


















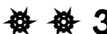






















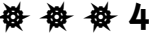


































<p align="center">200 Guys With Hatchets and Ladders</p> <p align="center">Edge</p> <p>Limited. Smoke all non-Unique Characters you control when this card leaves play. When an opponent plays a Unique Character, you may return up to X 1-cost Characters from your smoked pile to play. X= the Unique Character's cost.</p> <p align="center">  2</p>	<p align="center">Aerial Bombardment</p> <p align="center">Event</p> <p>Inflict X damage, divided any way you choose, on Characters controlled by an opponent. You may not inflict more than 3 damage on any Character. X= the number of one type of resource in that player's pool.</p> <p><i>BuroMil isn't happy until even the rubble is destroyed.</i></p> <p align="center"> 1</p>	<p align="center">Arcanogardener 2</p> <p align="center">CDCA Scientist</p> <p>When this card enters play, you may inflict one damage each on up to four Sites. Turn and maintain to give a Feng Shui Site you control +3 Body.</p> <p align="center"> 2   </p>	<p align="center">Balanced Harmonies</p> <p align="center">Edge</p> <p>Limited. Turn to remove all damage from cards you control. Inflict an equal amount of damage, divided any way you choose, on your cards. This damage cannot be reduced or redirected. You cannot put enough damage on a card to equal or exceed its Fighting or Body.</p> <p align="center">  2</p>
<p align="center">401k Squad 6</p> <p align="center">Mutated Soldiers</p> <p>Toughness: 1. When this card comes into play, discard a card. Target opponent must discard X cards at random. X= the cost of the card you discarded.</p> <p align="center">  4 </p>	<p align="center">Ape Nuts 1</p> <p align="center">Crazy Cyborg Monkeys</p> <p>Takes no damage from Sites. If you attack, Ape Nuts must be declared as an attacker if possible.</p> <p><i>The mad scientists crank these guys out by the dozens.</i></p> <p align="center">1 </p>	<p align="center">Arcanoleech</p> <p align="center">State</p> <p>Limited. Play on an opponent's front-row Feng Shui Site. When subject generates Power for an opponent, this card generates one Power for you.</p> <p align="center">   1</p>	<p align="center">Baptism of Fire</p> <p align="center">State</p> <p>Play on a Character when damage is inflicted on it. Subject gains +2 Fighting.</p> <p><i>"It's just a flesh wound. You'll get used to them."</i></p> <p align="center"> 1</p>

<p align="center">Beneficent Tao</p> <p align="center">Event</p> <p>Heal target Feng Shui Site. You may Reload this card when the Body of a Site you control is reduced to 0.</p> <p><i>Stories and rumors say the Seven Masters possess lost secrets of geomancy.</i></p> <p align="center">● 0 ●</p>	<p align="center">Bloody Horde 3</p> <p align="center">Demon Trouble</p> <p>Bloody Horde's Fighting is increased by the number of other Demon Hordes you control, plus the number of Demon Hordes in your smoked pile.</p> <p align="center">3 ♻️</p>	<p align="center">Brain Tap Rifle</p> <p align="center">State</p> <p>Weapon. Play on a Character. Turn to inflict 1 damage on target Character. You may look at target's controller's hand or reveal a Site he or she controls.</p> <p><i>"Mind reading's much easier when the brain's not in the skull anymore."</i></p> <p align="center">👤 👤 ✖️ 1</p>	<p align="center">Buro Scientist 1</p> <p align="center">Loyal Researcher</p> <p>Once per turn, when you play a ✖️ Event or ✖️ State, you may unturn a Character.</p> <p><i>Not all of the CDCA sided with Boatman.</i></p> <p align="center">👤 2 👤 ✖️</p>
<p align="center">Blanket of Darkness</p> <p align="center">Netherworld Edge</p> <p>Unique. Turn and maintain to reduce the damage target Character inflicts by 3.</p> <p align="center">⊕ 2</p>	<p align="center">Boundless Heaven Sword</p> <p align="center">State</p> <p>Unique. Weapon. This card's cost cannot be reduced, even when returning it to play. Subject Character gains +10 Fighting and its damage cannot be reduced or redirected. Turn to give subject Superleap until the end of the turn.</p> <p align="center">⚡ ⚡ 6</p>	<p align="center">Buddha's Palm</p> <p align="center">Event</p> <p>Target a Character that is about to enter combat with a Character you control and toast the top X cards of your deck :: Inflict X damage on target. X= the number of 🌀 resources in your pool.</p> <p align="center">🌀 🌀 0</p>	<p align="center">Celestial Stance</p> <p align="center">State</p> <p>Schtick. Subject Character gains Superleap. Pay 1 Power to inflict 2 damage on target Character at subject's location.</p> <p align="center">🌀 ⚡ 1</p>
























