

L5R: Cards Database
(from Imperial Edition to The Dark Journey Home Set)
(without Pre-Imperial Set, Beiden Pass, Jade Edition)

Card Name	Type	R.	Ed.	For.	Chi	H. R.	Gol.	Hon.	Foc.	Complete Text
A Moment of Truth	Action	R	AOD				0		2	Reaction: Play this card when one of your Personalities wins a duel or is in an army that destroys an opposing army. Go through your Dynasty deck (Provinces if necessary) and put the Experienced version of that Personality into play on the Personality as per the rules for an Experienced Personality. Reshuffle your Dynasty Deck.
Arrival of the Emerald Champion	Action	R	AOD				0		4	Political Battle: You must use (discard) the Imperial Favor to play this card. You may only play this card if you are the Defender, or you are attacking a player with a Family Honor less than zero. This card remains in play in this battle as a 5F/6C Unaligned samurai with double chi and a Personal Honor of three. This card is destroyed after the resolution phase of this battle.
At the Last Moment	Action	C	AOD				0		2	Battle: If you are the Defender, switch the Dynasty card in this Province with the top card of your Dynasty deck. You may perform this action in a battle in which you have no units. Both cards are turned face-down.
Battlefield of Shallow Graves	Action	C	AOD				0		1	Battle: Terrain. Only playable by the Attacker or Defender. All Personalities in the opposing army have their forces halved (round up). From the time this card is put into play until the end of this battle's resolution, all of your opponent's honor gains are doubled (cumulative with other bonuses and multipliers), even if this card is destroyed.
Blood Oath	Action	C	AOD				0		2	Reaction: Play immediately after you bring a Personality from outside your clan into play. This Personality gains 1F/1C permanently and becomes aligned with your clan, losing former alignments.
Comered	Action	C	AOD				0		2	Reaction: Play when a unit is being moved out of this battle as the effect of an action. Bow one of your units in the battle to cancel the action and negate all effects of the action that is causing the move.
Corrupted Energies	Action	U	AOD				0		3	Battle: All Shugenja at this battle are -1C until the end of this turn for each Black Scroll in this battle.
Cremation	Action	U	AOD				0		2	Reaction: Play after the resolution phase of a battle. All cards destroyed during the resolution phase are removed from play instead of destroyed. These cards cannot affect or be affected by any card or returned to play in any way.
Daiشو Technique	Action	C	AOD				0		3	Limited: Bow one of your samurai with a printed Chi greater than 2. Until the end of the game, this samurai may have two weapons attached.
Disarmament	Action	C	AOD				0		1	Reaction: Play this card when you are discarding a card from one of your Provinces. Target one opponent. That player must also discard a face-up card of their choice from one of their Provinces. If they do not have any face-up Dynasty cards, then they must discard a face-down one at random.
Disfavored	Action	R	AOD				0		3	Political Limited: Target Personality may not take the Imperial Favor, perform a Political action, or be involved in a lobbying effort for the rest of the game.
Disrupted Resources	Action	R	AOD				7		1	Open: The current player may not bring any gold producing holdings into play this turn. This action cannot be performed during a battle action phase.
Duty to the Clan	Action	U	AOD				0		3	Reaction: Play after the resolution phase of a battle in which one of your Personalities that is aligned to your clan was destroyed. Choose one of your clan's Personalities that is currently face up in one of your Provinces. This Personality has its gold cost permanently reduced to zero.
Emperor's Protection	Action	U	AOD				0		4	Political Limited: Discard the Imperial Favor to put this card into play. Choose one Personality with a Personal Honor greater than zero who now has the Emperor's protection. If this Personality is destroyed in a duel, the opposing Personality's controller loses seven honor. If this Personality is destroyed in battle (as an action or in resolution), the Personality's controller loses 3 honor.
Fight to the Setting Sun	Action	C	AOD				0		2	Reaction: Play after the resolution phase of a battle. All defending units at this Province are bowed as if they were attacking units.
Imperial Taxation	Action	U	AOD				*		1	Open: Play only during another Player's action phase. Target one of the current player's holdings. Pay gold equal to the holding's cost. The current player must also pay the holding's cost or the holding is destroyed.
Kolat Instigator	Action	R	AOD				4		2	Limited: Lose 2 Honor. Target a Personality who must issue a challenge to a Personality of his controller's choice. This challenge can be refused without penalty.
Kolat Interference	Action	U	AOD				5		3	Open: This action is only playable during a player's action phase. The current player cannot draw any Fate cards this turn. Lose 3 Honor.
Lies, Lies, Lies...	Action	U	AOD				0		2	Political Limited: Gain 8 honor if you have no cards in play that cause an honor loss to put into play, and no Shadowlands, Ninja, or Kolat cards in play. Honor gain above your starting family honor is lost.
Night Battle	Action	C	AOD				0		1	Battle: Terrain. This terrain takes effect immediately when it is put into play. No actions can be taken during this battle unless the player controls a Shadowlands Personality or a shugenja in the battle or unless the action will destroy this terrain.
Peasant Defense	Action	C	AOD				0		1	Battle: Terrain. The Attacker may choose to return any or all of his units (including bowed ones) in this battle to his fief, bowed. If this Province is destroyed, all Personalities that are still attacking are dishonored.
Political Dissent	Action	R	AOD				0		3	Political Limited: Bow one of your Personalities. Two target players may not invite each other as allies. The dissenting players may settle their differences if they each destroy one of their Personalities in play (as a Limited action during their turns). Samurai sent by either of these players as allies to the defense of the other gain a 2F/2C bonus for that battle.
Refugees	Action	C	AOD				0		2	Battle: Target one Personality in this battle with no Followers attached. The target Personality is sent home from the battle, bowed. This Personality's controller may spend 1G as a Reaction (once) to add a 1F Ashigaru Follower token to this Personality. This may be done in a battle in which you have no units, if you are the Defender.
Rise, Brother	Action	U	AOD				0		1	Battle: Bow one of your Personalities in this battle that is aligned to your clan to straighten another Personality in this battle that is aligned to your clan.
Shallow Victory	Action	R	AOD				0		2	Battle: This must be the first action played by the Defender for a battle. If the attacking army currently has a higher Force than the defending army, then the Attacker cannot gain any Honor during this battle. The attacker may gain honor normally after the resolution phase of this battle.
Slander	Action	U	AOD				0		3	Reaction: Play immediately after a Personality is brought into play. No player gains honor for the Personality entering play.
Stall Until Sunrise	Action	C	AOD				0		1	Battle: Terrain. All Shadowlands cards in this battle have their forces halved (round down).
Strategic Victory	Action	U	AOD				0		1	Battle: Terrain. This card must be put into play as the first action played by the Attacker. If your army is victorious and will destroy the Province, instead of destroying the Province, you may declare a "strategic victory": all of the Defender's holdings that are bowed must remain bowed until the beginning of your next turn.
The Blood Feud	Action	R	AOD				6		3	Limited: Target a Personality who is marked for death until the end of the game. Lose 4 Honor. Any Personality may challenge this Personality by bowing as a limited action. This challenge may be refused at a loss of 3 hono and dishonoring the Personality. Any player may remove the mark of death by discarding the Imperial Favor as a Limited action.
The Face of Fear	Action	C	AOD				0		3	Reaction: Play this card when one of your cards is performing a fear effect. This action also

The Perfect Gift	Action	R	AOD				5		2	affects the Personality in the target unit as if he or she were a Follower. Reaction: Bow one of your Personalities with Personal Honor above 1 when another player has bowed a Personality to lobby for the Imperial Favor. If the Favor is uncontrolled, the lobbying attempt is cancelled, and you gain control of the Imperial Favor. This still counts as a lobbying attempt.
The Way of Air	Action	U	AOD				0		3	Limited: Bow one of your Shugenja who becomes an Adept of Air. This Shugenja gets a 2F/2C bonus while you have the Ring of Air in play. This Shugenja permanently gains the ability Reaction elemental: Bow this Shugenja to negate the effects of any action that originates from a card that contains the word "water" in the title, in the trait text, or in the text of the action.
The Way of Earth	Action	U	AOD				0		3	Limited: Bow one of your Shugenja who becomes an Adept of Earth. This Shugenja gets a 2F/2C bonus while you have the Ring of Earth in play. This Shugenja permanently gains the ability Reaction elemental: Bow this Shugenja to negate the effects of any action that originates from a card that contains the words "wind" or "air" in the title, in the trait text, or in the text of the action.
The Way of Fire	Action	U	AOD				0		3	Limited: Bow one of your Shugenja who becomes an Adept of Fire. This Shugenja gets a 2F/2C bonus while you have the Ring of Fire in play. This Shugenja permanently gains the ability Reaction elemental: Bow this Shugenja to negate the effects of any action that originates from a card that contains the word "earth" in the title, in the trait text, or in the text of the action.
The Way of Water	Action	U	AOD				0		3	Limited: Bow one of your Shugenja who becomes an Adept of Water. This Shugenja gets a 2F/2C bonus while you have the Ring of Water in play. This Shugenja permanently gains the ability Reaction elemental: Bow this Shugenja to negate the effects of any action that originates from a card that contains the words "fire" in the title, in the trait text, or in the text of the action.
To Avenge Our Ancestors	Action	R	AOD				0		3	Reaction: Play at the end of the assignment phase. Choose a battle, in which all honor gains and losses will be doubled for all players during the resolution phase. This is not cumulative with any other honor-doubling effect.
To Do What We Must	Action	U	AOD				0		3	Battle: Choose one of your units. Destroy this unit and any one opposing unit with a total Force less than or equal to the Force of this unit plus your Personality's Personal Honor. Add two to the Force of this action if it is being performed by a Crane Personality.
To the Last Man	Action	R	AOD				0		3	Reaction: Play after the resolution phase of a battle during which your army was destroyed, as an Attacker, Defender, or ally. The opposing player (Attacker or Defender) must destroy cards and tokens in his army with a Force equal to or greater than half of the total Force of your destroyed army (rounded up). Bowed cards may be destroyed at full value.
Tortuous Terrain	Action	C	AOD				0		1	Battle: Terrain. All Personalities and Followers with a current Force greater than eight have their Force reduced to eight.
Treacherous Terrain	Action	C	AOD				0		1	Battle: Terrain. All Force bonuses that Personalities and Followers in this battle have received are reduced to zero, except those that were produced by a card in their own unit. You may play this card in a battle in which you have no units if you are the Defender.
As the Shadow Falls	Event	U	AOD							No player may gain honor until the beginning of your turn, two turns from now.
Corruption of the Harmonies	Event	U	AOD							All Shugenja in play are bowed.
Duty to the Empire	Event	R	AOD							No player may achieve an honor victory or perform Political Actions while there are any Shadowlands cards in play. This event stays in play and is destroyed during your events phase two turns from now.
Fu Leng's Horde	Event	R	AOD							Each player, beginning with you, has one chance to send a unit to the Horde. The last player who doesn't send a unit (or the last player who sends the unit with the lowest Force) has his leftmost Province attacked by the Horde. Only the Defender may assign units to defend and perform actions. All Shadowlands cards in the Horde gain 2F. After resolution, the Horde is destroyed.
Hototogitsu	Event	U	AOD							The bird of good fortune raises the gold production of all Small Farms to 3G until the beginning of your next turn. All Ashigaru Followers gain a 1F bonus and all Ashigaru Personalities gain a 1F/1C bonus until the beginning of your next turn.
Kisada's Blockade	Event	R	AOD							Trade Routes and Ports produce zero gold until the next Trade Route or Port is put into play.
Monsoon	Event	U	AOD							While this event is in play, any action that has given or will give a Personality a force bonus has its effects negated. All temporary bonuses are negated, but permanent bonuses and tokens that provide bonuses are not. This event stays in play until your End Phase two turns after this one.
Retirement	Event	U	AOD							The human Personality or Personalities with the highest Chi retire to a monastic life. These Personalities have their Force reduced by four and their Chi raised by two. These Personalities lose the Shugenja or Samurai trait, and gain the Monk Trait. All of these changes are permanent. Bow all of these Personalities.
The Celestial Pattern	Event	U	AOD							The next event card is negated and is discarded without effect. The negated event is still considered to have occurred.
The Darkest Day	Event	U	AOD							All Personalities in play with a Personal Honor above two are bowed.
The Return of Fu Leng	Event	R	AOD							All players have their rightmost Province destroyed. Each player may elect to renounce their ability to win through an Honor Victory to prevent their Province from being destroyed, unless they are unable to win through an Honor Victory (such as Scorpion, Naga, and Junzo's Army).
The Tao of the Naga	Event	R	AOD							Until the end of the game, units led by a Naga Personality may not be targeted with an effect from the Imperial Favor. Naga Players may not lobby to gain the Imperial Favor this game.
There is No Hope	Event	R	AOD							Until the end of the game, any Festival event that appears is discarded without effect.
Elemental Vortex	Follower	U	AOD	6	0	0	4	-	3	Shadowlands. You must bow a Shugenja you control with a corruption token to bring this Follower into play as an Elemental effect. The Vortex loses 1F permanently during each of your end phases. The Vortex is destroyed if its Force is equal to zero.
Imperial Honor Guard	Follower	U	AOD	4	0	2	9	-	3	Immune to Fear. This unit may not be sent home with the Imperial Favor.
Minor Shugenja	Follower	C	AOD	1	0	1	3	-	1	Reaction: The Minor Shugenja may bow to act as a 1C shugenja participating in a ritual when the shugenja it is attached to is participating in the ritual. Battle: Bow for a Ranged 1 Attack.
Naga Guard	Follower	C	AOD	4	0	1	7	0	2	Nonhuman. Battle: Bow the Guard. No cards in this battle can receive any further force bonuses until after the resolution phase of this battle (including terrain bonuses).
Shiryō no Akodo	Follower	R	AOD	0	0	2	0	-	3	Lion Ancestor. Unique. May attach to Toturi. Reaction: This Personality may bow to gain a 1C bonus when entering a duel. Reaction: This Personality may bow to gain a 3C bonus when entering a duel opposing a Personality with a Personal Honor lower than his.
Shiryō no Bayushi	Follower	R	AOD	0	-	1	0	-	3	Scorpion Ancestor. Unique. Limited: Bow this Personality to destroy any Black Scroll in play. Limited: Bow this Personality to destroy any corruption token in play.
Shiryō no Hiruma	Follower	R	AOD	0	+1	1	0	-	3	Crab Ancestor. Unique. This Personality gets a 1F bonus for every opposing Shadowlands card in a battle and a 3C bonus against a Shadowlands Personality in a duel.
Shiryō no Isawa	Follower	R	AOD	0	0	2	0	-	3	Phoenix Ancestor. Unique. Shugenja only. This Personality may hold any number of spells, ignoring Chi limitations. Elemental Reaction: Bow this Shugenja to cancel and negate the effects of any one elemental action as it is being activated.
Shiryō no Kakita	Follower	R	AOD	0	0	2	0	-	3	Crane Ancestor. Unique. Once per duel, this Personality may focus with two Focus cards instead of one when focusing.
Shiryō no Shinjo	Follower	R	AOD	0	0	1	0	0	3	Unicorn Ancestor. Unique. Cards in this unit cannot be targetted with actions by other players during the battle action segment.
Shiryō no Togashi	Follower	R	AOD	0	0	1	0	-	3	Dragon Ancestor. Unique. This Personality may attach and use one spell as if he or she were a Shugenja while this card is in play. Challenges offered by this Personality may not be

