



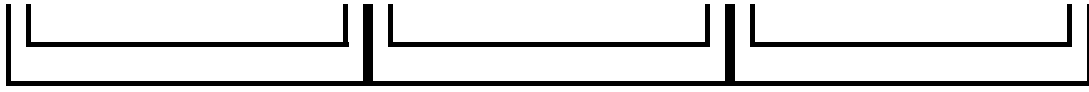



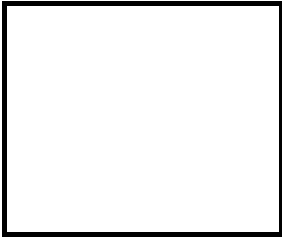
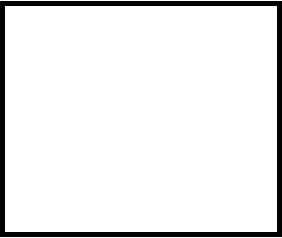
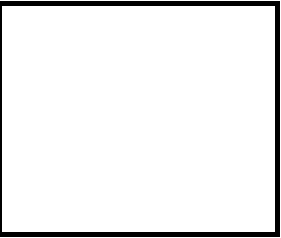
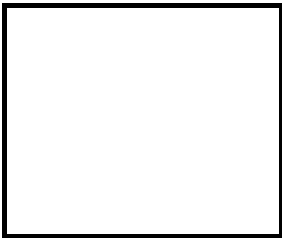
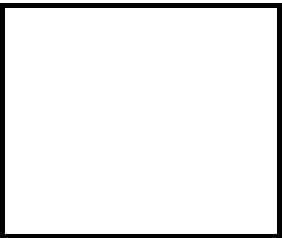
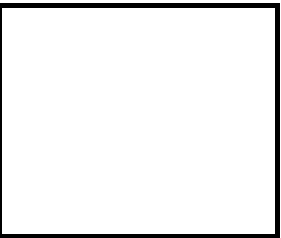

















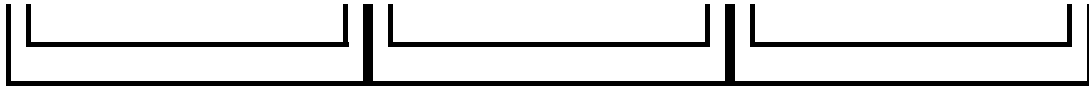
<p>Futsunushi 火</p>  <p>You may discard a card from your hand once per turn to give a +2 bonus to either side in combat.</p>	<p>Jiraiya 水</p>  <p>At the start of the game, choose a transformation and add it to your hand.</p>	<p>Issun 風</p>  <p>When running from battle, you succeed on rolls of 3 and up.</p>
<p>Konohana Sakuya 土</p>  <p>Whenever you would draw only one card from the reward pile, draw two instead.</p>	<p>Amaterasu 空</p>  <p>Whenever you have advantage over an enemy, gain a +3 bonus. "Those who strike from the shadows will be disappointed to learn she casts none."</p>	<p>Oukuninushi 火</p>  <p>For each piece of equipment you currently have equipped, gain an additional +1 bonus.</p>
<p>Kushinada 土</p>  <p>Whenever you help another player in combat, gain a +3 bonus for that turn. Whenever you help another player in combat and that player defeats a yokai, you may draw an additional treasure to your hand.</p>	<p>Susanoo 水</p>  <p>Gain a +5 bonus when fighting Orochi.</p>	<p>Takemikazuchi 風</p>  <p>When you begin a fight with a yokai, you may roll a die. Gain a bonus equal to that die for the fight.</p>

