



Hone Bushi




Initiative: 2
Health: 1
Defense: 





- **Smash them with all your power!** The Hone Bushi attacks with  against a hero at range 1.
- **I will catch you sooner or later!** The Hone Bushi moves up to four squares towards the nearest hero.

Yurei




Initiative: 6
Health: 1
Defense: 





- **Tell me I am pretty!** The Yurei makes an attack with  against the nearest hero within a range of 6 squares. The attacked hero also receives a "blindness" token. 
- **Where are the handsome heroes!** The Yurei moves up to 3 squares in a straight line towards the hero with most health tokens.

Chochin Obake



Initiative: 5
Health: 1
Defense: 

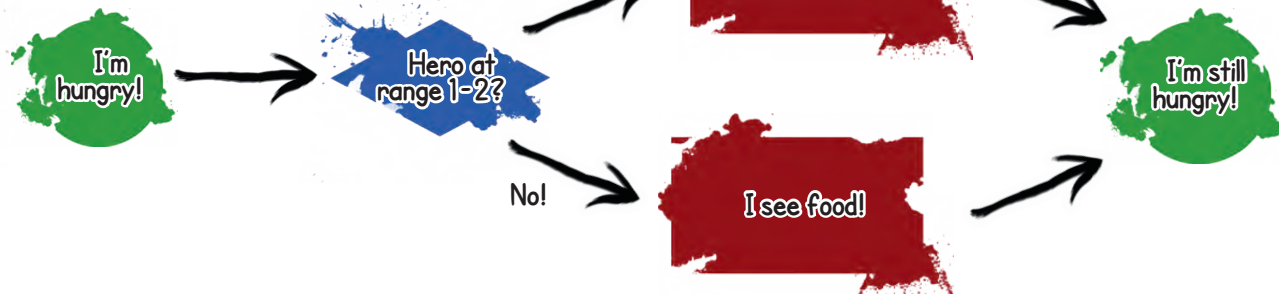



- **Be careful... I burn!** The Chochin Obake moves up to 4 squares towards the nearest hero. At the end of movement, it roll an attack with  against every hero within range 2. The attacked heroes also receive a "daze" token. 

Furu Utsubo



Initiative: 3
Health: 1
Defense:





- **I see food!** The Furu Utsubo moves up to 5 squares following the shortest path towards the hero with highest energy reserve.
- **Dinner time!** The Furu Utsubo makes an attack rolling  against the hero with the most energy reserve within a range of 2.

Shikigami Inu



Initiative: 4
Health: 1
Defense:





- **I smell the prey!** The Shikigami Inu moves up to 6 squares towards the hero with the fewest health tokens.
- **Bite!** The Shikigami Inu makes an attack with  against a hero at range 1. The attacked hero also receives a "crush" token. 

Obake Dono





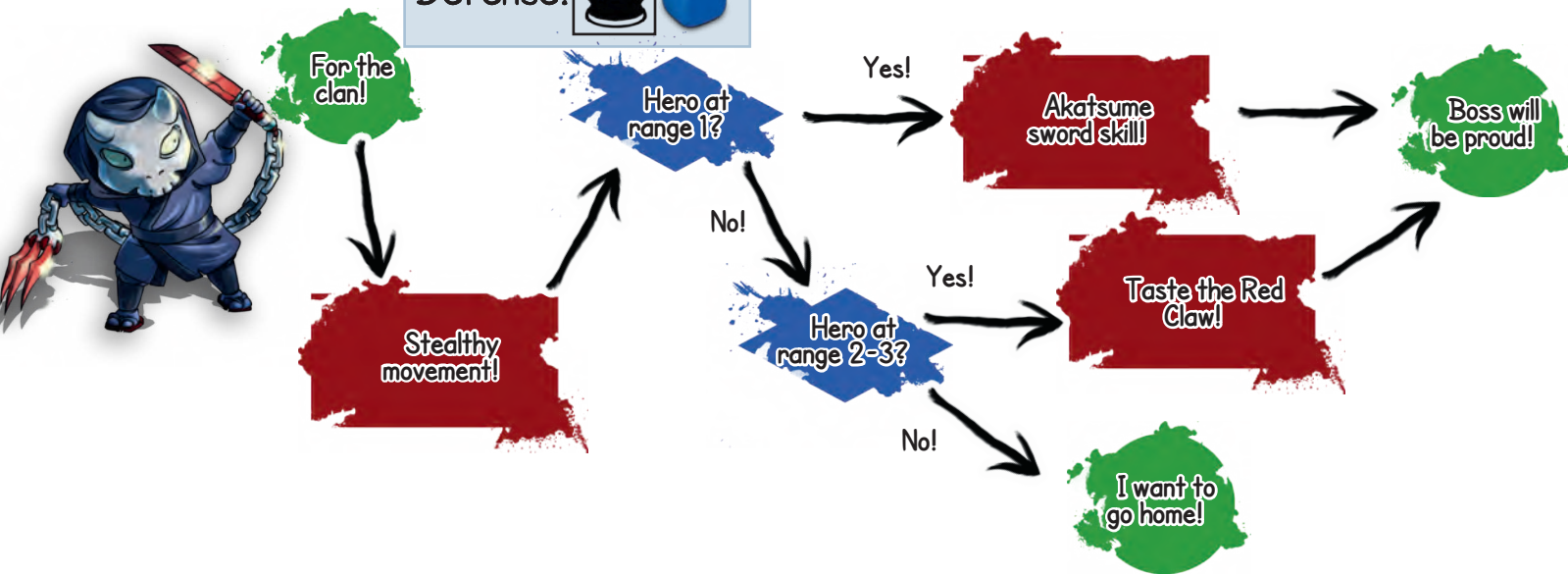
Initiative: 1
Health: 1
Defense:





- **Flames for everybody!** Obake Ono moves 3 squares towards the most distant hero. On finishing its movement, Obake Ono makes an attack against every hero within range 3, rolling . Heroes successfully attacked also receive a "daze" token. 





Akatsume Ninja

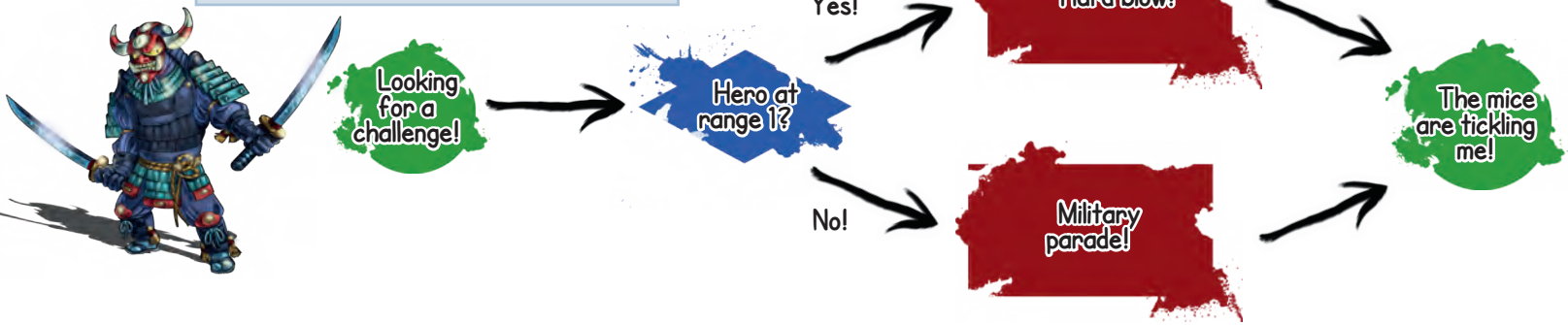
Initiative: 7
Health: 1
Defense:  






- **Stealthy movement!** The Ninja Akatsume moves up to 5 squares towards the nearest hero, following the shortest path. (The Ninja is able to pass through blocked terrain, but may not end its movement in such terrain.)
- **Akatsume sword skill!** The Ninja Akatsume makes an attack with  against a hero at range 1.
- **Taste the Red Claw!** The Ninja Akatsume makes an attack with  against the nearest hero at a range of up to 3 squares.

Yoroi

Initiative: 1
Health: 1
Defense:    



- **Hard blow!** The Yoroi makes an attack against the hero at range 1 with the largest number of health tokens, rolling  .
- **Military parade!** The Yoroi moves up to 4 squares towards the hero with the greatest number of health tokens. On finishing the movement, the Yoroi makes an attack with  on all heroes within range 2.

Undead Dark Champion



Initiative: 6
Health: 15
Defense:



Master of the shamisen

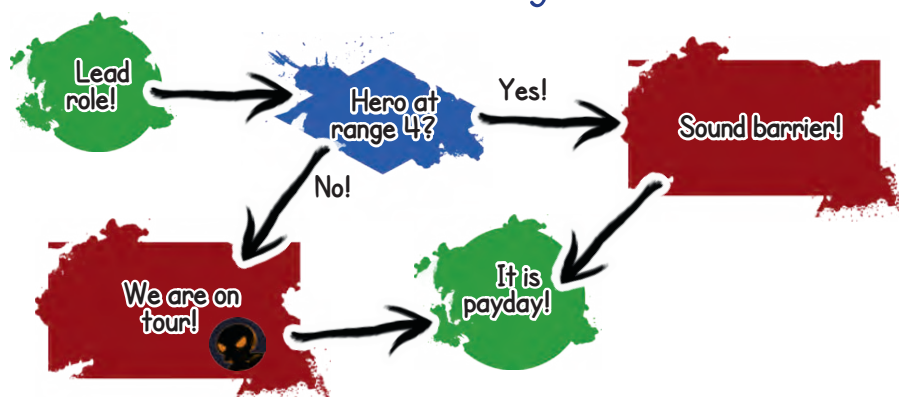






- **Facemelter solo!**: Each hero chooses either to lose a health token or an energy token.

