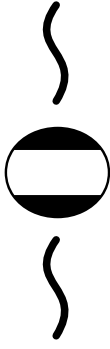


Difficulty at the End



At the end of this challenge
Discard twice or Take a
Condition

Age, infirmity,
familiarity and weariness.



Great Risk

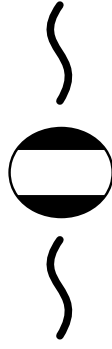


Take a Condition if you
fail at this challenge

Suspense, fortune,
expectation and randomness.



Difficulty at the Beginning



Discard twice

Youth, inexperience,
novelty and newness.



At What Cost?



Take a Condition if you
succeed at this challenge

Disappointment, regret,
remorse and hollowness.



Mountain



Endurance, courage,
obvious and stubbornness.



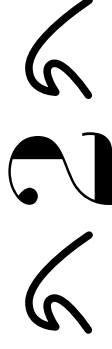
Lake



Caprice, yielding,
deceit and calmness.



Sun



Light, hope,
relief and brightness.



Moon



Isolation, cold,
introspection and loneliness.