<p style="text-align: center;">Cenotaph X</p> <p style="text-align: center;">Undead Assassin</p> <p>Unique. Assassinate. X= the number of Characters in your smoked pile.</p> <p><i>"There is no innocent blood. Only blood."</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Cobra Clan Stalkers 3</p> <p style="text-align: center;">Transformed Animals</p> <p>Stealth. +2 damage while you have Power.</p> <p><i>Kong Jun She tricked the transformed animals into declaring war on the Seven Masters.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Cry of the Forgotten Ancestor</p> <p style="text-align: center;">Event</p> <p>Cancel and smoke target  card.</p> <p><i>The Lodge was founded in the 11th century with the express purpose of driving magic from the world.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Deep-Cover Rebels 8</p> <p style="text-align: center;">Subversive Operatives</p> <p>You may attack back-row Sites. You may return a Character with a cost of 2 or less from your smoked pile to play when this card is smoked.</p> <p style="text-align: center;"> 5 </p>
<p style="text-align: center;">Chi Syphon</p> <p style="text-align: center;">State</p> <p>Play on a Feng Shui Site you control and choose an opponent's Feng Shui Site. Subject's rules text is considered to be blank, and it gains the rules text of the other Site.</p> <p><i>"Your good fortune is now ours."</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Combat Courtship</p> <p style="text-align: center;">Event</p> <p>Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner gains Power equal to the number of resources provided by the loser's Character.</p> <p><i>Love hurts.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Curtain of Fullness</p> <p style="text-align: center;">Event</p> <p>Target player must discard three cards at random.</p> <p><i>The stars hold a thousand might-have-beens, none to be beheld by mortal eyes.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Desolation 16</p> <p style="text-align: center;">Underworld Demon King</p> <p>Unique. Uncopyable. Opponents cannot take control of Desolation. Any Event targeting this card costs 1 extra Power to play.</p> <p><i>Eruption of the Underworld; the heavens weep.</i></p> <p style="text-align: center;"> 7 </p>













<p align="center">Eight Pillars of Heaven Array</p> <p align="center">Event</p> <p>Limited. Target X Characters you control that share a designator. Each Character gains +2 damage and Toughness: 1 until the end of the turn. X must be at least 2.</p> <p align="center">   X</p>	<p align="center">Evil Chanting</p> <p align="center">Event</p> <p>Either inflict 4 damage on target ● Character, or all ☠ Characters gain +2 damage until the end of the turn. Reload: Discard a non-Character ✦ card.</p> <p align="center"><i>"Oh no! Evil chanting!"</i></p> <p align="center">☠ ✦ ✦ 1</p>	<p align="center">Fighting Spirit v2</p> <p align="center">Event</p> <p>Toast It. Play when you have at least two ☠ Events in your smoked pile :: Select two of them at random. If they have the same title, toast them; otherwise, return them to your hand.</p> <p align="center">☠ 0</p>	<p align="center">Geomantic Spirit 6</p> <p align="center">Sorcerous Construct</p> <p>When Geomantic Spirit enters play, you may return a Feng Shui Site from your smoked pile to play. (You cannot if you are one Site away from victory.)</p> <p align="center">   ✦ 5  ✦</p>
<p align="center">Essence-Absorbing Stance</p> <p align="center">Kung Fu State</p> <p>Schtick. Turn to heal subject Character and inflict X damage on target Character that is about to enter combat with subject. X= the amount of damage healed.</p> <p align="center">  1</p>	<p align="center">Feast of Souls</p> <p align="center">Edge</p> <p>Gain 1 Power when a Character you control is smoked. When this card leaves play, the player to your left steals all your Power.</p> <p align="center"><i>The Lords of the Underworld demand tribute.</i></p> <p align="center">☠ 4</p>	<p align="center">Four Mountains Fist</p> <p align="center">State</p> <p>Schtick. Subject Character gains +1 damage. When subject enters combat, you may choose to have it inflict no damage this combat. At the time it would have inflicted combat damage, instead inflict half that amount (round down) on all opponents' Characters at this location. (This is not combat damage.)</p> <p align="center">☠ ☠ 0</p>	<p align="center">Ghost Wind 6</p> <p align="center">Master of the Liquid Sword</p> <p>Unique. When you smoke an opponent's Character and Ghost Wind is not smoked at the same time, gain 1 Power. You cannot gain more than 2 Power per turn this way. May be played at no cost if an opponent controls 5 or more Characters.</p> <p align="center">● ● 4   ✦</p>


















