

Title	Original Text	New Text
Amulet of the Turtle (Ltd)	Any damage inflicted on subject character is inflicted on Amulet of the Turtle instead. Amulet of the Turtle can sustain damage equal to your ♦ resources before being smoked.	Cost 0. Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of ♦ resources in your pool. (YotD-003)
Arcanowave Reinforcer (Ltd)	All of your characters inflict +1 damage and are considered Abominations.	Reprint has clarified wording: All Characters you control inflict +1 damage and gain the designator <b>Abomination</b> . (YotD-004)
Art of War (N2)	Your hand size is increased by 2. When the player to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, the player to your left takes control of Art of War.	reprint is missing <b>Unique</b> (NW2 FAQ)
Avenging Thunder (NW)	Play in response to one of your sites' being burned for victory or seized. Toast a character that damaged the site this turn and gain Power equal to that character's cost. You may only play Avenging Thunder once per game.	Reprint has clarified wording: <b>One-Shot</b> . Play in response to an opponent seizing or burning for victory a Site you control. Choose a Character that damaged that Site this turn :: Gain Power equal to that Character's cost and toast it. (N2-007)
Booby Trap (Ltd)	Play when one of your sites is attacked. Target site and all characters at its location suffer 3 points of damage.	Play during an attack on a Site you control. Inflict 3 damage on that Site and all Characters at its location. (2FT-007, also YotD rulebook)
Bull Market (Ltd, YotD, 10kB)	All players gain 5 Power.	<b>Limited</b> . Every player gains 5 Power. (CS-011)
Cellular Reinvigoration (Ltd)	Until the end of the turn, target character gains <b>Guts</b> and is not smoked when damage inflicted on it equals or exceeds its Fighting score.	Until the end of the turn, target Character gains <b>Guts</b> and is not smoked if its Fighting is 0. (DF-017)
Chi Sucker (NW)	When Chi Sucker attacks, it gains +X Fighting. X = the number of Power-generating sites controlled by controller of its target.	When Chi Sucker turns to attack, it gains +X Fighting until the end of the attack. X= the number of Power-generating Sites controlled by the controller of its target. (YotD rulebook)
Chinese Doctor (SS)	Turn to heal target Character.	Reprint is missing the resource provision. Still considered to provide 1 ♣. (SS FAQ)
City Park (FP)	City Park heals at the end of the turn it is revealed. You may put City Park into play face up at no cost when a site you control is burned.	Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn. (10kB-029)
City Park (YotD)	Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost.	Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn. (10kB-029)
Covert Operation (Ltd)	Look at target player's hand. You may force that player to discard one card of your choice.	Look at target opponent's hand. You may force that opponent to discard one card of your choice. (YotD-020)
Dance of the Centipede (Ltd)	Cancel and turn target card.	Target a card. That card cannot be turned in response :: Turn that card and cancel any effect generated by turning it. (Z-Man FAQ 1)
Dangerous Experiment (Ltd)	You gain 5 Power. The opponent to your left may toast one card of his or her choice that you control.	<b>Limited. Toast It</b> . You gain 5 Power, and the opponent to your left may immediately toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile. (YotD-022)
Darkness Priestess (NW)	Gain 1 Power for each card sacrificed or toasted by an opponent.	Subtitle: Netherworld Sorceress (TW-012)
Deathtrap (Ltd)	Play on any site. Characters that attack subject site suffer 1 point of damage before they damage subject site but after combat with intercepting characters is resolved.	When any Character enters combat with subject Site, inflict 1 damage on that Character. (Before combat damage is dealt.) (2FT-022)
Difficulty at the Beginning (Ltd)	Play when an opponent is playing a card. Your opponent must pay 1 Power in addition to the card's play cost or the card being played is toasted.	Play when an opponent plays a card. Toast that card unless its controller pays 1 Power. (2FT-023)
Dirk Wisely's Gambit (FP, YotD)	<b>Limited</b> . Play when you turn only one character to attack a target controlled by an opponent who controls four or more cards. If your character succeeds in damaging its target in combat, you gain 2 Power.	<b>Limited</b> . Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power. (10kB-043)
