






























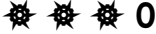














































































<p>Andrea Van de Graaf 5</p> <p>Purist Sorceress</p> <p>Unique. During any player's Main Shot, you may play  Events from your smoked pile at +1 cost. Toast any Event you play in this manner.</p> <p>  4  </p>	<p>Ba-BOOM! 7</p> <p>Unstable Monkey</p> <p>Unique. Uncopyable. When Ba-BOOM! is smoked by an opponent, smoke all Characters and toast Ba-BOOM!</p> <p><i>"If I'm going, you're all going with me!"</i></p> <p>  4  </p>	<p><0> Bandit Hideout (5)</p> <p>Battleground Site</p> <p>If Bandit Hideout is in your front row, you may turn Bandit Hideout in response to the end of a successful attack you declared to gain 1 Power. You may not turn more than one Bandit Hideout in response to the same attack.</p> <p>0</p>	<p>Blade of Darkness 6</p> <p>Netherworld Killer</p> <p>When Blade of Darkness smokes an interceptor by inflicting combat damage, you gain Power equal to the number of resources that interceptor provides.</p> <p>  4 </p>
<p>Apes of Wrath 3</p> <p>Ornery Monkeys</p> <p>When a card you control is smoked or burned by an opponent, Apes of Wrath gains +1 Fighting until it leaves play.</p> <p><i>They have an Anger Management problem...</i></p> <p>   3  </p>	<p>Bandit Chief 3</p> <p>Hood Scum</p> <p>Bandit Chief inflicts no combat damage on Characters with Fighting higher than his Fighting.</p> <p><i>"Pah! You are no match for me! But wait, what's that behind you?"</i></p> <p>2</p>	<p>Black Flag Rebels 1</p> <p>Grim Supporters</p> <p>All Rebel, Rabble and Bandit Characters you control gain +1 Fighting.</p> <p><i>"We must restore China to glory. Death to the eunuchs!"</i></p> <p>  2 </p>	<p>Blue Monk 4</p> <p>Kung Fu Infiltrator</p> <p>Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.</p> <p><i>The Blue Principle is the Principle of Obscurement.</i></p> <p> 3  </p>











<p><1> Cave of a Thousand Banners (7)</p> <p>Feng Shui Site</p> <p>Unique. Play face up at the printed cost in your front row. When any Rebel or Rabble Character you control turns to attack, it gains +1 Fighting until the end of the turn.</p> <p><i>This giant cave is home to Leung Mui and her rebels.</i></p> <p> 2 </p>	<p>Darkness Adept 2</p> <p>Vicious Sorceress</p> <p>When any card is smoked, Darkness Adept gains +1 Fighting until the end of the turn.</p> <p><i>These zealous disciples of the Darkness Queen thrive on destruction and chaos.</i></p> <p> 2 </p>	<p>Demon Emperor 6</p> <p>Wicked Impersonator</p> <p>Unique. Regenerate. When Demon Emperor turns to attack, it gains Stealth until the end of the attack if any Demon Character you control turns to attack with it.</p> <p> 4 </p>	<p>Die!!!</p> <p>Event</p> <p>Turn X  Characters you control to smoke any number of Characters controlled by opponents whose total printed cost is less than X+2. X may be zero.</p> <p><i>Gao Zhang may not control the Throne directly, but he makes his influence felt where appropriate.</i></p> <p> 0</p>
<p>Competitive Intelligence</p> <p>Event</p> <p>Sites may not be turned or revealed in response to Competitive Intelligence :: Look at any number of face-down Feng Shui Sites controlled by opponents. You may reveal and turn any of those Sites.</p> <p><i>"Of course we knew about that, too."</i></p> <p> 0</p>	<p>Darkness Priestess v2 1</p> <p>Netherworld Sorceress</p> <p>When any opponent sacrifices or toasts a card, you gain 1 Power.</p> <p><i>The Darkness Pagoda gains its power from the bloody ceremonies of these savage ritualists.</i></p> <p>1 </p>	<p><1> Desolate Ridge (6)</p> <p>Feng Shui Site</p> <p>Limited. Turn in response to an Event to inflict 2 damage on target Site or Character controlled by the player who played that Event.</p> <p><i>The right combination of geography and geomancy can redirect negative chi toward your enemies.</i></p>	<p>Discerning Fire</p> <p>Event</p> <p>Smoke X target cards that share a designator other than Netherworld. X must be greater than one. Power-generating Sites are not legal targets.</p> <p><i>"Next time, warn me before you do that! I nearly wet my pants when those soldiers around me suddenly burst into flame."</i></p> <p> X</p>