<p style="text-align: center;">Glimpse of Brief Eternity</p> <p style="text-align: center;">Event</p> <p>Target an opponent :: Reveal the top five cards of that player's deck. You may smoke one non-Site card that shares a designator with any of these cards. Put the revealed cards on the bottom of the deck in any order.</p> <p><i>"Rhys, I could see...everything."</i></p> <p> 0</p>	<p style="text-align: center;">Grey Mountain 4</p> <p style="text-align: center;">Transformed Elephant Chieftain</p> <p>Unique. Toughness: 2. +1 Fighting for each Transformed and Lodge card in play. Mobility while a Transformed or Lodge card is the target of an attack.</p> <p> 4 </p>	<p style="text-align: center;">Ho Chen 7</p> <p style="text-align: center;">Master of the Flawless Strike</p> <p>Unique. Superleap against opponents who have 3 or more cards in their hand. Once per turn, you may discard a card to do X damage to target Character about to enter combat with Ho Chen. X= the cost of the discarded card.</p> <p> 5 </p>	<p style="text-align: center;">Hordes of Saboteurs</p> <p style="text-align: center;">Edge</p> <p>Smoke a Feng Shui Site you control if this card leaves play. Turn this card and a Character you control to cancel an ability maintained by or an effect generated by turning a Site.</p> <p> 2</p>
<p style="text-align: center;">Gold Lion 8</p> <p style="text-align: center;">Master of the Wah-Shan Clan</p> <p>Unique. Superleap against opponents who have Power in their pool. Once per turn, you may discard a card to heal X damage on him. X= the cost of the discarded card.</p> <p> 5 </p>	<p style="text-align: center;"><1> Haunted Forest (4)</p> <p style="text-align: center;">Site</p> <p>Haunted Forest copies the rules text of any Site to the immediate left of it.</p> <p><i>Li Mao had heard stories of the evil that lurked in the dark forest.</i></p> <p> 2 </p>	<p style="text-align: center;">Hopping Vampire (PAP) 4</p> <p style="text-align: center;">Ancient Monster</p> <p>At the end of any turn in which one or more "Hopping Vampire" you control smoked a Character with combat damage, you may return exactly one "Hopping Vampire" to play. This ability is active while in your smoked pile.</p> <p> 3 </p>	<p style="text-align: center;">Ice Sword</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character gains +3 Fighting. You may remove 2 damage from one of your cards when subject inflicts combat damage.</p> <p><i>Not all weapons in Pi Tui's arsenal are high-tech.</i></p> <p> 2</p>























<p style="text-align: center;">Incarnate Abstraction</p> <p style="text-align: center;">State</p> <p>Subject Edge is also an Uncopyable Spirit Character with a printed Fighting of X. X= twice subject's cost, or 1 if the cost is 0. (The Character is still controlled by the Edge's controller, who must choose a location for it.)</p> <p><i>Any concept can be given shape and form.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Invincible Stance</p> <p style="text-align: center;">State</p> <p>Schtick. Subject Character gains Toughness: 1. Pay 1 Power :: Subject gains Toughness: 3 until the end of the turn.</p> <p><i>The swords were like a light spring rain against Sky Dragon's skin.</i></p> <p style="text-align: center;">    1</p>	<p style="text-align: center;">Jaguar Warriors 6</p> <p style="text-align: center;">Elite Darkness Soldiers</p> <p>All interceptors inflict -1 damage while this card is attacking.</p> <p><i>Swift and silent, they fall upon the unprepared with their razor claws.</i></p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">Jiang Fei 4</p> <p style="text-align: center;">Seductive Ghost</p> <p>Unique. Comes into play with two counters on her. Place a counter on her at the start of your turn. Remove a counter and target a Character :: Target cannot intercept her this turn.</p> <p style="text-align: center;">   3 </p>
<p style="text-align: center;">Invincible Earth Sword</p> <p style="text-align: center;">State</p> <p>Unique. Weapon. This card's cost cannot be reduced, even when returning it to play. Subject Character gains +10 Fighting, takes no damage from Sites, and is not affected by Sites' effects. Turn to give subject Toughness: 3 until the end of the turn.</p> <p style="text-align: center;">  6</p>	<p><1> Jade Palace of the Dragon King (5)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. You may remove one damage from any card you control when a Character is smoked.</p> <p><i>A place of wondrous magic and fantastic treasures, now all but forgotten.</i></p>	<p style="text-align: center;">Jenaya Ou 6</p> <p style="text-align: center;">Vengeful Sorcerer</p> <p>Unique. When non-combat damage is inflicted on this card, you may inflict an equal amount of damage on any target in play.</p> <p style="text-align: center;">  4  </p>	<p style="text-align: center;">Kick 'em When They're Down</p> <p style="text-align: center;">Event</p> <p>Inflict 2 damage on every damaged Character and 1 damage on every damaged Site.</p> <p><i>"It's easier this way!"</i></p> <p style="text-align: center;">  1</p>
