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<p>Sword 火</p>  <p>Discard a card from your hand: gain a +2 bonus this turn.</p> <p>VP:4</p>	<p>Rabbit 水</p>  <p>At the beginning of your draw phase, you may look at the top two cards of the deck. Put any number of them on the bottom of the deck and the rest on top in any order.</p> <p>VP:3</p>	<p>Crow 風</p>  <p>When you transform to this, you can discard a card from your hand and flip a coin. If heads, choose an item from another player's hand and add it to your hand.</p> <p>VP:2</p>
<p>Ox 土</p>  <p>Whenever you transform to this, place a counter on this card. If there are three counters on this card, you may remove them and draw a reward card.</p> <p>VP:3</p>	<p>Frog 空</p>  <p>(+1) Bonus from Sake Drink.</p> <p>VP:4</p>	<p>Turtle 水</p>  <p>For every piece of equipment you have that is not a weapon gain +2.</p> <p>VP:5</p>
<p>Owl 風</p>  <p>You have a +1 bonus for every card in your hand</p> <p>VP:2</p>	<p>Ram 土</p>  <p>During the draw phase, discarding 2 item cards allow the player to level up.</p> <p>VP:3</p>	<p>Racoon 空</p>  <p>At the beginig of the draw phase, roll a die. The number it lands on is the element of the transformation. if 1: fire. 2:water. 3: Earth. 4: Air 5. Void 6: Choose</p> <p>VP:4</p>

<p>Mole 土</p>  <p>Automatically run away by discarding 1 card (Does not work against Orochi).</p> <p>VP:4</p>	<p>Salamander 火</p>  <p>(+3) Against youkai level 10 or lower.</p> <p>VP:5</p>	<p>Koi 水</p>  <p>(+3) Against youkai level 10 or higher.</p> <p>VP:3</p>
<p>Baboon 空</p>  <p>Can equip 2 weapon cards instead of 1.</p> <p>VP:3</p>	<p>Chicken 風</p>  <p>It's pretty.</p> <p>VP:7</p>	<p>Wolf 火</p>  <p>For every transformation you have gain +2 in battle.</p> <p>VP:3</p>
  	  	  



<p>LVL:15</p> <p>Kyubi 空</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>For every Void element card on the board Kyubi Recives +3. Will not pursue anyone of level 2 or below. You are swallowed whole, You are dead.</p> <p>LVL: 2 ITM:4</p>	<p>LVL:3</p> <p>Kappa 水</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>For every drink on the table Kappa gains +1.</p> <p>bow your head and keep it bowed until your next turn. If you look up lose 2 levels.</p> <p>LVL: 1 ITM:1</p>	<p>LVL:4</p> <p>Karakasa 風</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>If you win, look through the reward deck for an Umbrella card. If it is there, add it to your hand. If it's not there pick up 1 extra reward.</p> <p>Lose 1 level.</p> <p>LVL: 1 ITM:1</p>
<p>LVL:5</p> <p>Inugami 風</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>Ignores wind transformations.</p> <p>Give an Item with The lowest amount of VP to the player to your right.</p> <p>LVL: 1 ITM:2</p>	<p>LVL:8</p> <p>Tanuki 土</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>If you have the racoon transformation you can avoid the fight with the tanuki and just have the reward instead (Tou do not gain a level).</p> <p>If you lose to this, choose one of your Transformations, if you have any. Flip it over, and reshuffle the Tanuki back into the Event deck. You cannot use that transformation until any player encounters either the Tanuki again or one of orochi's heads.</p> <p>LVL: 1 ITM:2</p>	<p>LVL:6</p> <p>Five-Tailed Fox 空</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>Roll a die, if it lands on 4 or higher look for Kyubi and fight it instead. If Kyubi was already defeated, Fox receives +8.</p> <p>Lose 1 item.</p> <p>LVL: 1 ITM:2</p>
<p>LVL:10</p> <p>Hihi 土</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>In the beginning of battle discard one card from you hand, If you do not have any card to discard you are hindered by -2</p> <p>Go down 1 level.</p> <p>LVL: 1 ITM:2</p>	<p>LVL:7</p> <p>Oni 火</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>When you defeat this card, if Oni, Kin-ki, and Sui-ki have been defeated this game, search the event deck and discard pile for Ongyo-ki and put it on top of the event deck.</p> <p>Your hand caught on fire, discard 1 card.</p> <p>LVL: 1 ITM: 2</p>	<p>LVL:8</p> <p>Yuki-onna 水</p> <div style="border: 1px solid black; width: 150px; height: 100px; margin: 10px auto;"></div> <p>(+2) against guys.</p> <p>Lose 2 levels.</p> <p>LVL: 1 ITM:2</p>

