Stalk the Deep Woods...

Tread softly into the deep wood that surrounds House Mori. The forest here is old, and its spirits have a long memory. Trees can live for hundreds, if not thousands of years and some of the spirits here still do not consider themselves friends of humanity. If you are quiet and careful you will see wonders of unspeakable beauty. If you dare to snap even the smallest twig, you might never be seen again.

Yashima: Legend of the Deep Woods is an expansion to Yashima: Legend of the Kami Masters (sold separately). This expansion adds masters Dokubaba and Toru, the Fox kami, and two new terrain boards—adding an additional player to the core game and many new deck combos to choose from!

Components

- (2) Double-sided forest terrain boards
- (4) Double-sided attack/move tokens
- (22) Fox kami battle cards
- (17) Dokubaba cards (10 battle, 5 tome, 1 helper, 1 avatar)
- (1) Dokubaba miniature
- (4) PLAGUE status tokens
- (17) Toru cards (10 battle, 5 tome, 1 helper, 1 avatar)
- (1) Toru miniature
- (12) Double-sided PLANT/SEED status tokens

New Statuses

<table>
<thead>
<tr>
<th>Token</th>
<th>Description</th>
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<tbody>
<tr>
<td><img src="image1" alt="PLAGUE" /></td>
<td>PLAGUE: Only masters can have PLAGUE status. A master cannot have more than one instance of PLAGUE status. At the start of each turn, if the top card of your discard pile is a PLAGUE card, place it into your karma pool, and each master with PLAGUE status takes one damage.</td>
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<tr>
<td><img src="image2" alt="SEED" /></td>
<td>SEED: Masters can have multiple instances of SEED status. Spaces cannot have more than one instance of either SEED or PLANT status. When a master enters a space that has SEED status, remove it, and they gain SEED status. During the initiative step, turn all SEED statuses on all boards into PLANT statuses.</td>
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<tr>
<td><img src="image3" alt="PLANT" /></td>
<td>PLANT: Only spaces can have PLANT status. A space cannot have more than one instance of either PLANT or SEED status. Spaces with PLANT status are treated as arduous terrain in addition to their other types. When a master enters a space that has PLANT status, they gain SEED status.</td>
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Deep Woods Keywords

See the core rulebook for info on existing keywords.

BURST: Remove all SEED statuses from a master. They take 2 damage for each SEED status removed this way.

COUGH: Each master with PLAGUE status must EXERT twice. If a master has only one card remaining in their battle deck, they EXERT once instead.

CULTIVATE: USE your entire hand, and then draw an equal number of cards. This card isn’t a part of your hand when performing this effect, therefore it doesn’t add to the number of cards you will draw. Cards are drawn one at a time.

GROW: Relocate any PLANT status to an unoccupied space adjacent to you.

PLAGUE: Each hit master gains PLAGUE status.

SEED: Choose one targeted unoccupied space, hit master, or your master to gain SEED status. You may only give one status in total.

SPIRIT SHIELD: In response to an effect, USE this card to prevent 3 damage. Unlike typical defenses, this effect can only be played in response to an effect, and not in response to an attack. This defense is only for you, and not for other masters being targeted by the same effect. This defense only prevents the damage from that effect; all other game text of the effect is to be performed if possible.

SPIRITUAL LINK: During your turn, USE this card and spend an attack action to gain an additional tome action this turn. To play this effect, you must have an attack action token available to spend. You can play this quick effect during your own turn before or after performing other actions, but not while resolving an action (like during an attack action or in the middle of a move action).
Dokubaba is a wiry aging woman who once was lovely, but now is ravaged by time, disease, and hatred. Her ability to cast plague on other kami masters and cough her poison at farther distances is harmful to others, but also to herself.

Play Dokubaba if you want to rot your foes every turn with a sick poison. Beware- your own plague can hurt you, but Dokubaba doesn’t fear death. Bring everyone down with you!

Fox kami

Favoring plotting and trickery over direct attacks, the Fox dances through tomes with spiritual link and delve. Attuned to the mysteries of the forest, the Fox might dodge and disappear into the thicket, or slyly grin at attackers from behind its spirit shield. The glint in its eyes dares foes to try to catch it... if they can.

- Abilities: SPIRITUAL LINK, DELVE, EMPOWER
- Defense: SPIRIT SHIELD, DODGE
- Deck: 22
- Average Karma/Attack: 6/3

Toru calls upon an uncanny power of nature. He casts seeds, then wills them to grow into different plants that can hurt or heal. Some turn into plants which permanently affect the land until chopped down.

Play Toru if you want to turn the terrain against your foes. Sow seeds in the bellies of your enemies, then burst them when you see fit. Crush your opponents with the sheer force of nature!

Credits

Game Design: Joshua Sprung & Tony Gullotti
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Game Illustration: Davie Chang (cover), Jared Blando (tiles), Julia Wlochowski (iconography), Rio Burton (tome art)
Card Illustration: Choo Kiau Ping, Davie Chang, Luciano Fleitas, Takashi Tan
Graphic Design: Alex Lim(concepts), Zachary Parkes(layout)
3D Sculptors: Kieran Russell and Jed Wahl
Play Testers: Geoffrey Burnham, Josh Vergiels, Matt White, Theresa Gracia
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