Eunuch Underling (Ltd)	(no text)	Subtitle: Sorcerer Bureaucrat (YotD-026)
Evil Twin (Ltd)	When Evil Twin is played, choose any character in play. Evil Twin takes on the Fighting score*, name, subtitle, and abilities of that character, but not its resources and resource conditions.	<b>Uncopyable</b> . When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)." (YotD-027)

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Explosives (Ltd)	Play on any unturned character. When subject character damages a site in combat, you may sacrifice explosives to inflict an additional 5 points of damage to the site.	Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack. (YotD-028)
Fatty Cho (BCL)	<b>Unique.</b> X= the number of cards you discard when you play Fatty Cho.	X= the number of cards you discard when Fatty Cho enters play. (OmniFAQ 8/10/2007)
Field of Tentacles (10kB)	Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent.	card from Lotus deck is missing Netherworld in subtitle (Shadowfist.com)
Field of Tentacles (NW)	Turn and maintain to cancel the effects of target non-feng shui site controlled by an opponent. Treat target site's rules text as if it were blank. Target site can still generate Power.	Reprint has clarified wording: Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent. (YotD-031)
Fighting Spirit (FP)	<b>Toast It.</b> Return exactly two randomly selected ☞ Events to your hand from your smoked pile. If you selected two identical Events, they are toasted instead of returned to your hand.	<b>Toast It.</b> 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. (7M-029)
Fire Assassin (NW)	Pick an opponent and resource when you play Fire Assassin. X = resources of that type in the opponent's pool. Fire Assassin cannot turn to attack sites.	Choose an opponent and a resource type when Fire Assassin enters play. X= the number of resources of that type in that opponent's pool. Fire Assassin cannot turn to attack Sites. (YotD rulebook)
Forty-Story Inferno (FP)	If Forty-Story Inferno is in your front row, an opponent who is at least as close to fulfilling victory conditions as you are may not declare more interceptors than the number of characters you are currently attacking with. Any player who seizes this site gains 2 Power	Only works during attacks you declare (Z-Man FAQ 1)
Fox Pass (Ltd)	<b>Limited.</b> Turn to change the target of target attacking character's attack to any character or front-row site you control.	<b>Unique.</b> Turn to change one attacker's target to any Character or front-row Site you control. (YotD-035)
Friends of the Dragon (Ltd)	(no text)	Subtitle: Student Supporters (YotD-036)
Funky Monkey (Promo)	<b>Unique.</b>	<b>Unique.</b> Opponents cannot steal Power from you. Once each turn, you may give another ☞ Character +1 Fighting until the end of the turn. (BCL-032 - BCL FAQ)
Fusion Rifle (Ltd)	<b>Weapon.</b> Turn Fusion Rifle to inflict 2 points of damage to any target at subject's location.	<b>Weapon.</b> Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location. (N2-044)
Garden of Bronze (10kB)	Gain 3 Power when an opponent burns one of your other Feng Shui Sites for Power.	card from Purist deck is missing Netherworld in subtitle (Not officially recognized yet)
Gnarled Attuner (NW)	<b>Unique.</b> Damage that Gnarled Attuner inflicts in combat can never be removed.	<b>Unique.</b> Combat damage inflicted by Gnarled Attuner cannot be removed by any means other than the damaged card leaving play (regardless of whether Gnarled Attuner remains in play or not). (YotD rulebook)
Gnarled Marauder (Ltd)	Any damage Gnarled Marauder inflicts on a site in an attack is also inflicted on the back row site behind that site.	If Gnarled Marauder inflicts combat damage on a front-row Site, it simultaneously inflicts an equal amount of combat damage on the back-row Site at that location. (YotD rulebook)
Hands Without Shadow (Ltd)	Play on any character. In combat, subject character may inflict enough damage to reduce its opponent's Fighting score to 1 instead of inflicting its regular damage.	<b>Schtick.</b> When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved. (YotD-043)
Havoc Suit (Ltd)	<b>Weapon.</b> Add half the number of ☞ resources in your pool, rounded down, to subject character's Fighting score.	Title: HAVOC Suit (YotD rulebook)
Heroic Conversion (Ltd)	Play on any character. If subject character attacks you, you take control of it at the end of the turn.	Play on any Character. If subject attacks a card you control, at the end of the turn you take control of subject until it leaves play (regardless of whether Heroic Conversion remains in play or not). (YotD rulebook)
