

## KITSUNE

Strength: 2

Craft: 4



Objects

### Special Abilities

You begin the game with 1 Spell.

You create an *Illusion* as a decoy when in battle with a character or creature. If your attack roll is lower than your Craft value, the illusion works and your opponent can't add their attack roll to their attack score.

Once per turn, you may change the type of one of your trophies.

You cannot be turned into a Toad; ignore any effect that would turn you into a Toad.

Start: Forest • Alignment: Neutral

Fate: 2

Gold

Life: 4

Followers

## ONI

Strength: 4

Craft: 2



Objects

### Special Abilities

You are always evil. Ignore any effect that would change your alignment.

Add 1 to your attack score on a Yomi space.

If you move into the space with another character, you may spend a fate to end your movement there, instead of moving the full distance as indicated by your dice roll. If you do, you must attack that character.

You enjoy the suffering of weaklings. When you reduce a character to less than half of their life value, gain a Quest Reward.

Start: Crags • Alignment: Evil

Fate: 3

Gold

Life: 5

Followers

## ROKUROKUBI

Strength: 3

Craft: 4



Objects

### Special Abilities

When you attack another character, you may choose to make the attack psychic combat. You may not do this when attacked by another character.

When night falls, gain a Spell and *the yokai in your head awakens*. Gain the following abilities:

1) Yokai will not attack you, although you may choose to attack them.

2) At the end of your turn, gain 1 Spell, if your Craft allows.

3) After your move, if you have your full compliment of Spells, you may discard a Spell to *stretch your neck*. Encounter a space or character within 2 spaces in the same Region (except the Inner Region) instead of encountering your space.

Start: Village • Alignment: Neutral

Fate: 4

Gold

Life: 4

Followers

## YUKI ONNA

Strength: 2

Craft: 4



Objects

### Special Abilities

You begin the game with 4 *frost breath* tokens.

When you encounter a character or creature in battle or psychic combat, you may discard a *frost breath* token. They become frozen solid and may not roll an attack die. If you do this against an Enemy and roll a 5 or 6 on your attack die, they shatter and can not be taken as trophies.

You are the chill in the air. When you visit the Graveyard or a Hills space, gain a Spell or replenish a *frost breath* token.

Start: Any Hills space • Alignment: Neutral

Fate: 2

Gold

Life: 4

Followers