Initiative: 2
Health: 8
Defense:





A snow-covered village



- **We are on tour!**: The Undead dark champion moves 3 squares towards the hero with the most energy tokens and place a Empowerment token on every Hone Bushi on the board. Empowered Hone Bushi double their movement capability and throw an additional red dice when attacking.
- **Sound barrier!**: The Undead Dark Champion attacks with     at the closest hero with the most energy tokens. For every successful blow, the hero loses a energy token on top of the health token lost normally.

Akatsume Dark Champion





Initiative: 7
Health: 12
Defense:  

Into the woods









- **This is tactical retreat!:** The Akatsume Dark Champion moves two squares towards the purple appearance point.
- **Stop right there!:** The Akatsume dark champion throws kunais to the closest hero, rolling    . The attacked hero also receives a "tangle" token. 




Initiative: 9
Health: 15
Defense:  

The temple outskirts

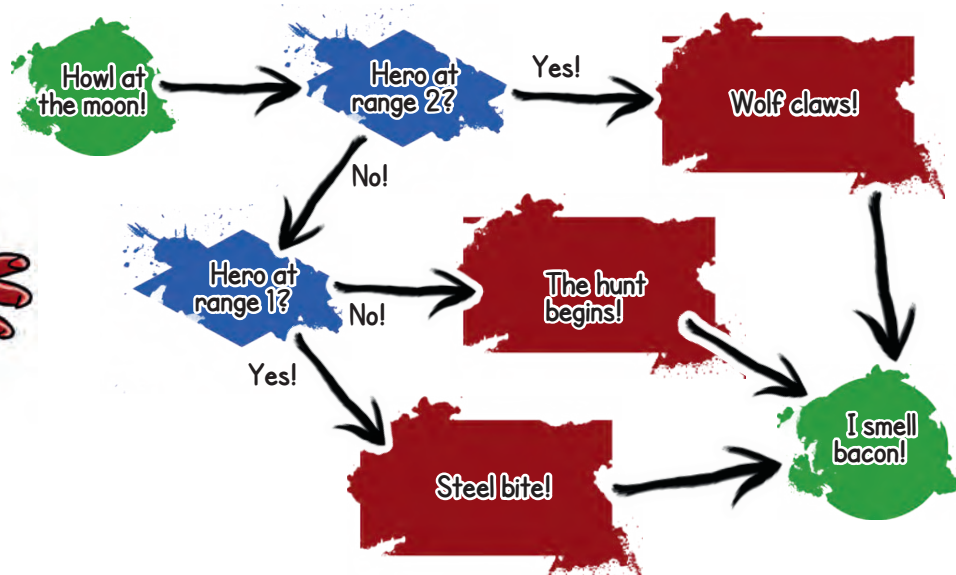












- **Make them pay!:** The Undead dark champion moves away 1 square from the closest hero and places a Empowerment token on every yōkai at 5 squares or less from him. Empowered yōkai add a katana result when attacking.
- **Akatsume red claws of destruction!** The Akatsume Dark Champion attacks with       to every hero within 2 squares.

Akatsume Boss

Initiative: 2
Health: 20
Defense:   

Metamorphosis

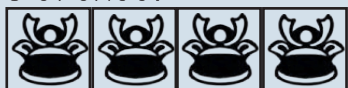


- **Wolf claws!:** The Akatsume Boss swipes his claws, attacking all the heroes up to two squares with    .
- **The hunt begins!:** The Akatsume Boss moves three squares towards the hero with most health tokens.
- **Steel bite!:** The Akatsume Boss attacks the hero with less health tokens at range 1, rolling      .