<p>Killing Rain</p> <p>Event</p> <p>Inflict 2 damage on all Sites.</p> <p><i>Corruption of the heavens; Corruption of the lake; Misfortune.</i></p> <p>◆ 1</p>	<p>Kong Jun She 12</p> <p>Master of the Forbidden Stance</p> <p>Unique. Regenerate. -1 Fighting for every other Character you control. Once per turn, you may discard two cards to toast a card in an opponent's smoked pile.</p> <p>♻️♻️ 6 ♻️●🌀◆</p>	<p>Leopard Clan Warriors 5</p> <p>Transformed Animals</p> <p>Once per turn, you may turn a Mountain Site you control to give your choice of Stealth or Ambush to all "Leopard Clan Warriors" until the end of the turn.</p> <p>🌟🌟 4 🌟</p>	<p>Lin 1</p> <p>Moon Sorceress</p> <p>Unique. Turn to remove all damage and any States you wish from target Character you own or control. Takes no damage from cards you control. Damage cannot be redirected to Lin.</p> <p>🌟🌟🌟 2 🌟◆</p>
<p>Know Your Enemy</p> <p>Kung Fu State</p> <p>Schtick. Play on a Character. Prior to combat, you may turn this card to copy the rules text of a Character subject is about to enter combat with onto subject until the end of the turn.</p> <p>🌀🌀 0</p>	<p>Kunlun Clan Assault</p> <p>Event</p> <p>Inflict 3 damage, divided any way you choose, on target Characters and/or Sites.</p> <p><i>The Kunlun were legendary for their prowess in battle.</i></p> <p>2 ●🌀◆</p>	<p>Li Mao 3</p> <p>Accidental Hero</p> <p>Unique. When an opponent plays an Event, Li Mao gains +1 Fighting until he leaves play. Superleap while his Fighting is greater than 5.</p> <p><i>Some people were born for greatness, others just stumble into it.</i></p> <p>🌟🌟 3 🌟</p>	<p>Long Axe and Short Axe 6</p> <p>Martial Artist Assassins</p> <p>Unique. Double all damage bonuses from Weapons this card is the subject of. While the subject of a Weapon, cannot be targeted by effects that are generated by turning a card.</p> <p>♻️♻️ 4 ♻️🌀</p>

















<p style="text-align: center;">Lui Yu Min 8</p> <p style="text-align: center;">Shaolin Master</p> <p>Unique. His damage cannot be reduced or redirected. Superleap against opponents who control a Site you own or have a Site you own in their burned for victory pile.</p> <p style="text-align: center;">  5  </p>	<p style="text-align: center;">Master Bowman 4</p> <p style="text-align: center;">Heroic Archer</p> <p>When Master Bowman turns to attack, you may inflict 1 damage on any card at the location of his target.</p> <p><i>He's number one with an arrow.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Miasma 6</p> <p style="text-align: center;">Stealer of Souls</p> <p>Unique. Regenerate. When a Character is smoked, put a counter on Miasma. Remove a counter to inflict one damage on a Character at Miasma's location.</p> <p style="text-align: center;">  5  </p>	<p style="text-align: center;">Monkeywrenching</p> <p style="text-align: center;">Event</p> <p>Play during your turn. Turn up to X Sites. All Sites turned by this card unturn at the end of the turn. X= the number of  resources in your pool.</p> <p style="text-align: center;"> 0</p>
<p style="text-align: center;">Lunar Sword</p> <p style="text-align: center;">State</p> <p>Unique. Weapon. Subject Character gains +X Fighting. X= the number of resources required and provided by that Character.</p> <p style="text-align: center;">  2</p>	<p style="text-align: center;">Material Transcendence</p> <p style="text-align: center;">State</p> <p>Play on a Character. Subject is not a legal subject for other States. Subject is an Edge, not a Character. Damage cannot be redirected to subject.</p> <p><i>The gift of transcendence has strings attached.</i></p> <p style="text-align: center;">    1</p>	<p style="text-align: center;">Monkey Fools the Tiger</p> <p style="text-align: center;">Event</p> <p>Give an opponent 1 Power to redirect all damage done to a card you control by a Character that player controls back to that Character.</p> <p><i>To defeat your enemy, turn his energy against him.</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Monsoon 4</p> <p style="text-align: center;">Flying Swordsman</p> <p>Unique. Superleap. May attack back-row Sites.</p> <p><i>"You're lucky I happened to come by, or you'd be dead for sure!"</i></p> <p style="text-align: center;"> 3  </p>