<p>LVL: 1</p> <p>Gaki 土</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>A player to your left picks one card from your hand (Without looking).</p> <p>LVL: 1 ITM:1</p>	<p>LVL: 11</p> <p>Kin-ki 土</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>When you defeat this card, if Fuu-ki, Oni, and Sui-ki have been defeated this game, search the event deck and discard pile for Ongyo-ki and put it on top of the event deck.</p> <p>Lose your armor, if you don't have an armor lose the item that gives you the most VP (Not including Orochi's heads or transformations).</p> <p>LVL: 1 ITM:3</p>	<p>LVL: 9</p> <p>Fuu-ki 風</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>When you defeat this card, if Oni, Kin-ki, and Sui-ki have been defeated this game, search the event deck and discard pile for Ongyo-ki and put it on top of the event deck.</p> <p>The player to your left chooses one of your cards without looking and switches it with one of his/hers.</p> <p>LVL: 1 ITM:2</p>
<p>LVL: 13</p> <p>Sui-ki 水</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>When you defeat this card, if Fuu-ki, Kin-ki, and Oni have been defeated this game, search the event deck and discard pile for Ongyo-ki and put it on top of the event deck.</p> <p>You got wet, you are hindered by -5 during the next battle.</p> <p>LVL: 1 ITM:3</p>	<p>LVL: 17</p> <p>Ongyo-ki 空</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>Will not pursue anyone of level 4 or below. Higher level players lose 2 levels even if they escape.</p> <p>Lose all your items and all cards in your hands.</p> <p>LVL: 2 ITM:4</p>	<p>LVL: 10</p> <p>Tsuchigumo 火</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>For every card in your hand Tsuchigumo is strengthened by +1</p> <p>Discard your hand.</p> <p>LVL: 1 ITM:2</p>
<p>LVL: 14</p> <p>Komainu 土</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>You may choose whatever to fight Komainu or just go past him, unless you are using a wind type transformation or Heavenly Beings, then you must fight.</p> <p>Lose 1 item.</p>	<p>LVL: 3</p> <p>Ningyo 水</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>(+10) against other water type transformations.</p> <p>Lose 1 level.</p>	<p>LVL: 16</p> <p>Tengu 風</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>Will not pursue anyone of level 4 or below. +4 Against Earth type transformation or Heavenly Beings.</p> <p>Lose all your items, except for your weapon.</p>

LVL: 1

ITM:1

LVL: 1

ITM:2

LVL: 2

ITM:4

LVL:6

Raijuu

風



This monster does not have advantage over the Earth element.

Lose a weapon card.

LVL: 1

ITM:2

LVL:4

Nue

水



If you defeat this yokai, look at the top three cards of the event deck. Put one of them into your hand and the rest on the bottom on the event deck.

The player to you left chooses a card from your hand, without seeing it. That card is then discarded.

LVL: 1

ITM:1

LVL:4

Baku

土



You can describe a dream you've had to get a +2 bonus against this yokai.

Lose your helmet, if you don't have one lose a Level

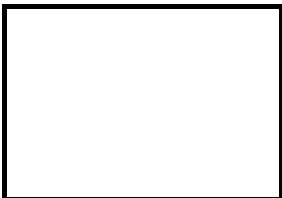
LVL: 1

ITM:1

LVL:5

Shiisa

水



If you defeat this yokai, you may keep it in play as a +2 bonus.

Keep this card face up until your next combat, during it you have a -2 disadvantage, afterwards discard this card.

