

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
Fae/ 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

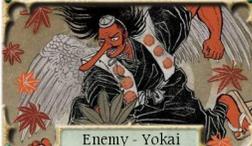


Enemy - Yokai

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

TSURUYO'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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1

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

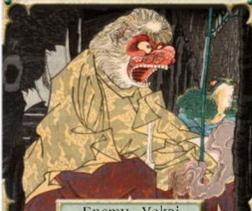


Enemy - Yokai

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.

3

HIHI



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3

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

