at Combat Ability 7. You can try to dodge it by making a successful Strength/Agility roll. For each Injiuchi that hits, Lone Wolf loses 1 Life Point. After three rounds, you face him with swords. His Combat Ability with a sword is 5, and has 4 Life Points.

If you survive, the bell tolls a second time. You face Shumoko with the Manrikisa (power chain). For each round of combat, try a Knowledge/Intuition roll to see if you can second-guess with which hand Shunoko will wield the weapon. If you succeed, he misses. Otherwise he hits you, and you lose 1 Life Point. He has 4 Life Points.

If you survive, the bell tolls a third time. You face Gobo who uses Sajinrai (a poisonous sand containing iron filings and strychnine) as a weapon. Make a Strength/Agility roll to avoid the Sajinrai. If you fail the roll, you lose





91

You ask questions, pretending that you're looking for work. You are led to Torizo, boss of the Tiroshi gang.

"I am about to deliver this anema," she says, pointing to a young girl, crying before you. "All the houses are under my control, and I could use someone like you to protect them."

You look at Torizo... a Yakuza, without the 8 virtues—a creature apart from all others. You walk over to the girl and gently help her to her feet. "And this one?" you ask. "She murdered her master, and is to be punished by buriburi," Torizo spits out.

"I will take her place," you say. Torizo gasps. "It is allowed; a friend may take her place." Torizo nods. . . "I am honored," she says quietly.

In buriburi you are tied-up and hung upside down. Then you are dunked repeatedly into water. After that, you are beaten with bamboo sticks until death or loss of consciousness claims you.

For each round of buriburi, roll 1D10. If the result exceeds your Strength/Agility, you lose 1 Life Point. If it's equal to or less than the result, you lose 1 Strength Point. When you've lost 3 Strength Points, you become unconscious. Go to 93.

92

The Orisuke don't take kindly to losing. They gather around to prevent your leaving.

There are three of them at Combat Ability 4, and each with 3 Life Points. If you defeat them, you can leave with your winnings. If not, the adventure is over.

93

When you've come to, you find the anema lying on your chest, weeping. "Thank you," she says quietly. And somehow, though your body is wracked with incredible pain, you manage a smile.

There, off to the corner, playing with one of the dolls that line the walls of this room, is Daigoro. Slowly, you pull yourself up to a sitting position.

Receive 1 Honor Point and 1 Vengeance Point, and lose 1 Self point.

94

The temple is deserted. . . filled with the scuttlings of small lizards and the countless gummy webs of spiders, dark assassins lurking in the corner. You kneel before the broken and shattered statues, and you try to meditate. However, all you can feel is your own darkness, your own shadows. . . . Slowly, you pull yourself up to a sitting position.

Receive 1 Honor Point and 1 Vengeance Point. Also, lose 1 Self Point.