<p>Dr. Celeste Carter 3</p> <p>Purist Assassin</p> <p>Unique. Assassinate. +1 Fighting for each  card in play. -1 Fighting for each  card in play.</p> <p><i>She's here to terminate a short, furry problem.</i></p> <p>  3  </p>	<p><1> Eagle Mountain (6)</p> <p>Feng Shui Site</p> <p>No effect if Eagle Mountain is not in your front row. When Characters at this location turn to attack, they gain Toughness: 1 until the end of the attack. Instead, when Eagle Mountain is revealed during an attack, Characters that were at this location when they turned to attack gain Toughness: 1 until the end of the attack.</p> <p></p>	<p>Eater of Fortune 2</p> <p>Hungry Demon</p> <p>+1 Fighting for each Edge controlled by any opponent. When Eater of Fortune enters play, you may target an Edge :: Smoke that Edge.</p> <p><i>"Their strength shall be our strength."</i></p> <p>  2 </p>	<p>Evil Twin v2</p> <p>Sinister Sibling</p> <p>Uncopyable. 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)."</p> <p> 3 </p>
<p>Dr. John Haynes 6</p> <p>Full-Contact Historian</p> <p>Unique. Stealth. Toughness: 1. When a card you control is targeted by an Event played by an opponent, that opponent must show you his or her hand, and you may force that opponent to discard one card of your choice.</p> <p>   4 </p>	<p>Earth Poisoner 2</p> <p>Eunuch Geomancer</p> <p>Inflict 2 damage on any Site turned by an opponent while Earth Poisoner is attacking.</p> <p><i>Sorcery and geomancy combined force the land to betray those who resist the Lotus.</i></p> <p>2  </p>	<p>Elite Guards 2</p> <p>Competent Pawns</p> <p>Eunuch Characters are not legal targets for attacks or Events while Elite Guards is in play. Inflicts +1 damage for each Unique  Character you control.</p> <p> 2 </p>	<p>Farseeing Rice Grains</p> <p>Event</p> <p>You may ignore resource conditions when playing this card by toasting the top 5 cards in your deck :: Discard any number of cards, then draw an equal number of cards.</p> <p><i>"The wizard said all rice has eyes, you just have to know how to get them open. Gives me the creeps."</i></p> <p> 0</p>



















