

## Heavenly Beings

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## Heavenly Beings

### Takemikazuchi

Wind

When you begin a fight with a youkai, you may roll a die. Gain a bonus equal to that die for the fight.

### Susanoo

Water

Gain a +5 bonus when fighting Orochi.

## **Jiraiya**

Water

At the start of the game, choose a transformation and add it to your hand.

## **Konohana Sakuya**

Earth

Whenever you would draw only one card from the reward pile, draw two instead.

## **Issun**

Wind

When running from battle, you succeed on rolls of 3 and up.

## **Kushinada**

Earth

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.

## **Amaterasu**

Void

Whenever you have advantage over an enemy, gain a +3 bonus.

## **Futsunushi**

Fire

You may discard a weapon once per turn to give a +2 bonus to either side in combat.

## **Oukuninushi**

Fire

For each piece of equipment you currently have equipped, gain an additional +1 bonus.

# Transformations

## Ox

Earth

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 treasure card.

## Crow

Wind

When you transform to this, choose a card at random from another player's hand and add it to your hand.

## Rabbit

Water

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.

## Sword

Fire

Discard a card from your hand: gain a +2 bonus this turn.

## Owl

Wind

You have a +1 bonus for every card in your hand minus 2.

# Cards

## Items

Sake: (face down defeated Yokai) - 2 VP - Can be used on either participant in battle to give them a -3 bonus.

Green tea – Water - One-Time - 1 VP - Target player draws a card from the event deck.

Blazing Sword – Fire - Weapon - 1 VP - +2 bonus, in battle, you may choose to have your character attack as if they were fire element.

Potion of Strength - Fire - One-Time - 1 VP - Target player or enemy gains +3 during battle this turn.

Potion of Weakness - Water - One-Time - 1 VP - Target player or enemy is hindered by -3 during battle this turn.

Kabuto - Earth - Helmet - 1 VP - +1 bonus

Muramasa - Void - Sword - 2 VP - 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 bonus.

Ama no Habakiri - Earth - Weapon - 3 VP - +2 bonus. Discard this to destroy target head of Orochi.

Backpack - Void - Armor - 1 VP - You have no maximum hand size.

Umbrella - Void - 1 VP - Weapon - +1 bonus. Discard this card to search through the deck and discard pile for a Karakasa card and add it to your hand.

Armor of a Legend - Water - 2 VP - Armor - If you are level 10, gain a +3 bonus.

Memory Locket - Void - Armor - 1 VP - You gain +1 bonus for every Transformation you have.

Summoning Scroll - Void - One-Time - 0 VP - Discard this to search the deck for a monster and add it to your hand.

Caltrops - Wind - 1 VP - Relic - +1 bonus. Discard this to flee from a fight with any enemy.

Kunai - Fire - 1 VP - Weapon - + 1 bonus

Dull Armor - Earth - 0 VP - Armor - +1 bonus

Katana - Wind - 2 VP - Weapon - +1 bonus.

Divining Top - Void - 3 VP - Relic - Draw a card from the reward deck, then put this card on top of the reward deck.

Maneki-neko Statue - Void - 2 VP - Relic - 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.

Talisman of the Master - Armor - Earth - 1 VP - You may have any number of weapons equipped.

Nodachi - Fire - Weapon - 1 VP - +2 bonus

Naginata - Wind - Weapon - 2 VP - +3 bonus. You may only equip this if you are level 5 or higher.

Floating Lantern - Water - 1 VP - Relic - At the end of your turn, choose a card from any discard pile, and shuffle it back into its respective deck.

Shuriken - Wind - 1 VP - One-Time - Discard this card to roll a die. On a 4 or higher, gain a +3 bonus for this turn only.

Seer's Crystal - Void - Helmet - 1 VP - Play with the top card of the rewards pile face up.

## Events

Switcheroo – Void - Use at the beginning of target player's combat phase. That player is no longer in combat, and now you are fighting that monster.

Rapid Regeneration - Water - Use when a player destroys a head of Orochi. That head regains all HP. (That player still draws prize cards, and battle ends.)

Fool's gold – After fighting a monster and defeating it, a player will not receive any items.

Ill Fortune - -1 to any rolls you make. Discard this when you roll a 1 or 6.

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

Ding! - Go up a level.

Rapid Looting - 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.

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.

Summon Yokai - 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.

Ferocity - Play this card when a player is in combat with a yokai. That yokai gains 5 levels. If that player wins, they draw an extra treasure.