Traveling Poet	Follower	C	AOD	0	0	1	0	-	1	refused.
A Hidden Fortress	Holding	U	AOD				6			While this card is in play, you have an additional Strength 4 Province to the right of your rightmost Province. This new Province cannot have its strength increased, and never holds any Dynasty cards. If destroyed, no effects are generated that are normally produced when a Province is destroyed. The new Province is destroyed if this holding is destroyed and vice versa.
Ancestral Shrines of Ootosan Uchi	Holding	C	AOD				1			Limited: Bow one of your Personalities who prays at a shrine. This Personality has a 1F/2C bonus until the end of your next turn.
Basecamp	Holding	C	AOD				3			Bow to produce 2 gold. If Basecamp is controlled by a Toturi's Army player, you may bow Basecamp to produce 4 gold when bringing a Follower, unaligned samurai, or Toturi's Army Personality into play.
Corrupted Silver Mine	Holding	C	AOD				0			Shadowlands. Lose 3 Honor when brought into play. Bow and lose 1 Honor to produce 2 gold. If Corrupted Silver Mine is controlled by a Phoenix Clan player, it produces 3 gold.
Garden of Purification	Holding	C	AOD				1			Limited: Bow the Garden and any one of your infected Personalities to destroy all corruption and plague tokens attached to the Personality. Also, destroy any items, spells or Followers that are attached to this Personality that can contribute these tokens.
Pitch and Fire	Holding	C	AOD				2			Fortification. Battle: Destroy this card to create 2 consecutive Ranged 3 Attacks that must both target a single unit. These Ranged Attacks may be combined, but cannot have their strength increased by other cards. This action cannot be taken if your opponent has put Higher Ground into play at this battle. The strength of these ranged attacks is six if you have a Fort on a Hill in this Province.
The Bronze Gong of the Hantei	Holding	R	AOD				10			Unique Fortification. Battle: Bow one opposing Follower or Personality without unbowed Followers. This can be done three times during any battle at this Province.
Tomb of Iuchiban	Holding	R	AOD				5			Unique. Reaction: Bow to give a permanent 1F/1C bonus to any non-oni Shadowlands Personality as you are bringing it into play.
Trading Grounds	Holding	C	AOD				2			Bow to produce 1 gold. Bow to produce 4 gold when bringing a holding into play.
Watchtower	Holding	C	AOD				1			Fortification. No player may play Sneak Attack during a battle at this Province. Reaction: The first time that a Terrain is put into play by the Attacker or an attacking ally during a battle at this Province, destroy the terrain. This can be one once per battle.
Bo Stick	Item	C	AOD	0	+1		1		3	Weapon. May only be attached to a Monk. When this Personality is in a duel, you may play some or all of your Focus cards face up. When you focus a card face-up, your opponent's next focus card must be played face up and may not have a higher focus value than the card you have just focused with.
Candle of the Void	Item	U	AOD	0	0		6		3	Limited Elemental: Bow this Personality who may remain bowed. In three turns, if this Personality has not straightened or been destroyed, you may play the Ring of the Void from your hand as a Limited Action. Limited Elemental: Destroy the Candle and discard your Fate Hand. Draw cards equal to the number you discarded.
Drum of Water	Item	U	AOD	0	0		6		3	Reaction: If this Personality is in an army that destroys an opposing army when you have put a terrain in play for the battle, then you may put the Ring of Water into play from your hand. Battle Elemental: Destroy the Drum to move this Personality into any of the defender's Provinces.
Golden Obi of the Sun Goddess	Item	R	AOD	0	+3		7		4	Unique. May only be attached to a Personality with a Personal Honor higher than two. Reaction: If this Personality is about to be destroyed, destroy the Obi instead. Battle: Bow one opposing Shadowlands card, once per battle.
Hammer of Earth	Item	U	AOD	0	0		6		3	Reaction: If this Personality is being assigned to defend a Province when the attacking army has a Force higher than the Province Strength, you may put the Ring of Earth into play from your hand. Battle Elemental: Destroy the Hammer. If this Personality is defending, he gains +3F/+2C until the end of this turn.
Mantle of Fire	Item	U	AOD	0	0		6		3	Reaction: If this Personality wins a duel, you may put the Ring of Fire into play from your hand. Reaction Elemental: Destroy the Mantle instead of focusing for this Personality in a duel. This Personality is returned to your fief bowed and all effects of the duel are negated.
Plague Skulls	Item	R	AOD	0	0		8		4	When attached, also give this Personality a -1C Plague token. Lose 6 Honor. While this card is in play, all Personalities in play with a Plague Token(s) get an additional -1C Plague token during each of your events phases. Battle: Bow the Plague Skulls to give a -1C Plague token to an opposing Personality.
Tapestry of Air	Item	U	AOD	0	0		6		3	Reaction: If this Personality participates in a ritual with three or more Shugenja, you may put the Ring of Air into play from your hand. Reaction Elemental: Destroy the Tapestry to cancel and negate the effects of a spell or innate ability that is targeting this Personality.
Tessen	Item	C	AOD	0	0		0		1	Reaction: Bow the Tessen to cancel any Assassin action that is targeting this Personality.
Agasha Koishi	Personality	C	AOD	1	3	0	6	2		Dragon Clan Shugenja. Open: Bow to reduce the Province Strength of one of your Provinces by three until the end of your next turn. This reduction must target a Province at which a battle has not been resolved this turn and cannot target a Province with a strength less than three. Increase the Province strength of one of your other Provinces by three until the end of your next turn.
Akodo Kage	Personality	R	AOD	0	5	10	10	2		Lion Clan Kolat Master. Experienced. Unique. Open: Bow Kage to take control of any Personality with more sensei tokens than their Personal Honor. This action may not be performed during a battle. The controlled Personality may not attack his original controller, and is returned to his original controller at the beginning of his next turn or when Kage straightens.
Bayushi Kachiko	Personality	R	AOD	0	2	-	10	1		Scorpion Clan Seductress. Experienced. Unique. Limited: Bow Kachiko and choose a bowed Personality who may not straighten until after the beginning of your next turn. Open: Bow to bow any Shadowlands Personality.
Bayushi Tansen	Personality	C	AOD	0	1	-	2	1		Scorpion Clan Martyr. Reaction: When a Scorpion Personality is entering a duel, you may bow Tansen to substitute him for the Personality in the duel. The duel continues normally. Battle: Switch the locations of Tansen and any Scorpion Personality (bowed or unbowed) in this battle if Tansen is currently unassigned.
Daidoji Sembi	Personality	C	AOD	2	2	5	5	3		Crane Clan Samurai.
Daidoji Uji	Personality	R	AOD	3	4	7	7	3		Crane Clan Samurai. Experienced. Unique. Uji gains a 2F bonus when there is a Shadowlands card in the opposing army, and a 2C bonus when facing a Shadowlands Personality in a duel.
Hida Unari	Personality	C	AOD	4	3	-	8	2		Crab Clan Samurai.
Hida Yakamo	Personality	R	AOD	5	5	-	9	0		Crab Clan Oni. Shadowlands. Nonhuman. Unique. Experienced Oni. No Followers. Yakamo gains a 1F/1C bonus for each Crab Clan Personality in your house with the Shadowlands trait. The Oni cannot be committed to attack or defend a province with Personalities that do not have the Shadowlands trait. Personalities without the Shadowlands trait may not be committed to attack or defend with the Oni.
Hirariko	Personality	U	AOD	2	4	-	8	0		Unaligned Ninja. Lose 2 honor. Items provide no bonuses or special effects in a duel against Hirariko.
Hoseki	Personality	U	AOD	0	3	-	5	1		Unaligned Ninja Mystic. Lose 2 honor. Hoseki can attach and use 1 spell as if she were a Shugenja. This spell is considered a ninja action when used and not a spell effect.
Ichiin	Personality	C	AOD	0	1	-	5	1		Unaligned Information Peddler. Kolat. Limited: Bow Ichiin and pay four gold to put one card from your Fate Hand on the bottom of your Fate Deck and draw one Fate Card.
Ikoma Kimura	Personality	C	AOD	0	2	0	5	3		Lion Clan Master of Bushido. Samurai. Open: Bow Kimura, one of your dishonored human Personalities, and any one of your honor producing holdings. Your dishonored Personality is restored to honorable status. This action cannot be taken during a battle.
Isawa Osugi	Personality	U	AOD	1	4	0	8	4		Phoenix Clan Prodigy. Shugenja. Any effect that gives Osugi the Shadowlands trait is

										cancelled and has all effects negated. Osugi may not have more than have [sic] one spell attached at any time. Spells being attached to Osugi have their gold cost reduced to zero.
Isawa Tsuke	Personality	R	AOD	4	4	10	15	0		Phoenix Clan Shugenja. Master of Fire. Shadowlands. Experienced. Unique. Tsuke takes a -1C corruption token whenever he straightens. Tsuke gains a 3C bonus when dueling a Shadowlands Personality. Limited: Bow Tsuke and issue a challenge that may not be refused to any Personality in play. Tsuke is dishonored if the target isn't Shadowlands. During this duel, Tsuke has an additional 3C bonus.
Kaiu Utsu	Personality	U	AOD	1	2	-	7	1		Crab Clan Siege Master. May only attach Followers that can destroy a Fortification. Battle: Bow for a Ranged 2 Attack. Battle: Bow to reduce this Province strength by three until the end of this turn.
Kakita Shijin	Personality	U	AOD	0	2	6	3	3		Crane Clan Poet. Reaction: Bow immediately after one of your Personalities has been destroyed. You gain honor equal to the Personality's current Personal Honor.
Kamoto	Personality	R	AOD	1	4	10	8	3		Unaligned Samurai. Toturi's Army. Tactician. Mantis Clan Kamoto may not have more than one Follower attached. Kamoto's Follower gains a 2F bonus while attached to Kamoto.
Kasuga Kyoji	Personality	U	AOD	0	1	0	11	1		Unaligned Ancient Librarian. Cannot be targeted with Feign Death. Limited: Bow and pay 5 gold to draw a Fate card. Limited: Bow and destroy the Librarian to draw five Fate cards.
Kusatte Iru	Personality	R	AOD	5	4	-	13	0		Unaligned Shadowlands Oni. Unique. Lose 5 Honor. No items or Followers Reaction: Immediately after a Battle Resolution Phase in which Iru and the Province it was defending was destroyed, you may destroy any one Province of the Attacker. Lose 15 Honor. You may perform this action even if it was your last Province.
Kyojin	Personality	U	AOD	2	5	-	8	0		Unaligned Shadowlands Enforcer. Double Chi. Nonhuman. Lose 4 Honor Kyojin is dishonored if he is bowed when Junzo is challenged, and is destroyed if Junzo is ever destroyed. Reaction: Bow to replace Junzo with Kyojin in a duel when it is accepted.
Matsu Seijuro	Personality	U	AOD	3	4	3	9	2		Lion Clan Samurai. Limited: Bow to issue a challenge to any Personality in play you do not control. Reaction: When Seijuro issues a challenge that is refused, any Fear effect Seijuro produces in the future will be at +1 strength (cumulative). Battle: Fear 0.
Mikaru	Personality	C	AOD	2	2	-	6	1		Unaligned Hunter of Naga. Will not join Naga players or attach Naga Followers. The Hunter is +2F while there is a Naga in the opposing army, and has a 3C bonus in a duel against a Naga.
Mikio	Personality	U	AOD	2	5	5	8	2		Unaligned Bodyguard. Toturi's Army. Samurai. Double Chi Mikio is dishonored if he is bowed when Toturi is challenged, and is destroyed (commits seppuku) if Toturi is ever destroyed. Reaction: Bow to replace Toturi with Mikio in a duel as it is accepted.
Oni no Tadaka	Personality	C	AOD	0	2	-	5	0		Phoenix Clan Captive Oni. Shadowlands. Nonhuman. All Phoenix Shugenja in play have a +1C while the Captive Oni is in play. If the Captive Oni is destroyed, all Phoenix Shugenja lose an additional 1C until the end of the current turn.
Otaku Baiken	Personality	C	AOD	2	3	1	7	2		Unicorn Clan Sergeant. Samurai. Limited: Bow Baiken to attach a 1F cavalry Follower token to any of your Samurai.
Qakar	Personality	U	AOD	1	0*	0	8	1		Naga Shugenja. Nonhuman. Qakar has a Chi bonus equal to twice the number of other Naga Shugenja you have in play. Battle: Bow Qakar for a Ranged Attack equal to half his Chi (round down). Battle: Bow and destroy Qakar and destroy a Pearl Bed for a Ranged Attack equal to twice his Chi.
Radakast	Personality	C	AOD	2	3	0	6	2		Naga Constrictor. Nonhuman. Battle: Once per battle, issue a challenge to an opposing Personality that may not be refused. Neither Personality will die as a result of this duel. If Radakast wins, his opponent is bowed.
Ratling Conjuror	Personality	C	AOD	1	2	-	4	0		Unaligned Creature. Shugenja. May not attach spells with a gold cost above 3G. Open: Bow and discard a card from your hand to give all Ratling cards in play a 1F bonus.
Shashakar	Personality	R	AOD	1	3	0	6	2		Naga Shugenja. Experienced. Unique. Nonhuman. This card is considered to be the Naga Shugenja for uniqueness. Reaction: Bow when an action is performed that lowers the Chi of any Naga card in play. This action is cancelled and its effects are negated. This does not prevent Chi loss due to tokens.
Shinjo Morito	Personality	R	AOD	3	3	0	8	2		Unicorn Clan Samurai. Experienced. Unique. Cavalry. This card is considered to be Morito for Experienced purposes. Shinjo Morito gains a 1F bonus when defending.
Shinjo Yasoma	Personality	U	AOD	2	3	5	8	2		Unicorn Clan Strategist. Tactician. Samurai. Cavalry Battle: Bow Yasoma. The terrain card currently in play for this battle is treated as if you had put it into play instead of whoever actually put it into play.
Suzume Mukashino	Personality	C	AOD	0	2	8	4	3		Unaligned Samurai. Venerable Storyteller. May remain bowed. Limited: Bow to bow any one Human Personality who has a Personal honor of at least 3. The target's controller gains 1 honor. The target Personality may remain bowed, but if the Personality chooses to straighten while Mukashino is and has remained bowed, the Personality is dishonored.
Takuan	Personality	R	AOD	4	3	0	11	2		Toturi's Army Lieutenant. Samurai. All other Toturi's Army Personalities in Takuan's army gain a 1F/1C bonus.
Togashi Kokujin	Personality	R	AOD	2	3	-	12	0		Unaligned Corrupted Tattooed Man. Shadowlands Unique. Lose 4 Honor Reaction: If Kokujin defeats an opponent in a duel involving Chi, Kokujin consumes his spirit. You take control of this Personality until the end of the game. This Personality is placed in your fief, bowed, with all Followers destroyed. His Chi is permanently reduced by one and his Personal Honor to zero. The Personality gains the trait Shadowlands permanently.
Togashi Yama	Personality	U	AOD	1	3	0	8	2		Dragon Clan Shugenja. Limited: Bow to put a Mountain token on one of your Provinces. As a battle action, you may send home all units attacking one of your Provinces by destroying a number of Mountain tokens at that Province equal to the number of attacking units. You may not send home fewer than all of the attackers in this fashion.
Togashi Yokuni	Personality	R	AOD	5	6	10	16	3		Dragon Clan Champion. Experienced. Unique. Samurai. Shugenja. Double Chi Will only join Dragon Clan player. Battle: Discard a Fate card from your hand to produce a Ranged Attack equal to the focus value of the discard. This does not bow Yokuni. This Ranged Attack cannot be increased in strength or combined with others.
Toturi	Personality	R	AOD	6	5	10	15	4		Unaligned Toturi's Army Samurai. Unique. Experienced. Tactician. Double Chi. Toturi is always -2F/-3C while dishonored. Reaction: Bow Toturi immediately after an open or battle action is initiated but before it is resolved during a battle at which Toturi is assigned. The action is cancelled and its effects are negated.
Tsukuro	Personality	R	AOD	5	4	-	10	0		Unaligned Shadowlands Undead General. Nonhuman. Lose 5 Honor. All Shadowlands Followers in Tsukuro's army have a 1F bonus.
Yodin	Personality	R	AOD	0	3	5	6	1		Unaligned Monk. Unique. Reaction: Bow as you are putting an Elemental Ring into play. Go through your fate deck and remove any one Elemental Ring. Show the Ring to your opponents, then put it in your Fate hand. Reshuffle your Fate deck.
Yogo Ichiba	Personality	U	AOD	0	1	-	10	1		Scorpion Clan Merchant. Open: Bow and target any face up Dynasty card that is not in play. The gold cost of that card is permanently raised or lowered by two.
Fields of the Asahina Temple	Region	C	AOD							Sacred Region. The Attacker and offensive allies may not gain honor during a battle at this Province.
Forests of Shinomen	Region	C	AOD							Heavily Forested Region. No Ranged Attacks may be performed during a battle at this Province. All Forests you control produce one extra gold when bringing non-humans or creatures into play.
Fortified Coast	Region	U	AOD							Coastal Region. Other players' holdings do not get increased gold production from any of your holdings while this card is in play.
Inaccessible Region	Region	U	AOD							Region. No units belonging to a player other than the Attacker or Defender may be assigned to or moved into this Province without the use of a spell or innate ability.
Kaiu Pass	Region	U	AOD							Industrial Region. Any Personality coming into play from this Province may immediately have a weapon or armor attached. All costs must be paid normally, but gold cost of the item is reduced by 4.
Mountain of the Seven Thunders	Region	R	AOD							Legendary Region. Unique. Honor requirement of Personality cards in this Province are