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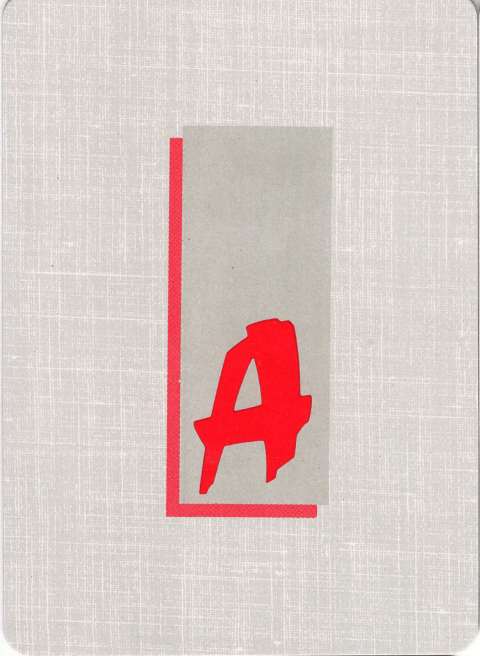
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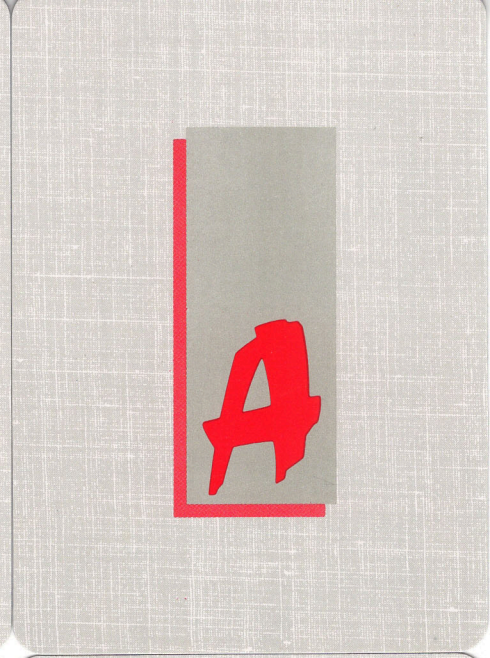
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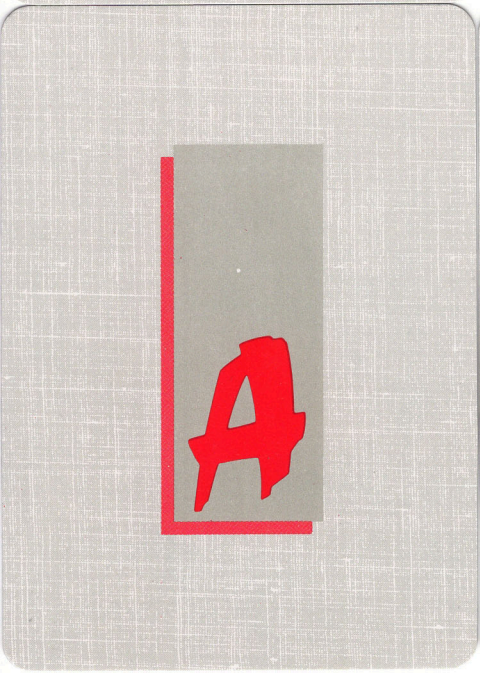
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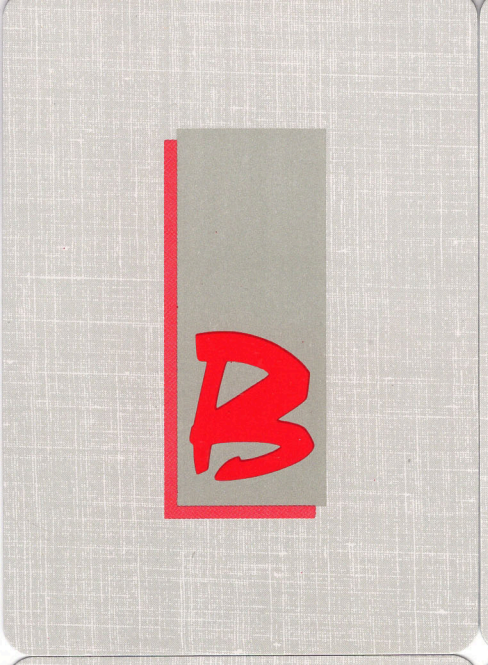
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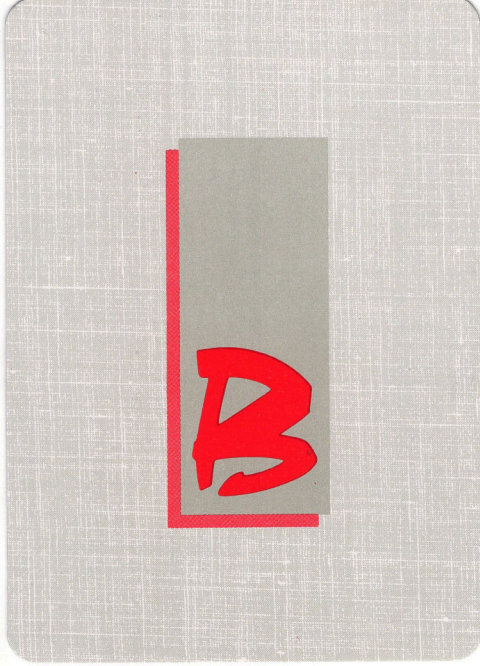
