


**SHINIGAMI**



Follower

Yomi's very own reaper of souls offers to guide you to bring order to his dark realm. Before your movement roll, if you begin your turn on a Yomi space, you may teleport to any other Yomi space in your Region.

5

**SIT WITH SATORI**



Follower

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  
**Fate/ Norm:** Gain a Craft  
**Yokai:** Gain 3 gold.

1

**SPIRITUAL WEAVE**



Magic Object

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

5

**TEKE TEKE**



Enemy - Yokai

**STRENGTH/CRAFT: 3**  
A murdered girl rises as a Teke Teke to butcher any in her sights. If you encounter a Follower while you have the Teke Teke as a trophy, kill that Follower.

3

**TENGU**



Enemy - Yokai

**CRAFT: 3**  
A Tengu swoops down from the sky to cause mischief for those of faith. Place the Tengu on the Temple. When encountered on the Temple, you must pay 2 fate or place a Yomi Terrain card on your space before combat.

4

**TSUKUYO'S DARK**



Lunar Event

When revealed, flip the Time Card to Night.  
When a character encounters a Demon or Yokai, they must place a Yomi Terrain card on their space before the encounter.  
Discard this card when Day breaks.

1

**YOMI RISE**



Event

The sky folds away like paper to reveal a titanic visage of death. This is the embodiment of Yomi itself!  
All characters place a Yomi Terrain card on their space.

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**CHOCHIN-OBAKE**




Enemy - Yokai

**CRAFT: 3**  
If encountered during the Night, flip the Time Card to Day. The Chochin-obake will remain here until it is killed.

3

**HIHI**




Enemy - Yokai

**STRENGTH: 4**  
A savage Hihi looks for fresh meat to consume. When you exchange or discard the Hihi trophy, place a Yomi Terrain card on your space.

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**KIDOMARU**



Enemy - Yokai

**STRENGTH: 5**  
This warrior Yokai seeks strong opponents. If your attack roll is higher than the Kidomaru, it adds 2 to its attack score.

3

**NEKOMATA**



Enemy - Yokai

**CRAFT: 4**  
A Nekomata lures unsuspecting humans with her song. If you are defeated, in addition to losing a life, miss your next turn.

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**ROKUROKUBI**



Enemy - Yokai

**CRAFT: 4**  
The evil spirit inside a sleeping woman's head causes her neck to stretch out to attack. Before combat, all characters within 2 spaces may roll a die. Whoever rolls the highest, the Rokurokubi stretches out to encounter them instead.

2

**YANARI**



Enemy - Yokai

**STRENGTH: 2**  
A home-invading Yanari bursts into one of the local buildings! Roll 1 die and place the Yanari and a Yomi Terrain card on the looted area.  
1) City 2) Village  
3) Chapel 4) Graveyard  
5-6) This space

3

**TORI 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



