

DOJO

*Let's go carapace
to carapace.*



If the characters defeat a kappa+ this round they each gain 2 🏠 and can perform 1 additional ✕.

DOJO

Hatred above all.

Nobuyuki and Hiroshi will only target each other this round. If either has been defeated, ignore this effect.

DOJO

They were ready.

Throwing weapons are hung on the walls of the Dojo. Any creature adjacent to a wall at the start of their activation ✕ 1 random enemy up to 🔄 2 causing 🟡🟡🟡🟡💥 at no 🏠 cost.



DOJO

Ninja turtles?

These kappa+ move with great ease and cannot be targeted by ✂️ this round.

DOJO

Rat Master.

Tesso adds +2 💥 to his allies up to 🐭 2.

INTERIOR FORTRESS

Time to sow.

Hiroshi throws his spectral skull and causes 1  to everyone up to  5. He regains  equal to the  caused. Hiroshi is not a valid target for the enemies.

INTERIOR FORTRESS

Watch your step.

The Shōgun's followers were waiting for you and have prepared several traps to disable you. Creatures adjacent to **PURPLE** (Shōgun's minions excluded) are dealt 3 . Remove **PURPLE**.

INTERIOR FORTRESS

Time to harvest.

Hiroshi throws his spectral skull and causes 2  to all creatures up to  5. He regains  equal to the  caused.