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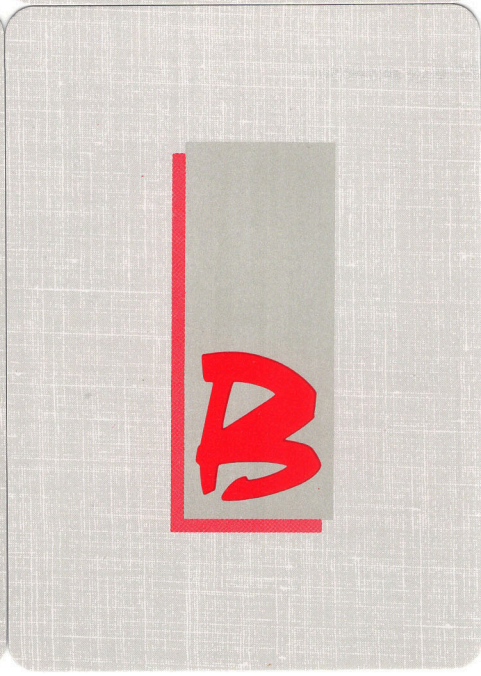
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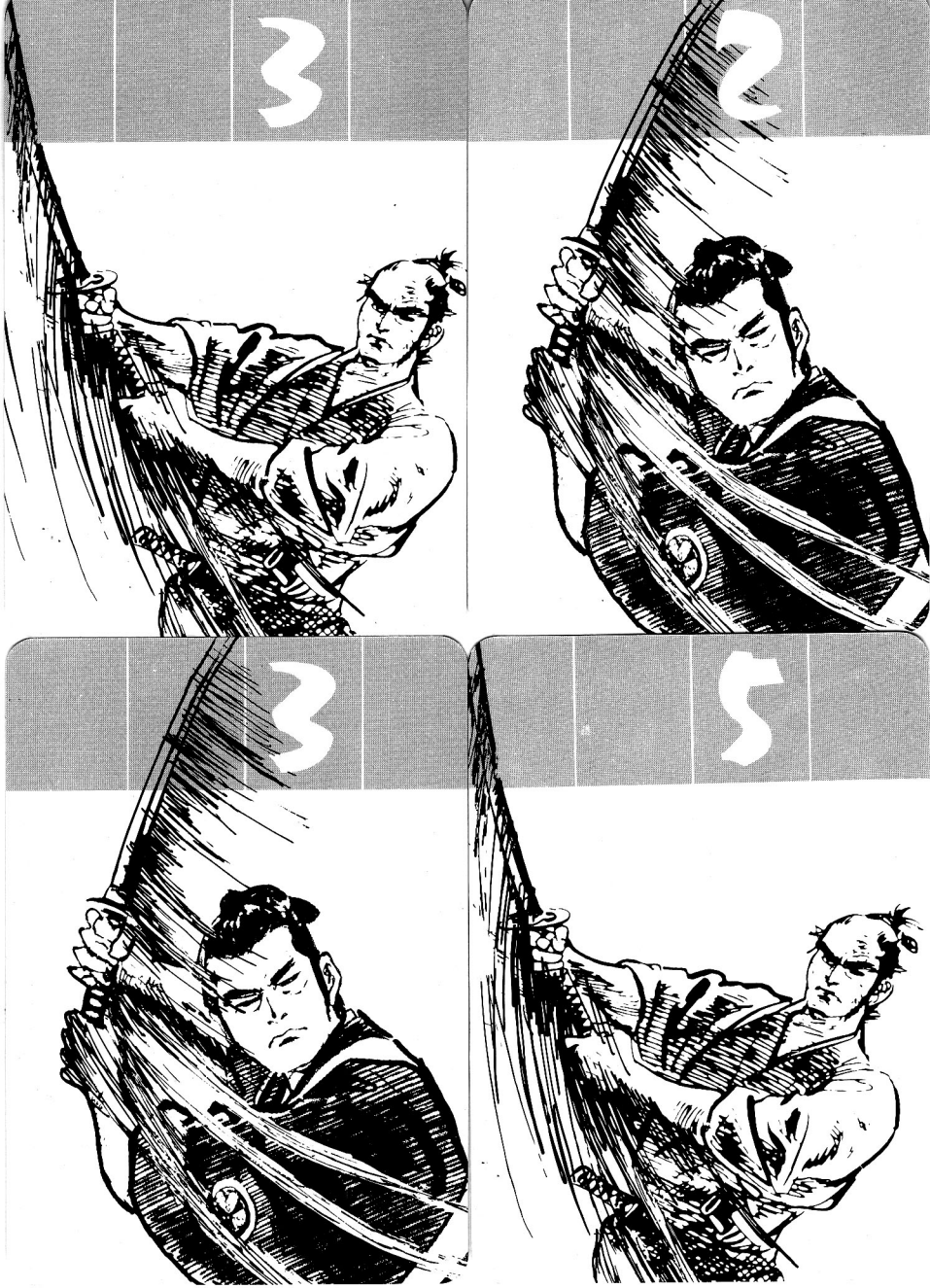
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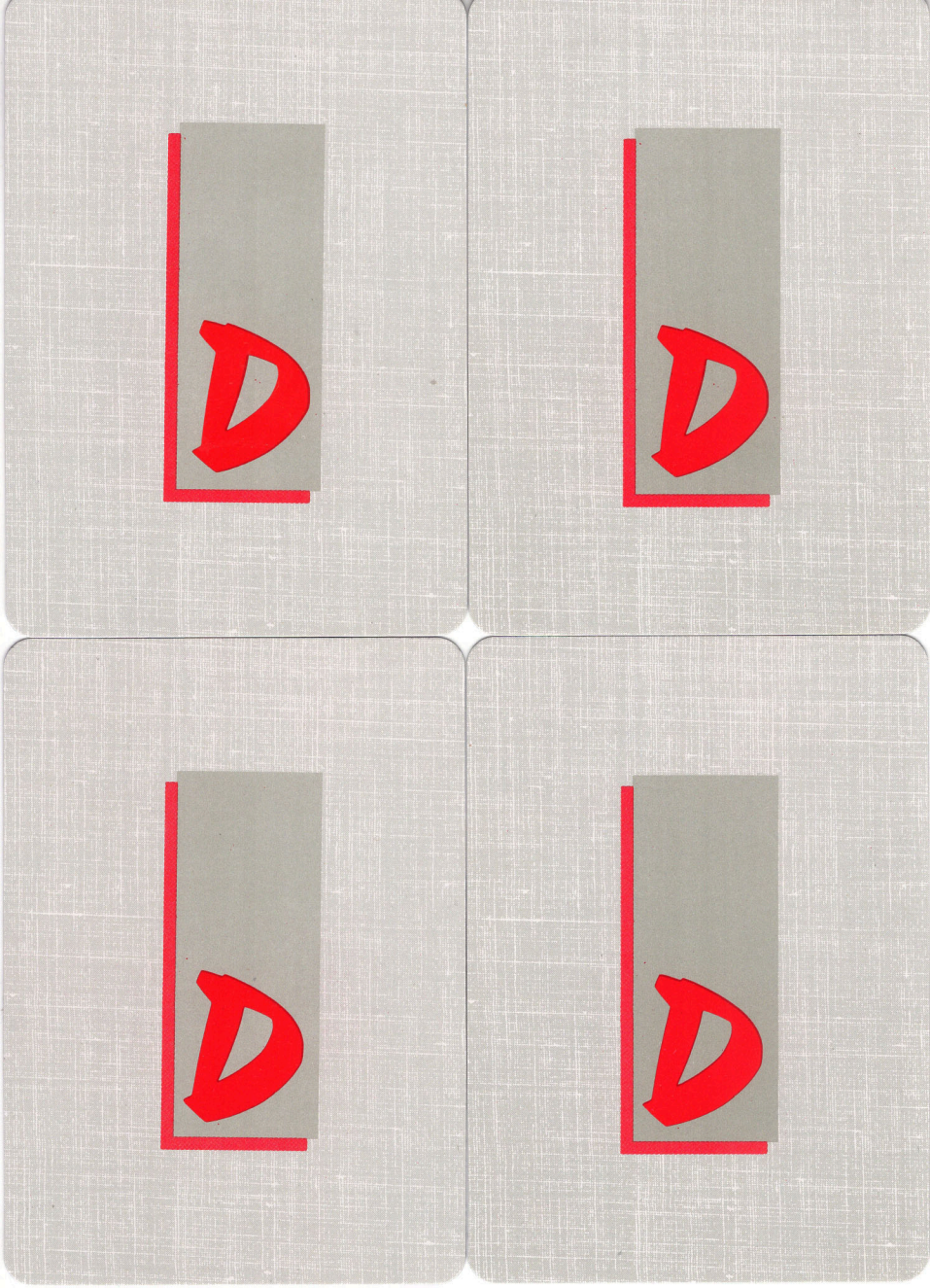
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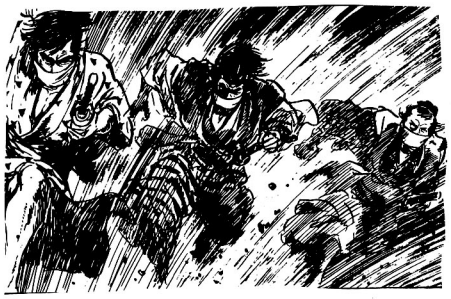
AMBUSH