<p><1> Mountain Fortress (5)</p> <p>Feng Shui Site</p> <p>Turn and maintain to give target Character +X Fighting. X= the amount of damage on this card.</p> <p><i>Isolated in the mountains, the Masters seldom interfere in worldly affairs.</i></p>	<p>Neural Stimulator</p> <p>Arcanowave State</p> <p>Schtick. Turn while subject Character is attacking to give subject Ambush against the next Character it is in combat with during this attack.</p> <p><i>Thirty seconds of bullet time; four months of aftereffects.</i></p> <p> 1</p>	<p>Occult Kung Fu</p> <p>State</p> <p>Play on a Character and choose a non-Unique Character in your smoked pile. Subject gains +1 Fighting and the rules text of that Character.</p> <p><i>The Seven Masters were the greatest warriors of the martial arts world.</i></p> <p>● 1</p>	<p>Orange Master X</p> <p>Martial Artist</p> <p>X= The number of different faction resources in your pool.</p> <p><i>"The Principle of Diversity is the ultimate weapon, for it contains all other weapons."</i></p> <p> 3  </p>
<p>Netherflitter</p> <p>Weird Science State</p> <p>Vehicle. Subject Character gains +1 Fighting and Mobility, and takes no damage from Characters whose Fighting is even.</p> <p><i>It's not so bad once it gets off the ground.</i></p> <p>   1</p>	<p>No Shadow Kick</p> <p>State</p> <p>Schtick. When subject Character enters combat with another Character, inflict X damage on that Character. (Before combat damage is dealt.) X= subject's Fighting.</p> <p><i>Made famous by Wong Fei Hong.</i></p> <p>   3</p>	<p>One Thousand Swords</p> <p>State</p> <p>Weapon. Play on a Character. Turn and pay 1 Power to give all Characters you control Mobility until the end of the turn. Turn and pay 1 Power to inflict one damage each on up to four Characters at this location.</p> <p>● ✦ 0</p>	<p>Ordinal Spirit 4</p> <p>Mathematical Construct</p> <p>Takes no damage from any card with 14 or more letters in its title.</p> <p> 3 </p>








<p style="text-align: center;">Out For Blood</p> <p style="text-align: center;">Event</p> <p>Limited. Play if you have more Characters in your smoked pile than any other player. Toast a Character in your smoked pile :: Gain 2 Power.</p> <p style="text-align: right;">  0</p>	<p style="text-align: center;">Peacock Clan Warriors 2</p> <p style="text-align: center;">Transformed Animals</p> <p>Tactics. +1 Fighting for each opponent with only one kind of faction resource in his or her pool.</p> <p style="text-align: right;">   2 </p>	<p style="text-align: center;">Phoenix Stance</p> <p style="text-align: center;">State</p> <p>Schtick. Subject Character gains Regenerate. Pay 1 Power :: Subject gains Guts until the end of the turn.</p> <p><i>The ancient masters could heal their bodies by focusing their will.</i></p> <p style="text-align: right;">    0</p>	<p style="text-align: center;">Rapid Response Team 4</p> <p style="text-align: center;">PubOrd Cops</p> <p>You may play Rapid Response Team during any Main Shot. You may fill your hand to your maximum hand size when Rapid Response Team enters play.</p> <p style="text-align: right;"> 3 </p>
<p style="text-align: center;">Pao Yeh Pao Lo Mi</p> <p style="text-align: center;">Event</p> <p>Either target ● Character gains +3 Fighting until the end of the turn, or cancel a ☼ Event. Reload: Discard a non-Character ☾ card.</p> <p><i>A prayer to ward off evil and fortify the spirit.</i></p> <p style="text-align: right;">● ☾ 1</p>	<p style="text-align: center;">Penal Soldiers 6</p> <p style="text-align: center;">BuroMil Conscripts</p> <p>Must intercept attacks at their location. Cannot attack while you do not control a Colonel, Commandant, or General card.</p> <p style="text-align: right;">  3 </p>	<p style="text-align: center;">Poison Clan Warriors 2</p> <p style="text-align: center;">Hood Martial Artists</p> <p>Sacrifice to inflict 2 damage on target Character.</p> <p><i>"Dread poisoners and killers for hire, they are the most evil of the martial arts clans."</i></p> <p style="text-align: right;">2 </p>	<p style="text-align: center;">Rat Clan Spies 1</p> <p style="text-align: center;">Transformed Animals</p> <p>Stealth while you control a Lodge or Transformed Character that requires resources.</p> <p style="text-align: right;">1 </p>



