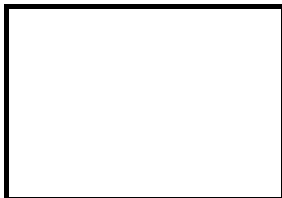
LVL: 1

ITM:2

LVL:3

Go-ryo

土



If you lose to this yokai, discard a card from your hand.

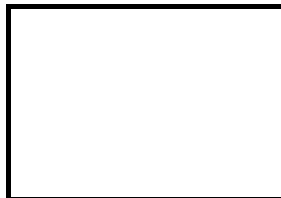
LVL: 1

ITM:2

LVL:7

Changeling

空



This monster is every element at the same time.

Keep this card face up until the next time you need to roll an element disadvantage, add to the result +3 and

LVL: 1

ITM:2

LVL:9

Kirin

風



If you win against this yokai, search the event deck for an Orochi card and put it into your hand. If you do, shuffle the event deck.

Roll a die. Lose half that many levels. Round up.

LVL:10

Ho-ou

火



If you win against this yokai, you may search the event deck for a card and put it into your hand. If you do, shuffle the event deck.

If you lose against this yokai, discard an equipped item.

LVL:8

Byakko

風



(+2) against Earth element.

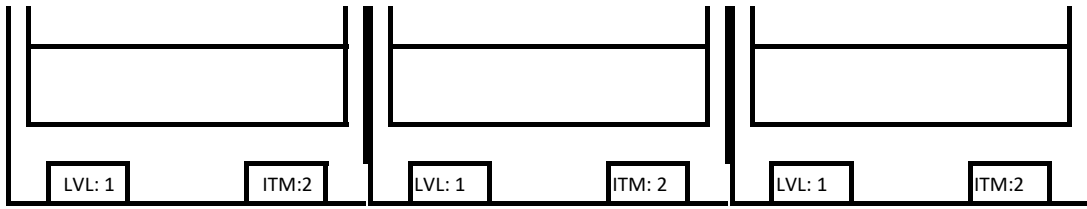
Lose the item with the Highest VP.

round up.	equipped item	
LVL: 2 ITM: 2	LVL: 2 ITM: 2	LVL: 1 ITM: 2

LVL:3 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Enebra 火 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> You can decide not to fight it and just take a reward card instead (You do not gain a level) Roll a die, either lose that many items or discard that many cards from your hand. </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> LVL: 1 ITM: 1 </div>	LVL:1 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Amorōnagu 水 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Discard card(s) worth at least 2 VP </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> LVL: 1 ITM: 1 </div>	LVL:2 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Bakeneko 風 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Exchange your hand of cards with the player to your right. </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> LVL: 1 ITM: 1 </div>
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LVL:5 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> 風 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100px; height: 30px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100px; height: 30px; margin-bottom: 5px;"></div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> LVL: 1 ITM: 2 </div>	LVL:8 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> 土 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100px; height: 30px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100px; height: 30px; margin-bottom: 5px;"></div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> LVL: 1 ITM: 2 </div>	LVL:6 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> 空 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100px; height: 30px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100px; height: 30px; margin-bottom: 5px;"></div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> LVL: 1 ITM: 2 </div>
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LVL:10 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> 土 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div>	LVL:7 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> 火 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div>	LVL:8 <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> 水 </div> <div style="border: 1px solid black; width: 100px; height: 100px; margin-bottom: 5px;"></div>
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Poetry Time



Make a Haiku under 20 seconds on a topic chosen by the player to your left. If you succeed gain a level. (5-7-5).

Fool's Gold



After fighting a monster and defeating it, a player will not receive any items.

Ding!



Gain a level.

Remove Legend



You can't use your character's ability. Discard at the end of your next turn.

Switcheroo



Switch places with a player who's in combat. You are now fighting instead. When your turn ends the player to your left is the next to play. (Can also be used to switch out of battle)

Divine Fate



Look at the top three cards of the event deck. Place any number of them on the bottom, and the rest on top in any order.