While pausing to rest, you are surprised by masked thieves who ready themselves for the attack.

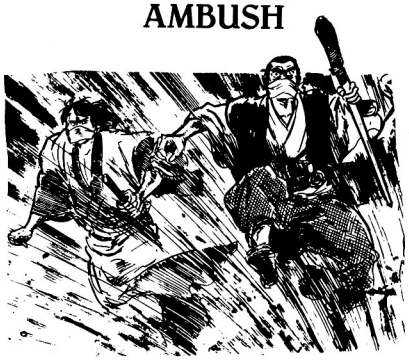
Roll 1D10.

1-5, there are 4 thieves.
6-10, there are 6 thieves.

Each thief uses B or C combat decks and has 2 Life Points.

Play immediately and discard.

AMBUSH



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Roll 1D10.

1-5, there are 4 thieves.
6-10, there are 6 thieves.

Each thief uses B or C combat decks and has 2 Life Points.

Play immediately and discard.

AVALANCHE

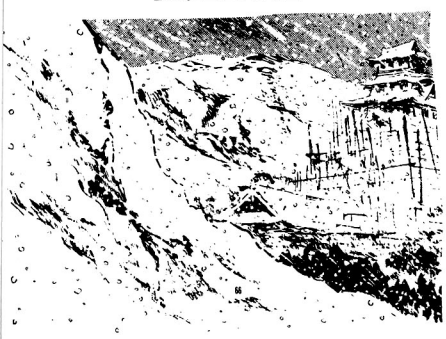


Mountains Only

You hear a rumbling above you, from the snowy mountains tops. The rumble grows, until the thunder of the snow is deafening. Go to section 37.

Play immediately and discard.

BLIZZARD



Mountains Only

You are enveloped by a blizzard.

Roll 1D10.

1-3, find no shelter, lose 1 Life Point.
4-6, find no shelter, lose 2 Life Points.
7-10, find shelter.

Play immediately and discard

BLIZZARD



Mountains Only

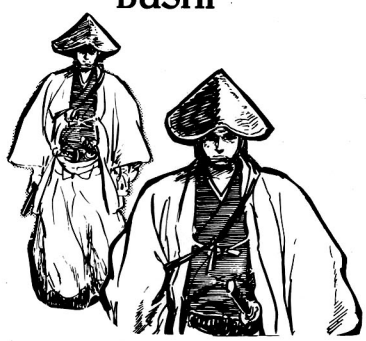
You are enveloped by a blizzard.

Roll 1D10.

1-3, find no shelter, lose 1 Life Point.
4-6, find no shelter, lose 2 Life Points.
7-10, find shelter.

Play immediately and discard

BUSHI



A roving band of armored bushi confront you on the trail. Your attempt to pass them only brings their laughter. They draw their blades, eager to play with you.

Roll 1D10 to represent the number of Bushi you must face. Each soldier uses A combat deck and has 2 Life Points. They will retreat when half their number has been defeated.

Play immediately and discard.

BUSHI



A roving band of armored bushi confront you on the trail. Your attempt to pass them only brings their laughter. They draw their blades, eager to play with you.

Roll 1D10 to represent the number of Bushi you must face. Each soldier uses A combat deck and has 2 Life Points. They will retreat when half their number has been defeated.

Play immediately and discard.

CAVE

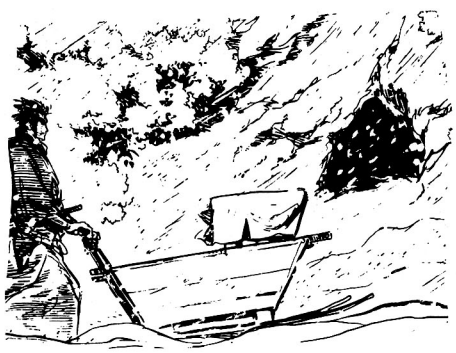


Mountains Only

You find a cave in which to hide Daigoro safely. If you hide him here, mark the space with the Daigoro counter. You can move 1 extra space and add 1 Combat Point, but you must return within 7 turns to recover your son. If you fail to return in time, go to Section 20.

Save or Play and discard.

CAVE



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Save or Play and discard.

FARMER WITH HORSE



Plains or Farmlands Only
You come to a prosperous farm, where the farmer, after eyeing you warily, is willing to sell you a horse for 50 Ryo. If you pay, deduct the Ryo, and you will have 6 movement points each turn that you have the horse.

Save or Play and discard

FARMER WITH HORSE



Plains or Farmlands Only
You come to a prosperous farm, where the farmer, after eyeing you warily, is willing to sell you a horse for 50 Ryo. If you pay, deduct the Ryo, and you will have 6 movement points each turn that you have the horse.

Save or Play and discard

FIRE



You smell the air, a smell that makes your nostrils flare; your eyes begin to water. A fire is raging somewhere near you, threatening to encircle you.
Go to Section 34.

Play immediately and discard

GO-DOWN



Plains or Farmland Only
You come across a well-stocked go-down, filled with food and delicacies. You heal 1 Life Point and gain an extra 2 movement points for the next turn.

Save or Play and discard.

GO-DOWN



Plains or Farmland Only
You come across a well-stocked go-down, filled with food and delicacies. You heal 1 Life Point and gain an extra 2 movement points for the next turn.

Save or Play and discard.

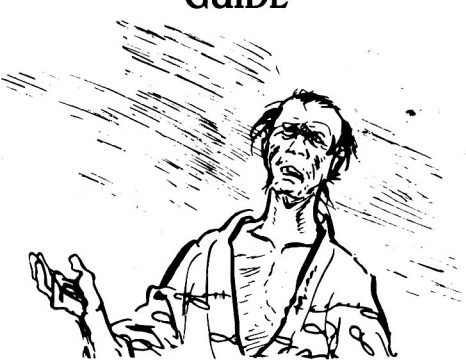
GUIDE



You meet a man on a trail; he knows the area. He offers to help you find your way for 10 Ryo.
If you pay the Ryo, roll 1D10.
1-3, move 1 extra space.
4-6, move 2 extra spaces.
7-10, you are led astray and can only move 1 space next turn.

Play immediately and discard.