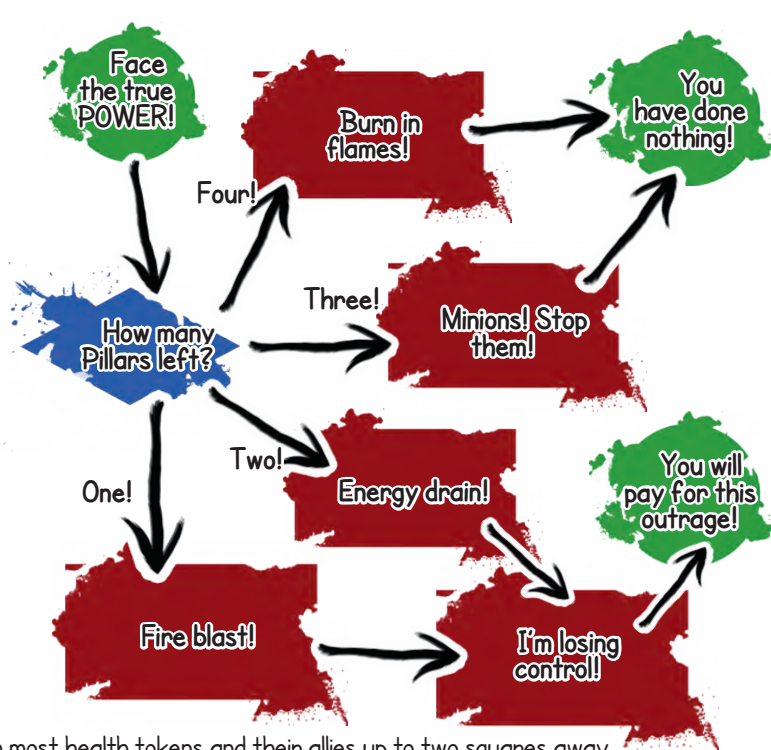
Tengu



Initiative: 8
Health: 30
Defense:



The dark ritual



- **Burn in flames!**: The Tengu launches flames over the hero with most health tokens and their allies up to two squares away, attacking with .
- **Minions! Stop them!**: A Yoroi and an Obake Dono appear on the blue and red appearance points respectively.
- **Energy drain!**: The Tengu attacks the hero with most energy tokens, rolling . Blows from this ability only remove energy tokens from the hero.
- **Fire blast!**: The Tengu launches an explosive flame at the closest hero, attacking with .
- **I'm losing control!**: The ritual launches lightning to different areas of the board, attacking the heroes present with . Areas cover up to three squares from each Pillar of Energy, and the decision of which one is affected is made by rolling and checking the result:

: Area 1.

: Area 2.

: Area 3.

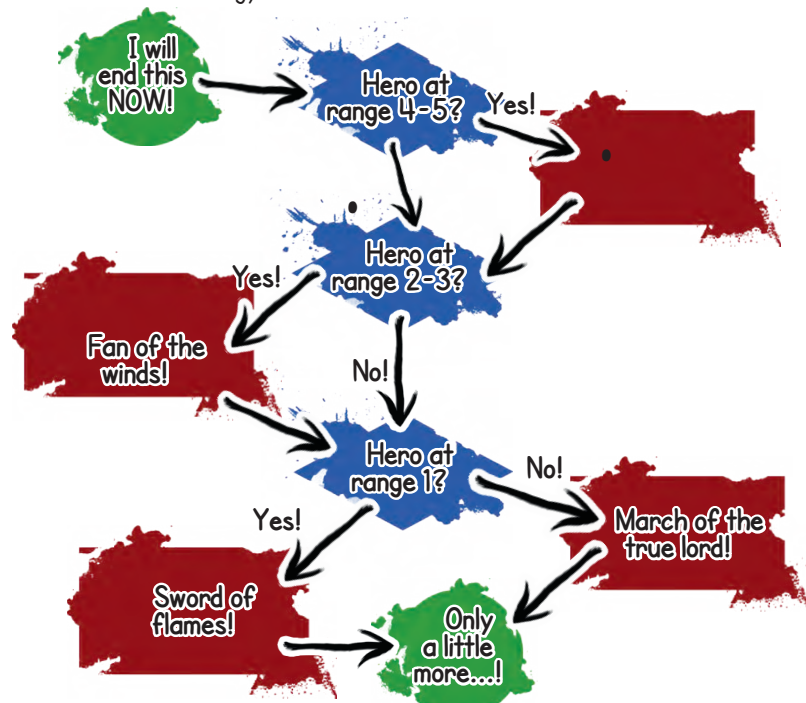
: Area 4.

Uncancelled blows from this ability remove energy tokens. If the hero has no energy tokens to remove, then loses health tokens.

Initiative: 8
Health: 30
Defense:



Final Showdown






- **Pillar of flames!**: The Tengu causes a massive explosion that covers all squares at range 4 and 5, causing an attack with . Heroes affected by this also receive a "blindness" token.
- **Fan of the winds!**: The Tengu swings the Fan of the winds, pushing all the heroes at range 2 and 3 all the way back to the border squares of the board. This movement is done following the line formed by the affected hero and the Tengu, in the most straight way possible.
- **Sword of flames!**: The Tengu attacks the hero with most energy tokens at range 1, rolling . The hero affected by this also receive a "crush" token.
- **March of the true lord!**: The Tengu moves up to 3 squares towards the hero with the most health tokens. At the end of the movement, the Tengu recovers 4 health points.

