

AVATAR OF FUJIN



Follower

A wind god sends his servant to aid you against the spread of Yomi. While you have a Fae or Yokai trophy, add 2 to your fate value.

5

CHIBUSA ENOKI



Enemy - Yokai

CRAFT: 4
A spirit is abducting children out of grief of losing her own. You may discard a Follower and the Chibusa Enoki to gain a Craft. If you defeat the Chibusa Enoki, place a Yomi Terrain card on this space.

4

ERITATEGOROMO



Event

The spirit of a forest Yokai has possessed a piece of Armour! Any character with *Armour* and a Yokai trophy may discard the trophy to gain 3 Spells, regardless of their Spell capacity. If no character meets these requirements, place a Yomi Terrain card in your space.

1

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

HAKANOHI



Place

A paranormal fire bursts from the graves of long dead Norns. The first character to visit the Hakanohi may discard a trophy to pray as if visiting the Temple and add 1 to the score for each two points of Strength or Craft that trophy had. The Hakanohi then burns into the discard pile.

2

HANNYA MASK



Magic Object

Add 2 to your attack score while on a Yomi space.

Once per turn, you may spend a fate to place a Yomi Terrain card on your space, if able.

5

HARIONAGO



Enemy - Yokai

CRAFT: 4
A Harionago strikes at you with her razor sharp hairtips. While you have the Harionago as a trophy, reduce your movement rolls by 1.

4

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

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HITOTSUME



Enemy - Yokai

STRENGTH: 7
A monstrous Hitotsume stares you down with it's single eye. How well does it see you?
☉ You may evade the Hitotsume.
☉ Place a Yomi terrain card on your space before the encounter.

3

IJU

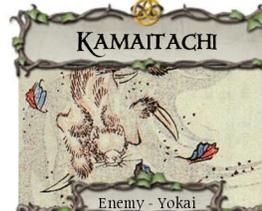


Enemy - Yokai

STRENGTH: 5
Despite it's scary appearance, the Iju seems nervous. You may ditch an Object to evade the Iju. If you exchange the Iju as a trophy while in the Woodland, place a Yomi Terrain card on the Meeting with Destiny space.

3

KAMAITACHI



Enemy - Yokai

STRENGTH: 2
A tornado whirls by, carrying a knife-wielding Kamaitachi. During movement, you may discard the Kamaitachi as a trophy to end your movement on any space up to your roll.

3

MUJINA



Enemy - Yokai

STRENGTH/ CRAFT: ?
A shapeshifting Mujina takes your form and attacks you with the same Strength or Craft as you, including all bonuses. If you win, do not take it as a trophy, instead discard the Mujina and gain 1 Strength or Craft depending on which was used.

4

MYOBU

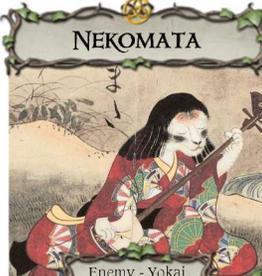


Follower

If you have one or more of the following trophy types, you may spend a fate to forcefully trade with a character within two spaces.
Fae: Object for Object
Norn: Follower for Follower
Yokai: Trophy for Trophy

5

NEKOMATA

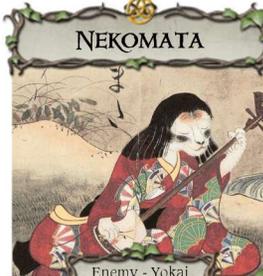


Enemy - Yokai

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

3

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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.

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

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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