<p align="center">Festival of Giants</p> <p align="center">Event</p> <p>All Characters gain Toughness: 2 until the end of the turn.</p> <p><i>Fighting on stilts involves a lot of falling and bumping, but very few lasting injuries.</i></p> <p> 0</p>	<p align="center">Flying Sleeves</p> <p align="center">Event</p> <p>Toast It. Change one attacker's target to any Character you control.</p> <p><i>Most martial artists block with their arms. Kan Li's students prefer to block with other people.</i></p> <p>  0</p>	<p align="center">For China!</p> <p align="center">Edge</p> <p>At the end of any turn that any opponent is closer to victory than you, you may unturn one non-Site card.</p> <p><i>No rest! We must cleanse China of the eunuch filth!</i></p> <p>   2</p>	<p align="center"><1> Grizzly Pass (7)</p> <p align="center">Feng Shui Site</p> <p>+5 Body while no two cards you control have the same title.</p> <p><i>The pass is isolated and difficult to reach, but the chi of all the nearby mountains flows through it.</i></p>
<p align="center">Final Sacrifice</p> <p align="center">Event</p> <p>Play in response to an Event played by an opponent during an attack you declared. Toast an attacker you control whose cost equals or exceeds that Event's cost :: Cancel that Event.</p> <p><i>"Move it, you idiots! What are you waiting for? You want me to die for nothing?"</i></p> <p>   0</p>	<p align="center">Flying Sword Stance</p> <p align="center">State</p> <p>Not cumulative. Subject Character gains +1 Fighting. Subject gains Superleap against Characters that lack resource conditions.</p> <p><i>"Focus, balance, determination. These will allow us to win this day."</i></p> <p>  0</p>	<p align="center">Gao Zhang (PAP) 10</p> <p align="center">Eunuch Mastermind</p> <p>Unique. You may sacrifice a Pawn Character to change the target of an Event. Once per turn, you may play one  or  card at -1 cost.</p> <p>     6     </p>	<p align="center"><1> Hall of Brilliance (5)</p> <p align="center">Imperial Feng Shui Site</p> <p>Unique. +1 Body for each Power-generating Site you control. If you control "Imperial Palace," Hall of Brilliance generates Power for you during every player's Power generation phase.</p> <p>   2  </p>

















<p style="text-align: center;">Hsiung-nu Mercenaries 3</p> <p style="text-align: center;">Hired Killers</p> <p>Uncopyable. Guts. When you have no Power, smoke Hsiung-nu Mercenaries.</p> <p><i>Truce or no truce, the nomads were always willing to spill a little blood for money.</i></p> <p style="text-align: center;">2</p>	<p style="text-align: center;">Inauspicious Return</p> <p style="text-align: center;">Event</p> <p>Limited. Toast It. You may play up to three 1-cost non-Unique Characters that provide resources from your smoked pile at no cost. These Characters cannot be sacrificed, and gain the designator Undead.</p> <p><i>"Arise and do the bidding of your rightful master!"</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Jui Szu 2</p> <p style="text-align: center;">Outmaneuvered Empress</p> <p>Unique. All  cards are +1 cost. Turn and maintain to take control of a Feng Shui Site you own that is controlled by an opponent.</p> <p style="text-align: center;">3</p>	<p style="text-align: center;">Kar Fai 11</p> <p style="text-align: center;">Kung Fu Master</p> <p>Unique. Guts. All other  Characters you control gain Guts and +1 Fighting while Kar Fai is in play.</p> <p><i>The Great Grand Master of Furious Tiger Kung Fu.</i></p> <p style="text-align: center;">     7   </p>
<p><1> Imperial Palace (8)</p> <p style="text-align: center;">Site</p> <p>Unique. Turn during any player's Main Shot to play a Guard Character or Eunuch Character at -2 cost.</p> <p><i>The Palace never sleeps - intrigue is brewing at all hours.</i></p> <p style="text-align: center;">   3 </p>	<p style="text-align: center;">Infernal Pact</p> <p style="text-align: center;">Event</p> <p>One-Shot. Toast an unturned Character you control :: Search your deck for a card and add it to your hand. Reshuffle.</p> <p><i>Gao Zhang is determined to stay in control of the Empire, regardless of the cost.</i></p> <p style="text-align: center;">   0 </p>	<p style="text-align: center;">Just Another Consumer 1</p> <p style="text-align: center;">Scrappy Rebel</p> <p>When Just Another Consumer turns to attack a Site that shares a designator with another Site in play, he gains +1 Fighting until the end of the turn.</p> <p style="text-align: center;">1 </p>	<p style="text-align: center;">Leung Mui 7</p> <p style="text-align: center;">The Black Flag</p> <p>Unique. Independent. When Leung Mui turns to attack, you may turn non-Unique Characters you control that have a cost of 2 or less to attack with her as if they had Independent.</p> <p style="text-align: center;">   4 </p>