Plague-Infested Region	Region	U	AOD							waived.
River Region	Region	C	AOD							Corrupted Region. Personalities entering play from this Province are immune to the effects of Plague tokens. All Personalities in this Province at the end of the Battle Action Segment of a battle must attach a -1C Plague token.
Scorched Earth	Region	C	AOD							River Region. Reaction: When a card is discarded from this Province, you may put it at the bottom of your Dynasty Deck instead of your discard pile. All effects that had targeted this card are permanently negated.
Training Grounds	Region	C	AOD							Ravaged Region. Do not replace this card when it comes into play. This Province has its strength raised by five, but does not contain any Dynasty cards while this region is in play.
Valley of Shadow	Region	R	AOD							Training Region. All defending Followers fighting at this Province have a +1 Force.
Wetlands	Region	C	AOD							Unique Shadow Region. Lose 3 honor. Any Shadowlands Personality or Follower cards that are destroyed during a battle at this Province are shuffled back into their controllers' appropriate decks instead of going to the discard pile.
A Prophecy Fulfilled	Spell	R	AOD				8		4	Wetlands Region. All Ranged Attacks are increased in strength by one during a battle at this Province.
A Thunder's Sacrifice	Spell	R	AOD				5		4	Limited: Bow this Shugenja and place a -1F/-1C Prophecy token on any Personality in play. Destroy this spell. Put a new -1F/-1C Prophecy token on this Personality during each of your events phases. During the target's controller's end phase, if the target has a Chi of one, then all Prophecy tokens on this Personality become +1F/+1C, and the Personality receives no more Prophecy tokens.
Benevolent Protection of Shinsei	Spell	C	AOD				2		2	Open: Bow this Shugenja and destroy any one Personality you control. You gain a bonus until the end of the turn equal to the Personality's Personal Honor to one of the following: all of your Provinces gain an X strength bonus, or one Personality gains either a +X Force or +X Chi bonus.
Defender From Beyond	Spell	U	AOD				4		3	Ritual Limited: Bow this Shugenja and any two others you control. Target one of your Provinces. This Province may not have units assigned to attack or moved in to attack it until the beginning of your next turn. Destroy this spell.
Doom of Fu Leng	Spell	R	AOD				8		4	Reaction: Bow this Shugenja and destroy this spell when one of your Personalities accepts a duel. Replace your Personality in this duel with any one honorably dead Personality in your discard pile, who returns to the discard pile after the conclusion of the duel.
Essence of Fire	Spell	C	AOD				5		2	Black Scroll. Unique. Give this Shugenja a -1C Corruption token each time it straightens. Ritual Open: Bow this Shugenja and any number of other Shugenja you control. Any target Personality in the game permanently loses Chi equal to the number of Shugenja in the ritual. This effect cannot reduce the Personality's Chi below 1. A Personality can only be targeted once with this effect.
Essence of the Void	Spell	C	AOD				5		2	Reaction Elemental: Bow this shugenja when one of your Personalities is entering a duel. Items attached to opponents in the duel have all of their effects and bonuses negated until after the duel.
Essence of Water	Spell	C	AOD				5		2	Limited Elemental: Bow this shugenja and any Personality in play with a lower Chi. The target Personality may not straighten while your Personality remains bowed. Your Personality may remain bowed.
Possession	Spell	R	AOD				12		3	Battle Elemental: Send an opposing allied unit home from this battle, without bowing it. This action does not bow the shugenja, and can be performed as many times per battle as the attached shugenja's Chi.
Prophecy of the Hero	Spell	R	AOD				6		4	Limited: Bow this Shugenja, and destroy this spell. Lose 5 honor. Combine one Oni and one non-Oni Personality you control into one Personality. All abilities and attached cards remain. All traits are replaced with Unaligned Shadowlands Nonhuman. Force and Chi are equal to the Personalities' combined numbers and personal honor is zero. If this creature is destroyed the Oni Personality returns to play immediately without any cards or tokens attached, but is still affected by permanent effects.
Spiritual Presence	Spell	C	AOD				7		3	Unique. Limited: Bow this Shugenja and one of your Personalities. Give this Personality a permanent +3F/+3C bonus, but if this Personality refuses a duel or becomes dishonored, he is immediately destroyed. This spell is destroyed and may not be copied (e.g. Scribe).
Stealing the Soul	Spell	U	AOD				10		4	Open: Bow this Shugenja to add his printed Chi to the Force of any Personality in play until the end of the turn. Open: Bow this Shugenja and destroy this spell to add his current Chi to the Force of any Personality in play until the end of the turn.
Stifling Wind	Spell	C	AOD				3		3	Ritual Limited: Bow this Shugenja and any number of other Shugenja you control. Target a Personality who loses -X Force and -X Chi until the beginning of your next turn (minimum zero), where X is the number of Shugenja in the ritual. Add Force and Chi to any Personality in play until the end of the turn equal to the amount lost by the first target. If either target Personality is destroyed this turn, destroy this spell.
Summon Nightstalker	Spell	U	AOD				6		2	Elemental Battle: Bow this shungeja to bow one Follower in an opposing unit. Elemental Battle: Bow this shugenja to bow any one Personality with no unbowed Followers attached.
Toturi's Army	Stronghold	P	AOD							Limited: Bow this Shugenja and destroy this spell. Target Personality loses 1C permanently during each of his or her controller's Events Phases while this Shugenja remains in play.
Yogo Junzo's Army	Stronghold	P	AOD							You may ignore Honor Requirements when you are bringing Unaligned Human Personalities or Toturi's Army Personalities into play. You may not have more than two Shadowlands cards in your deck.
A Samurai's Fury	Action	R	C&J				0		1	You cannot gain or lose Honor. Your cards are immune to fear. Your personalities may not swear fealty. You may not take Political Actions, or actions which cause another player an honor loss. You may have no allies. Reaction: Bow when bringing a Shadowlands card into play to reduce the gold cost of the card by four.
Along the Coast at Midnight	Action	R	C&J				*		2	Reaction: Play this card at the end of the battle action segment, immediately after a terrain card's effects are resolved. You may perform one more Open or Battle action. This action cannot be performed if no terrain card is resolved for this battle.
An Oni's Fury	Action	U	C&J				0		4	Open: You must pay gold equal to the number of unbowed Personalities you have in play. All of your Personalities and Followers gain the Cavalry trait until the end of the turn.
Bad Karma	Action	R	C&J				0		3	Battle: Target an opposing Oni. The Oni's controller must immediately destroy one of his Personalities in this battle or else the Oni is destroyed.
Barbarian Horde	Action	R	C&J				6		2	Reaction: Play this card when an action card is being played by a player with a family honor below zero. The action is canceled and its effects are negated.
Breaking Blow	Action	U	C&J				0		1	Battle: A 4F/1C Cavalry Personality joins your army for this battle. This Personality is discarded from play immediately after the resolution phase of this battle. You may only use this action if you have a unit in this battle, and all of your units in this battle are Cavalry units. Lose 3 Honor.
Carrier Pigeon	Action	C	C&J				1		1	Reaction: Play this card face up as a focus in a duel. Target one item attached to the opposing Personality. The target item is immediately destroyed.
Counterfeit	Action	U	C&J				2		3	Battle: The Defender may unbow (if necessary) and add any one of his or her units to this battle. This action cannot target a unit that has been in this battle earlier or that could not be committed to this battle. This unit bows during battle resolution as if it were an attacker and may not straighten during its controller's next straighten phase.
Cowardice	Action	U	C&J				0		2	Kolat Reaction: Play as an item being attached to a Personality. The item is revealed as a fake and shuffled back into that player's deck. Kolat Reaction: Play as an item being attached to a Personality. Pay additional gold equal to the cost of the item. The item is revealed as a fake and is destroyed.
										Political Reaction: Play immediately after a Personality is moved out of the current battle by an action taken by the Personality's controller. The target Personality is dishonored and the controller loses 5 Honor.

Deploy Reserves	Action	U	C&J				0		1	Battle: Move any one of your unbowed units into this battle that has not been assigned to a battle this turn. You may only perform this action if you already have a unit in this battle, and this action cannot target units that could not be assigned to this battle.
Extortion	Action	R	C&J				3		2	Kolat Limited: Target a Dishonored Personality. Until the end of the game, this Personality may not attack your Provinces or target any of your cards. Effect is negated if target is restored to honorable status.
Fight for My Favor	Action	U	C&J				0		2	Political Reaction: Play when another player's Personality has just bowed to lobby for the Imperial Favor. One of your unbowed Personalities challenges the lobbying personality. If the challenge is refused, the lobbying attempt automatically fails. The winner of the duel gets the Favor, and the loser dies.
Forced Alliance	Action	R	C&J				0		1	Political Reaction: Play during the resolution phase of a battle as the Attacker. Instead of destroying the Province, you force an alliance upon the Defender. The alliance ends after your end phase, three turns after this one. Either player may break the alliance at the loss of 10 honor by sending one or more units to attack the other. This honor loss cannot be altered or redirected in any way.
Fresh Horses	Action	U	C&J				0		3	Open: Until the end of this turn, any player may, as an Open action, bow one of his Stables and pay 3 gold to straighten any Cavalry card.
Inner Fire	Action	U	C&J				0		1	Battle: Target and straighten one of your bowed Personalities in this battle. You may not bow this Personality to produce actions or target this Personality with actions for the remainder of this turn.
Know Your Enemy	Action	R	C&J				0		2	Reaction: Target a Personality being assigned to a battle that has the trait: Tactician. Until the end of this battle, this Personality gets a 1F bonus after each Open or Battle action performed by a player with units in the opposing army.
Narrow Ground	Action	C	C&J				0		1	Battle: Terrain. All Personalities in this battle with a current Force greater than two have their force reduced to two.
Night of a Thousand Fires	Action	U	C&J				*		1	Ninja Limited: Bow a Ninja Personality you control to destroy any holding in play. You must pay gold equal to twice the gold cost of the holding to put this card into play. This is a variable-cost card.
One Koku	Action	C	C&J				0		1	Reaction: Play when you are paying a gold cost to produce one gold.
Stand Against the Waves	Action	C	C&J				0		3	Battle: Play only during a battle when you have units in the battle, and all of the units in your army have attached Followers. The opposing player must bow as many Personalities in his army that have no attached Followers as you have units in your army. If he is unable to do so, all Personalities without Followers in the opposing army are bowed.
Stand Firm	Action	C	C&J				0		1	Battle: All Defending Personalities and followers gain 1F until the end of this battle, and are immune to fear effects.
Strike of Flowing Water	Action	C	C&J				0		3	Reaction: Play this card as a focus in a duel. The next focus you play in this duel has its value doubled. Reaction: Play this card instead of focusing in a duel. All focuses that have been played for this duel are discarded and have no effect.
Superior Strategist	Action	R	C&J				0		4	Battle: Target a Personality you control in this battle with the Tactician trait, but who has not used the trait in this battle. Search your Fate Deck to find and immediately play any one Battle or Open action card. This action counts as the target's use of Tactician for this battle. Shuffle your Fate Deck.
The Fault Is Mine	Action	C	C&J				0		3	Limited: Target one of your honorable Personalities. Dishonor this Personality to restore one of your dishonorable Personalities to honorable status. Reaction: Play this card when one of your Personalities is becoming dishonored. Target one of your honorable Personalities who is dishonored, instead.
The Touch of Shinsei	Action	R	C&J				0		3	Open: This action cannot be performed during a battle. Bow one of your temples and target one of your samurai. Until the end of this turn, the samurai gets a 3F/3C bonus, but may not attack a player with a family honor above zero.
You Walk With Evil	Action	R	C&J				0		3	Political Battle: Target a samurai in the same army with one or more Shadowlands cards. This samurai is bowed, dishonored, and gains the Shadowlands trait permanently.
Architects of the Wall	Event	R	C&J							You may search through your Dynasty deck and attach any one fortification to this Province. The gold cost of the fortification is reduced by half (round down). You may either discard this event or reshuffle it back into your Dynasty deck. Reshuffle your Dynasty deck. This event resolves every time it arises.
Are You With Me?	Event	U	C&J							Until the beginning of your next turn, the gold cost of all Followers is reduced by six (minimum zero).
Battle at Isawa Palace	Event	U	C&J							All players may get any one spell from their Fate Deck to add to their hand and then reshuffle.
Light of the Sun Goddess	Event	U	C&J							Until the beginning of your next turn, players with one or more Shadowlands cards in play at the end of their action phase do not get an attack phase.
Mine Riots	Event	U	C&J							No mines may straighten until after your next events phase.
Naming the True Evil	Event	R	C&J							If you have no Shadowlands card in play, you may name The Dark One as your true enemy. You may not bring any Shadowlands cards into play until the end of the game. All of your personalities gain a 1F/2C bonus while facing Shadowlands cards in battles or duels. All of your Followers gain a 1F bonus while facing Shadowlands cards in battle.
New Taxes	Event	U	C&J							Until the beginning of your next turn, each player (including you) on their turn, as a Limited action, should produce 6 gold which is immediately taxed and lost. For each point of gold less than six that is produced, that player loses one point of honor at the end of their action phase. A player may choose to accept the honor loss rather than pay their full share.
Severed from the Emperor	Event	R	C&J							You renounce your oaths to protect and serve the Hantei Dynasty. You may not achieve an honor victory and may not lobby for or take the Imperial Favor for the remainder of the game. Until the end of the game, you have the ability Reaction: Negate the effects of the Imperial Favor targeting your cards. You lose 5 honor each time you use this ability.
Shadow of the Dark God	Event	U	C&J							All players have their Province Strengths reduced by one until the end of the game.
Summons From Beyond	Event	U	C&J							All ancestors in play are destroyed.
The Death of Tsuko	Event	R	C&J							Each player must select one of their unique Personalities, if they have one. All players with unique Personalities draw and discard their top fate card. The Personality selected by the player (or players) who drew the highest focus value commits seppuku and is destroyed, Honorably dead. This player (or players) gains honor equal to the focus value drawn.
Tsunami	Event	U	C&J							Any player that has Ports, Pearl Beds, Trading Ports, or Pearl Divers in play has one of each destroyed.
Winter Warfare	Event	R	C&J							Until the beginning of your events phase two turns from now, terrain cards cannot be played during battles and units cannot be moved into or out of battles with actions. Players with Yuki no Onna in play may ignore these restrictions.
Bandit Gang	Follower	C	C&J	2	0	0	0	-	1	Lose 2 honor. At the end of the resolution phase of any battle the gang participates in, you must pay 2 gold or they leave you (are discarded from play). This cost is reduced by one (minimum zero) for each Bandit Hideout you have in play.
Brothers of Thunder	Follower	U	C&J	1	0	1	3	-	2	Can only be attached to Monk personalities. This Follower has a 1F bonus for each Ring you have in play.
Courier	Follower	C	C&J	0	0	1	0	-	2	Limited: Bow the Courier and move the Courier and any number of unbowed items and/or spells from this unit to another unbowed Personality you control that may legally attach them.
Kenku	Follower	U	C&J	2	0	1	3	-	3	Creature. Reaction: If the attached Personality is destroyed or if this unit is destroyed during the resolution phase of the battle, you may move the Kenku to any of your unbowed Personalities that is not currently assigned to a battle.
Kenku Teacher	Follower	C	C&J	0	0	1	1	-	4	Creature. Open: Bow to give this Personality a 1F bonus. Open: Bow to give this Personality a 1C bonus. Open: Bow to raise the Personal Honor of this Personality by one.