Kamaitachi





Initiative: 6
Health: 1
Defense:

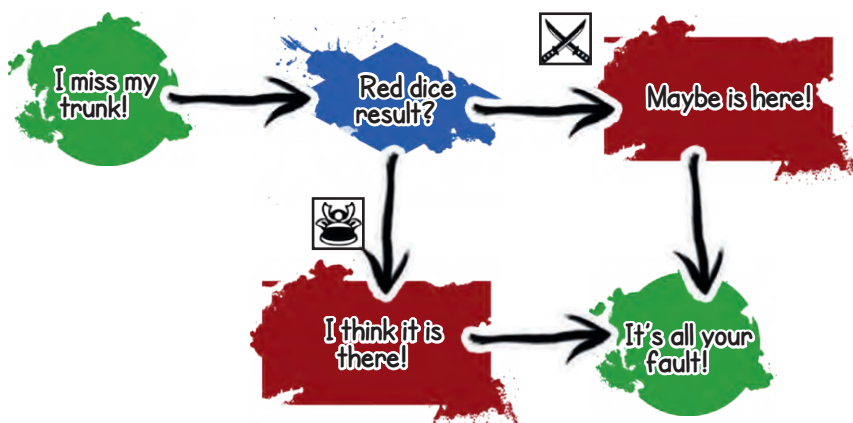










- **Maximum speed!:** The Kamaitachi moves up to seven squares towards the farthest hero, following the shortest path available and attacking during the movement every hero the Kamaitachi passes at range 1, rolling   .

Tokon





Initiative: 2
Health: 1
Defense:  

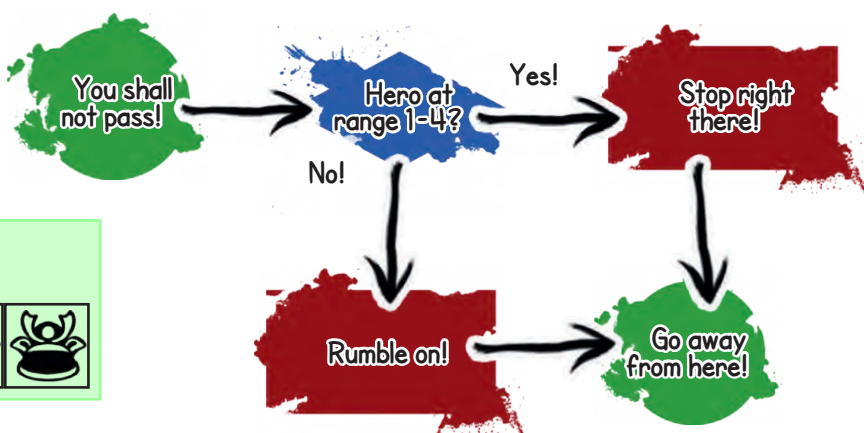











- **I think it is there!:** The Tokon moves three squares towards the hero with most health tokens. Upon finishing the movement, the Tokon projects vines, attacking every hero at range 2 with   . Attacked heroes also receive a "tangle" token. .
- **Maybe is here!:** The Tokon moves three squares towards the farthest hero. Upon finishing the movement, the Tokon projects its anger, attacking every hero at range 2 with   . Attacked heroes also receive a "daze" token. .

Guardian of the forest



Initiative: 3
Health: 3
Defense:  

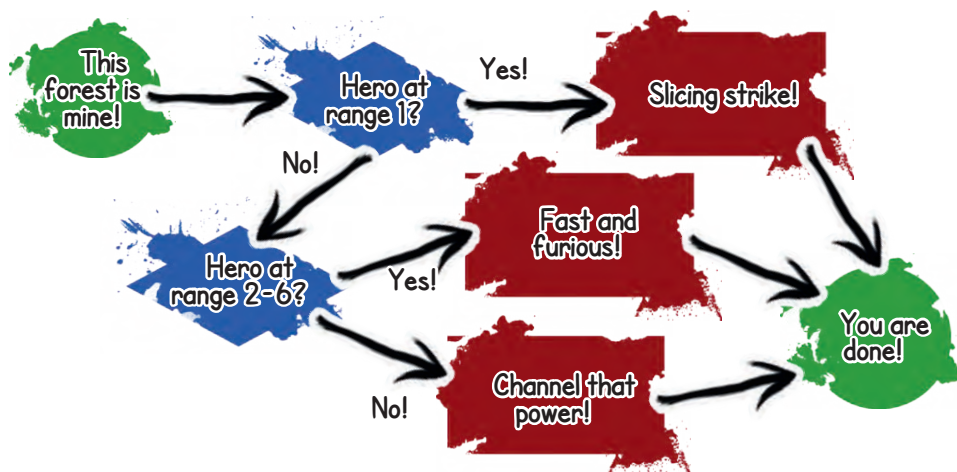


- **Stop right there!:** The Guardian of the forest projects vines in all directions, attacking every hero within range 4 with   . The attacked heroes also receive a "tangle" token. .
- **Rumble on!:** The Guardian of the forest charges up to four squares towards the hero with most energy tokens, following the shortest path and ignoring heroes while doing that. Heroes who the Guardian of the forest went over are pushed aside its path, and receive an attack with     .