Ill Fortune



(-1) to any rolls you make. Discard this when you roll a 1 or 6.

Rapid Regeneration



When one of Orochi's heads is destroyed, the player gains its rewards but instead of keeping the head, the head goes back to the Event pile.

Seriously?!



when a player is in battle with a Youkai, he must look for another Youkai in the Event pile and added it to the fight (The Event pile is then shuffled)

<div data-bbox="305 312 619 353" style="border: 1px solid black; padding: 2px; text-align: center;">Rapid Looting</div> <div data-bbox="322 392 601 626" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="305 663 619 856" style="border: 1px solid black; padding: 5px;"> <p>Reveal cards from the Item deck until you reveal cards with a total VP of 5 or more. Add one to your hand and discard the others.</p> </div>	<div data-bbox="666 312 980 353" style="border: 1px solid black; padding: 2px; text-align: center;">Summon Yokai</div> <div data-bbox="684 392 963 626" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="666 663 980 856" style="border: 1px solid black; padding: 5px;"> <p>Play this card with a Yokai from a hand when someone, including you, is in combat. The yokai joins the one currently in combat. Add their levels together. If the player in combat flees, they must make separate Flee attempts for every yokai.</p> </div>	<div data-bbox="1028 312 1342 353" style="border: 1px solid black; padding: 2px; text-align: center;">Ferocity</div> <div data-bbox="1046 392 1324 626" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="1028 663 1342 856" style="border: 1px solid black; padding: 5px;"> <p>Play this card when a player is in combat with a Yokai. That Yokai gains 10 levels. If you defeat the Yokai pick up 2 extra reward cards.</p> </div>
<div data-bbox="305 943 619 984" style="border: 1px solid black; padding: 2px; text-align: center;">Summon Yokai</div> <div data-bbox="322 1024 601 1258" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="305 1294 619 1487" style="border: 1px solid black; padding: 5px;"> <p>Play this card with a Yokai from a hand when someone, including you, is in combat. The yokai joins the one currently in combat. Add their levels together. If the player in combat flees, they must make separate Flee attempts for every yokai.</p> </div>	<div data-bbox="666 943 980 984" style="border: 1px solid black; padding: 2px; text-align: center;">Mild Ferocity</div> <div data-bbox="684 1024 963 1258" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="666 1294 980 1487" style="border: 1px solid black; padding: 5px;"> <p>Play this card when a player is in combat with a Yokai. That Yokai gains 5 levels. If you defeat the Yokai pick up 1 extra reward card.</p> </div>	<div data-bbox="1028 943 1342 984" style="border: 1px solid black; padding: 2px; text-align: center;">Summon Yokai</div> <div data-bbox="1046 1024 1324 1258" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="1028 1294 1342 1487" style="border: 1px solid black; padding: 5px;"> <p>Play this card with a Yokai from a hand when someone, including you, is in combat. The yokai joins the one currently in combat. Add their levels together. If the player in combat flees, they must make separate Flee attempts for every yokai.</p> </div>
<div data-bbox="305 1575 619 1616" style="border: 1px solid black; padding: 2px; text-align: center;">Ding!</div> <div data-bbox="322 1655 601 1889" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="305 1926 619 2073" style="border: 1px solid black; padding: 5px;"> <p>Gain a level.</p> </div>	<div data-bbox="666 1575 980 1616" style="border: 1px solid black; padding: 2px; text-align: center;">Monster Hunt</div> <div data-bbox="684 1655 963 1889" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="666 1926 980 2073" style="border: 1px solid black; padding: 5px;"> <p>Search the event deck for any yokai and start battle with it. Shuffle the event deck.</p> </div>	<div data-bbox="1028 1575 1342 1616" style="border: 1px solid black; padding: 2px; text-align: center;">Transform!</div> <div data-bbox="1046 1655 1324 1889" style="border: 1px solid black; height: 100px; margin: 10px 0;"></div> <div data-bbox="1028 1926 1342 2073" style="border: 1px solid black; padding: 5px;"> <p>Gain a transformation card.</p> </div>