<p style="text-align: center;">Mad Monk 6</p> <p style="text-align: center;">Shaolin Traitor</p> <p>Unique. Superleap. May not attack a card controlled by an opponent who has one or more ☯ resources in his or her pool.</p> <p><i>"I have chosen the greater of two evils."</i></p> <p style="text-align: center;">☯ ☯ 4 ☯ ☯</p>	<p style="text-align: center;">Napalm Addict 6</p> <p style="text-align: center;">Pyromaniac Anarchist</p> <p>Guts while attacking. When he smokes a Site by inflicting combat damage, you gain Power equal to that Site's printed cost, or 2 Power if it has no printed cost.</p> <p style="text-align: center;">☹ ☹ 4 ☹</p>	<p style="text-align: center;">Oliver Chen 4</p> <p style="text-align: center;">Pledged Saboteur</p> <p>Unique. When this card inflicts combat damage on a Site, you may look at the top 7 cards of that Site's controller's deck. You may place one of those cards on the bottom of the deck, and rearrange the others in any order.</p> <p style="text-align: center;">☀ ☀ ☀ 3 ☀</p>	<p style="text-align: center;">Payback Time</p> <p style="text-align: center;">Edge</p> <p>Limited. When an opponent reduces the Body of a Site you control to 0, you gain 1 Power and you may inflict 1 damage each on up to 3 Sites controlled by that opponent.</p> <p style="text-align: center;">☹ 0</p>
<p><1> Möbius Gardens (7)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>When one or more opponents generate or gain Power from an Event played by an opponent, you gain 1 Power.</p> <p><i>"We have to pay for the gardener's psychiatrist, but it's worth it."</i></p> <p style="text-align: center;">☯ ✨ ✨ 2</p>	<p style="text-align: center;">Obsidian Eye</p> <p style="text-align: center;">Edge</p> <p>Unique. Turn and maintain to treat target Character's rules text as if it were blank.</p> <p><i>Ming I's contribution to Gao Zhang's defense was a handful of troops and this loathsome artifact.</i></p> <p style="text-align: center;">☯ ✨ ✨ 2</p>	<p style="text-align: center;">Palace Guards 1</p> <p style="text-align: center;">Hopeless Pawns</p> <p>If in your smoked pile when an attack is declared against a ☯ card you control, you may return this card to play at the location of the attack and then must declare it as an interceptor against that attack.</p> <p style="text-align: center;">1 ☯</p>	<p style="text-align: center;">Peasant Uprising</p> <p style="text-align: center;">Event</p> <p>Take control of all non-Unique 1-cost Characters until the end of the turn.</p> <p><i>"The Empire has suffered for years under the eunuchs' yoke. Now they take our beloved Harvest of Jade as well. We must destroy them!"</i></p> <p style="text-align: center;">☯ ☯ 1</p>

<p><1> Petroglyphs (7)</p> <p>Feng Shui Site</p> <p>Turn in response to an effect that redirects damage or changes a target :: Cancel that effect.</p> <p><i>The ancient inscriptions point out the true path for any who care to read.</i></p>	<p><1> Puzzle Garden (8)</p> <p>Feng Shui Site</p> <p>No Character inflicts more than 3 damage on Puzzle Garden.</p> <p><i>Even the gardeners have a hard time finding their way to the center.</i></p>	<p>Resistance Squad 2</p> <p>Techie Guerrillas</p> <p>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.</p> <p>2  </p>	<p>Scrounging</p> <p>Event</p> <p>Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.</p> <p> 0</p>
<p>Pocket Demon v2</p> <p>Event</p> <p>Limited. 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.</p> <p> 0</p>	<p><1> Rebel Camp (7)</p> <p>Site</p> <p>Once during each attack that targets Rebel Camp, you may play an Event at -1 cost. When any Character you control joins an attack declared by an opponent, turn Rebel Camp to gain 1 Power.</p> <p>2</p>	<p>Righteous Protector 3</p> <p>Heroic Monk</p> <p>Turn to redirect the damage from a single source inflicted on target Character to Righteous Protector.</p> <p><i>"Tell me before I die...is our Light of Heaven...safe?..."</i></p> <p>3  </p>	<p>Seven Evils 10</p> <p>Demon Lord</p> <p>Unique. Unturns when any opponent turns a Feng Shui Site. Toast a Character you control to give Seven Evils Independent until the end of the turn.</p> <p>   6 </p>