Mystic Dark Champion



Initiative: 6
Health: 25
Defense:



- **Slicing strike!:** The Mystic Dark Champion swings his huge sword, attacking with it the closest hero with most energy tokens, rolling .
- **Fast and furious!:** The Mystic Dark Champion moves up to five squares towards the farthest hero, following the shortest path available and attacking during the movement every hero the Mystic Dark Champion passes at range 1, rolling .
- **Channel that power!:** The Mystic Dark Champion absorbs the power of the Kami of the forest and empowers all the Akatsume ninja on the board. The Kami of the forest loses one health point, and empowered Akatsume ninja gain an extra on their attack rolls.

Kami of the forest



Initiative: 8
Health: 20
Defense:



Branches



- **Corruption!:** The Kami of the forest moves up to 3 squares towards the farthest hero. hero. Place a seed token on the ground the Kami moves by. On finishing the movement, he spreads the plague around; all heroes within range 3 lose one health token. The seed token has one health and defends with ; if left undefeated, it explodes after two turns, when the Kami activates again, and all the heroes lose one health token.



Initiative: 8
Health: 5
Defense:



Knots

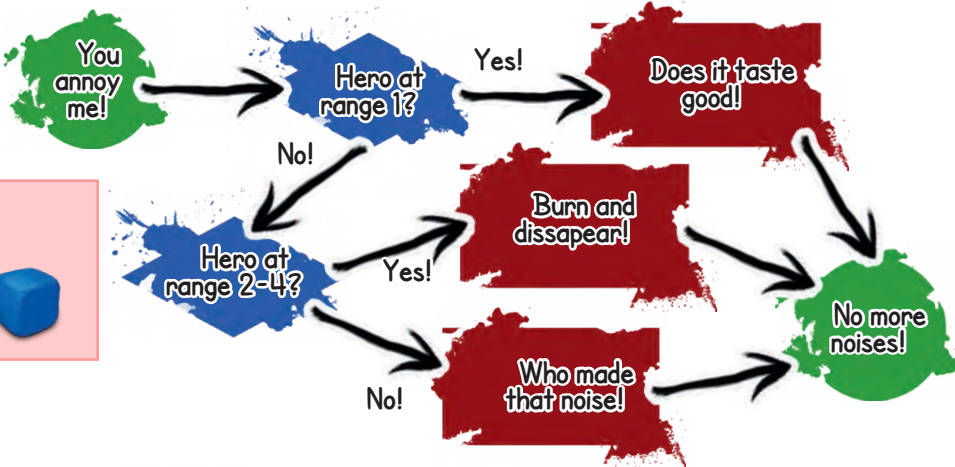


- **Corruption!:** The Kami of the forest loses one health point and spreads the plague: all heroes lose one health token.

Ao Oni



Initiative: 5
Health: 1
Defense:

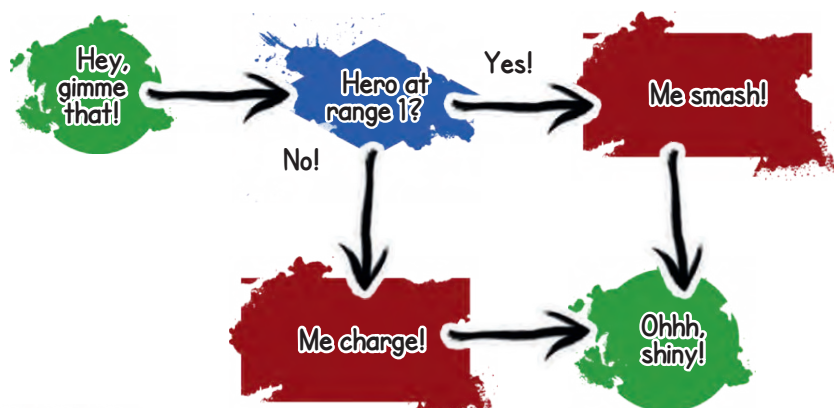


- **Does it taste good!:** The Ao Oni bites, attacking with against a hero at range 1.
- **Burn and dissapear!:** The Ao Oni throws flames against the closest hero, attacking with .
- **Who made that noise!:** The Ao Oni moves up to four squares towards the hero with most energy tokens.