Ho Chen (Promo)	<b>Unique.</b>	<b>Unique. Superleap</b> 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. (7M-037)
Hydroponic Garden (CS)	When this card is seized or burned, gain 1 Power and you may play a Feng Shui Site face-up at no cost.	When an opponent seizes or burns this card, gain 1 Power and you may play a Feng Shui Site face-up at no cost. (OmniFAQ 8/10/2007)

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Ice Courtier (NW)	Turn and maintain to cancel an effect that takes control of a character. If Ice Courtier is in your smoked pile, she may not be toasted.	Change "...to cancel an effect..." to "...to cancel an effect or continuous ability..." (Kii-Yaaah! issue 5, April 2004)
Illusory Bridge (Ltd)	May be placed in any legal position on an opponent's side.	Place in an opponent's site structure. That opponent controls Illusory Bridge. (YotD rulebook)
Infernal Temple (Ltd)	Infernal Temple produces one ♦ resource for each Demon you control.	Infernal Temple provides one ♦ resource for each <b>Demon</b> Character you control. (YotD-049)
Iron and Silk (Ltd)	Until the end of the turn, any damage inflicted on subject character when it intercepts other characters is reduced to 0.	Reprint has clarified wording: Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting. (YotD-051)
Jimmy Wai (NW)	<b>Unique.</b> Turn to cancel an effect that is being maintained by a card that turned and maintained.	Turn to cancel a turn-and-maintain ability. (OmniFAQ 8/10/2007)
Kar Fai's Crib (FP)	<b>Unique.</b> You may play 🗡 States at -1 cost. Turn to ignore one resource condition when playing a character.	<b>Unique.</b> You may play 🗡 States at -1 cost. Turn to play a Character, ignoring one resource condition. (10kB-097)
Kinoshita House (Ltd)	<b>Unique.</b> Turn to unturn target attacking character. Target attacking character inflicts and receives no damage during this attack.	<b>Unique.</b> Turn to unturn target attacker. That attacker ceases attacking. (YotD-055)
Larcenous Mist (Ltd)	Any special abilities possessed by target character and any States on target character have no effect for the duration of this turn. Treat the character card and any State cards on it as if their card text were blank.	Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank. (SS-056)
Lateral Reincarnation (S&SG)	<b>Unique.</b> You must have at least 3 resources of the same type to play this card. Sacrifice a Character and choose a non- <b>Unique</b> Character in an opponent's smoked pile with the same cost or less :: Return the chosen Character to play under your control.	delete <b>Unique.</b> (Gavin Edwards posting to Shadowfist_Forum 6 Sep 2006)
Marisol (NW)	<b>Unique.</b> Marisol cannot be the target of damage redirection effects. All damage inflicted on Marisol by sources other than characters in combat is reduced to 0.	<b>Unique.</b> Damage may not be redirected to Marisol. All non-combat damage inflicted on Marisol is reduced to 0. (OmniFAQ 8/10/2007 and YotD rulebook)
Memory Reprocessing (DF)	<b>Toast It.</b> Immediately play an event from target opponent's smoked pile at normal cost; that player gains 1 Power.	reprint is missing the phrase "ignoring resource conditions" (DF FAQ)
Mole Network (Ltd)	Play only during your turn. Take 1 Power from target player's pool and add it to your own.	Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent. (YotD-060)
Mysterious Return (Ltd)	Bring a character from your smoked pile into play for purposes of intercepting an attack against you. Return target character to the smoked pile when combat is over.	Play during an attack against a card you control. Return a Character to play for purposes of intercepting that attack. That Character cannot be sacrificed. Smoke that Character at the end of the turn. (YotD rulebook)
Necromantic Conspiracy (NW)	Search target opponent's deck. Remove up to four cards that have the same title and that also have a resource condition. You may only play Necromantic Conspiracy once per game. Reshuffle.	<b>One-Shot.</b> Search target opponent's deck for up to four cards with the same title that require resources. Toast those cards and reshuffle. (2FT-064)
Netherflitter (7M)	<b>Vehicle.</b> Subject Character gains +1 Fighting and <b>Mobility</b> , and takes no damage from Characters whose Fighting is even.	Subject Character gains +1 Fighting and <b>Mobility</b> . While attacking, subject takes no damage from Characters whose Fighting is even. (SSG-075)