Kolat Bodyguard	Follower	U	C&J	+1	+2	0	5	-	3	You may attach this Follower to a Personality controlled by another player. Any player may bow one of their Personalities as a Limited action to challenge this Personality to a duel that cannot be refused. A player may only perform this action once per turn.
Mantis Shugenja	Follower	U	C&J	0	+1	1	5	-	3	May only be attached to Shugenja. This Personality has a 2C bonus when casting or attaching spells. Spells being attached to this Personality have their gold costs reduced by two. Reaction: The Mantis Shugenja may bow to act as a 1C Shugenja participating in a ritual when the Shugenja it is attached to is participating in the ritual.
Mounts	Follower	C	C&J	0	0	0	2	-	2	All Followers attached to or being attached to this Personality have the Cavalry trait while this card is in this unit.
Peasant Levies	Follower	C	C&J	1	0	0	2	-	1	When you put this card into play, you may draw an additional fate card during your next end phase.
Shiryō no Agasha	Follower	R	C&J	0	0	2	0	-	3	Dragon Clan Ancestor. Unique. While this card is attached to your Personality, your maximum hand size is increased by two. Reaction: Bow this Personality when you are bringing a Dragon into play to waive its honor requirement. Does not refer to Dragon Clan Personalities unless they are considered to be a Dragon.
Shiryō no Doji	Follower	R	C&J	0	0	2	0	-	3	Crane Clan Ancestor. Unique. This Personality may play The Second Shout without having played The First Shout. This Personality may play The Third Shout if he has played either The First Shout or The Second Shout this turn.
Shiryō no Hida	Follower	R	C&J	0	0	2	0	-	3	Crab Clan Ancestor. Unique. This unit cannot be targeted with the Imperial Favor. Battle: If attached Personality is defending, he gains a 2F/2C bonus until the end of the turn. This can be done once per turn.
Shiryō no Matsuo	Follower	R	C&J	0	0	2	0	-	3	Lion Clan Ancestor. Unique. Limited: Bow this Personality and select a Follower card in play. This Personality has challenged the Follower's Personality to a duel. If the duel is refused or if this Personality wins the duel, The follower is attached to this Personality, if such an attachment is legal.
Shiryō no Otaku	Follower	R	C&J	0	0	2	0	-	3	Unicorn Ancestor. Unique. Battle: Bow this card to move this Personality from one of the Defender's Provinces to another. You may not move this unit into a Province where battle has already been resolved.
Shiryō no Shiba	Follower	R	C&J	+1	+2	2	0	-	0	Phoenix Ancestor. Unique. During your events phase, if this card is in your discard pile, you may put it in your fate hand.
Shiryō no Shosuro	Follower	R	C&J	0	0	1	0	-	3	Scorpion Ancestor. Unique. Limited: Bow Shiryō and target a player. All of that player's Dynasty cards in his Provinces are turned face up.
Armory	Holding	C	C&J				4			Open: Bow to give a 2F bonus to a Follower until the end of the turn. Reaction: Bow to produce 3 gold when bringing a non-unique weapon or armor into play.
Bridged Pass	Holding	C	C&J				5			Fortification. Battle: Destroy this holding. This battle is ended without resolution. All units return home without bowing.
Corrupted Copper Mine	Holding	C	C&J				0			Shadowlands. Lose 1 Honor when brought into play. Bow and lose 1 Honor to produce 1 gold. If Corrupt Copper Mine is controlled by a Lion Clan Player, it produces 2 gold.
Dragon's Teeth	Holding	C	C&J				2			Fortification. All Followers are +1F while defending this Province. All Cavalry cards have a -1F penalty while attacking this Province.
Engineering Crew	Holding	C	C&J				2			Retainer. Bow to produce six gold when bringing a fortification into play.
Forest of Thorns	Holding	U	C&J				3			Fortification. Any Personality or Follower in a battle at this Province with a force greater than three may, as a Battle action, bow to burn down (destroy) this fortification. Battle: Send one attacking unit, led by a Personality with a Chi less than four, home from this battle. This can be done once per battle.
Historian	Holding	C	C&J				3			Retainer. Reaction: Bow when one of your Personalities wins a duel to gain 3 honor.
Island Wharf	Holding	C	C&J				1			Bow to produce 1 gold. This card is considered a port. If controlled by a Yoritomo Alliance player, the Island Wharf produces 2 gold when bowed.
Prayer Shrines	Holding	C	C&J				2			Bow to produce 2 gold. If controlled by a Monk player, the Prayer Shrines produce 1 additional gold for each Elemental Ring you have in play.
The Great Bear	Holding	R	C&J				5			Unique Retainer. This card is considered to be Hida Kisada for Uniqueness. May only be brought into play by a Crab player. Open: Bow to give a 2F bonus to any Personality in play with a Personal Honor greater than zero. Battle: Bow to give a 4F/2C bonus to any Personality that is opposed by one or more Shadowlands cards.
Tunnel System	Holding	C	C&J				2			Fortification. Battle: Remove any one of your defending units from this battle and return it to your fief, bowed. You may target bowed units with this action.
Ancestral Weapon of the Mantis	Item	F	C&J	+2	+2		7		4	Unique Weapon. This item can only be attached to a Mantis Clan Personality. When this item is being brought into play, you may spend additional gold to add one or more of the following bonuses and traits permanently: 3 gold - +2F/+2C, 5 gold - Tactician, 5 gold - Double Chi. Each bonus can only be taken once. Traits are conferred to the Personality while the weapon is attached.
Antidote	Item	U	C&J	-	-		1		3	Limited: Destroy the antidote to destroy all tokens on this Personality that create a Chi penalty. Reaction: Destroy the antidote to cancel any poison action targeting this Personality.
Armor of the Shadow Warrior	Item	R	C&J	-	+1		8		4	Unique. Cards in this unit may not be the target of spells or Innate Abilities.
Chime of Harmony	Item	C	C&J	-	-		2		2	This Personality has a 3C bonus for the purposes of casting or attaching spells and for using Innate Abilities.
Clan Banner	Item	R	C&J	*	-		4		2	This item has a force bonus equal to the number of honorably dead members of your clan in your discard pile. The banner gains an additional 3F bonus while your clan champion is honorably dead in your discard pile.
Incense of Concentration	Item	U	C&J	-	-		0		1	May only be attached to a shugenja. No more than one per Personality. When this Personality is involved in a Ritual and is not the Primary Shugenja, he counts as two shugenja for the purposes of casting the ritual, and his Chi is considered to be doubled (after all other bonuses).
Kenshin's Helm	Item	U	C&J	+1	+1		6		2	Battle: Bow this Personality to bow any opposing Personality with a lower Chi.
Kolat's Favor	Item	U	C&J	-	-		3		3	This Personality may not be targeted by Kolat actions.
Pearl-Encrusted Staff	Item	R	C&J	-	+1		3		1	May only be attached to Qamar, Shahadet or a Naga shugenja. Battle: Bow the Staff. Move all of your unbowed Naga Personalities into this battle if there are one or more Shadowlands cards in the opposing army.
Robes of Shinsei	Item	U	C&J	*	8		4		3	May only be attached to a Monk. Gain 2 honor. No more than one per Personality. The Robes have a +1F/+1C for each Ring you have in play.
Toturi's Fan	Item	R	C&J	+1	+1		8		4	Unique. May only be attached to a personality with the Toturi's Army trait. This personality gains the trait Tactician. Battle: Bow the Fan, then draw and discard a fate card. This personality gains a force bonus equal to double the focus value. This may be done once per game.
Visage of the Void	Item	U	C&J	-	-		2		2	This Personality, and his or her stats and abilities, may not be copied by any means. The Egg of P'an Ku cannot copy this Personality. This Personality's stats cannot be switched.
A Glimpse of the Soul's Shadow	kiho	C	C&J				0		3	Kiho Battle: Bow one of your Shugenja or monks in this battle to produce a Fear effect with a strength equal to his Chi.
Ancestral Guidance	kiho	R	C&J				0		2	Kiho Open: Bow one of your Shugenja or monks to give one of your Samurai the trait Tactician until the end of the turn.
Catching the Wind's Favor	kiho	C	C&J				0		2	Kiho Reaction: Bow one of your Shugenja or monks when a Ranged Attack is targeting a card in his army. If the strength of the Ranged Attack is lower than the Shugenja's (or monk's) Chi, redirect the Ranged Attack to any other card in this battle that can be the target of a Ranged Attack, including cards in the opposing army. If the strength of the Ranged Attack is less than the force of the new target, the Ranged Attack has no effect.
Dance of the Elements	kiho	U	C&J				0		2	Kiho Open: Bow one of your Shugenja or monks to move a token in play from any one Personality to any other Personality that could legally take the token.

Double Chi	kiho	C	C&J				0	1	Kiho Reaction: Bow one of your Shugenja or monks when a Personality you control is entering a duel to give that Personality the trait Double Chi until the end of the duel.
Fist of the Earth	kiho	C	C&J				0	3	Kiho Battle: Bow one of your Shugenja or monks to bow any one opposing Follower or opposing Personality without attached Followers.
Gift of the Wind	kiho	C	C&J				0	2	Kiho Open: Bow one of your Shugenja or monks to give the Cavalry trait to a number of cards equal to his Chi. All targeted cards must be in one unit.
Master of the Rolling River	kiho	U	C&J				0	2	Kiho Battle: Bow one of your Shugenja or monks to move one of your units from one of the Defender's Provinces to another.
Strength of My Ancestors	kiho	C	C&J				0	1	Kiho Open: Bow one of your Shugenja or monks to give one of your Personalities a 2F/2C bonus until the end of the turn.
The Purity of Shinsei	kiho	R	C&J				0	1	Kiho Limited: Bow one of your Shugenja or monks to destroy all tokens on one of your Personalities.
The Spirit of Water	kiho	C	C&J				0	2	Kiho Open: Bow one of your Shugenja or monks to move one or more unbowed followers from one of your unbowed Personalities to another.
The Wrath of Osano-Wo	kiho	C	C&J				0	2	Kiho Battle: Bow one of your Shugenja or monks to produce a Ranged Attack equal to his Chi.
Void Strike	kiho	U	C&J				0	3	Kiho Reaction: Bow one of your Shugenja or monks when a Personality you control has entered a duel, but before the first focus. Draw your top fate card and add the focus value of that card to your Personality's chi for the remainder of the duel. The card drawn is not considered a focus.
Wisdom the Wind Brings	kiho	U	C&J				0	4	Kiho Open: Bow one of your Shugenja or monks to look at a number of face down cards equal to his Chi. If these cards are in your Fate or Dynasty deck, you may return or discard any or all of these cards.
Agasha Heizo	Personality	C	C&J	2	2	0	6	1	Dragon Clan Shugenja. Open: Bow Heizo. Assign a force penalty to Heizo up to his current force total. Give an equal force bonus to any Personality you control. The penalty and bonus last until end of the turn.
Asahina Tomo	Personality	R	C&J	1	5	0	7	2	Crane Clan Shugenja. Experienced. Unique. Tomo gains a 2F bonus when defending. Tomo gains a 1F/2C bonus when facing Shadowlands cards in a battle or duel.
Ashamana	Personality	C	C&J	0	1	0	3	1	Naga Youth. Nonhuman. Limited: Bow Ashamana and discard him from play. Take any one of your honorably dead Naga Personalities and return it to play, bowed. You may not bring back a Personality that swore fealty to Naga.
Bayushi Tasu	Personality	U	C&J	0	4	-	6	1	Scorpion Clan Killer. Limited: Bow Tasu to challenge a bowed Shadowlands personality to a duel that cannot be refused.
Chinoko	Personality	U	C&J	0	1	-	7	1	Unaligned Kolat Madam. Lose 3 honor. Reaction: Bow to cancel and negate the effects of any Kolat action as it is being performed. Reaction: Bow to reduce the cost of any Kolat card or action by 4 as it is being played.
Doji Reju	Personality	C	C&J	1	3	0	4	2	Crane Clan Samurai. If Reju is tied in a duel, he wins the duel instead.
Genzo	Personality	R	C&J	3	3	0	10	2	Falcon Clan Hunter. Yoritomo's Alliance. Samurai. Will join Crab for 2 less gold. Battle: If opposed by one or more Shadowlands cards, Genzo may take a Chi penalty (to a minimum of one) to gain an equivalent Force bonus. Reaction: Bow Norio when he is entering a duel against a Shadowlands personality. He may take a Force penalty (to a minimum of zero) to gain an equivalent Chi bonus.
Ginawa	Personality	R	C&J	3	4	0	8	2	Unaligned Samurai. Toturi's Army. Experienced. Unique. Ginawa gains a 4C bonus when dueling a ninja. Limited: Bow to challenge any ninja or Kolat to a duel. The target may refuse if his controller pays 6 gold.
Hida Yakamo	Personality	R	C&J	5	5	3	11	3	Crab Clan Hero. Experienced. Unique. Samurai. Will only join Crab Clan. Yakamo will not enter play if you have any Shadowlands cards in play and vice versa. He may attach the Jade Hand and Ancestral Sword of Hantei without gold cost. Battle: Bow Yakamo to destroy any one opposing Shadowlands card. Yakamo gains a permanent 1 point bonus to his Personal Honor (max 5).
Hiruma Yoshi	Personality	C	C&J	3	3	3	6	3	Crab Clan Samurai. Yoshi cannot be targeted with Frenzy.
Hitoshi	Personality	C	C&J	2	3	0	7	2	Unaligned Monk. Acolyte of Earth. Elemental Battle: Bow Hitoshi to add 3 to a Province's strength. Elemental Battle: Hitoshi gains a 2F/2C bonus until the end of the turn if you have the Ring of Earth in play. This can be done once per battle.
Hyobe	Personality	U	C&J	2	2	-	8	1	Tortoise Clan Sailor. Yoritomo's Alliance. Hyobe does not bow when returning home from battles as an attacker in the resolution phase. Reaction: Bow one or more of your ports when your army is returning home from a battle as an attacker or ally. You may keep straightened a number of returning units equal to the number of ports you bow.
Ikoma Ryozo	Personality	U	C&J	3	2	-	6	3	Lion Clan Samurai. Shadowlands. If the Imperial Favor targets a card in a battle that Ryozo is at, Ryozo returns to your fief, bowed.
Isawa Norikazu	Personality	R	C&J	1	3	0	10	2	Phoenix Clan Seer. Unique. Shugenja. Reaction: Bow as an action card is being played from a player's hand that targets you, your cards or tokens, or the battle that Norikazu is in. That action is canceled and its effects negated. The action card is returned to the player's hand at the end of the Dynasty Phase this turn.
Isawa Tomo	Personality	U	C&J	2	4	5	7	1	Phoenix Clan Shugenja. Master of Water. Experienced. Unique. Shadowlands. Battle: Bow Tomo to send home, without bowing, all units in this battle containing Shadowlands cards. Tomo must be in the battle to perform this action.
Iuchi Daiyu	Personality	R	C&J	1	5	0	8	1	Unicorn Shugenja. Experienced. Unique. Cavalry. Cards in this army cannot be the target of Ranged Attacks if they are in a Cavalry unit.
Kado	Personality	C	C&J	3	3	0	4	1	Unaligned Samurai. Kolat. When Kado is brought into play, you may give control of him to any player. All Personalities being brought into play by this Personality's controller have their gold cost increased by 2.
Kakita Ichiro	Personality	U	C&J	0	1	0	7	3	Crane Clan Courtier. Limited: Bow to lobby for the Imperial Favor. This may be done even if you have already lobbied for the Favor once this turn.
Kanbe	Personality	C	C&J	2	2	0	6	2	Mantis Clan Mercenary. Samurai. May not swear fealty except with his action, below. Open: Once per turn, you may change the clan alignment of this Personality, swearing fealty to a different clan.
Kitsu Motso	Personality	R	C&J	2	5	10	9	3	Lion Clan Master Tactician. Samurai. Experienced. Unique. Tactician. Limited: Bow to put a Master token on Kitsu Motso. Battle: Destroy a Master token on Motso to take any one terrain card from your Fate deck and put it into play for this battle. This does not bow Motso. Reshuffle your fate deck. This is considered Motso's use of his Tactician ability for this battle.
Koichi	Personality	C	C&J	2	3	0	7	2	Unaligned Monk. Acolyte of the Void. Elemental Limited: Bow to discard a card. Elemental Limited: Bow to draw a Fate card if you have the Ring of the Void in play.
Masasue	Personality	C	C&J	3	3	-	2	1	Mantis Clan Mercenary. Unaligned. Samurai. To bring Masasue into play, you must discard 3 fate cards.
Matsu Goemon	Personality	C	C&J	3	3	6	7	2	Lion Clan Samurai. Toturi's Army. You may attach a Follower from your hand immediately to Goemon as you are bringing him into play for the first time. Costs of the Follower must be paid normally. Goemon may not bow during an attempt to lobby for the Imperial Favor.
Moto Sada	Personality	C	C&J	3	2	-	6	0	Unaligned Bushi. Shadowlands. Cavalry. Lose 4 honor. Battle: Fear 3.
Moto Tsume	Personality	R	C&J	5	5	-	7	0	Unaligned Nonhuman Samurai. Shadowlands. Experienced. Unique. Lose 6 Honor. Will not enter play if you have a family honor above zero. Cannot be assigned to the same army as units that have no Shadowlands cards and vice versa. Battle: Fear 3.
Mukami	Personality	C	C&J	0	2	-	5	1	Wasp Clan Skirmisher. Yoritomo's Alliance. Battle: Bow to produce a Ranged 3 attack. Then, remove this unit from the battle and return it to your fief.
Nobuo	Personality	U	C&J	3	4	0	8	1	Mantis Clan Shugenja. Whenever Nobuo bows to produce a spell, the spell is destroyed.
Norio	Personality	C	C&J	0	3	0	3	2	Unaligned Monk. Kharmic Healer. Norio's Chi may not be reduced below one. Limited:

										Bow to move all tokens that produce a force or Chi penalty from a Personality you control to Norio. Limited: Bow to destroy all tokens on Norio that produce a force or Chi penalty.
Ogre Outlaw	Personality	U	C&J	6	4	-	7	0		Unaligned Bandit. Nonhuman. Shadowlands. If the Ogre Outlaw is killed in a duel or battle, the player responsible receives 10 gold to spend to help bring any one card into play until the end of his next turn. If the gold is unused it is lost.
Oni no Chi	Personality	U	C&J	*	*	-	0	0		Unaligned Shadowlands. Nonhuman. This Oni is brought into play as a Limited Ritual action. Bow and destroy any number of your shugenja to bring this Oni into play. The Oni has a Force equal to half of the total chi of the participating shugenja and a Chi equal to the number of participating shugenja. This Personality may not be brought into play during your dynasty phase. Lose Honor equal to the Oni's Chi.
Oni no Genso	Personality	C	C&J	2	2	-	5	0		Unaligned Oni. Shadowlands. Lose 4 Honor. Open Elemental: Bow to negate the effects of any one Ring of Earth or Ring of Fire until the end of the turn. Open Elemental: Bow as a Ring of Air, Void or Water is being activated to negate the effects of that ring until the end of the turn.
Orochi	Personality	R	C&J	5	4	-	11	1		Unaligned. Nonhuman. Cavalry. No followers or items. Battle: Destroy any one Port or Pearl Bed that is controlled by the defender. This does not bow the Orochi, and can be done once per battle that the Orochi is in.
Ryosei	Personality	C	C&J	1	3	-	4	1		Fox Clan Shugenja. Yoritomo's Alliance.
Shabura	Personality	R	C&J	5	4	0	9	2		Naga. Experienced. Unique. Nonhuman. Shabura gains +2F in battle when opposed by Shadowlands cards if she has no change tokens. Open: Add or remove a change token from Shabura. This may be done once per turn. Limited: If Shabura has a change token she may bow to challenge a Shadowlands Personality to a duel that can't be refused.
Shalasha	Personality	U	C&J	2	4	0	6	2		Naga Scout. Nonhuman. If you are a Naga player and you have no Personalities in play, Shalasha's gold cost is reduced by three.
Shiba Shingo	Personality	C	C&J	1	3	5	3	2		Phoenix Clan Samurai.
Shinjo Rojin	Personality	C	C&J	1	2	0	5	2		Unicorn Clan Explorer. Samurai. Cavalry. Rojin gains a 2F bonus when attacking or defending a Province that has a Region card attached. Rojin gains a 2F bonus while there is a terrain card in play for the battle he is in.
Shinjo Tashima	Personality	U	C&J	3	3	0	8	2		Unicorn Clan Magistrate. Samurai. Cavalry. Tashima has a 2F/2C bonus while facing, in a battle or duel, one or more human Personalities with a Personal Honor of zero. Limited: Bow to challenge a Bandit or unaligned samurai to a duel that cannot be refused.
Shosuro Sadato	Personality	C	C&J	1	2	-	4	0		Scorpion Clan Emissary. Political Reaction: Bow as a Political action card is being played to increase its gold cost by an amount equal to Sadato's Chi. The player may produce enough gold to cover the new cost if desired, but if the new cost cannot be paid, the political action is canceled. This will give a gold cost to actions that may normally have a cost of zero.
Soshi Bantaro	Personality	R	C&J	2	4	-	7	0		Scorpion Clan Shugenja. Experienced. Unique. Shadowlands. Bantaro may attach Return of the Fallen Lord without gold cost. While Bantaro is assigned to a battle, all of the units in your army are immune to fear.
Suana	Personality	U	C&J	4	3	0	8	2		Unaligned Monk. Acolyte of Water. Elemental Battle: Bow Suana and play a terrain card. Destroy any terrain card that has been played for this battle. Suana must be in the battle to perform this action. Elemental Battle: Once per turn, this unit can move to a different Province if you have the Ring of Water in play.
Takao	Personality	U	C&J	3	2	0	7	2		Unaligned Monk. Acolyte of Fire. Elemental Reaction: If Takao has a lower Chi than his opponent when entering a duel, Takao gets first opportunity to focus or strike, overriding other first strike abilities. Elemental Reaction: Bow when Takao is entering a duel to destroy a weapon attached to the opposing Personality if you have the Ring of Fire in play.
Takuni	Personality	C	C&J	*	3	0	6	1		Mantis Clan Sailor. This Personality has a base force equal to the number of Ports you have in play.
Taro	Personality	C	C&J	1	1	0	4	2		Unaligned Monk Diplomat. Political Reaction: Bow when another player is performing an action that will cause you an honor loss. The honor loss is reduced to zero.
Tetsuya	Personality	R	C&J	5	5	0	11	3		Unaligned Monk. Double Chi. Unique. Will only join a Monk player. No Oni may be assigned to or moved into a battle at which Tetsuya is present.
The Hooded Ronin	Personality	R	C&J	2	5	0	12	2		Unaligned Samurai. Unique. Experienced. Double Chi. Ashigaru. The Hooded Ronin enters play bowed. Reaction: Bow to reduce the cost of any of the Seven Thunders to zero as it is being brought into play. Reaction: Bow as an action is being generated by a Shadowlands card to cancel the action.
Togashi Jodome	Personality	U	C&J	2	3	4	6	2		Dragon Clan Monk. Acolyte of Air. Shugenja. Reaction: Bow to cancel a spell or innate ability that is targeting you or your cards if you have the Ring of Air in play.
Togashi Mitsu	Personality	R	C&J	3	3	5	9	1		Dragon Clan Tattooed Man. Experienced. Unique. Samurai. Toturi's Army. Open: Gain up to five fire tokens on Mitsu. Mitsu may not have more than five fire tokens. Battle: Bow Mitsu and destroy one or more fire tokens on Mitsu to produce a Ranged Attack equal to the number of fire tokens destroyed. Mitsu may not add more fire tokens this turn.
Tokuji	Personality	C	C&J	0	1	0	1	1		Unaligned Peasant Instigator. Open: Bow to give a 1F bonus to any human follower.
Tsuo	Personality	C	C&J	1	2	0	4	2		Unaligned Peasant Samurai. Ashigaru. Toturi's Army. If dishonored, you lose 4 honor. Reaction: When the Tsuo is challenged to a duel, he may increase his Chi to equal the Chi of the challenger.
Yasuki Kojiro	Personality	U	C&J	2	2	0	7	1		Crab Clan Sailor. Kojiro is Cavalry if you have one or more Ports in play. May remain bowed. Open: Bow Kojiro to give the Cavalry trait to a number of cards you control equal to the number of unbowed Ports you have in play. Limited: Bow Kojiro to blockade any Port in play. The Port is removed from play and has no effect on any cards in play. When Kojiro straightens or is destroyed, the Port returns to play, bowed.
Yoritomo	Personality	R	C&J	5	4	7	12	3		Mantis Clan Champion. Samurai. Double Chi. Unique. Yoritomo may attach two weapons. Yoritomo gains an additional 1F/2C bonus for each weapon attached. Followers attached to Yoritomo have a 1F bonus.
Yugoro	Personality	R	C&J	2	3	-	8	0		Unaligned Bandit Leader. Has a 1C bonus for each Bandit follower attached. Limited: Bow to challenge a human Personality to a duel. If you win the duel, or it is refused, you get gold equal to half their printed gold cost (round down). This gold can be spent to bring any one card into play until the end of this turn. Excess gold spent to bring the card into play is lost, and it is all lost if unused by the end of this turn. Loser of the duel dies.
Borderland	Region	U	C&J							Shared Region. When this Region enters play, select any one holding in play. If this Province is destroyed, the holding is destroyed immediately afterwards.
Clan Heartland	Region	R	C&J							Hidden Region. Unique. Units cannot be assigned to a battle at this Province or moved into a battle at this Province unless this is your only Province.
Lost Valley	Region	C	C&J							Valley Region. This Province, and cards attached to or in a battle at this Province, cannot be targeted by actions from cards in play that are not currently assigned to attack or defend this Province. Action cards may be played normally.
Secluded Ravine	Region	C	C&J							Secret Region. The Attacker and attacking allies cannot play terrain cards during a battle at this province.
Shinsei's Shrine	Region	R	C&J							Sacred Region. Do not refill your Province when this card enters play. This Province does not hold Dynasty Cards while this region is in play. You gain 2 honor during each of your end phases while this card is in play.
Sunken City	Region	R	C&J							Underwater Region. Unique. While this Region is in play, all of your Pearl Beds and Pearl Divers produce 1 extra gold when bowed.
Temple of Osano-Wo	Region	F	C&J							Any monk coming into play from this Province gains the trait Double Chi permanently if this is the oldest Temple of Osano-Wo in play. Temples of Osano-Wo that entered play more recently give a permanent +1C to monks coming into play.
The Yasuki Estates	Region	C	C&J							Urban Region. Limited: Discard the dynasty card in this Province and replace it with a face

										up dynasty card. Events revealed in this way will not resolve until your next events phase. This can be done once per turn.
Tradeposts of the Mantis	Region	C	C&J							Properous Region. Gold-producing holdings coming into play from this Province may be attached to this Province. Holdings that are attached to this Province have their gold production increased by one, but are destroyed if this Province is destroyed.
Disrupt the Aura	Spell	C	C&J				2		2	Reaction: Bow this Shugenja and target a Personality as it is copying an ability or statistic, or when a Personality's stats are being switched. The copying or switching fails and the copying Personality remains unchanged.
Divine the Future	Spell	U	C&J				0		1	Limited: Bow this Shugenja. Take any card in one of your Provinces and shuffle it back into your Dynasty Deck. Refill the empty Province normally.
Fiery Wrath	Spell	R	C&J				5		2	Limited Elemental Ritual: Bow this shugenja and two other shugenja you control. Destroy this spell and any one Region card in play.
Oni Warding	Spell	R	C&J				2		2	Ritual Limited: Bow this Shugenja and a number of other Shugenja you control equal to twice the number of Oni in play. Target any Province. For the rest of the game, Oni brought into play from this Province are immediately shuffled back into their controller's Dynasty Deck. Destroy this spell.
Osano-Wo's Breath	Spell	U	C&J				3		3	Battle Elemental: Bow this Shugenja. No Ranged Attacks can be made until the end of this battle.
Brotherhood of Shinsei	Stronghold	P	C&J							Reaction: Bow when you have fulfilled the conditions of putting an elemental ring into play. Retrieve that card from your fate deck and put it into play immediately. Reshuffle your Fate Deck.
The Yoritomo Alliance	Stronghold	P	C&J							Reaction: When you bow your stronghold, you may lose Family Honor to increase the gold it's producing, on a one for one basis. You cannot alter or redirect this honor loss. You cannot use this ability if it would reduce your Family Honor below zero.
Ancestral Armor of Crab Clan	Item	F	EE	+1	+1		8		4	Unique. The Crab Clan Armor can only be attached to a Crab Clan Samurai. This Samurai gains a +4F/+3C while defending.
Ancestral Armor of Crane Clan	Item	F	EE	+2	+2		8		4	Unique. The Crane Clan Armor can only be attached to a Crane Clan Samurai. Reaction: This Samurai may bow to challenge any personality to a duel who is bowing to lobby for the imperial favor. This challenge may not be refused. If this Samurai dies in the duel, then the lobby attempt continues normally.
Ancestral Armor of Dragon Clan	Item	F	EE	+1	+1		8		4	Unique. The Dragon Clan Armor can only be attached to a Dragon Clan Samurai. This Personality gains a +2F/+2C bonus for each Shugenja in this army.
Ancestral Armor of Lion Clan	Item	F	EE	+1	+1		8		4	Unique. The Lion Clan Armor can only be attached to a Lion Clan Samurai. This Personality gains a +3F/+2C bonus when attacking.
Ancestral Armor of Phoenix Clan	Item	F	EE	+1	+2		8		4	Unique. The Phoenix Clan Armor can only be attached to a Phoenix Clan Samurai. Reaction: Destroy this armor immediately before this Personality is destroyed. The Personality and other cards and tokens in this unit are saved from being destroyed.
Ancestral Armor of Unicorn Clan	Item	F	EE	+1	+1		8		4	Unique. The Unicorn Clan Armor can only be attached to a Unicorn Clan Samurai. This Personality gains a +1F/+1C bonus for each Cavalry Unit in this army.
Naga Abomination	Personality	R	EE	2	*	0	8		1	Naga. Non-human. Abomination has a Chi Value equal to the number of other Naga cards in play. Limited: Challenge any Naga Personality or Clan Champion to a duel, which must be accepted.
The Ancestral Home of the Lion	Stronghold	F	EE							Open: Bow to give a Lion Personality +2 Force bonus for attacking until the end of the turn.
The Ancestral Home of the Lion	Stronghold	P	EE							Open: Bow to give a Lion Personality +2 Force bonus for attacking until the end of the turn.
The Esteemed House of the Crane	Stronghold	F	EE							Limited: Bow to gain 2 Honor.
The Esteemed House of the Crane	Stronghold	P	EE							Limited: Bow to gain 2 Honor.
The Mountain Keep of the Dragon	Stronghold	F	EE							When this Family loses a Province, add two Strength points permanently to all remaining Provinces.
The Mountain Keep of the Dragon	Stronghold	P	EE							When this Family loses a Province, add two Strength points permanently to all remaining Provinces.
The Provincial Estate of the Unicorn	Stronghold	F	EE							Open: Bow to give any one of your cards the trait Cavalry until the end of the turn.
The Provincial Estate of the Unicorn	Stronghold	P	EE							Open: Bow to give any one of your cards the trait Cavalry until the end of the turn.
The Sacred Temple of the Phoenix	Stronghold	F	EE							Bow at any time to reduce the gold cost of a Shugenja or spell by five gold until the end of the turn.
The Sacred Temple of the Phoenix	Stronghold	P	EE							Bow at any time to reduce the gold cost of a Shugenja or spell by five gold until the end of the turn.
The War Fortress of the Crab	Stronghold	F	EE							Open: Bow to add +3 Strength to any Province until the end of the turn. This action may be performed in a battle in which you have no Units.
The War Fortress of the Crab	Stronghold	P	EE							Open: Bow to add +3 Strength to any Province until the end of the turn. This action may be performed in a battle in which you have no Units.
Brash Hero	Action	C	FK				0		1	Open: This card must be played during an opponent's Action phase. Target a samurai controlled by the current player with a Chi of 2 or less. The target Personality must be assigned to a battle during the current player's Attack Phase if the Personality may legally do so.
Bribery	Action	U	FK				8		2	Battle: Bow one opposing Personality with Personal Honor less than two. Lose 2 Honor.
Chasing the Wind	Action	R	FK				0		1	Reaction: Play this card when an infantry unit is being moved into battle where you have one or more units, all of which are Cavalry. The action that would have moved the infantry unit into this battle is cancelled and all effects of the action are negated.
Crushing Attack	Action	U	FK				0		3	Battle: You may only play Crushing Attack if your army currently has more than twice as much total Force as the opposing army. The battle action phase ends (resolve any terrain, if applicable), and this battle is now resolved.
Delicate Calculations	Action	C	FK				0		3	Limited: You may declare attacks against two players this turn. Effects which move cards into or out of Provinces may move them to and from all the battles involved. The owner of a Province under attack is considered the Defender for each battle action phase. There is only one assignment phase for all Provinces involved.
Disharmony	Action	C	FK				0		3	Reaction: Play as a ritual is being performed. The ritual is cancelled and its effects are negated. All costs of the ritual (including bowing or destroying all of the Shugenja involved) are still paid.
Diversionary Tactics	Action	C	FK				0		1	Battle: Destroy a terrain card in play for this battle.
Enlightenment	Action	C	FK				0		3	Limited: Bow any monk Personality you control to retrieve one Elemental Ring from your discard and return it to your hand.
Family Loyalty	Action	R	FK				0		3	Limited: Target a Personality affiliated with your clan that is controlled by a player from a different clan. That player must give you control of the target Personality until the end of the turn, or the Personality is dishonored and the Player loses 7 Honor. This Personality may not attack its original controller this turn.
Fearful Populace	Action	U	FK				0		1	Battle: Until the end of this battle, all Shugenja have the ability Battle: Fear 4.
Fu Leng's Steeds	Action	U	FK				0		2	Limited: Target card loses the Cavalry trait permanently.
Hazardous Ground	Action	C	FK				0		1	You may only play this card if you have a Samurai in this battle with a Chi of 4 or more. Battle Terrain: This terrain takes effect as soon as it is played. Beginning with your next opportunity to perform an action, whenever it is your turn to perform an action in this battle, you may perform two action instead of one.
Higher Ground	Action	C	FK				0		1	Battle Terrain: This terrain takes effect as soon as it is played. All Ranged Attacks made by cards in your army have their strength increased by one. All Ranged Attacks made by the opposing army have their strength decreased by one.
Kolat Saboteur	Action	R	FK				6		3	Limited: Target a Stronghold in play. Bow the target Stronghold if it is unbowed. Target Stronghold cannot straighten until after the beginning of your next turn. Any stronghold effects which do not require the Stronghold to bow function normally.