GUIDE



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If you pay the Ryo, roll 1D10.
1-3, move 1 extra space.
4-6, move 2 extra spaces.
7-10, you are led astray and can only move 1 space next turn.

Play immediately and discard.

HAN I



You arrive at a small han. If you decide to visit it, go to section 40.

Play immediately or discard.

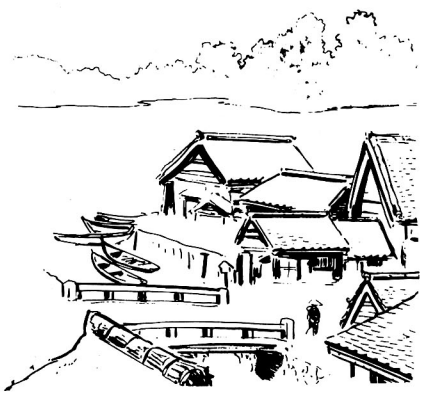
HAN I



You arrive at a small han. If you decide to visit it, go to section 40.

Play immediately or discard.

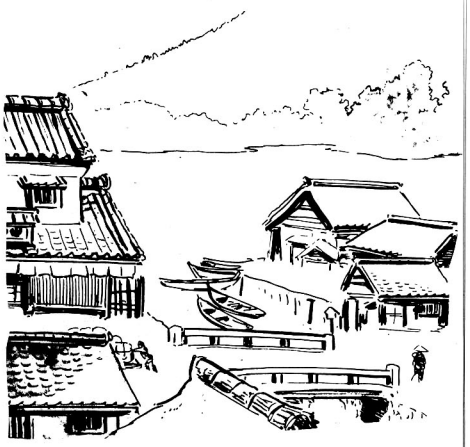
HAN 2



You arrive at a small han. If you decide to visit it, go to Section 53.

Play immediately or discard.

HAN 2



You arrive at a small han. If you decide to visit it, go to Section 53.

Play immediately or discard.

HAN 3



You come to a small village. If you visit, go to section 28.

Play immediately and/or discard.

HAN 3



You come to a small village. If you visit, go to section 28.

Play immediately and/or discard.

HIDE-OUT



Mountains or Forests Only

You find a spot with some shelter, off the trail...a place to rest, tend to wounds...a place to plan for the future. You gain 1 Life Point, but you may only move 1 space next turn.

Save or Play and discard.

HIDE-OUT



Mountains or Forests Only

You find a spot with some shelter, off the trail...a place to rest, tend to wounds...a place to plan for the future. You gain 1 Life Point, but you may only move 1 space next turn.

Save or Play and discard.

INN



You come to a small inn, its peaked roof rising from the ground, almost welcoming you.
If you decide to stop and rest here, go to section 35.

Play immediately and discard.

INN



You come to a small inn, its peaked roof rising from the ground, almost welcoming you.
If you decide to stop and rest here, go to section 35.

Play immediately and discard.

MEDITATE



After much traveling, you come to a quiet spot, filled with a sense of peace.

If you decide to meditate, roll 1D10.

1-3, go to section 15
4-6, go to section 33
7-10, go to section 70

Save or Play and discard.

MEDITATE



After much traveling, you come to a quiet spot, filled with a sense of peace.

If you decide to meditate, roll 1D10.

1-3, go to section 15
4-6, go to section 33
7-10, go to section 70

Save or Play and discard.

MEDITATE



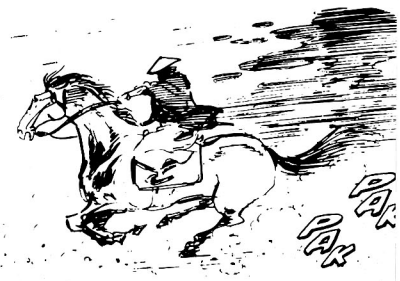
After much traveling, you come to a quiet spot, filled with a sense of peace.

If you decide to meditate, roll 1D10.

1-3, go to section 15
4-6, go to section 33
7-10, go to section 70

Save or Play and discard.

MOUNTED RONIN



Mounted Ronin come charging towards you, driving a group of scared peasants before them.

They kill, you think, only for pleasure; you draw your katana.

Roll 1D10.

1-4, there is 1 Mounted Ronin
5-10, there are 2 Mounted Ronin

Each uses the D combat deck and has 3 Life Points. If you win the combat, gain 1 Honor Point.

Play immediately and discard.

MOUNTED RONIN



Mounted Ronin come charging towards you, driving a group of scared peasants before them.

They kill, you think, only for pleasure; you draw your katana.

Roll 1D10.

1-4, there is 1 Mounted Ronin
5-10, there are 2 Mounted Ronin

Each uses the D combat deck and has 3 Life Points. If you win the combat, gain 1 Honor Point.

Play immediately and discard.

NIGHTMARE



You fall asleep, but your thoughts are troubled, confused by your past, and the path that lies in your future. You begin to twist and turn on the ground as the nightmare begins....

Roll 1D10.

1-3, go to section 31
4-6, go to section 52
7-10, go to section 59

Play immediately and discard.

NIGHTMARE



You fall asleep, but your thoughts are troubled, confused by your past, and the path that lies in your future. You begin to twist and turn on the ground as the nightmare begins....

Roll 1D10.

1-3, go to section 31
4-6, go to section 52
7-10, go to section 59

Play immediately and discard.

ORISUKE



You are surprised by a wandering band of Orisuke...a gang of thugs who are not above robbery to supplement their meager income as hired labor.

Roll 1D10.

1-3, there are 2 Orisuke
4-6, there are 4 Orisuke
7-10, there are 6 Orisuke

Each uses A combat deck and has 2 Life Points. When half are dead, the rest flee.

Play immediately and discard.

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Roll 1D10.

1-3, there are 2 Orisuke
4-6, there are 4 Orisuke
7-10, there are 6 Orisuke

Each uses A combat deck and has 2 Life Points. When half are dead, the rest flee.

Play immediately and discard.