<p style="text-align: center;">Ready For Action</p> <p style="text-align: center;">State</p> <p>Once per turn, you may unturn subject Character when an attack is declared and subject is not an attacker.</p> <p><i>"Lock and load!"</i></p> <p>  2</p>	<p style="text-align: center;">Red Master 6</p> <p style="text-align: center;">Martial Artist</p> <p>Superleap while undamaged.</p> <p><i>Stillness becomes action; the tiger strikes.</i></p> <p>  4  </p>	<p style="text-align: center;">Rogue Scientist 2</p> <p style="text-align: center;">CDCA Defector</p> <p>Turn and discard two cards :: Look at the top three cards of your deck. Put one in your hand and the others on either the top or the bottom of your deck in any order.</p> <p> 2  </p>	<p style="text-align: center;">Shaolin Defender 3</p> <p style="text-align: center;">Guardian Monk</p> <p>When an attack is declared against a Garden Site you control, you may play this card at -1 cost. Superleap while you control a Garden Site.</p> <p> 3  </p>
<p style="text-align: center;">Red Bat 4</p> <p style="text-align: center;">Master of the Kunlun Clan</p> <p>Unique. Independent. +1 Fighting for each Event in your smoked pile. May be played at no cost if any opponent has 8 or more Events in his or her smoked pile.</p> <p> 5   </p>	<p style="text-align: center;">Righteous Heaven Stance</p> <p style="text-align: center;">State</p> <p>Subject Character gains Mobility, Superleap, and +2 Fighting.</p> <p><i>No man, nor even an army, can stand against the righteous power of heaven.</i></p> <p>  2</p>	<p style="text-align: center;">Shadow Legion 3</p> <p style="text-align: center;">Elite Ex-Buro Soldiers</p> <p>Can be played during any Main Shot. If you played Shadow Legion from your hand during your turn, you may search your deck for any  card, show it to all players, put it in your hand, and reshuffle.</p> <p>3 </p>	<p style="text-align: center;">Shaolin Monkey 4</p> <p style="text-align: center;">Simian Martial Artist</p> <p>When Shaolin Monkey enters play, he gains one of the following: Independent, Guts, or Mobility.</p> <p><i>Monkey see, Monkey Fu.</i></p> <p> 3 </p>

<p style="text-align: center;">Shaolin Swordsman 2</p> <p style="text-align: center;">Martial Artist</p> <p>Superleap while the subject of a Sword or  State.</p> <p><i>The Lotus used the enmity between Shaolin and Wudang to their advantage.</i></p> <p style="text-align: center;">2  </p>	<p style="text-align: center;">Shards of Warped Reflection</p> <p style="text-align: center;">Fractured Construct</p> <p>Unique. Uncopyable. Immediately when this card enters play, its printed Fighting becomes equal to the printed Fighting of any Character, and its printed rules text copies the rules text of a different Character.</p> <p style="text-align: center;">   4 </p>	<p style="text-align: center;">Shu Kan 7</p> <p style="text-align: center;">Tree Demon</p> <p>Unique. Cannot attack unless you pay 1 Power when you declare him as an attacker.</p> <p><i>Evil takes root; nature is corrupted.</i></p> <p style="text-align: center;">   3 </p>	<p style="text-align: center;">Sir Gawain 6</p> <p style="text-align: center;">Timewalker Knight</p> <p>Unique. Guts. When you play a Weapon on Sir Gawain, draw a card. Reload: 1.</p> <p><i>"Perfidy broke the Round Table. For honor and glory, I now serve the Thunder King."</i></p> <p style="text-align: center;">  4 </p>
<p style="text-align: center;">Shaolin vs. Wudang</p> <p style="text-align: center;">Event</p> <p>Turn any number of Characters you control. Each Character enters a Faceoff with target Character whose Fighting is no lower than two less than its own. All these Faceoffs are simultaneous, and no Character may be in more than one. The winner of each Faceoff gains 1 Power.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Shrieking Witch Heads</p> <p style="text-align: center;">Event</p> <p>Inflict X damage on target Character. X= the number of Characters in your smoked pile.</p> <p><i>Shrieking and wailing, the tortured spirits flew out from within Miasma's cloak.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Shung Dai 5</p> <p style="text-align: center;">Guardian Monk</p> <p>Unique. Toughness: 1. Cannot be intercepted by Characters with a cost of 3 or less.</p> <p><i>Condemned by the gods to guard the Boundless Heaven Sword for all eternity.</i></p> <p style="text-align: center;">4 </p>	<p style="text-align: center;">Sky Dragon 8</p> <p style="text-align: center;">Master of the Invulnerable Stance</p> <p>Unique. Takes no combat damage.</p> <p><i>He lives alone on a mountaintop, working each day to perfect his kung fu.</i></p> <p style="text-align: center;">  7   </p>