Monster Hunt - Search the event deck for any yokai and start battle with it. Shuffle the event deck.

Transform! - Gain a transformation card.

Rust - Discard one of your equipped items.

Reforged - If you have a weapon equipped, put this card next to it. That weapon gets a +2 bonus.

Gift of the Tanuki - Choose any Transformation from the ones currently available or in the Transformation deck and add it to your hand.

Hard Bargain - Choose an item that you have played, and an item that another player has played, and swap them.

Meeting the Inaba Rabbit - You may flip a coin. If heads, draw a card from the reward deck. If tails, discard a card from your hand.

## **Transformation abilities (currently unassigned):**

Sake effect lasts for 1 extra turn.

Player can reroll 1 die once per round.

During a player phase, instead of attacking, the player can choose to roll a die and heal for the amount shown on the die.

During the draw phase, discarding 2 item cards allow the player to level up.

Any item card can be replaced as a sake ingredient.

The player can chose 1 of orochi's heads to attack instead of rolling a die.

## **Suggested Orochi heads abilities (currently unassigned):**

Summoner lvl 15- Void - Find the next yokai and add it to the fight

Reform - any bonus or an element from a transformation does not count against Orochi head.

Greed - Wind- Discard the card that gives you the most bonus (Not including transformations)

Separate - Must be fought alone.

Heal - **Void** - roll a die and flip a coin, if they match of orochi's head that is still in play, said head is healed by double the amount of a second die roll.

Call of the Mountains - **Earth** - Player rolls a die if it lands on a side bigger than 4 (including) any damage inflicted on Orochi's heads is negated.

Thunderstorm - **Air** - Flip A coin, if heads player must discard 1 item card, if the player has no item card the player receives damage equal to half of their remaining life.

# Yokai

## Kodama

Earth

Level: 1, Levels Gained: 1, Treasure: 1

If you are Earth or Wind element, this yokai's level is 0.

## Gaki

Earth

Level: 1, Levels Gained: 1, Treasure: 1

## Nue

Water

Level: 4, Levels Gained: 1, Treasure: 1

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.

## Kappa

Water

Level: 2, Levels Gained: 1, Treasure: 1

If you lose to this, bow your head and keep it bowed until your next turn.

## Karakasa

Wind

Level: 4, Levels Gained: 1, Treasure: 0

If you win, look through the reward deck and discard pile for an Umbrella card. If it is there, add it to your hand.

## Inugami

Wind

Level: 4, Levels Gained: 1, Treasure: 2



## **Tanuki**

Earth

Level: 3, Levels Gained: 1, Treasure: 1

If you lose to this, choose one of your Transformations at random, 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 the Tanuki again.

## **Five-Tailed Fox**

Void

Level: 5, Levels Gained: 2, Treasure: 2

## **Baku**

Earth

Level: 4, Levels Gained: 1, Treasure: 1

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

## **Raijuu**

Wind

Level: 6, Levels Gained: 2, Treasure: 2

This monster does not have advantage over the Earth element.

## **Kyubi**

Void

Level: 8, Levels Gained: 2, Treasure: 3

## **Yuki-onna**

Water

LV: 6, Levels Gained: 1, Treasure: 2

Guys have -2 bonus against this monster.

## **Changeling**

Void

LV: 7, Levels Gained: 2, Treasure: 3

This monster is every element at the same time.

## **Go-ryo**

Earth

LV: 3, Levels Gained: 1, Treasure: 1

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

## **Oni**

Fire

LV: 3, Levels Gained: 1, Treasure: 2

When you defeat this card, if Fuu-ki, 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.

## **Shiisa**

Water

Level: 5, Levels Gained: 1, Treasure: 1

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

## **Fuu-ki**

Wind

Level: 6, Levels Gained: 1, Treasure: 2

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.

## **Kin-ki**

Earth

Level: 8, Levels Gained: 2, Treasure: 3

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.

## **Kirin**

Wind

Level: 9, Levels Gained: 1, Treasure: 2

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.

## **Byakko**

Wind

Level: 8, Levels Gained: 1, Treasure: 1

## **Sui-ki**

Water

Level: 9, Levels Gained: 2, Treasure: 2

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.

## **Ongyo-ki**

Void

Level: 10, Levels Gained: 3, Treasure: 4

If you lose against this yokai, discard your hand.

## **Ho-ou**

Fire

Level: 10, Levels Gained: 2, Treasure: 2

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.