RENEGADE RONIN I



The Ronin stands in your path; you immediately think that he has been sent to find you. But, of course, it is just as likely that he is here merely for sport.

He uses the C combat deck and has 4 Life Points.

If you defeat him, he will whisper to you a rumor. Go to section 7.

Play immediately and discard.

RENEGADE RONIN I



The Ronin stands in your path; you immediately think that he has been sent to find you. But, of course, it is just as likely that he is here merely for sport.
He uses the C combat deck and has 4 Life Points.
If you defeat him, he will whisper to you a rumor. Go to section 7.

Play immediately and discard.

RENEGADE RONIN II



You meet a Ronin in your travels, and he offers to accompany you for the next 3 turns. He will help fight any opponents you face. Draw a combat deck randomly for him to use. He has 3 Life Points.

Play immediately and discard after 3 turns.

RENEGADE RONIN II



You meet a Ronin in your travels, and he offers to accompany you for the next 3 turns. He will help fight any opponents you face. Draw a combat deck randomly for him to use. He has 3 Life Points.

Play immediately and discard after 3 turns.

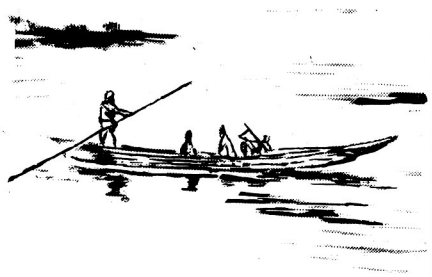
RIVER BOAT



Rivers Only
You see a small river boat. For 20 Ryo it will take you as far as you want along this river. Draw another encounter card at journey's end if you use this boat.

Save or Play and discard.

RIVER BOAT



Rivers Only
You see a small river boat. For 20 Ryo it will take you as far as you want along this river. Draw another encounter card at journey's end if you use this boat.

Save or Play and discard.

RUMORS I



From travelers and merchants on the road, you hear rumors of Yagyu and his clan....
Roll 1D10.

1-3, go to section 26
4-6, go to section 47
7-10, go to section 2

Play immediately and discard.

RUMORS I



From travelers and merchants on the road, you hear rumors of Yagyu and his clan....
Roll 1D10.

1-3, go to section 26
4-6, go to section 47
7-10, go to section 2

Play immediately and discard.

RUMORS II



You overhear some fellow travelers talking fearfully...coming closer to them you learn information which you feel may lead you to an assignment....
Roll 1D10.

1-3, go to section 7
4-6, go to section 14
7-10, go to section 41

Play immediately and discard.

RUMORS II



You overhear some fellow travelers talking fearfully...coming closer to them you learn information which you feel may lead you to an assignment....
Roll 1D10.

1-3, go to section 7
4-6, go to section 14
7-10, go to section 41

Play immediately and discard.

RUMORS III



Pain fills the air, as you journey. Still, you begin to hear stories that make you stop and listen. Tales of suffering, of cruelty, and of the land that the Shogun has created.

Roll 1D10.

1-3, go to section 6
4-6, go to section 36
7-10, go to section 54

Play immediately and discard.

RUMORS III



Pain fills the air, as you journey. Still, you begin to hear stories that make you stop and listen. Tales of suffering, of cruelty, and of the land that the Shogun has created.

Roll 1D10.

1-3, go to section 6
4-6, go to section 36
7-10, go to section 54

Play immediately and discard.

SAMURAI



Your way is blocked by a group of Samurai. From their stance and gestures, it is clear that they mean to have combat with you.

Roll 1D10.

1-3, there are 4 Samurai
4-6, there are 3 Samurai
7-10, there are 2 Samurai

Each Samurai will use the B combat deck and has 3 Life Points.

Play immediately and discard.

SAMURAI



Your way is blocked by a group of Samurai. From their stance and gestures, it is clear that they mean to have combat with you.

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Roll 1D10.

1-3, there are 4 Samurai
4-6, there are 3 Samurai
7-10, there are 2 Samurai

Each Samurai will use the B combat deck and has 3 Life Points.

Play immediately and discard.

SHRINE



If in a river hex, go to section 38.

Otherwise, heal 1 Life Point or lose 1 Self Point by resting here 1 day.

Play immediately and discard.

SHRINE



If in a river hex, go to section 38.

Otherwise, heal 1 Life Point or lose 1 Self Point by resting here 1 day.

Play immediately and discard.

TEA CEREMONY



Plains or Farmland Only

A farmer invites you to spend the evening, rest and join him for a ritual tea. Add 1 Honor Point.

Play immediately and discard.

TEA CEREMONY



Plains or Farmland Only

A farmer invites you to spend the evening, rest and join him for a ritual tea. Add 1 Honor Point.

Play immediately and discard.

TRAIL



You find a trail. You may move 1 extra space (this turn only). Do not draw a new encounter card.

Play immediately and discard.

TRAIL



You find a trail. You may move 1 extra space (this turn only). Do not draw a new encounter card.

Play immediately and discard.

TRAIL



You find a trail. You may move 1 extra space (this turn only). Do not draw a new encounter card.

Play immediately and discard.

WOLVES



Mountains or Forests Only

This encounter can only happen in the mountains or forests.

Go to section 5.

Play immediately and discard

WOLVES

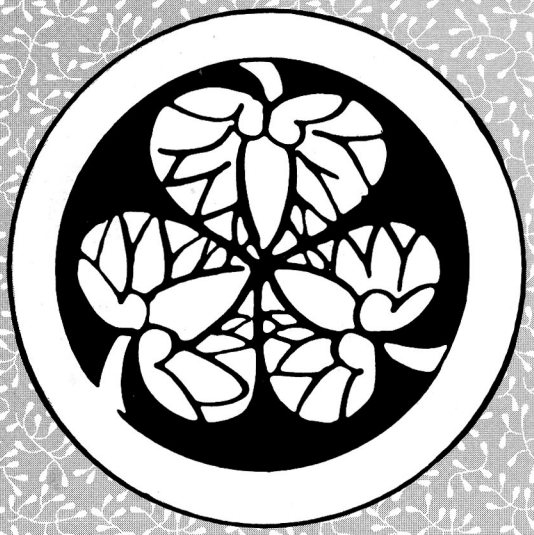


Mountains or Forests Only

This encounter can only happen in the mountains or forests.