Netherworld Return (NW)	Each player randomly selects a character from his or her smoked pile and returns it to play. Toast Netherworld Return after you play it.	Reprint has clarified wording: <b>Toast It.</b> Starting with the current player and proceeding clockwise, each player randomly selects a Character in his or her smoked pile and returns it to play. (N2-084)
Once and Future Champion (Promo)	(no text)	<b>Unique.</b> Heals 1 damage at the start of your turn. Each time he turns to attack, he gains +1 Fighting and may inflict 1 damage on a Character. Once per turn, you may toast a card when he smokes it in combat. (N2-088)
Pocket Demon (NW)	<b>Limited.</b> Play at the start of your turn. No other card generates Power during your establishing shot this turn. Instead, Pocket Demon generates Power equal to the number of Power-generating sites controlled by target opponent, plus the number of cards in his or her burned-for-victory pile.	<b>Limited.</b> Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. Pocket Demon generates Power equal to the number of Power-generating Sites controlled by target opponent, plus the number of cards in his or her burned-for-victory pile, minus the number of cards in your burned-for-victory pile. (YotD-069)
Police Station (Ltd)	Turn and maintain Police Station to give target Cop character +2 Fighting, or turn to inflict 2 points of damage on target Hood character or site.	Turn and maintain Police Station to give target <b>Cop</b> Character +2 Fighting, or turn to inflict 2 damage on target <b>Hood</b> Character or <b>Hood</b> Site. (RW-078)

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Positive Chi (Ltd)	Each player may take any one card, except a feng shui site, from his or her smoked pile and play it at no cost.	Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost. (SS-098)
Primus (Promo)	<b>Unique.</b>	<b>Unique.</b> When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn. (DF-096 - DF FAQ)
Probability Manipulator (Ltd)	<b>Unique.</b> Turn to increase or decrease the value of any number on target card by 1 until the end of the turn. You cannot reduce any digit to 0. Does not affect play costs.	Cost 2. <b>Unique.</b> Turn to raise or lower by one until the end of the turn any number not written as words on another card. This cannot change a number to zero. (2FT-070)
Progress of the Mouse (Ltd)	For the duration of this turn, any Power that target player spends goes into your pool. No characters or sites may be played in response to this card.	Target an opponent. Characters and Sites may not be played in response to this card :: Until the end of the turn, you gain Power equal to any Power spent by that opponent. (YotD rulebook)
Proving Ground (Ltd)	Proving Ground is turned when it is revealed. Turn to play a character at -2 cost. Multiple Proving Grounds cannot reduce the cost of the same character.	Reprint has clarified wording: When Proving Ground is revealed, immediately turn it for no effect. If Proving Ground is face-up, you may turn it to play a Character at -2 cost. (N2-096)
Pump-Action Shotgun (FP)	<b>Weapon.</b> Turn to have subject character inflict +3 damage for the duration of the turn. Pump-Action Shotgun unturns if a <b>Unique</b> character you control is smoked by an opponent.	Subtitle: Gun State (YotD-072)
Purist Aspirant (10kB)	Sacrifice to reduce to 0 all non-combat damage from a single source to Characters you control.	Reprint in 10kB should not have ♦ resource provision. Play as if it does not provide ♦. (Shadowfist.com)
Reascension Agenda (Promo)	Opponents' Events cannot target more than one of your Characters. Sacrifice :: Return a Character from your smoked pile to your hand.	add <b>Toast It.</b> (Andy Holt posting to Shadowfist Forum 22 July 2008)
Red Monk (FP)	Red Monk has <b>Superleap</b> if a card you control has been targeted by an Event played by an opponent since Red Monk entered play.	When an opponent plays an Event that targets a card you control, Red Monk gains <b>Superleap</b> until he leaves play. (YotD-074)
Redeemed Assassin (Ltd)	You can play Redeemed Assassin during an opponent's turn. Redeemed Assassin has <b>Toughness: 1</b> for the duration of the turn in which he enters play.	You may play Redeemed Assassin any time during an opponent's Main Shot. Redeemed Assassin gains <b>Toughness: 1</b> until the end of the turn in which he enters play. (YotD rulebook)
