

**RAIJU**



Enemy - Yokai

**STRENGTH: 6**  
Electricity 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

**SHUSEN BASAN**



Enemy - Yokai

**CRAFT: 4**  
An enormous bird towers over the treetops. While you have the Shusen Basan as a trophy, add 1 to your movement rolls.

4

**SIT WITH SATORI**



Event

A curious old Satori invites you to sit by his fire. You may discard a trophy for him to reward your greatness.  
*Animal/ Monster:* Gain a Strength  
*Fae/ Norn:* Gain a Craft  
*Yokai:* Gain 3 gold.

1

**TORII SHRINE**



Place

A gateway to the afterlife can provide a solution to the spread of Yomi. Roll 1 die to pray.  
1) Place a Yomi Terrain card on the Temple, Chapel or Graveyard.  
2-5) Remove a Yomi Terrain card.  
6) Remove a Yomi Terrain card and replenish to your fate value.

6

**UTAGAWA'S CROWN**



Magic Object

When you exchange trophies for Strength, you may replenish a fate and remove a Yomi Terrain card from your Region.

3

**WANYUDA**



Enemy - Yokai

**STRENGTH: 2**  
A flaming Wanyudo comes rolling at high speed.  
☉ Add your movement roll to it's attack score.  
☉ It rolls past you. Move the Wanyuda three spaces clockwise.

3

**YAMABIKO**



Event

A Yamabiko can imitate any sound it hears. It's paranormal call can carry for miles. What do you hear?  
☉ A beautiful sound inspires you. Gain a fate and a Spell.  
☉ A horrifying scream near deafens you. Lose a life and Place a Yomi Terrain card in your space.

1

**YOMI ROT**



Event

The evil of Yomi begins to infect the once lush Woodland.  
☉ Place a Yomi Terrain card on your space.  
☉ Place a Yomi Terrain card on both adjacent spaces.

1

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3

**BASHONOSEI**



Stranger

What do you see under the Bashonosei's leaves? You may spend a fate to draw a card from the Woodland deck. If it is a Follower or Stranger, replenish up to your fate value and gain 2 gold. If you draw an Enemy, place a Yomi Terrain card on your space and move the Bashonosei three spaces clockwise.

5

**JINMENJU**



Enemy - Yokai

**CRAFT: 5**  
The Jinmenju's gaze pierces into your very soul. While you have the Jinmenju as a trophy, add 1 to your Spell capacity.

4