Go to section 5.

Play immediately and discard



• Place the Self, Honor, and Vengeance Counters at their starting positions •

HONOR/ REPUTATION

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

6 START

9 GOAL

VENGEANCE

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

6 START

9 GOAL

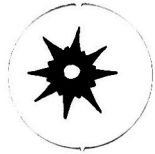
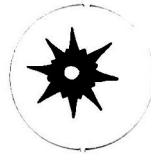
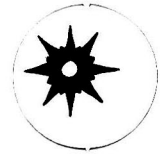
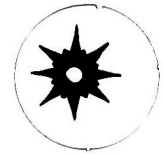
SELF

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

6 GOAL

9 START

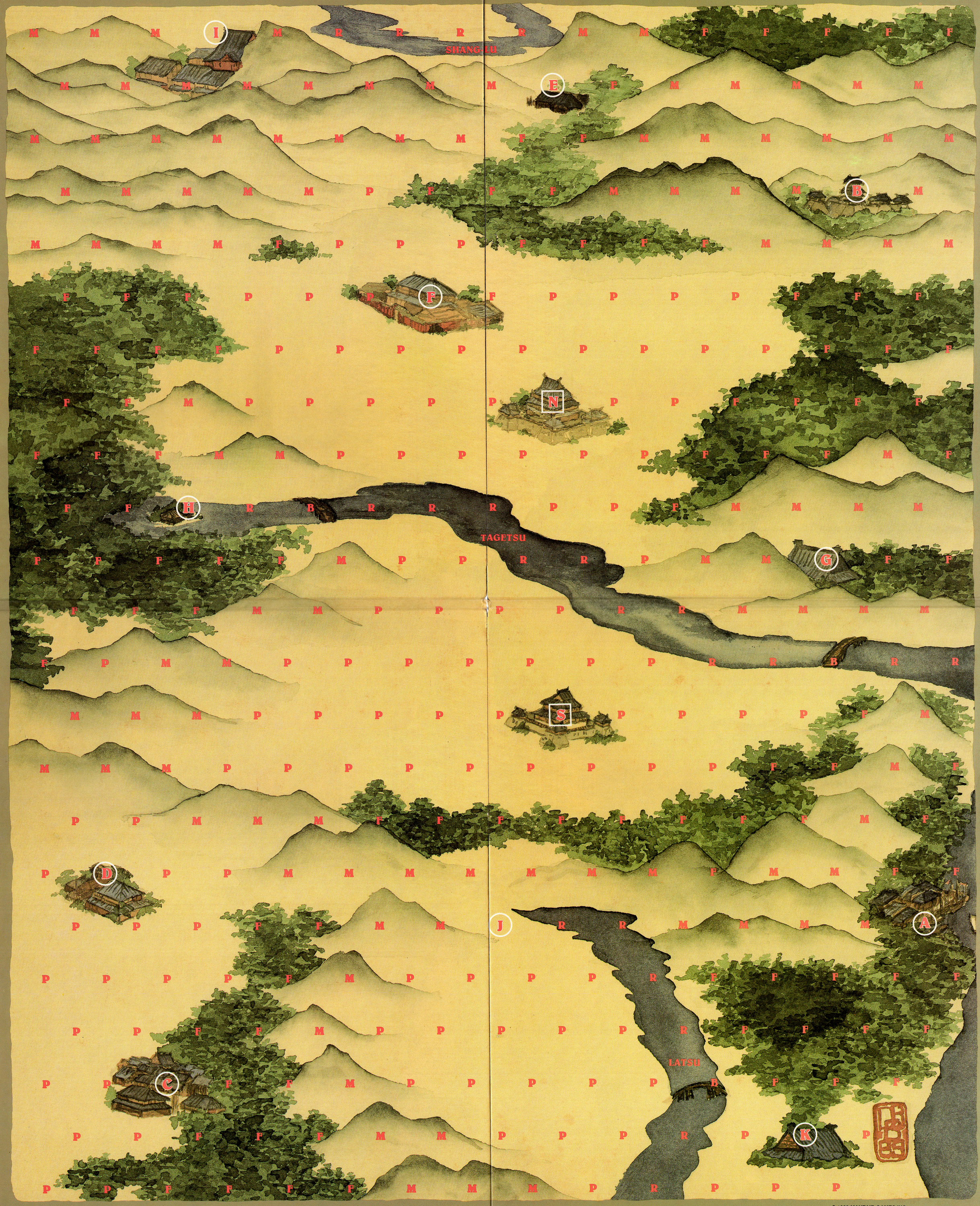










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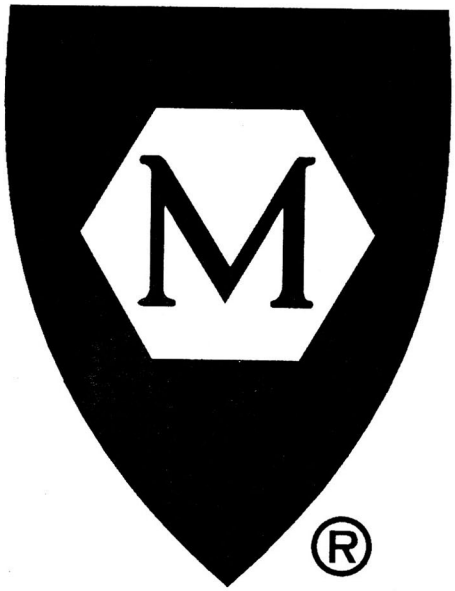