Moving the Shadow	Action	C	FK				0		2	You may play this card face up as a Focus card. If you do so, you may look at all Focus cards played for this duel so far. Battle: One player who has units in this battle must show you all Open and Battle Action cards that he has in his hand.
Nemesis	Action	U	FK				0		2	Limited: Select one of your Personalities and choose another Personality in play to be his Nemesis. While your Personality is facing his Nemesis in battle or a duel, he gains a 2F/3C bonus. A Personality may not have more than one Nemesis at a time.
Ninja Kidnapper	Action	U	FK				8		2	Limited: Target and bow any Personality in play with a Force less than five. The kidnapped Personality may not straighten while this card is in play. This card remains in play until any player pays 10 gold as an Open action. When this card is destroyed, the kidnapped Personality is straightened, and you lose 5 Honor.
Passing on the Soul	Action	U	FK				0		2	Reaction: Play as one of your Personalities is being destroyed. Give any one item card attached to that Personality to another of your unbowed Personalities.
Reserve Movement	Action	U	FK				0		2	Reaction: Play after your Dynasty Phase begins. You may attach one or more Follower or item cards to one Personality. Costs must be paid normally.
Ride Until Dawn	Action	R	FK				0		2	Battle: Select one Cavalry unit you control that is not assigned to any battle. The selected unit is assigned to this battle. Cards in this unit may not straighten until after your next Straighten Phase.
Scorn	Action	C	FK				0		1	Reaction: Play this card when a Personality challenges another Personality who has a Chi more than 4 points lower than the challenger. The challenger is dishonored, and that player cannot gain honor from this duel. The challenger's controller loses 4 Honor.
Spoils of War	Action	R	FK				0		1	Reaction: Play during the Resolution Segment of a battle in which you destroyed an Army as the Attacker or Defender. Any item cards attached to Personalities in the destroyed Army may be attached to any non-samurai Personality in your Army. All items must be attached legally.
Strike with No-Thought	Action	U	FK				0		2	Reaction: Play this card immediately before you declare a strike in a duel. You still gain the Chi bonus for this card as if it were used as a focus. Only one Strike with No-Thought can be played in a duel.
The Arrow Knows the Way	Action	R	FK				0		3	Reaction: Play when one of your Personalities with a Chi of 3 or higher is bowing to produce a Ranged Attack. This Ranged Attack may target a Personality with attached Followers.
The Coward's Way	Action	U	FK				0		2	Reaction: Play when one of your Personalities is entering a duel. Select an unbowed Personality you control who joins the duel, and becomes dishonored. Lose 7 Honor. Add the Chi of the second Personality to the original during this duel. If you lose or tie, the second Personality suffers the same effects as the original Personality. Your opponent focuses first in this duel.
The Final Breath	Action	C	FK				0		2	Reaction: Play when one of your Personalities is being destroyed in the Resolution Segment of a battle. Destroy an opposing Personality with a Chi less than the Chi of your Personality.
The First Shout	Action	C	FK				0		1	You may have up to ten copies of this card in your deck. You may play this card face up as a Focus in a duel; your opponent must Focus again if able, and his Focus card is selected randomly from his Fate hand. Battle: Target Personality gets a 1F bonus.
The People's Expense	Action	C	FK				0		1	Limited: All Mines you control increase their gold production by two until the end of this turn. Your Mines don't straighten during your next Straighten Phase.
The Second Shout	Action	C	FK				0		2	You may only target (or Focus for) a Personality that has performed The First Shout this turn. You may play this card face up as a focus in a duel to destroy the most recent card your opponent has played as a focus in this duel. Your Personality gains Chi normally from this card. Battle: Target Personality gains a 2F/1C bonus until the end of the turn.
The Third Shout	Action	U	FK				0		4	You may only target (or Focus for) a Personality that has performed The Second Shout this turn. You may play this card face up as a focus in a duel. Destroy any one card that your opponent has played as a Focus in this duel. Your Personality gains Chi normally. Battle: Target Personality gains a 5F/3C bonus until the end of the turn.
Those Who Stand Alone	Action	C	FK				0		3	Battle: All Personalities in this battle that do not have any Followers attached lose 1F until the end of the turn.
Tides of Battle	Action	R	FK				0		2	Reaction: Play immediately before a Maneuvers Segment of an Attack Phase. You may assign units to this battle as if both players had invited you as an ally. You are considered an ally, but cannot gain the allying honor bonus this turn.
Unfettered Attack	Action	U	FK				0		2	Battle: Target a Samurai in this battle without Followers or items. The Personality gains a 1F/2C bonus until the end of the turn.
Virtues of Command	Action	U	FK				0		3	Reaction: Play after the Resolution Phase of a battle as an Attacker, Defender of Ally, when your army destroyed an opposing army. All of the Followers in one of your units in this battle gain 1F while they remain attached to their current Personality.
Your Life Is Mine	Action	R	FK				0		4	Reaction: Play when you are destroying another player's Personality as a result of a duel. The Personality is not destroyed. Until the end of the game, if this Personality is involved in an action or battle that produces Honor for the Personality's controller, you gain the same amount of Honor.
A Black Scroll is Opened	Event	U	FK							Until the end of the turn, all Shugenja lose Chi equal to the number of spells that they have attached.
An Untold Cost	Event	R	FK							Any Personality in play with a Corruption token gets 2 additional -1C Corruption tokens. Then, give any Personality in play with the Shadowlands trait a -1C Corruption token.
Dealing With Shadows	Event	U	FK							All players lose 2 Honor for each Shadowlands card they have in play.
Dragon Sword is Broken	Event	U	FK							Destroy any one Ancestral item in play. That item's controller loses 8 Honor.
Imperial Funeral	Event	U	FK							Starting with the current player and going clockwise, each player in turn has one chance to bow any or all Personalities they control, and gain 1 Honor for each Personality that does so. Players lose 3 Honor for each Personality that remains unbowed, and these Personalities are Dishonored.
Not this Day!	Event	U	FK							Until the end of the game, all Shugenja have the ability Reaction: Bow and destroy this Shugenja to destroy an Oni as the Oni is being brought into play.
Pearl of Wisdom	Event	R	FK							Any and all Shugenja in play may choose to quest for the Pearl. All such Shugenja bow (if necessary) and destroy any Black Scrolls they may have attached. A questing Shugenja may remain bowed and destroy a corruption token on him or her each time he or she does so.
Seize the Day	Event	R	FK							Until the beginning of your next turn, the turn sequence is changed such that the Attack Phase is before the Action Phase.
Strength of the Earth	Event	U	FK							All Provinces in play have their strengths increased by one, permanently.
The Price of War	Event	U	FK							Until the end of the game, all Personalities cost two additional gold to put into play.
Goblin Berserkers	Follower	C	FK	0	0	0	0	-	0	Nonhuman. Shadowlands. Lose 2 Honor. Battle: Destroy the Goblin Berserkers. Return this unit to your fief. This action may be performed if the attached Personality is bowed.
Kotaro	Follower	R	FK	0	0	1	0	-	3	Apprentice. Reaction: When the attached Shugenja straightens while holding a Black Scroll, you may draw and discard the top card of your Fate Deck. If the Focus value is odd, this Shugenja does not take a corruption token.
Lesser Oni	Follower	C	FK	1	0	0	1	-	0	Shadowlands. Nonhuman. There is no limit to the number of Lesser Oni you may have in your deck. Any opponent who destroys this card with an action or in battle (Attacker or Defender if during the resolution phase of a battle) gains 1 additional honor.
Mantis Budoka	Follower	U	FK	1	0	1	6	-	2	Battle: Draw and discard your top Fate card and raise the Force of the Mantis Budoka by the focus value of the discarded card, until the end of the turn. This can be done once per battle.
Mantis Samurai	Follower	U	FK	3	0	3	7	-	3	If the Mantis Samurai are attached to a Samurai Personality, this Personality may straighten during each player's Straighten Phase, if bowed.
Ogre Warriors	Follower	R	FK	7	0	0	12	-	3	Shadowlands. Nonhuman. The Ogre Warriors cannot be the target of Ranged Attacks. This Follower can be attached to the Ogre Bushi.
Pikemen	Follower	C	FK	1	0	1	2	-	1	This Follower gains a 3F bonus while there is one or more cavalry units in the opposing

Shield Wall	Follower	U	FK	0	0	0	0	-	1	army.		
Artificer	Holding	C	FK				2			This unit cannot be targeted by Ranged Attacks.		
Bandit Hideout	Holding	C	FK				2			Retainer. Bow to produce 5 gold when bringing an item into play.		
Battlements of Matsu Castle	Holding	R	FK				4			All Ports, Marketplaces and Trade Routes in play produce one less gold when bowed while the Hideout is in play. Bow the Bandit Hideout to produce gold equal to the number of Ports, Marketplaces and Trade Routes that other players have in play. Lost 2 Honor.		
Black Market	Holding	C	FK				0			Fortification. May only be brought into play by a member of Lion Clan. All Lion Clan Personalities defending this Province may receive force bonuses as if they were attacking Personalities.		
Bushi Dojo	Holding	C	FK				3			Lose 3 Honor. All Trade Routes in play produce 2 less gold. All Ports in play produce 1 less gold. Bow and lose 1 Honor to produce 2 gold. If Black Market is controlled by a Crane player, Black Market produces 3 gold when bowed.		
Merchant Caravan	Holding	C	FK				0			Bow to produce 6 gold when bringing a Follower into play.		
Ningyo	Holding	C	FK				1			Bow and discard a Fate card from your hand. Merchant Caravan produces gold equal to the focus value of the card discarded. You must discard for each usage of the Caravan. You may bow the Caravan without discarding to produce zero gold.		
The Gates of Hida Castle	Holding	R	FK				4			Retainer. Open: Bow the Ningyo to straighten any one Port, Pearl Divers, or Pearl Bed in play.		
The Kakita Palisades	Holding	R	FK				4			Fortification. May only be brought into play by a member of Crab Clan. +2 to this Province's Strength. No challenges or duels may be initiated against Crab Personalities during a battle at this Province.		
The Shinjo Parade Grounds	Holding	R	FK				4			Fortification. May only be brought into play by a member of Unicorn Clan. All Personalities with the Cavalry trait defending this Province have a 2F bonus while this card is in play.		
The Togashi Bastion	Holding	R	FK				4			Fortification. May only be brought into play by a member of Dragon Clan. Reaction: You gain 1 Honor for each unit that is assigned to attack this Province.		
The Towers of Isawa Castle	Holding	R	FK				4			Fortification. May only be brought into play by a member of Unicorn Clan. All Personalities with the Cavalry trait defending this Province have a 2F bonus while this card is in play.		
Ancestral Sword of Hantei	Item	R	FK	+3	+3		9	4		Fortification. May only be brought into play by a member of Phoenix Clan. Shugenja do not need to bow to produce spell effects or innate abilities during a battle at this Province. No spell or innate ability may be used more than once during any one battle at this Province.		
Armor of Earth	Item	R	FK	+1	+2		8	3		Unique. You must discard the Imperial Favor to bring this card into play. While this Personality has the Hantei Sword, his Force and Chi are switched. All effects that alter his Force instead affect his Chi and vice-versa.		
Dripping Poison	Item	U	FK	0	0		5	3		Unique Armor. The gold cost of this card is zero if you have the Ring of Earth in play. Armor gains +2F/+1C while you have the Ring of Earth in play. Elemental Reaction: You may cancel and negate the effects of any action that would move this unit out of the battle it has been assigned to.		
Garotte	Item	U	FK	0	0		3	1		May only be attached to a Ninja. When brought into play, put four vial tokens on this card. Limited: Bow this Personality and destroy a vial token on this card to put a -1C poison token on a target Personality with Chi less than the attached Personality. If the target is ever destroyed by reaching 0 Chi, you lose honor equal to the target's printed Chi.		
Gunsen of Water	Item	R	FK	+1	+2		9	3		May only be attached to a Ninja. Reaction: Bow the Garrote when this Ninja is in a duel and you declare a strike. You may focus once more before the focuses are revealed and the strike is resolved. You may not gain honor from this duel.		
Katana of Fire	Item	R	FK	+1	+2		8	3		Unique Weapon. The gold cost of this card is zero if you have the Ring of Water in play. Gunsen gains +2F/+1C while you have the Ring of Water in play. Battle Elemental: Bow this card to move this unit into a Province from the one it is in, or to/from your fief.		
Mempo of the Void	Item	R	FK	+1	+2		9	3		Unique Weapon. The gold cost of this card is zero if you have the Ring of Fire in play. Katana gains +2F/+1C while you have the Ring of Fire in play. Elemental Reaction: If this Personality is killed in a duel, destroy the Katana of Fire instead of the Personality. The Personality is returned to your fief, bowed.		
No-Dachi	Item	C	FK	+2	+1		4	1		Unique. The gold cost of this card is zero if you have the Ring of the Void in play. Mempo gains +2F/+1C while you have the Ring of the Void in play. Open Elemental: Bow this card and discard any number of cards from your hand to draw an equal number of cards from your Fate Deck.		
Personal Standard	Item	C	FK	0	+1		2	2		Weapon.		
The Emerald Armor	Item	R	FK	+2	+1		8	4		This item can only be attached to a samurai. All Followers in this unit have a 1F bonus while the Standard is in play. All Fear effects directed at this unit are reduced by 2. This Personality may be targeted by Ranged Attacks even if he or she has Followers attached.		
The Eye of Shorihotsu	Item	U	FK	0	0		2	2		Unique. Followers being attached to this Personality have their gold cost reduced by three. This Personality's Chi cannot be reduced below one.		
The Imperial Standard	Item	R	FK	+1	+2		5	4		May only be attached to a Shugenja. Reaction: The strength of any Ranged Attack from this Personality that is a spell or Innate Ability is increased by four. This can be done once per turn.		
Yari of Air	Item	R	FK	+1	+2		8	3		Unique. You must discard the Imperial Favor to bring this card into play. This item may not be attached to a Personality with a Personal Honor less than 3. Gain 4 Honor. Followers in this unit are immune to Fear. All Followers in this unit have a 2F bonus while the Standard is in play.		
Akiyoshi	Personality	C	FK	2	3	0	5	3		Unique Weapon. The gold cost of this card is zero if you have the Ring of Air in play. Yari gains +2F/+1C while you have the Ring of Air in play. Elemental Reaction: Negate all effects of a Ranged Attack or spell that is targeting cards in this unit.		
Akodo Godaigo	Personality	R	FK	3	5	8	10	3		Unaligned Samurai. Open: Bow to straighten Bayushi Kachiko.		
Asako Oyo	Personality	U	FK	1	4	5	10	2		Unaligned Shadowlands Samurai. Unique. Toturi's Army. No Followers. Lose 2 Honor. Battle: Bow any one Shadowlands Personality or Follower in the opposing army. This can be done once per battle. Battle: Fear 3.		
Bayushi Baku	Personality	U	FK	4	1	-	5	0		Phoenix Clan Spell Seeker. Shugenja. Limited: Bow Oyo and draw the top card from your Fate Deck. If it is a spell, attach it to Oyo without gold cost. Otherwise, return it to the top of your Fate Deck.		
Bayushi Shoju	Personality	R	FK	6	6	-	0	0		Scorpion Clan Spirit. Nonhuman. Shadowlands. May not defend. May only be assigned to attack if there is already a Scorpion Personality assigned or being assigned to attack the Province.		
Bog Hag	Personality	C	FK	1	3	-	9	0		Scorpion Clan Champion. Unique. Samurai. Tactician. Shadowlands. Will only join Scorpion Clan. When this card appears in your Province, place it in your discard pile as dishonorable dead.		
Dairyu	Personality	R	FK	4	5	10	12	4		Unaligned Nonhuman. Shadowlands. Lose 4 Honor. If the Bog Hag defeats a Personality in a duel, she permanently gains any one ability printed on the defeated Personality's card. There is no limit to the number of abilities the Bog Hag can steal.		
Dark Daughter of Fu Leng	Personality	R	FK	0	4	-	8	0		Unaligned Samurai. Unique. Experienced. Double Chi. Cavalry. Toturi's Army. Battle: Bow for a Ranged 3 Attack. Reaction: Bow Dairyu when he is challenged to refuse the duel (even one which cannot normally be refused). Honor Loss is negated and Dairyu is not dishonored by this action.		
Doji Kuwannon	Personality	C	FK	3	4	5	8	3		Unaligned Shadowlands. Nonhuman. Lose 4 Honor. For each opposing Personality and Follower destroyed during or at the resolution of a battle, add one +1F/+1C Blood token to the Dark Daughter. Remove one Blood token during each of your End phases. Battle: Fear 3.		
Fusaki	Personality	C	FK	0	4	3	8	2		Crane Clan Samurai.		
										Unaligned Shugenja. When Fusaki enters play, you may attach any one spell in your hand to him immediately, without gold cost.		