<p style="text-align: center;">Solar Sword</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character gains +2 damage, or +3 if it is a Sword Character. When a Sword Character you control is smoked, you may return this card to play at no cost.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Storming the Gates of Hell</p> <p style="text-align: center;">Event</p> <p>Limited. Play when you declare an attack. All your attackers gain +2 Fighting until the end of the attack. At the end of the attack, smoke all those Characters.</p> <p style="text-align: center;"><i>"Is that all we have to worry about?"</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Terracotta Warriors</p> <p style="text-align: center;">Ghost State</p> <p>Schtick. Play on a front-row Site. Turn to inflict 2 damage on target Character at this location.</p> <p style="text-align: center;"><i>Guardian spirits bound to stone for all eternity.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">The Celestial Eye</p> <p style="text-align: center;">State</p> <p>Unique. Schtick. Play on a Character. Turn to place two counters on this card. Remove X counters and turn :: Inflict X damage on all Characters and Sites at target location.</p> <p style="text-align: center;">   0</p>
<p style="text-align: center;">Soul Theft</p> <p style="text-align: center;">State</p> <p>If subject Character is smoked due to damage and you did not control subject, return it to play under your control. It gains the designator Undead.</p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Sword Saint 7</p> <p style="text-align: center;">Spiritual Warrior</p> <p>Not a legal subject for non-Weapon States. When he smokes a Character by inflicting combat damage while attacking, that Character's controller gains Power equal to the smoked Character's cost.</p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;">The Book of Wrath</p> <p style="text-align: center;">Thunder Edge</p> <p>Unique. Turn and maintain and target an opponent's Character :: Gain 1 Power when that Character is smoked.</p> <p style="text-align: center;"><i>Huan Ken neither forgives nor forgets.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">The Lady or the Tiger?</p> <p style="text-align: center;">Event</p> <p>Target opponent must discard three cards at random. Look at the top five cards of target's deck, and divide them into two piles. Without looking, target may put one pile in his or her hand. Put the other pile on the bottom of the deck in any order.</p> <p style="text-align: center;">  1</p>

<p style="text-align: center;">The Queen's Wrath</p> <p style="text-align: center;">Darkness Event</p> <p>Smoke target Character with a cost or Fighting of 1. Reload: Sacrifice a Character with a cost or Fighting of 1.</p> <p><i>Don't make her angry. You wouldn't like her when she's angry.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">The Swords Unite</p> <p style="text-align: center;">Event</p> <p>Look through your deck for a Sword State, show it to your opponents, put it in your hand, and reshuffle. If the card was "Boundless Heaven Sword" or "Invincible Earth Sword", gain 2 Power if the other is in play.</p> <p style="text-align: center;">0</p>	<p style="text-align: center;">Thunder Captain 5</p> <p style="text-align: center;">Netherworld Knight</p> <p>Gain 1 Power if Thunder Captain inflicts combat damage on the target of his attack. Gain 1 Power if Thunder Captain is removed from play by an opponent's Event.</p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">Ting Ting's Bandits 4</p> <p style="text-align: center;">Righteous Hoods</p> <p>When this card inflicts combat damage on a Site, the Site's controller reveals a card from his or her hand. You may force him or her to discard either that card, or a random one from the rest of his or her hand. This effect is not cumulative.</p> <p style="text-align: center;"> 3 </p>
<p style="text-align: center;">The Shattered Mirror</p> <p style="text-align: center;">Event</p> <p>Until the end of the turn, replace one designator in target Character's rules text with a designator of your choice other than Netherworld.</p> <p><i>The broken shards reflect a million worlds that never were.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><1> Thousand Sword Mountain (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Once during your turn, you may spend one damage on this card as if it were Power to play a Character or State.</p> <p><i>"Only one sword is the sword you seek."</i></p>	<p style="text-align: center;">Thunder Inquisitor 2</p> <p style="text-align: center;">Netherworld Sorcerer</p> <p>Turn and maintain and choose a Character :: That Character inflicts - X damage. X= Thunder Inquisitor's Fighting at the time you turned him.</p> <p style="text-align: center;"> 2  </p>	<p style="text-align: center;">Tranquil Persuader 1</p> <p style="text-align: center;">Mastermind</p> <p>Turn and maintain to take control of target Character. This ability ceases to be maintained if the Power in your pool is less than or equal to the Character's cost.</p> <p style="text-align: center;">  3  </p>