Aka Oni



Initiative: 3
Health: 1
Defense:

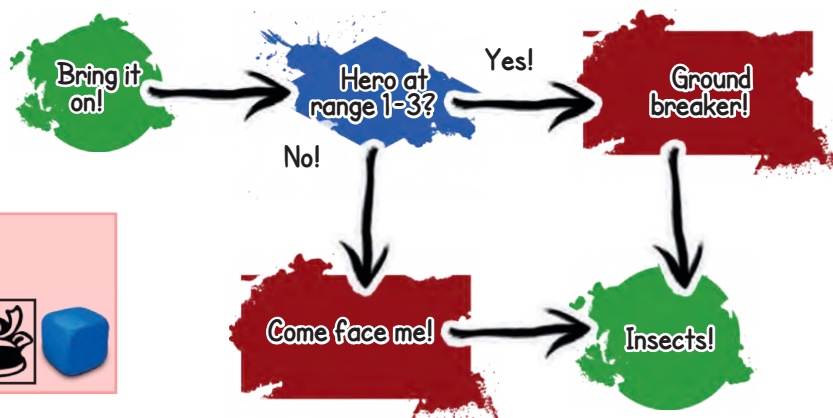


- **Me smash!:** The Aka Oni clubs, attacking with against a hero at range 1. The attacked hero also receives a "crush" token.
- **Me charge!:** The Aka Oni moves up to three squares towards the hero with most items equipped and in hand. On finishing the movement, the Aka Oni makes an attack with on all heroes within range 1.

Aramusha Oni



Initiative: 3
Health: 2
Defense:

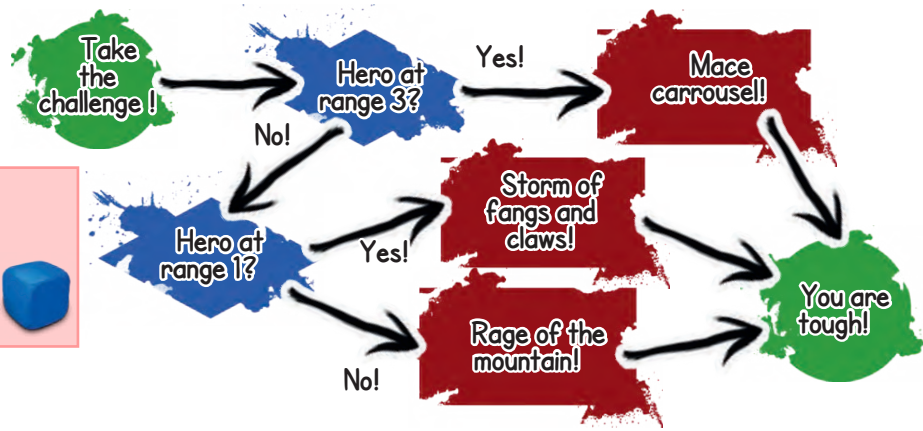













- **Ground breaker!:** The Aramusha Oni smash the ground where the closest hero is standing, attacking with the hero and every other hero in range 1 of the target. The attacked heroes also receives a "crush" and a "daze" token.
- **Come face me!:** The Aramusha Oni moves up to four squares towards the hero with most health tokens. On finishing the movement, the Aramusha Oni makes an attack with on all heroes within range 2.

Oni Dark Champion



Initiative: 8
Health: 20
Defense:

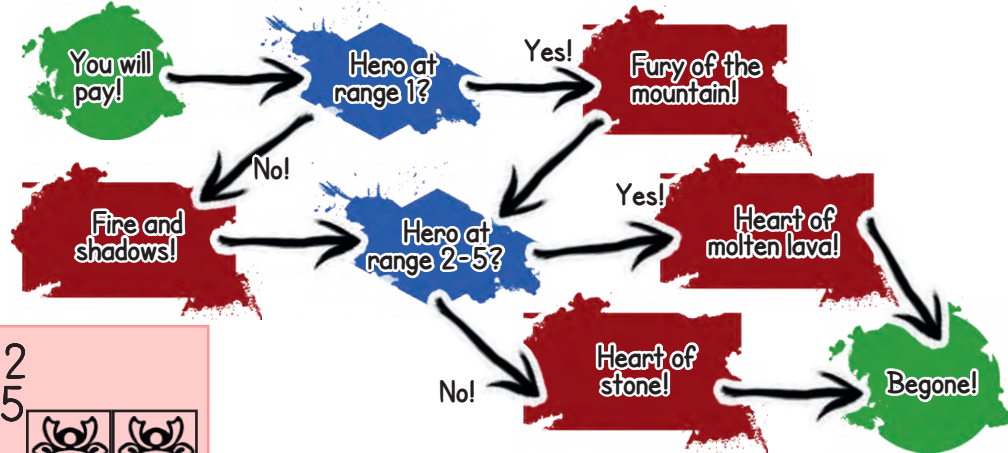







- **Mace carrousell!:** The Oni Dark Champion moves up to 3 squares towards the closest hero. On finishing the movement, she makes an attack with     on all heroes within range 3.
- **Storm of fangs and claws!:** The Oni Dark Champion makes an attack against the hero at range 1 with the largest number of Health tokens, rolling     .
- **Who made that noise!:** The Oni Dark Champion roars in fury. Every hero receive a "tangle" and a "daze" token.  

