

MONSTER PACK RULES

EXTRA MONSTER CARDS



This Monster Pack contains 4 new Monsters. However, their cards are slightly different from normal Season cards, as they are Extra Monster cards. This is indicated by the different card back showing a dragon illustration.

To add Extra Monster cards to your game, simply set up the Season cards normally at the start of each Season, and then add 1 or 2 Extra Monster cards of the corresponding Season on top of that. These Monster cards can be acquired normally, just like any other Monster cards.



JORŌGUMO

The Jorōgumo is, at the same time, terrifying and seductive. When a Battle starts in its Province, you may take control of one opponent's Bushi or Shinto figure that is in this Province. Until the end of the Battle, that figure counts as a figure of your Clan, for all intents and purposes (for example, if you win the Battle, it is not killed).



FIRE DRAGON

This magnificent creature is a devastating presence that counts as 3 Force. Moreover, when a Battle starts in its Province, you must choose and kill 1 figure from each player in this Province, including 1 of yours (though not the Fire Dragon itself). Remember that Daimyo are immune to such special effects.

ONI OF PLAGUES

This fearsome Oni can make its Province unreachable to your opponents. Any player with higher Honor than you cannot Move, by any means, any of their figures into the Province occupied by the Oni of Plagues.



JINMENJU

This supernatural tree bears the strangest fruit and can be used similarly to a Stronghold. During a Recruit Mandate, it allows you to Summon an extra figure to the Province it occupies. However, each time you do that, you lose Honor.