AKANAME
Enemy - Yokai

STRENGTH: 3
A foul smelling Akaname is terrorising local bathrooms! Place the Akaname on the City. When encountered on the City, lose 1 life or place a Yomi Terrain card on your space before battle.

3

AMATERASU'S SUN
Lunar Event

When revealed, flip the Time Card to Day.

When a character kills a Demon, Undead, Spirit or Yokai, they may heal a life or replenish a fate.

Discard this card when Night falls.

1
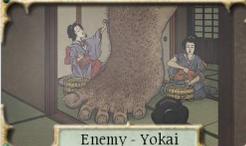
ASHIARAI YASHIKI
Enemy - Yokai

STRENGTH: 4
A giant, disembodied foot smashes through a local's roof! Place the Ashiarai Yashiki on the Village. If you are defeated, place a Yomi Terrain card on the Village.

3
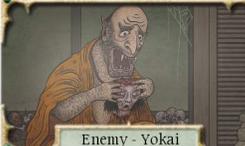
GAKI
Enemy - Yokai

STRENGTH: 4
A hungry Gaki is raiding the nearby foodstuffs. Place the Gaki on the Tavern. When encountered on the Tavern, you must discard a trophy or place a Yomi Terrain card on your space before battle.

3

BYAKKO PRIEST
Follower

A worshipper of the white tiger spirit seeks a worthy disciple. While you have an Animal or Yokai trophy, add 2 to your Strength in battle.

5

ENENRA
Enemy - Yokai

CRAFT: 5
Poisonous clouds merge to form an evil Enenra. While you have the Enenra as a trophy, if you end your turn in the same space as another character (except in the Inner Region), they lose 1 life.

4
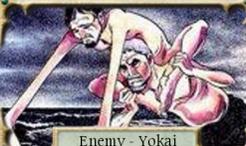
ASHINAGATENAGA
Enemy - Yokai

STRENGTH/CRAFT: 4
Two lanky demon brothers that fight as one. While you have the Ashinagatenanga as a trophy, you may cross the Storm River as if you had a Raft instead of moving like normal.

3

FURARIBI
Enemy - Yokai

CRAFT: 5
The Furaribi melts anything caught in it's fiery wing beats. If you are defeated, *burn* an Object and place a Yomi Terrain card in your space.

4
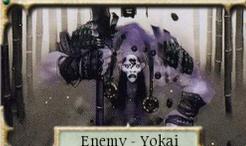
GORYO
Enemy - Yokai

STRENGTH: 5
A wealthy warrior returns from Yomi as a bloodthirsty Goryo. If you have more than 3 gold, place a Yomi Terrain card on your space, plus each adjacent space for every 2 extra gold you have.

3

BINOGAMI
Event

A wicked Binogami god seeks to curse a non-believer. Each character without a Yokai trophy must roll 1 die. The character who rolls the lowest loses all of their fate and must place a Yomi Terrain card on their space.

1
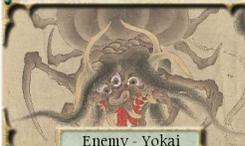
TSUCHIGUMO
Enemy - Yokai

STRENGTH: 7
A hungry Tsuchigumo weaves a web of darkness in this area. If you are defeated, in addition to losing a life, place a Yomi Terrain card on your space. If encountered on a Yomi space, kill a Follower instead.

3

HASHIHIME
Event

A spirit of vengeance sits in the river and allows her hatred to infect the flowing waters. All characters in the Outer and Middle Region place a Yomi Terrain card on their space.

1

KANABO
Object

Weapon
Only evil characters may have the Kanabo.

Add 1 to your Strength in battle.

When you battle another character, add an additional 1 to your Strength.

5

KASA-OBAKE
Enemy - Yokai

CRAFT: 3
This umbrella is alive?! You may discard the Kasa-obake as a trophy to prevent the placement of a Yomi Terrain card.

4

NAMAHAGE
Enemy - Yokai

STRENGTH: 6
A raging pair of Namahage stalk this area. If your attack roll is an odd number, place a Yomi Terrain card on your space before the encounter.

3

ONRYO
Enemy - Yokai

STRENGTH/CRAFT: 6
The Onryo is a spirit of pure rage and vengeance. Add 1 to it's attack score for each Yokai trophy you have. If you are defeated, place 2 Yomi Terrain cards on any spaces in your Region.

3

ONRYO
Enemy - Yokai

STRENGTH/CRAFT: 6
The Onryo is a spirit of pure rage and vengeance. Add 1 to it's attack score for each Yokai trophy you have. If you are defeated, place 2 Yomi Terrain cards on any spaces in your Region.

3

RAIJU
Enemy - Yokai

STRENGTH: 6
Electricty fills the area as a hungry Raiju is ready to cook it's upcoming meal. Before battle, lose 1 life for every *Armour* you have or place a Yomi Terrain card in your space.

3