Reinvigoration Process (Ltd)	You may play Abominations from your smoked pile.	Turn to play an <b>Abomination</b> Character from your smoked pile. (SS-103)
Resistance Squad (NW)	If an opponent attempts to look at your hand or force you to discard Resistance Squad, cancel that effect and put Resistance Squad into play at no cost.	Reprint has clarified wording: Any time Resistance Squad is in your hand when an opponent attempts to look at your hand or force you to discard a card, you may play Resistance Squad at no cost in response :: Cancel that effect. (TW-053)
Righteous One (Ltd)	Any character intercepted by Righteous One while Righteous One is unturned is smoked.	If Righteous One is unturned, smoke any attacker he intercepts when combat ends, regardless of whether Righteous One remains in play or not. (YotD rulebook)
Rigorous Discipline (Ltd)	For the duration of this turn, target character gains the special abilities of any character in play. This does not include the effects of States.	Copy the printed rules text from any Character to target Character until the end of the turn. (YotD-077)
Scroll of Incantation (Ltd)	Search through your deck for an Event. Reshuffle your deck afterwards. You must play this Event immediately or it is toasted.	Reprint has clarified wording: Immediately search your deck for an Event, then reshuffle. You must immediately either play that Event or toast it. (N2-106)
Sergeant Blightman (NW)	<b>Unique.</b> Inflict 3 points of damage on Sergeant Blightman at the start of each of your turns. Cannot turn to heal. Sergeant Blightman is toasted if he leaves play.	<b>Unique. Toast It.</b> Cannot turn to heal. Inflict 3 damage on Sergeant Blightman at the start of your turn. (DF-106)
Shadowy Mentor (YotD, 10kB)	Play on any Character. You take control of subject Character. Subject gains the designator <b>Pledged</b> .	Cost 4 (CS-094)
Shadowy Mentor (Ltd)	Play on any character. You control subject character; it comes onto your side unturned. Subject character is now considered to be a Pledged character.	Cost 4 (CS-094)
Shaolin Surprise (FP)	If you don't already control target State, pay 1 Power to take control of it. You may remove target State from its current subject and place it on any legal subject in play. If the original subject is still in play at the end of the turn, the State returns to it.	If you don't control target State, pay 1 Power :: Take control of that state and place it on any legal subject. If the original subject is in play at the end of the turn, return control of the State and place it on the original subject. (SS-110)
Silver Jet (FP)	Anytime during any turn in which an Ice character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = cost of that Ice character.	is <b>Unique</b> (BCL FAQ and Daedalus FAQ 5)

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Silver Jet (Promo)	<b>Unique.</b>	<b>Unique. Independent. Toughness: 1.</b> When you declare him as an attacker, name a card, which cannot be played in response :: His target's controller must show you his or her hand and discard all cards with that title. (RW-093 (assumption; not in RW FAQ))
Soul Maze (Ltd)	Turn to cause two characters in combat to swap, for the duration of the combat, their special abilities and the special abilities of any cards played on them.	Prior to combat, turn to swap, until the end of combat, the rules text of two Characters about to enter combat with each other and the rules text of any States they are the subject of. (OmniFAQ 8/10/2007 and YotD rulebook)
Spin Doctoring (RW)	When a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand.	Once per turn, when a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand. (OmniFAQ 8/10/2007)
Swat Team (Ltd)	(no text)	title: SWAT Team (YotD rulebook)
Tactical Team (Ltd)	Can be played during an opponent's turn.	May be played any time during an opponent's Main Shot. (YotD rulebook)
Tank Warfare (10kB)	You may play <b>Tank</b> States from your smoked pile at -1 cost. <b>Tank</b> Characters and Characters that are the subject of <b>Tank</b> States cannot turn to attack Sites if two or more players control such Characters.	Must turn the card to generate the effect (Kii-Yaaah! issue 5, April 2004)
Tank Warfare (FP)	You may play Tank States from your smoked pile at -1 cost. Tank characters or characters that are the subject of tank states may not turn to attack sites if two or more players control such characters.	<b>Tank</b> Characters and Characters that are the subject of <b>Tank</b> States cannot turn to attack Sites if two or more players control such Characters. Turn to play a <b>Tank</b> State from your smoked pile at -1 cost. (OmniFAQ 8/10/2007)