Ide Daikoku	Personality	R	FK	1	2	0	3	1	Unicorn Clan Caravan Master. Unique. While the Caravan Master is in play, you may attach unique items to your Unicorn Clan Personalities for 3 less gold.
Ikoma Tsunuri	Personality	U	FK	3	3	8	11	3	Lion Clan Samurai. Tactician. Other players may not play terrain cards during a battle at which Tsunuri is assigned.
Ikoma Ujiaki	Personality	R	FK	2	4	10	10	4	Lion Clan Samurai. Experienced. Unique. Battle: All Lion Clan Personalities in this army gain a +2F bonus when attacking. This ability may be used once per battle.
Isawa Natsune	Personality	C	FK	0	2	-	7	3	Phoenix Clan Librarian. Shugenja. Natsune may hold any number of spells. Natsune may not bow to produce spell effects. All spells being attached to Natsune have their gold cost reduced by four.
Isawa Uona	Personality	R	FK	1	3	0	5	2	Phoenix Clan Shugenja. Master of Air. Experienced. Unique. Shadowlands. Open: Bow Uona to bow any Shadowlands card.
Kaiu Kenru	Personality	C	FK	0	2	-	3	1	Crab Clan Armorer. Limited: Bow the Armorer to give any Follower a permanent 1F bonus. No Follower may receive this bonus more than once during the game.
Kaiu Suman	Personality	U	FK	1	1	-	4	1	Crab Clan Engineer. Reaction: Bow Suman when you bring a Fortification into play to be able to attach it to a different one of your Provinces, or to reduce the gold cost of the Fortification by 6. Battle: Bow to destroy a Fortification at the Province to which Suman is assigned.
Kakita Foruku	Personality	U	FK	0	2	5	10	1	Crane Clan Provincial Governor. While Foruku is unbowed, all of your Provinces are +1 Strength. Open: Bow Foruku to raise the gold production of your Stronghold by 2 until the Governor straightens.
Kakita Toshimoko	Personality	R	FK	2	8	9	12	4	Crane Clan Iajutsu Master. Unique. Experienced. Samurai. Double Chi. Emerald Champion. May not refuse a duel. Lose 5 Honor if Toshimoko loses a dues. He may attach the Emerald Armor without cost. Limited: Bow to challenge any dishonored Personality to a duel that cannot be refused.
Kemmei	Personality	C	FK	0	1	0	7	1	Unaligned Advisor. While the Advisor is in play, your maximum hand size increases by three.
Kolat Whisperer	Personality	R	FK	0	1	-	9	0	Unaligned Kolat. Unique. Limited: Bow the Whisperer and discard a card from your hand to target a dishonored human Personality. The target's controller must draw and discard the top card of his fate deck. If that card's focus value is less than the target's printed Personal Honor, the Personality commits seppuku; the target is restored to honor and then destroyed.
Kuni Yori	Personality	R	FK	2	4	-	8	1	Crab Clan Shugenja. Experienced. Unique. Shadowlands. Limited: Bow Yori and discard a card in one of your Provinces. Select any one other Province in play. Any Dynasty card in that province that is not in play is discarded and replaced normally.
Matsu Toshiro	Personality	C	FK	2	3	3	6	2	Lion Clan Samurai. Battle: Bow Toshiro for Fear 4.
Mirumoto Daini	Personality	R	FK	3	5	0	7	2	Dragon Clan Samurai. Experienced. Unique. Toturi's Army. Daini will join the Naga for 2 less gold.
Oni no Akeru	Personality	U	FK	6	2	-	10	0	Unaligned Elemental Terror. Shadowlands. Nonhuman. No items or Followers. Lose 4 Honor. Elemental Reaction: Bow the Oni after a Shugenja bows to produce a spell effect or Innate Ability. Give that Shugenja a -2C void token. You may not respond in this way to a Shugenja controlled by a player who has the Ring of Void in play.
Oni no Jimen	Personality	U	FK	5	3	-	10	0	Unaligned Elemental Terror. Shadowlands. Nonhuman. No items or Followers. Lose 4 Honor. Elemental Open: Bow the Oni to destroy any Region card in play. You may not target a Region controlled by a player who has the Ring of Earth in play.
Oni no Kaze	Personality	U	FK	4	3	-	10	0	Unaligned Elemental Terror. Shadowlands. Nonhuman. No items or Followers. Lose 6 Honor. Elemental Limited: Bow the Oni to destroy any spell in play. You may not target a spell controlled by a player who has the Ring of Air in play.
Oni no Mizu	Personality	U	FK	4	4	-	10	0	Unaligned Elemental Terror. Shadowlands. Nonhuman. No items or Followers. Lose 4 Honor. Elemental Battle: Bow the Oni. Select a battle that has not been resolved. Move all units in the current battle to the target unresolved battle and vice-versa. The current battle continues to resolve normally with the new units. You cannot use this action when any units in the opposing army are controlled by a player who has the Ring of Water in play.
Oni no Seiryoku	Personality	U	FK	0	2	-	5	0	Unaligned Shadowlands. Nonhuman. No Items or Followers. Lose 5 Honor. Reaction: Give this Oni a 1F/1C Energy token whenever a spell or innate ability is used by a Shugenja controlled by another player that targets you or your cards during an Action Phase, or is used by an opposing Shugenja in a battle.
Oni no Taki-Bi	Personality	U	FK	5	3	-	10	0	Unaligned Elemental Terror. Shadowlands. Nonhuman. No Items or Followers. Lose 4 Honor. Elemental Battle: Bow the Oni to destroy any combination of Followers in an opposing unit which have a combined Force less than the Oni's Chi. You may not target Followers controlled by a player who has the Ring of Fire in play.
Qarash	Personality	U	FK	3	2	0	7	1	Naga Woodland Warrior. Nonhuman. This unit may assign during the cavalry assignment phase if the Defender has any Forests in play. Battle: Bow for a Ranged 4 Attack if there is a terrain card in play for this battle, or if the Defender has any Forests in play.
Ramash	Personality	C	FK	2	2	0	6	1	Naga Naval Warrior. Nonhuman. This unit can assign during the cavalry assignment phase if the Defender has a Port or Pearl Bed in play. Naval Warrior gains a 1F bonus while attacking for each Port and Pearl Bed that the Defender has in play.
Seikua	Personality	C	FK	1	2	5	7	1	Unaligned Monk. No Followers or items. Seikua gains +1F/+2C for each Elemental Ring you have in play.
Shahadet	Personality	R	FK	4	3	3	8	2	Naga Samurai. Experienced. Nonhuman. Unique. Shahadet is considered the Naga Warlord for the purposes of being Experienced. All Naga Followers in this unit have a 1F bonus while they remain in this unit. Battle: Bow Shahadet to give a 2F bonus to all Naga Personalities and Followers in this army.
Shinjo Mosaku	Personality	U	FK	2	3	0	7	1	Unicorn Clan Samurai. If he does not have the Cavalry trait, Mosaku gains 1F for each Cavalry unit in his army during the Attack Phase.
Shinjo Sadato	Personality	C	FK	1	2	3	5	2	Unicorn Clan Samurai. Cavalry. Battle: Bow to destroy an opposing Follower with Force less than or equal to Sadato's Force plus two.
Togashi Mikoto	Personality	C	FK	2	3	4	8	1	Dragon Clan Tattooed Man. Samurai. Reaction: Immediately after this Personality loses a duel, begin the duel again between the same Personalities. All focuses from the previous duel are discarded and have no effect on the new duel. Mikoto can only perform this action once per duel.
Togashi Rinjin	Personality	U	FK	3	2	4	9	1	Dragon Clan Tattooed Man. Samurai. Battle: Ranged 2 Attack. This does not bow Rinjin. The strength of this Ranged Attack cannot be changed, and this Ranged Attack cannot be combined with others.
Tsuruchi	Personality	C	FK	2	3	0	7	2	Unaligned Samurai. Master Bowman. All Followers who can produce a Ranged Attack have the Ranged Attack strength increased by one while attached to Tsuruchi. All Followers without a Ranged Attack that are attached to Tsuruchi gain the ability: Battle: Bow for a Ranged 1 Attack. Battle: Bow for a Ranged 4 Attack.
Yogo Asami	Personality	C	FK	0	2	-	5	1	Scorpion Clan Distracter. Open: Bow Asami. Target player must bow one Personality that he or she controls (target's choice).
Yogo Junzo	Personality	R	FK	4	4	-	14	0	Unaligned Undead Shugenja. Unique. Shadowlands. Experienced. Nonhuman. Lose 6 Honor. Any Black Scroll being attached to Junzo has its gold cost reduced to zero. Junzo is immune to the effects of corruption tokens. Battle: Fear 5 (twice per turn).
Beiden Pass	Region	U	FK						Encircled Region. Unique. Units may not be moved into or out of a battle at Beiden Pass.
Crossroads	Region	C	FK						Heavily Traveled Region. Any holding in this Province has its gold cost reduced by three.
Farmlands	Region	C	FK						Heavily Populated Region. Limited: Once per turn, you may pay 2 gold to attach a 1F Follower token to any Personality you control.
Flatlands	Region	C	FK						Region. As a battle action, any player may move a unit into or out of this Province to or from one of your Provinces immediately to the left or right of this one. Each unit may perform this action once per turn.

Kuni Wastelands	Region	R	FK						Shadowlands Border Region. Unique. Any Shadowlands card you are putting into play has its gold cost reduced by one. Any Shadowlands card being put into play from this Province has its gold cost reduced by four.
Mountain Pass	Region	C	FK						Region. This Province has a +4 to its province strength. Provinces adjacent to this one have their province strength reduced by one.
Plains of Otsan Uchi	Region	R	FK						Imperial Region. Unique. This Province always holds 2 Dynasty cards instead of one. Treat this as if there were two provinces for the purposes of drawing/holding cards, but as only one Province for purposes of targeting Provinces and during the Attack Phase. If this Province is destroyed, you lose 10 Honor.
Swamplands	Region	C	FK						Region. Units cannot be assigned to attack or defend this Province during the cavalry assignment phase. Fortifications turned face up in this Province are discarded, then replaced normally.
The Doji Plains	Region	U	FK						Rich Region. Select one of your Holdings when this Region enters play. That holding produces twice as much gold as it normally would while this card is in play. If you have no holdings in play, this card enters play without effect. If this Region is destroyed, the targeted holding is also destroyed.
The Isawa Woodlands	Region	U	FK						Elemental Region. Unique. Any Shugenja brought into play from this Province may have one spell attached to it without gold cost as it is brought into play.
The Kaiu Walls	Region	U	FK						Fortified Region. Unique. The Strength of this Province is increased by two while this card is in play. This card is considered a Fortification.
The Ruined Keep of Fu Leng	Region	R	FK						Unique Region. When this card enters play, all of your other Provinces' unadjusted strengths become zero, permanently. Then, the current strength of this Province is doubled permanently. Consider this new Strength total to be this Province's base total for any further changes. Finally, lose 7 Honor.
A Terrible Oath	Spell	R	FK			0		4	Black Scroll. Unique. Give this Shugenja a -1C Corruption token each time it straightens. Limited: Bow and destroy this Shugenja, this spell, and one Samurai you control. All of your Personalities currently in play gain +2F/-1C permanently, as well as the Shadowlands trait. You may not win through an Honor Victory.
Black Wind From The Soul	Spell	R	FK			10		4	Black Scroll. Unique. Give this Shugenja a -1C Corruption token each time it straightens. Ritual Limited: Bow and destroy this Shugenja and as many other shugenja you control that you wish such that the combined Chi of the Shugenja are greater than 20. Destroy any one Province in play. Lose 5 Honor.
Calling the Elements	Spell	C	FK			2		2	Ritual Elemental Reaction: Bow this Shugenja before any player's Infantry Assignment Phase. Bow any number of additional Shugenja you control to remove the trait: Cavalry from a number of any cards in play equal to the number of Shugenja in the ritual. These cards regain the Cavalry trait at the end of the turn.
Courage of the Seven Thunders	Spell	U	FK			6		2	Ritual Limited: Bow this and any number of other Shugenja you control. The strength of your Provinces are increased by the combined Chi of the bowing Shugenja, divided by two (round up). This bonus lasts until the beginning of your next turn.
Jade Strike	Spell	C	FK			0		2	Battle: Bow this Shugenja and destroy an item you control. Destroy any one Shadowlands Follower or Shadowlands Personality that doesn't have a Follower. The target must be in the same battle as the item that was destroyed. This action is considered a Ranged Attack originating from the item.
Purity of the Seven Thunders	Spell	R	FK			3		3	Ritual Elemental: Bow any combination of Shugenja you control (including this one) with a combined Chi of 15 or more. Destroy this spell and the primary Shugenja. Destroy all Shadowlands cards in play. any surviving Shugenja may not straighten during your next turn.
Return of the Fallen Lord	Spell	R	FK			5		4	Black Scroll. Unique. Give this Shugenja a -1C Corruption token each time it straightens. This spell has its gold cost reduced to zero when being attached to a Lion Shugenja. Limited: Bow and destroy this Shugenja. Select any Honorable or Dishonorable Dead in any player's Discard Pile. Bow a number of Shugenja equal to the Chi of that card. Bring this Personality back into play under your control with the trait: Shadowlands and the ability: Battle: Fear 3.
Reversal of Fortunes	Spell	U	FK			3		2	Ritual Reaction: Bow this Shugenja and any combination of other Shugenja that you control with a combined Chi of 10 or more as an event is turned face-up. The event is discarded without effect. Destroy this spell.
Sharing the Strength of Many	Spell	C	FK			2		2	Ritual Open: Bow this Shugenja and any number of other Shugenja you control. Until the end of this turn, one target Personality gains a Chi bonus equal to twice the number of Shugenja participating in the ritual.
Strike at the Roots	Spell	C	FK			5		3	Limited: Bow this Shugenja and select a player. Choose a number of cards in that player's Provinces that is equal to or less than this Shugenja's chi. Place these cards face-down at the bottom of that player's Dynasty Deck. Refill the Provinces normally.
The Elements' Fury	Spell	U	FK			8		4	Ritual Battle Elemental: Bow this Shugenja, and any number of other Shugenja in this army. Destroy this spell. This ritual creates any number of consecutive Ranged Attacks up to the number of Shugenja participating. These attacks may be ordered in any way between any legal targets as long as the combined strength of the Ranged Attacks is less than or equal to the sum of the Shugenja's Chi.
The Fires That Cleanse	Spell	U	FK			6		2	Battle Elemental: Bow and destroy this Shugenja. Destroy this spell. Destroy one opposing Personality. This action is not considered a Ranged Attack.
The Iron Citadel	Spell	R	FK			0		3	Black Scroll. Unique. Give this Shugenja a -1C Corruption token each time it straightens. Limited: Bow and destroy this Shugenja and this spell. Your Stronghold is replaced permanently with the Iron Citadel of Fu Leng, which has the following stats: Unique, Province Strength 15, Gold Production 0, Starting Honor 0, and no special abilities. You may not win through an honor victory. Your clan affiliation and current Honor total are unchanged.
The Path to Inner Peace	Spell	C	FK			5		3	Limited: Bow this Shugenja to destroy all tokens on target Personality. If the target Personality is controlled by another player, destroy this spell.
The Wasting Disease	Spell	R	FK			8		4	Black Scroll. Unique. Give this Shugenja a -1C Corruption token each time it straightens. Limited: Bow Shugenja to place a -2C Wasting token on any Personality in play. If placing this token destroys the Personality, you may destroy one Corruption token on this Shugenja (if he has any).
Walking Horror of Fu Leng	Spell	R	FK			0		2	Black Scroll. Unique. Give this Shugenja a -1C Corruption token each time it straightens. Ritual Limited: Bow this and any number of Shugenja you control with a combined Chi of 10 or more. Destroy this spell. Lose 5 Honor. This spell creates a Unique Nonhuman Shadowlands Follower attached to the primary shugenja. The Horror has a force equal to twice the number of dead Personalities in your discard when the ritual is performed.
Wheel of Fate	Spell	U	FK			8		2	Limited: Bow this shugenja and destroy this card. Draw and discard the top card of your Fate Deck. Put any one other card from your Fate card Discard pile into your hand that has a focus value of the drawn card. This spell may not be copied (e.g. with the Scribe).
Whispering Winds	Spell	C	FK			0		3	Open: Bow this Shugenja and destroy this spell to look at one player's fite hand. Reaction: Bow this Shugenja and destroy this spell immediately after an opponent in a duel has played a Focus card. You may look at all cards focused for this duel, up to this point.
Wind-Borne Slumbers	Spell	U	FK			6		2	Ritual Limited Elemental: Bow this Shugenja and any number of other Shugenja you control. Destroy this spell. Draw and discard cards from your Fate deck equal to the number of Shugenja involved in the ritual. Bow any combination of Personalities in play that have a combined Chi less than the combined Focus Values of the discards.
A Time for Mortal Men	Action	C	HE1			0		3	Open: Destroy one of your ancestors to give its attached Personality a 3F/3C bonus until the end of the turn. "They say our ancestors look down on us from the heavens-- then let them

											stay there." - Yoritomo
Aiki Tactics	Action	R	HE1					0		4	Reaction: Play when a use of Tactician occurs in a battle in which you also have a Personality with Tactician. The effects of the action (whether a Force gain or action requiring Tactician) are negated, although the other player's Tactician ability is still considered used. This does not count as the use of Tactician by your Personality.
Blackened Sky	Action	U	HE1					0		1	Battle: Take as many consecutive actions as you wish before the next player may perform a battle or open action. All of these actions must be Ranged Attacks-- you may not perform actions other than those that produce Ranged Attacks. "Like a thick veil of rain, death fell from the heavens upon our broken legion."
Broken Guard	Action	R	HE1					0		3	Limited: Target one Region in play and bow any number of your Personalities and/or Followers such that their combined Force is greater than the number of Personalities that Region's controller has in play. The Region is destroyed. "The Naga turned away, leaving the Crab alone in the Hiruma castle, cut off from supplies and reinforcements"
Concealed Archers	Action	C	HE1					0		3	Reaction: Play immediately before you bow one or more cards in a unit capable of a Ranged Attack who are not at this battle. Resolve this Ranged Attack as if the unit were in the battle. Add one to the strength of this Ranged Attack if the unit is led by a Naga Personality. Lose 2 honor.
Day and Night	Action	R	HE1	4						2	Open: Straighten your stronghold "Working day and night, our peasants made the stronghold look like a hive of bees..."
Flanking Maneuver	Action	C	HE1					0		2	Battle: If your army has more units than the opposing army, you may bow one or more of your units in this battle in order to bow one opposing unit. You may only target an opposing Personality with a Chi less than the combined Force of the cards you are bowing. Toturi's Army Personalities may add their Chi to their force for performing this action.
Journey to the Burning Sands	Action	U	HE1					3		1	Limited: Bow one of your Personalities who may remain bowed. During each of your straighten phases that this Personality chooses not to straighten, give a +1F/+1C desert token to this Personality. Once this Personality straightens, they may not gain any more desert tokens and must straighten normally.
Master's Tactics	Action	R	HE1					0		1	Reaction: play immediately before you have played a terrain when you have a tactician in this battle. Any terrain card in play is destroyed, even if it \("may not be destroyed"), and your terrain cannot be destroyed by any player who does not have a tactician in this battle. All affects that would prevent this card from taking full effect are negated. This counts as your use of tactician for this battle.
Open Fields	Action	C	HE1					0		1	Battle Terrain: One of your Personalities gains a Force bonus equal to his or her Chi. This bonus cannot exceed the number of cards in the opposing army. "Never underestimate maneuverability-- it is your greatest strength, and your enemy's greatest weakness." - Master Suana
Political Marriage	Action	U	HE1					0		1	Political Limited: Target any human or Naga Personality in play. While this Personality is in play, you may ally with that player's armies as if you had been invited as an ally for any battle in which they are either the Attacker or Defender. You gain 1 honor instead of 2 when you ally with this player. "I'm sure any man would be glad to marry your sister, Yakomo-sama," the Crane smiled.
Show Me Your Stance	Action	U	HE1					0		1	This action cannot target nonhuman Personalities Battle: An unbowed Personality you control issues an unrefusable challenge to an opposing personality. The duel compares Personal Honor instead of Chi, but is otherwise treated normally. The winner of this duel gains 2 honor. The loser is not destroyed, but is dishonored and sent home, bowed.
The People's Hero	Action	C	HE1					0		4	Reaction: Play immediately after a unit is moved into a battle with a card effect and there is no defending unit in that battle. The Defender may get any one Personality from his Dynasty Deck and put him or her into play immediately as a defending unit as though they had entered play normally from that Province. All costs and restrictions must be observed. Shuffle the Defender's Dynasty Deck.
Naga Storm Mirumoto Mountain	Event	U	HE1								Until the end of the game, only one Province of a player can be destroyed per turn. If a player has a second Province destroyed during the same player's turn, the Province is saved and the effects of this event end.
Rebuilding the Empire	Event	U	HE1								Any player with fewer than four Provinces may gain an additional Province to the right of his or her rightmost Province. Any player who does so has his or her honor decreased (not increased) to its starting honor level, and may not declare an attack until after your next events phase. This honor loss cannot be prevented or redirected.
Selection of the Chancellor	Event	U	HE1								All Personalities are candidates for Chancellor. Any Personality may vote for any Personality (including themselves) by bowing as a Political Limited action, giving votes to the candidate equal to their Personal Honor. At the beginning of your next events phase, the Personality with the most votes becomes Chancellor. The Chancellor's controller gains 5 honor and the Imperial Favor.
The Hidden Emperor	Event	R	HE1								All players have their rightmost Province destroyed. Each player may elect to renounce their ability to declare an attack against a player with fewer Provinces than themselves until the end of the game. Any player who renounces that ability does not have their Province destroyed.
Elite Spearmen	Follower	C	HE1	2	0	2	4	-		3	Battle: Ranged 2 attack. This does not bow the Spearmen, but may only be performed once per battle. "The Naga will not speak of reason or repentance, only of destruction and genocide... perhaps we have misjudged those we so quickly called 'allies.'" - Matsu Agetoki
Imperial Legion	Follower	U	HE1	2	0	1	4	-		3	Battle: Bow this Follower to bow any opposing Follower or Personality without attached Followers. You may only target a card who has less Force than three times this card's Force. "The Naga have transgressed against the citizens of the Empire, and burned the Emperor's lands. Their crimes must be met with justice." - Kitsuki Yasu
Naga Apprentice	Follower	U	HE1	0	0	1	3	-		1	Nonhuman. Battle: Bow to straighten this Personality if it is a Naga. "The Great Akasha is our eternal life, the pool to which our souls go and the sea from which we spring. It is our memory, our past and our future." - Qamar
Scouting Team	Follower	C	HE1	0	0	1	1	-		1	Cavalry. Battle: Bow and destroy this card to destroy any Terrain card in play for this battle. Reaction: Bow and destroy this card to cancel and negate the effect of any Tactics card or use of the Tactician ability that was just used.
Shiryō no Hoturi	Follower	R	HE1	0	+1	2	0	-		4	Crane Clan Ancestor. Unique. This card is considered Doji Hoturi for Uniqueness. Reaction: When this Personality wins a duel, draw and discard the top card of your Fate Deck. You gain additional Family Honor equal to the Focus value of the discard.
Shiryō no Tsuko	Follower	R	HE1	+1	0	2	0	-		4	Lion Clan Ancestor. Unique. This card is considered Matsu Tsuko for Uniqueness. Reaction: Immediately after this unit wins a battle as a defensive unit, you may declare an attack against the Attacker. No allies may be sent to these battles, and you may not assign or move any units other than this one to attack. Units currently assigned to attack your Provinces may not defend against this battle phase.
Fu Leng's Skull	Holding	R	HE1				6				Unique. Shadowlands. Open: Bow to straighten any Shadowlands card. Lose 7 honor. This loss of honor cannot be prevented or redirected. "Its lips are torn and bloodied, its flesh lies rotting at the bottom of the sea. Yet he is still my Emperor, and I hear his voice foaming up from the depths of the Pit, echoed in this eternal cup of bone...Where he commands, I have no choice but to follow."
Grove of the Five Masters	Holding	U	HE1				2				Unique. Limited: Bow to get any one kiho from your deck. Show it to the other players and place it in your hand. Discard one card from your Fate Hand. "The world is its own magic." - carved onto the central stone of the Grove
The Hiruma Dojo	Holding	C	HE1				4				Bow to produce 3 gold. Reaction: Bow to reduce the gold cost of a samurai by 4 as it is being brought into play. "You call that fighting? Pah! To hide behind steel is not courage. First learn to fight with only your hands and your wits, and then men will call you brave." -