<p style="text-align: center;">Uncontrolled Mutation</p> <p style="text-align: center;">Event</p> <p>Not cumulative. Double target Character's Fighting until the end of the turn. Smoke target at the end of the turn.</p> <p><i>Exposure to arcanowave energy has some nasty but occasionally useful side effects.</i></p> <p> 1</p>	<p style="text-align: center;">Unexpected Rescue</p> <p style="text-align: center;">Event</p> <p>Play during an attack against a card you control. Reveal cards from the top of your deck until you either reveal a Character or have revealed five cards. Play that Character at no cost if you have sufficient resources. Reshuffle. The Character cannot be sacrificed. Put it on top of your deck at the end of the attack if it is still in play.</p> <p>● 0</p>	<p style="text-align: center;"><1> Wall of a Thousand Eyes (7)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Characters attacking Sites you control cannot use Ambush, Stealth, Superleap, or Tactics.</p> <p><i>"The place wouldn't be half as creepy if the freaking eyes would just blink in unison."</i></p>	<p style="text-align: center;">Wandering Swordsman 3</p> <p style="text-align: center;">Heroic Warrior</p> <p>Independent. +3 damage during any turn in which an attack you declared failed.</p> <p><i>Knights-errant who roam the countryside, fighting for honor and justice.</i></p> <p> 3 </p>
<p style="text-align: center;">Underworld Gateway</p> <p style="text-align: center;">State</p> <p>You may play exactly one "Underworld Gateway" on an opponent's Site when you seize or burn a Site that player controls. If you control three "Underworld Gateway", you win the game. Reload: Discard a Feng Shui Site.</p> <p> 0</p>	<p style="text-align: center;">Wah-Shan Clan Warriors 1</p> <p style="text-align: center;">Martial Arts Students</p> <p>(no text)</p> <p><i>The Wah-Shan were the most numerous of the clans of the Seven Masters.</i></p> <p>1 ● </p>	<p style="text-align: center;">Wandering Monk 3</p> <p style="text-align: center;">Martial Artist</p> <p>Unique. If you are closer to victory than all opponents at the end of a turn, smoke Wandering Monk.</p> <p>2 </p>	<p style="text-align: center;">"We Need Bigger Guns!"</p> <p style="text-align: center;">State</p> <p>All combat and non-combat damage subject Character inflicts is increased by 1.</p> <p><i>"And it even has a silencer!"</i></p> <p> 0</p>

<p>Wing of the Crane v2 Event</p> <p>Smoke target Character. Return it to play under its owner's control at the end of the next player's turn if it is still in the smoked pile.</p> <p> 1</p>	<p>Wondrous Illusion Event</p> <p>Heal all Sites you control and smoke all States on them. Turn all Feng Shui Sites you both own and control face-down and rearrange your Sites. This cannot move a Site to a position that was not previously occupied. This may change the target of an attack.</p> <p>  2</p>	<p>Wu Man Kai 9</p> <p>Master of Wudang Mountain</p> <p>Unique. Once per turn, you may discard a card to cancel a Character until the end of the turn. Once per turn, you may discard 2 cards to cancel a Site, Edge, or State until the end of the turn.</p> <p>  5   </p>	<p><1> Wudang Mountain (8)</p> <p>Feng Shui Site</p> <p>Unique. Turn to remove one or two damage from a Character you control, and inflict one damage on an opponent's Character.</p> <p><i>Wudang Mountain has many secrets. Only one man knows them all.</i></p> <p> 2   </p>
<p>Wolf Clan Hunters 2</p> <p>Transformed Animals</p> <p>+X Fighting while attacking. X= The number of other attacking Transformed Characters.</p> <p><i>The wolf packs led the charge against the clans of the Seven Masters.</i></p> <p>2 </p>	<p>Wu Bin of Turtle Island 4</p> <p>Wandering Sorcerer</p> <p>Unique. Independent. When you play him from your hand, look through your deck for any card and put it in your hand.</p> <p><i>He knows many wondrous secrets.</i></p> <p>   3  </p>	<p>Wudang Monk 4</p> <p>Martial Artist</p> <p>Once per turn, you may copy the rules text of a non-Unique Character to this card until the end of the turn.</p> <p> 3  </p>	<p>Xiang Kai 4</p> <p>Poison Clan Chieftain</p> <p>Unique. When Xiang Kai turns to attack, you must inflict 2 damage each to target Character and target Site.</p> <p><i>"I killed the old man, and now I'll kill you!"</i></p> <p>   4  </p>