The Eastern King (Promo)	(no text)	<b>Unique. Uncopyable.</b> Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target <b>Lodge</b> Character until the target leaves play or the end of the turn. (SS-125 - SS FAQ)
The Faceless (NW)	You may take control of States on characters or sites damaged by The Faceless in combat and place the States on any legal subject.	When The Faceless inflict combat damage on a Character or Site, you may immediately take control of any States on that card (even if that card is smoked) and place the States on any legal subject. You keep control of the States even if The Facelss leave play. (YotD rulebook & Z-Man FAQ 1)
The Hungry (Ltd)	Gain 3 Power whenever you burn a site for victory. All your characters and sites suffer 2 points of damage if The Hungry leaves play.	When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When The Hungry leaves play, inflict 2 damage on all Sites you control and all Characters you control. (YotD-097)
Throwing Star (Ltd)	<b>Weapon.</b> Play on any character. When in combat, and after combat damage is dealt, subject character can inflict 1 point of damage on any character at its location.	<b>Weapon.</b> After surviving combat with another Character, subject Character may inflict 1 damage on any Character at its location. (YotD rulebook)
Tom Donovan (Promo)	<b>Unique.</b>	<b>Unique. Toughness: 1.</b> +1 Fighting for each opponent who has Power. (2FT-111)
Ultimate Mastery (Ltd)	Play on any character. Subject character gains the special abilities of each character it is in combat with until combat with that character is resolved.	Prior to combat, subject Character gains the rules text of each Character it is about to enter combat with until that combat ends. (YotD rulebook)
Violet Meditation (NW)	<b>Limited.</b> Play at the start of your turn. No other cards generate Power during your establishing shot. Instead, Violet Meditation generates Power equal to the number of Edges and Power-generating sites controlled by target opponent.	<b>Limited.</b> Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Violet Meditation generates Power equal to the number of Edges and Power-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile. (YotD-106)
Violet Monk (NW)	You may seize any non-feng shui site damaged by Violet Monk in combat.	When Violet Monk inflicts combat damage on a non-Feng Shui Site during an attack you declared, you may seize that Site. (YotD rulebook)
Vivisector (Ltd)	Turn Vivisector to sacrifice a character and gain Power equal to its play cost.	Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, you gain Power equal to that Character's cost. (YotD-107)
Water Sword (Ltd)	<b>Unique. Weapon.</b> Subject character gains +1 Fighting. If subject character is smoked, return Water Sword to your hand instead of placing it in the smoked pile.	<b>Unique. Weapon.</b> Subject Character gains +1 Fighting. When subject Character is smoked, return Water Sword to its owner's hand. (YotD rulebook)
White Senshi Chamber (NW)	<b>Unique.</b> White Senshi Chamber provides 2 2 for each Senshi Chamber you control. All Senshi Chambers in play gain <b>Regeneration.</b>	<b>Unique.</b> Provides 2 2 for each <b>Senshi Chamber</b> Site you control. All <b>Senshi Chamber</b> Sites gain <b>Regenerate.</b> (N2-142)
Wind on the Mountain (Ltd)	Return X Event cards of your choice in your smoked pile to your hand. Toast Wind on the Mountain after use.	Reprint has clarified wording: <b>Toast It.</b> Return X Events from your smoked pile to your hand. (N2-143)

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Wing of the Crane (FP)	Smoke target character. If the character is still in the smoked pile at the end of the next player's turn, it returns to play.	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. (7M-121)
Year of the Rat (FP)	Play any time, except during an attack, to switch two target player's positions at the gaming table. You may only play a single Year of the Rat card in any game.	<b>One-Shot.</b> Play during any Main Shot except during an attack. Target two players :: Switch those players' positions at the gaming table. (YotD rulebook)
Zheng Yi Quan (SS)	<b>Unique. Guts.</b> All <b>Student</b> Characters you control gain +1 fighting.	Kung is misspelled Kong in his subtitle. Play as if it says Kung. (SS FAQ)