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<p style="text-align: center;">Rust</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Discard one of your equipped items.</p>	<p style="text-align: center;">Reforged</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>If you have a weapon equipped, put this card next to it. That weapon gets a +2 bonus. If the weapon is discarded, this card is discarded as well.</p>	<p style="text-align: center;">Gift of the Tanuki</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Choose any Transformation from the ones currently available or in the Transformation deck and add it to your hand.</p>
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<p style="text-align: center;">Hard Bargain</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Choose an item that you have played, and an item that another player has played, and swap them.</p>	<p style="text-align: center;">Meeting the Inaba Rabbit</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>You may flip a coin. If heads, draw a card from the reward deck. If tails, discard a card from your hand. If you choose to not flip a coin, discard this card and draw another event card in its place.</p>	<p style="text-align: center;">Lightning Strike</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Lose your helmet, if you are not wearing one lose a Level.</p>
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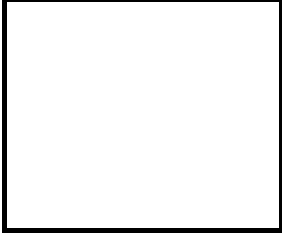
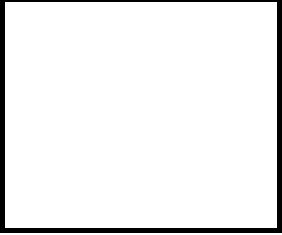
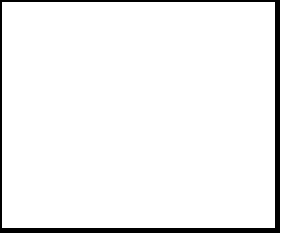
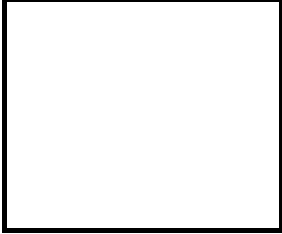
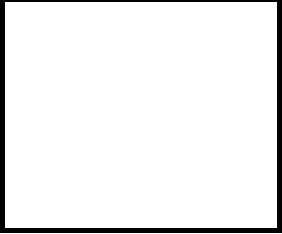
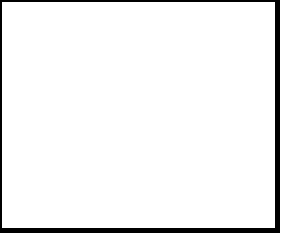
<p style="text-align: center;">Old Legends</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Find the next Orochi Head and fight</p>	<p style="text-align: center;">You're Not The Only One</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Everyone must discard reward</p>	<p style="text-align: center;">Trapped</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Put this card next to you. The next</p>
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it. If this card went to your hand you can use it when anyone is in combat (including yourself) and add an Orochi Head to combat.




cards summing up to at least 3 VP, if not they lose a level.




time somebody asks for your help, you can not refuse, also you will not receive any reward. Once you helped someone this card is discarded.




