

JIRŌBŌ'S OMAMORI



Share information on 1
active mission. Then, ALL
omamoris get exhausted
until the next phase

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GRASSHOPPER SPELL



+2  when moving
or traveling



A. I

CONSUMABLE

GRASSHOPPER SPELL



+2  when moving
or traveling



A. I

CONSUMABLE

SHINOBI'S GAUNTLETS



+1 to 
attribute test

15

A. I

PERMANENT

HARE'S SPELL



+4  when moving
or traveling



A. I

CONSUMABLE

HARE'S SPELL



+4  when moving
or traveling



A. I

CONSUMABLE

SMOKE BOMB



target gains +1
this round



A. I

CONSUMABLE

SMOKE BOMB



target gains +1
this round



A. I

CONSUMABLE

SHIKIGAMI'S SPELL



During Exploration Phases,
you and your
allies gain 1 

15 

A. I

CONSUMABLE

SHIKIGAMI'S SPELL



During Exploration Phases,
you and your
allies gain 1 

15 

A. I

CONSUMABLE

YŌKAI'S PENDANT



Add  to an 
once per round

25

A. I

PERMANENT

HUGE HEALING POTION



Regain 6 

15

A. I

CONSUMABLE

HUGE HEALING POTION



Regain 6 

15

A. I

CONSUMABLE

HUGE HEALING POTION



Regain 6 

15

A. I

CONSUMABLE

HUGE HEALING POTION



Regain 6 

15

A. I

CONSUMABLE

EAGLE'S SPELL



+6  when
moving or traveling



A. I

CONSUMABLE

EAGLE'S SPELL



+6  when
moving or traveling



A. I

CONSUMABLE

ARTISAN'S HAMMER



Repair 3  points

15

A. I

CONSUMABLE

ARTISAN'S HAMMER



Repair 3  points

15

A. I

CONSUMABLE