<p style="text-align: center;">Shattering Fire</p> <p style="text-align: center;">Event</p> <p>Inflict X damage on target Character. X= the number of ♦ resources in your pool.</p> <p><i>The first spell any apprentice sorcerer wishes to learn - with good reason.</i></p> <p style="text-align: center;">♦ 1</p>	<p style="text-align: center;">Sinister Accusations</p> <p style="text-align: center;">State</p> <p>Subject Character gains a designator of your choice other than Eunuch. If you control one or more Eunuch Characters when subject is smoked, you may return Sinister Accusations to your hand.</p> <p><i>Slander is a powerful tool when used properly.</i></p> <p style="text-align: center;">♣ ♦ 1</p>	<p style="text-align: center;">Sword of the Dragon King</p> <p style="text-align: center;">State</p> <p>Unique. Weapon. ♣ Characters and ✖ Characters cannot intercept subject Character. Subject gains +X Fighting. X= one-half (round down) the number of ♦ resources in your pool.</p> <p><i>"They say you can hear the dragon roar as you die."</i></p> <p style="text-align: center;">♦ ♦ 2</p>	<p style="text-align: center;">The Blue Cardinal's Guards 6</p> <p style="text-align: center;">Mercenary Timewalkers</p> <p>Once during each attack, you may pay 1 Power to give this card Guts, Stealth, or +3 damage until the end of the attack.</p> <p><i>They adapted quickly after their juncture closed.</i></p> <p style="text-align: center;">♣ ♣ 4</p>
<p style="text-align: center;">Shi Zi Hui 8</p> <p style="text-align: center;">Eunuch General</p> <p>Unique. Tactics. When Shi Zi Hui turns to attack, draw X cards. X= the number of Characters that turn to attack with him.</p> <p><i>Now he applies his military genius to the Secret War.</i></p> <p style="text-align: center;">♣ ♣ ♣ 5 ♣</p>	<p style="text-align: center;"><1> Smiling Heaven Lake (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn and choose a resource you have in your pool :: Play a Character ignoring one of the chosen resource conditions.</p> <p><i>The lake acts like a feng shui amplifier, reflecting the chi from the surrounding hills.</i></p>	<p style="text-align: center;"><1> Temple of the Angry Spirits (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Temple of the Angry Spirits inflicts combat damage on Characters as if it had Fighting equal to its current Body.</p> <p><i>The spirits here take their peace and quiet _very_ seriously.</i></p>	<p style="text-align: center;"><0> The Dragon Throne (5)</p> <p style="text-align: center;">Imperial Site</p> <p>Unique. Choose a designator when this Site enters play or when you seize this Site. +2 Body while you control any Emperor or Empress Character. If this Site is in your front row, you may play Characters, States, and Edges with the last chosen designator at -1 cost.</p> <p style="text-align: center;">♣ ♣ ♣ 1 ♣</p>