<p>Blazing Sword 火</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>(+2) bonus, in battle, you may choose to have your character attack as if they were fire element.</p> <p style="text-align: center;">VP:1</p> <p style="text-align: center;">Equipment - Weapon</p>	<p>Green tea 水</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Draw 3 cards from the rewards pile</p> <p style="text-align: center;">VP:4</p> <p style="text-align: center;">One-Time Use</p>	<p>Bow 風</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Discard up to 2 item cards to receive +3 bonus for each card discarded.</p> <p style="text-align: center;">VP:2</p> <p style="text-align: center;">Equipment - Weapon</p>
<p>Kabuto 土</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>(+1) bonus</p> <p style="text-align: center;">VP:1</p> <p style="text-align: center;">Equipment - Helmet</p>	<p>Cloud Sword 空</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>While equipped, you can decide to inflict either water damage or wind damage.</p> <p style="text-align: center;">VP:2</p> <p style="text-align: center;">Equipment - Weapon</p>	<p>Water Spear 水</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>(+2) bonus, in battle, you may choose to have your character attack as if they were a Water element.</p> <p style="text-align: center;">VP:1</p> <p style="text-align: center;">Equipment - Weapon</p>
<p>Sake 空</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Can be used on either participant in battle to give them a -3 effect.</p> <p style="text-align: center;">VP:2</p> <p style="text-align: center;">Consumable</p>	<p>Comb transformation 水</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Run automatically from battle.</p> <p style="text-align: center;">VP:3</p> <p style="text-align: center;">Consumable</p>	<p>Potion of Strength 火</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Target player or enemy gains +3 during battle this turn</p> <p style="text-align: center;">VP:1</p> <p style="text-align: center;">Consumable</p>

<p>Backpack 空</p>  <p>You have no maximum hand size.</p> <p>VP:1</p> <p>Item</p>	<p>Potion of Weakness 水</p>  <p>Target player or enemy is hindered by -3 during battle this turn.</p> <p>VP:1</p> <p>Consumable</p>	<p>Ama no Habakiri 土</p>  <p>(+2) bonus. Discard this to destroy target head of Orochi.</p> <p>VP:2</p> <p>Equipment - Weapon</p>
<p>Umbrella 水</p>  <p>(+1) bonus. Discard this card to search through the deck and discard pile for a Karakasa card and add it to your hand.</p> <p>VP:1</p> <p>Item</p>	<p>Armor of a Legend 水</p>  <p>If you are level 10, gain a +3 bonus.</p> <p>VP:2</p> <p>Equipment - Armor</p>	<p>Muramasa 空</p>  <p>If your level is lower than your opponent's level, gain a +2 bonus. If your level is higher than your opponent's level, gain a -2 effect.</p> <p>VP:2</p> <p>Equipment - Weapon</p>
<p>Tengu Mask 風</p>  <p>(+2) Bonus. When encountering Tengu, you can just get the reward cards without fighting him. (Do not go up in level).</p> <p>VP:2</p>	<p>Dogū 空</p>  <p>(+4) Bonus. Can only be used when fighting alone.</p> <p>VP:1</p>	<p>Oni Skin 火</p>  <p>(+3) Bonus</p> <p>VP:2</p>

Equipment - Helmet	Item	Equipment - Armor
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Memory Locket 空  You gain +1 bonus for every Transformation you have. VP:1 Equipment - Armor	Summoning Scroll 空  Discard this to search the deck for a monster and add it to your hand. VP:2 Consumable	Caltrops 風  (+1) bonus. Discard this to flee from a fight with any enemy. VP:1 Item
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Kunai 火  (+ 1) bonus VP:1 Equipment - Weapon	Dull Armor 土  (+ 1) bonus VP:0 Equipment - Armor	Katana 風  (+ 1) bonus VP:2 Equipment - Armor
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Maneki-neko Statue 空  Whenever you would draw cards from the reward deck, draw an extra card. When you do, give this item to the player to your left. If the value of the reward cards combined is 4 or higher, this card gets discarded instead.	Divining Top 空  You may draw a card from the reward deck, then put this card on top of the reward deck.	Talisman of the Master 土  You may have any number of weapons equipped.
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VP:2 Item	VP:4 Item	VP:1 Equipment - Armor
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Shuriken 風	Floating Lantern 水	Metal Helmet 土
VP:1 Consumable	VP:1 Item	VP:2 Equipment - Helmet

Pearl Sword 水	Tengu's Wings 風	Seer's Crystal 空
VP:2 Equipment - Weapon	VP:2 Equipment - Armor	VP:2 Equipment - Helmet

Naginata 風	Kaji Shozoku 火	Nodachi 火
VP:2 Equipment - Weapon	VP:2 Equipment - Armor	VP:2 Equipment - Weapon

if you are level 5 or higher.