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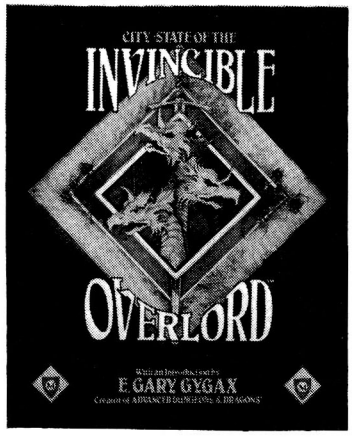

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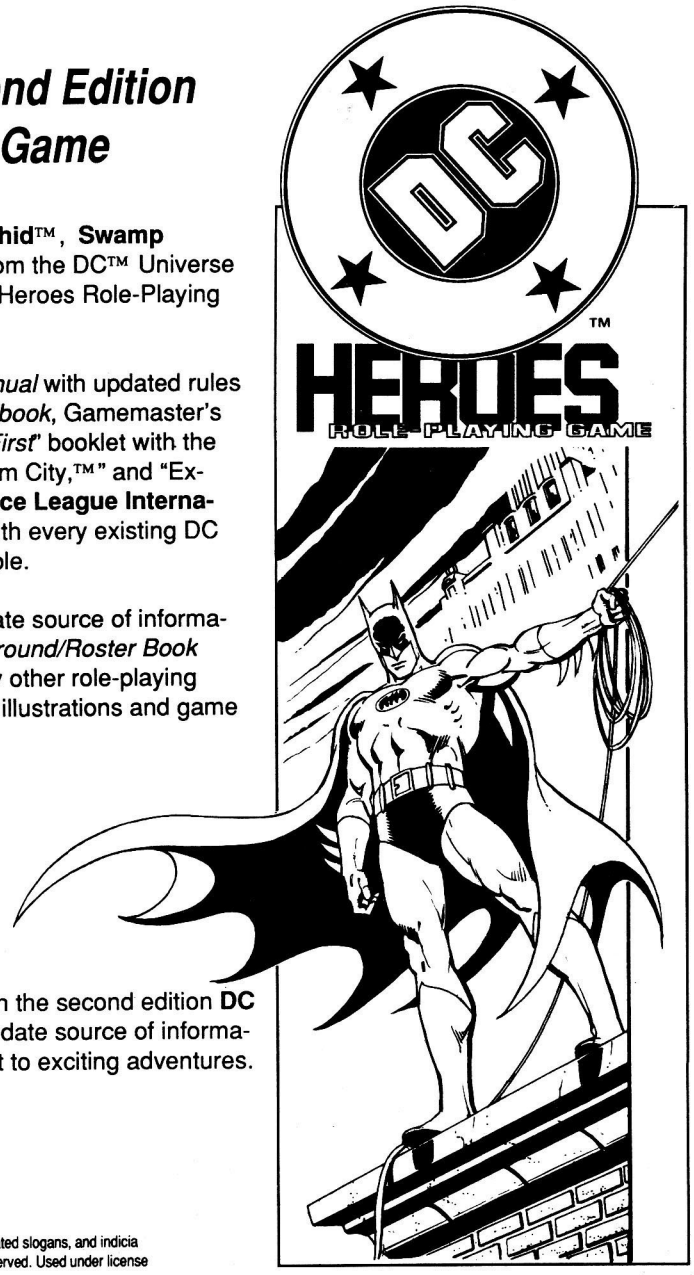

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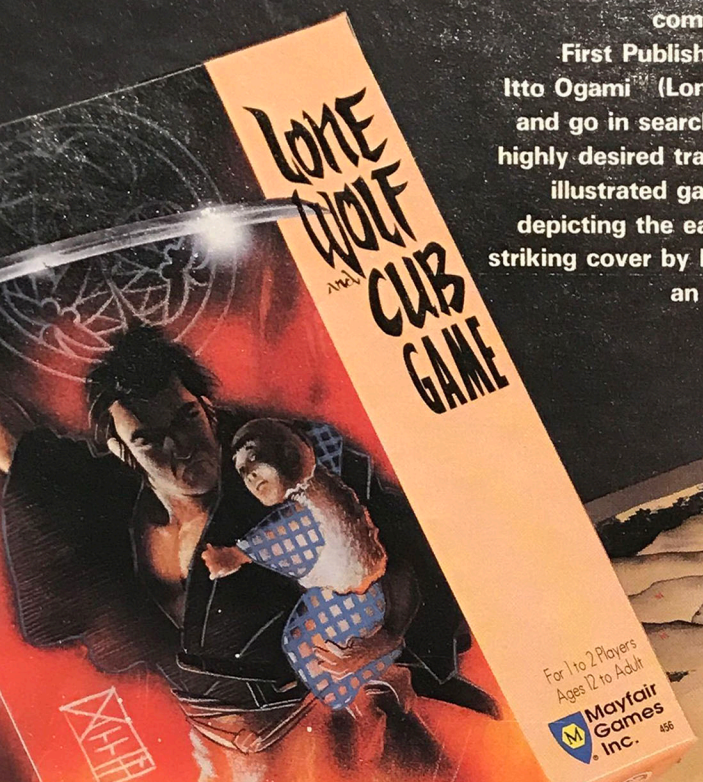
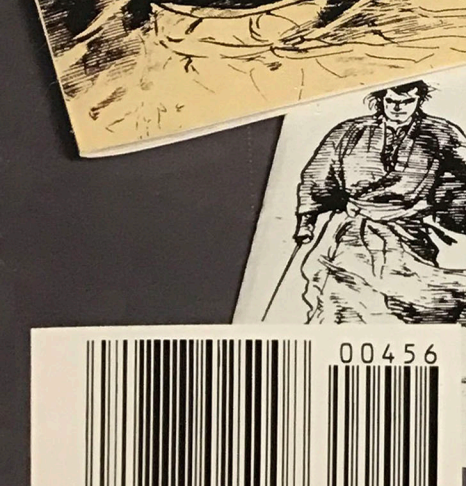
- Game board
- 79 Laminated playing cards
- Rule Book
- A Thousand Paths Book
- Two pawns
- Two 10-sided dice
- Six pegs
- Twelve Counters
- Sorting Tray







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