Oni Leader



Initiative: 2
Health: 25
Defense:

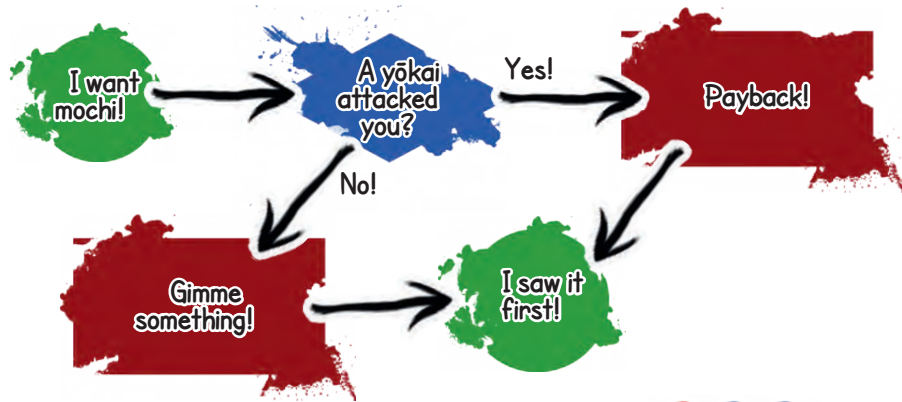


- **Fire and shadows!:** The Oni Leader places a barrier besides him, in the direction of the closest hero. It counts as a yōkai but without behavior; and can be attacked and defeated. It has 2 health points and rolls no dice on defense. No more than two barriers can be present at a time.
- **Fury of the mountain!:** The Oni Leader swings its mace, making an attack against all heroes at range 3, rolling     .
- **Heart of molten lava!:** The Oni Leader hurls molten lava to the hero with most health tokens in range 2-5, instantly removing two health tokens from its health reserve.
- **Heart of stone!:** The Oni Leader moves two squares towards the hero with the most health tokens and recovers two health tokens.

Tanuki



Health: 3
Defense:

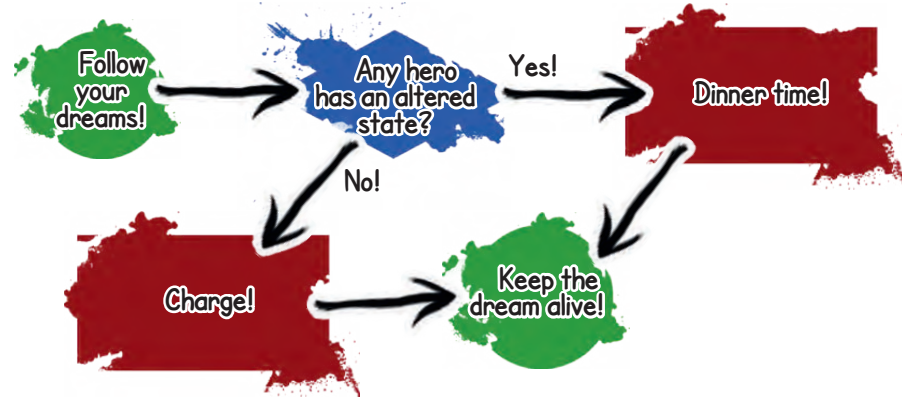


- **Payback!:** The Tanuki throws anything at hand (food, shiny objects, a rock...) to the yōkai that attacked it, rolling .
- **Gimme something!:** The Tanuki moves up to five squares towards the hero that has its item equipped, following the closest path available. If the Tanuki reaches the hero before spending all the movement, the movement is stopped, and the hero recovers a health token.
- **Delicious!:** This ability can be activated by the hero that has the Tanuki item card equipped, by spending the activation costs specified in the card. Upon activation, the hero discards any consumable that recovers health tokens, recovering that much health points to the Tanuki and adding the same amount treasure tokens to the treasure reserve.

Baku



Health: 4
Defense:



- **Dinner time!:** The Baku moves up to five squares towards the closest hero with an altered state. If the Baku ends the movement in an adjacent square to the target hero, the altered state is removed, and the Baku recovers 1 health point. If the Baku do not reach an adjacent square, it is infuriated by hunger and attacks with to every yōkai and hero within range 2.
- **Charge!:** The Baku moves up to five squares towards the hero that has its item equipped and following the closest path available. If the Baku reaches the hero before spending all the movement, the movement is stopped. This movement goes through other heroes and yōkai, hitting the later ones with .
- **Take shelter!:** This ability can be activated by the hero that has the Baku item card equipped, by spending the activation costs specified in the card. Upon activation, all the heroes at range 2 from the Baku recover 1 Health token.