VP:2

Equipment - Weapon

using either an Air element transformation or Heavenly Being.

VP:2

Equipment - Helmet

VP:1

Equipment - Weapon

<p>LVL:15 Orochi Head 1 空</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Summoner: Find the next Yokai and add it to the fight. Will not chase Players Levels 3 or below.</p>	<p>LVL:17 Orochi Head 2 水</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Reform: Any bonus or an element from a transformation does not count against Orochi head. Will not chase Players Levels 4 or below.</p>	<p>HP:18 Orochi Head 3 風</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Greed: Discard the card that gives you the most bonus (Not including transformations).Will not chase Players Levels 4 or below.</p>
<p>LVL:20 Orochi Head 4 土</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Separate: Must be fought alone. Will not chase Players Levels 5 or below.</p>	<p>LVL:19 Orochi Head 5 火</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Burn: Discard your hand. Will not chase Players Levels 5 or below.</p>	<p>LVL:12 Orochi Head 6 空</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>Two heads are better than one: Other Orochi heads in combat with this Orochi head get a +5.</p>
<p>LVL:14 Orochi Head 7 水</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>(-5) against player Level 5 or below, but +5 against players Level 6 or higher.</p>	<p>LVL:16 Orochi Head 8 土</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>If an elemental advantage/disadvantage needs to be rolled, its bonus is doubled for both sides. Will not chase Players Levels 3 or below.</p>	<div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>

<div data-bbox="301 312 622 353" style="border: 1px solid black; height: 18px;"></div> <div data-bbox="321 392 603 626" style="border: 1px solid black; height: 102px; margin: 10px 0;"></div> <div data-bbox="301 661 622 782" style="border: 1px solid black; height: 53px; margin: 10px 0;"></div> <div data-bbox="301 817 622 860" style="border: 1px solid black; height: 19px;"></div>	<div data-bbox="661 312 982 353" style="border: 1px solid black; height: 18px;"></div> <div data-bbox="680 392 963 626" style="border: 1px solid black; height: 102px; margin: 10px 0;"></div> <div data-bbox="661 661 982 782" style="border: 1px solid black; height: 53px; margin: 10px 0;"></div> <div data-bbox="661 817 982 860" style="border: 1px solid black; height: 19px;"></div>	<div data-bbox="1021 312 1342 353" style="border: 1px solid black; height: 18px;"></div> <div data-bbox="1040 392 1323 626" style="border: 1px solid black; height: 102px; margin: 10px 0;"></div> <div data-bbox="1021 661 1342 782" style="border: 1px solid black; height: 53px; margin: 10px 0;"></div> <div data-bbox="1021 817 1342 860" style="border: 1px solid black; height: 19px;"></div>
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<div data-bbox="301 1575 622 1616" style="border: 1px solid black; height: 18px;"></div> <div data-bbox="321 1655 603 1889" style="border: 1px solid black; height: 102px; margin: 10px 0;"></div> <div data-bbox="301 1924 622 2045" style="border: 1px solid black; height: 53px; margin: 10px 0;"></div>	<div data-bbox="661 1575 982 1616" style="border: 1px solid black; height: 18px;"></div> <div data-bbox="680 1655 963 1889" style="border: 1px solid black; height: 102px; margin: 10px 0;"></div> <div data-bbox="661 1924 982 2045" style="border: 1px solid black; height: 53px; margin: 10px 0;"></div>	<div data-bbox="1021 1575 1342 1616" style="border: 1px solid black; height: 18px;"></div> <div data-bbox="1040 1655 1323 1889" style="border: 1px solid black; height: 102px; margin: 10px 0;"></div> <div data-bbox="1021 1924 1342 2045" style="border: 1px solid black; height: 53px; margin: 10px 0;"></div>