<p style="text-align: center;">The Emperor 1</p> <p style="text-align: center;">Imperial Pawn</p> <p>Unique. Turn to smoke target non-Unique Character. Sacrifice a Eunuch Character to cancel an Event that targets The Emperor.</p> <p><i>Harvest of Jade is a mere shadow of his former self.</i></p> <p style="text-align: center;">  2  </p>	<p style="text-align: center;">Time Bandits 2</p> <p style="text-align: center;">Netherworld Mercenary Hoods</p> <p>If Time Bandits is still in play at the end of any turn in which they inflicted combat damage on the target of an attack, you gain 1 Power if you declared the attack, or 2 Power if an opponent declared the attack.</p> <p style="text-align: center;">  2 </p>	<p style="text-align: center;">True Son of Heaven 3</p> <p style="text-align: center;">Shaolin Emperor</p> <p>Unique. If unturned, generates 1 Power during your Power generation phase. Turn :: All attacking  Characters inflict +2 damage until the end of the attack.</p> <p style="text-align: center;">  3  </p>	<p style="text-align: center;">Two Hundred Knives of Pain 4</p> <p style="text-align: center;">Dangerous Demon</p> <p>Gains Regenerate while any opponent is at least as close to victory as you. Inflict 1 damage which cannot be redirected or reduced on this card :: Inflict 3 damage on a Character intercepting it.</p> <p style="text-align: center;">   3  </p>
<p style="text-align: center;">The Monkey Who Would Be King 3</p> <p style="text-align: center;">Guerrilla Emperor</p> <p>Unique. Turn :: Swap every front-row Site with the back-row Site behind it and inflict 1 damage on those Sites. Does not affect locations with only one Site. This may change which Site is targeted by an attack.</p> <p style="text-align: center;">  2  </p>	<p style="text-align: center;">Titanium Johnson 8</p> <p style="text-align: center;">Cyborg Bruiser</p> <p>Unique. Toughness: X. X= the total number of all cards in all opponents' burned-for-victory piles.</p> <p><i>"A bionic what? I wish!"</i></p> <p style="text-align: center;">   5   </p>	<p style="text-align: center;">Twin Thunder Kick</p> <p style="text-align: center;">State</p> <p>Schtick. Subject Character inflicts +2 damage if it has Superleap. When subject inflicts combat damage on a Character, you may inflict an equal amount of damage on another Character at its location.</p> <p style="text-align: center;">  1 </p>	<p style="text-align: center;">Ultior Motives</p> <p style="text-align: center;">Event</p> <p>Limited. Play if target opponent controls at least one turned non-Character card. You gain one Power, and that opponent may unturn one card he or she controls.</p> <p><i>"No strings attached. Really. Just sign here."</i></p> <p style="text-align: center;">   0 </p>

<p style="text-align: center;">Underworld Tracker 4</p> <p style="text-align: center;">Demon Cop</p> <p>When an effect generated by an opponent removes a card from any opponents' smoked pile and puts it into play or its owner's hand, you may return Underworld Tracker to play.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Wandering Teacher 5</p> <p style="text-align: center;">Shaolin Agent</p> <p>Any opponent may pay 1 Power to heal Wandering Teacher. Any opponent may pay 1 Power to unturn Wandering Teacher.</p> <p><i>These teachers spread Confucian values in AD69.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><1> Whirlpool of Blood (AltArt) (5)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Turn to cancel an effect generated or maintained by the turning of a Feng Shui Site.</p> <p><i>"Sooner or later, every Innerwalker gets forced to jump in at gunpoint. It's like destiny or something."</i></p>	<p style="text-align: center;">Who's the Monkey Now?</p> <p style="text-align: center;">Event</p> <p>Play in response to an Event played by an opponent that would damage or smoke a card you control :: Cancel that Event, and you may immediately smoke a card controlled by that opponent of the same type that would have been damaged or smoked.</p> <p style="text-align: center;">  1</p>
<p style="text-align: center;">Violet Meditation v2</p> <p style="text-align: center;">Event</p> <p>Limited. 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.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Weird Science</p> <p style="text-align: center;">Event</p> <p>Toast It. Until the end of the turn, the printed Body of all Feng Shui Sites is considered to be equal to the number of letters in the first word of their titles.</p> <p><i>"It works! I don't know what it does, but it works!"</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Who Wants Some?</p> <p style="text-align: center;">Event</p> <p>Limited. The next attack you declare this turn may have any number of targets, provided that you attack each target with at least one Character. The number of Feng Shui Sites you need for victory is increased by one.</p> <p><i>"You? You want some? And you? You want some too?"</i></p> <p style="text-align: center;">   0</p>	<p style="text-align: center;">Xin Kai Sheng 7</p> <p style="text-align: center;">Sorcerer Emperor Mastermind</p> <p>Unique. At the end of your turn, return to play under your control all Characters in any smoked pile that were smoked by combat damage inflicted by this card while he was attacking this turn.</p> <p style="text-align: center;">   6 </p>