The Scorpion Children	Holding	C	HE1					3			Hiruma Osuno You lose 1 honor immediately before each of your straighten phases. Reaction: Cancel a ninja action targeting you or your cards. "Kachiko was only too willing to leave them behind... as if she had other plans for her Clan's future..."
Cricket	Item	C	HE1					2	2		Attaches to a Yoritomo's Alliance Personality for 0 Gold. While the Cricket is unbowed, this Personality may not be the target of Thief, Bandit, or Kidnapper cards. All Gambling Houses in play produce one more gold. "If fate cannot guide our footsteps, then perhaps luck will serve" - Yoritomo Masasue
Dai-kyu of Anekkusai	Item	U	HE1					3	2		Battle: Bow this Personality and select a target for a Ranged Attack. Draw and discard the top card of your Fate Deck. The Ranged Attack has a strength equal to Focus value of the discard, doubled if the Focus value is even. "Traitors!" Kamoko shrieked as her great grey steed faltered. With her last strength, she drew back the string of her ancient bow and set the arrow free.
The Jade Throne	Item	R	HE1					6	2		Unique. Can't be attached to a Shadowlands Personality. While this card is in play, your Family Honor is increased by 15 while any player is lobbying for the Imperial Favor. Any player may destroy this card as a limited action by bowing Personalities with a combined Personal Honor greater than 10. The Jade Throne may not be destroyed or stolen with a card effect.
Chasing Osano-Wo	kiho	C	HE1			0			3		Kiho Battle: Bow one of your monks or shugenja to give a Force bonus to any Personality equal to the Force of your monk or shugenja, plus the Personal Honor of the target. "The lovely shugenja danced unafraid upon the thunderous winds, a bride to the storm."
Flee the Darkness	kiho	U	HE1					0		1	Kiho Reaction: Bow a shugenja or monk when another player is targeting one of your Personalities with a battle action, or an open action during battle. The action is canceled and all effects are negated. "Fight with her or against her, Daini. There is no time for indecision." - Shahadet
Mizu-do	kiho	C	HE1					0		2	Kiho Battle: Bow one of your shugenja or monks and target one of your Personalities in this battle. Until the end of the battle, your Personality gains Force bonuses equal to those gained by any cards in the opposing army (except those gained through a Mizu-do). "... water is the softest substance, yet it still can break the hardest stone..."
Daidoji Rekai	Personality	C	HE1	3	3	0	6	2			Crane Clan Archer. Samurai. Battle: Bow for a Ranged 3 Attack. "Both her and her Otaku steed are too young to bear the weight they have been given. In time, their strength will be needed..." - Otaku Kamoko
Damesh	Personality	C	HE1	2	3	0	5	2			Naga Mountaineer. While Damesh is in the attacking army, the strength of this Province is equal to the lowest Province strength of any Province in play. "We must stand and we must fight, until all forms of darkness have been driven from this land..."
Hasame	Personality	C	HE1	2	2	-	3	1			Unaligned Samurai. Toturi's Army. Hasame will not attach nonhuman followers. "There is no fate, no destiny. Uikku's prophecies have been fulfilled, and now we must make our own future."
Ikudai	Personality	C	HE1	2	2	-	3	1			Unaligned Monk "When you were born, you cried and the world rejoiced. Live so that when you die, the world cries and you rejoice."
Kakita Yoshi	Personality	R	HE1	0	3	0	4	2			Crane Clan Imperial Advisor. Experienced 2. Unique. Political Reaction: When none of your Provinces has just been destroyed, put the Dynasty card that is in that Province on the top of your Dynasty Deck instead of your discard pile. "He who rules with honor is like the polestar. Around such a man, all the lesser stars can do nothing but follow in his path..." - Toturi I
Kyoso no Oni	Personality	R	HE1	6	6	-	10	0			Unaligned Oni Overlord. Unique. Experienced. Nonhuman. Shadowlands. No Followers or Items. Lose 5 honor. Open: Destroy any of your Personalities. Kyoso no Oni gains a 2F/2C bonus until the end of the turn.
Mukami	Personality	U	HE1	0	3	-	6	1			Wasp Clan Skirmisher. Yoritomo's Army. Experienced. Unique. Battle: Bow to produce a Ranged 3 Attack. This Ranged Attack may be immediately combined with the Ranged Attack from another unit in this army. Mukami's unit is removed from this battle and returned to your fief.
Naka Kuro	Personality	R	HE1	4	6	10	12	2			Phoenix Clan Shugenja. Experienced. Unique. Double Chi. Kuro does not need to bow to produce kiho effects, but cannot perform any kiho more than once per turn. Reaction: When Kuro performs a kiho, draw an additional card during your next end phase. "He knows that in the shadows, someone is making the elements bleed."
Otaku Tetsuko	Personality	C	HE1	3	3	2	8	3			Unicorn Battle Maiden. Samurai. Cavalry. Will only attach Cavalry Followers. Tetsuko has a 2F/2C bonus for each of your Provinces that have been destroyed in battle during this game. "We sent Tashima to seek Hitomi and break the silence of the Dragon, but he has not returned..."
Otomo Banu	Personality	U	HE1	0	1	0	4	1			Unaligned Political Pawn. Cousin of Hantei. Unique. Political Reaction: Bow Banu when another player has just achieved an Honor Victory with less than 60 honor. That player does not win the game, although he or she may achieve the Victory on a future turn. Destroy Banu.
Ralish	Personality	C	HE1	*	3	0	7	1			Naga Shugenja. Ralish's Force is equal to the number of forest cards you have in play. "He is young, new-born from the egg, and his eyes still glow with the purity of the Akasha. His innocence is a virtue we will need."
Shahadet	Personality	F	HE1	5	3	3	9	2			Naga Samurai. Experienced 2 Naga Warlord. Unique. All Naga Followers in this unit have a 1F bonus. Reaction: Cancel the effects of any one action that is moving an opposing unit out of the Province that Shahadet is in. This does not bow Shahadet, but can only be performed once per turn. "Trust me. Dragons bleed."
Shinjo Yokatsu	Personality	R	HE1	5	5	5	15	2			Unicorn Clan Champion. Experienced. Unique. Samurai. Cavalry. Tactician. Will only join Unicorn Clan Player. All Personalities in an army with Yokatsu have a 1F bonus Reaction: Reduce the gold cost of a Cavalry Follower to zero as it is being attached to Yokatsu.
Takuan	Personality	R	HE1	4	4	0	13	2			Toturi's Army. Imperial Regent. Experienced. Samurai. Tactician. Unique. All other Toturi's Army Personalities in his army have a 1F/1C bonus Battle: Once per turn, move any number of your unbowed Toturi's Army Personalities into this battle from your fief. "Toturi, my master, when will you return?"
Haunted Lands	Region	C	HE1								While in a battle at this Province, all Shadowlands Personalities and Followers have the ability Battle: Discard a card from your hand to produce a Fear X effect, where X is equal to the Focus value of the discard. "The darkness breathes there, and the rivers flow backwards. It is a foul, accursed place, but it is our home." - Hiruma Yoshi
Hiruma Castle	Region	U	HE1								Unique. While this card is in play, your Personalities and Followers have a 1F bonus while facing one or more opposing Shadowlands cards in a battle. If this Province is destroyed in battle, all Shadowlands Personalities and Followers in the attacking army gain a permanent 1F bonus.
The Mountains Below Kyuden Hitomi	Region	C	HE1								Battle: Beginning with the top card of your fate deck, draw and reveal each card until you reveal a terrain. You may put this terrain immediately into play for this battle, or discard it. All other revealed cards are shuffled back into your deck. You may do this once per battle.
Tidal Land Bridge	Region	R	HE1								Unique. At the beginning of your events phase, remove a tidal token from this region if there is one. Otherwise, put a tidal token on this region. Personalities may not assign to attack or move into a battle at this Province when there is a tidal token on this region.
Heart of the Shinomen Forest	Stronghold	F	HE1	5	3	3					Your Nagas are immune to Fear. You may ignore Honor Requirements for Nagas if you have no Shadowlands cards in play. You may have up to 4 of any non-unique Naga card. You may put forests into play for 3 less gold.
Betrayal	Action	U	HE2					3	3		Battle: Target one opposing dishonored human Personality. Draw and discard your top fate card. If the Focus value is greater than the target's printed Personal Honor, you gain control of the target immediately (switching armies), and keep control of the Personality until the end

										has performed a kiho, he or she may not perform any kiho with a different name. "For centuries the Asahina have been the unrivaled masters of such magical trinkets, delighting in their intricate craftsmanship."
Shinsei's Fan	Item	C	HE2	+1	+1		1		2	May only be attached to a Monk. Battle: Attach this card from your hand to one of your monks in this battle. Pay all normal costs. Reaction: Attach this card from your hand to one of your monks immediately after he enters a duel. Pay all normal costs.
Token of Jade	Item	C	HE2	-	-		0		3	This item cannot be given to a Personality with the Shadowlands trait printed on his or her card. While this item is attached, this Personality loses, and may not be given, the Shadowlands trait. "Its light shines in the Shadowlands like a piece of the Sun herself, but against a darkness of the soul, it can do nothing."
Writ of the Magistrate	Item	U	HE2	-	-		0		3	May only be attached to a human Personality. Reaction: Destroy the writ instead of dishonoring this Personality. "I bear the right of free travel through Rokugan, and I search for Toturi himself. Ban me from your lands, Lion, and my only choice is war." -Shinjo Shirasu
Hitsu-do	kiho	C	HE2				0		4	Kiho Battle: Bow and destroy a shugenja or monk you control to target one opposing Personality with a Chi less than or equal to the Chi of your shugenja or monk. Destroy one Follower in the target's unit, or the Personality if there are no attached Followers. "Fire is a greedy master, its power lies in swiftness and deception..."
Rise Again!	kiho	U	HE2				1		1	Maho Kiho Reaction: Bow one of your shugenja or monks immediately after one of your Personalities has been destroyed. Your Personality is returned to play, bowed, in your fief. Both your shugenja or monk, and the target Personality have their Personal Honor reduced to zero and gain the Shadowlands trait permanently.
Root the Mountain	kiho	C	HE2				0		1	Kiho Battle Terrain: Bow one of your shugenja or monks in this battle to play this terrain. No units may move out of this battle while this terrain is in play. When this terrain resolves, all defending Personalities and Followers at this battle receive a 2F bonus. "The strength of the will is the strength of the mountain, seek it not in words, but in deeds." -The New Tao
Slap the Wave	kiho	R	HE2				0		2	Kiho Battle: Bow a monk or shugenja you control to destroy all tokens in the opposing army. "Use rhythms that your opponents do not expect, producing formless rhythms from rhythms of wisdom." -Master Suana
Daidoji Tsumerai	Personality	C	HE2	2	2	0	6	2		Cran Clan Yari Master. Samurai. Tsumerai gains an additional +2 Force while he has a naginata or yari attached. "Come, my friend, and bring your sword. You have nothing to fear from me..."
Ginawa	Personality	R	HE2	4	4	0	9	2		Unaligned Samurai. Unique. Experienced 2. Toturi's Army. Ginawa gains a 4C bonus when dueling ninja. May attach a bloodsword without cost. Reaction: Bow Ginawa when another Personality is about to cause an honor loss to a player other than the Personality's controller. Ginawa challenges that personality to a duel that cannot be refused. If Ginawa wins the duel, the honor loss is reduced to zero.
Hitomi	Personality	F	HE2	6	5	-	14	1		Dragon Clan Champion. Tattooed. Experienced 3. Samurai. Shugenja. Unique. Immune to Corruption tokens. Will only join Dragon Clan Player. Battle: Once per battle, issue an unrefuseable challenge to an opposing Personality. The loser does not die, but if Hitomi wins the duel, you gain control of the loser for the rest of the game. Then, the loser is sent to your fief, bowed, and gains the tattooed trait. Permanently.
Hitomi Akuai	Personality	C	HE2	3	3	-	6	0		Dragon Clan Tattooed Man. Limited: Remove any one event from your Dynasty Deck and place it in your discard pile. Shuffle your Dynasty Deck. This can be done once per turn. "Bound to her side with chains of blood, Akuai was the first to follow Hitomi, and the first to test the power of her new tattoos."
Hitomi Tashima	Personality	U	HE2	3	3	-	7	0		Dragon Clan Magistrate. Samurai. Tattooed. Cavalry. Experienced Shinjo Tashima. Unique. Reaction: If ever Personality and Follower in Tashima's army has the Tattooed trait, you may take an action before the defender's first action. You may only take one action in this manner, per battle.
Iuchi Shahai	Personality	C	HE2	1	2	-	5	2		Unicorn Clan Shugenja. Maho Battle: Add a -1F/-1C maho token to Shahai. If Shahai is still alive, add one to any other Personality in this battle. This may be done up to three times per turn. "Blood binds us to all that we are, all that we will ever be."
Kirazo	Personality	C	HE2	2	3	3	5	2		Unaligned Monk. Kirazo gains a 1F/1C bonus while there are one or more Tattooed cards in his army. "Day and night, he studies the words of the new Tao, uncovering riddles that lead to riddles, and answers that lead to nothing at all..."
Kitsune Diro	Personality	C	HE2	3	4	0	6	2		Fox Clan. Yoritomo's Alliance. When entering play, give Diro either the Samurai or Shugenja trait, permanently. "Fall seven times, stand up eight" - Fox clan banner
Ninja Mystic	Personality	R	HE2	0	5	-	7	1		Unaligned Ninja. Experienced Hoseki. Unique. Lose Honor. The Mystic may bow to perform kiho as if she were a shugenja. Limited: Bow the Mystic and challenge any shugenja in play to a duel that cannot be refused. All Focus cards in this duel have their Focus value reduced to zero unless the card is a spell or kiho. "She has lost her name. Soon, she will lose her soul."
Shosuro Nichiko	Personality	U	HE2	0	4	-	5	1		Scorpion Clan Ninja. Battle: Target one opposing Personality with an equal or lower Chi. Nishiko and the target are both shuffled back into their owner's Dynasty Decks. Nishiko cannot target Personalities that have attached Followers. All attached cards and tokens are destroyed.
Tchickchuk	Personality	C	HE2	2	3	-	6	1		Unaligned Ratling Chieftain. Ratlings are unaffected by plague tokens while Tchickchuk is in play. All Ratling Personalities and followers in an army with Tchickchuk have a 1F bonus. Reaction: Bow to reduce to zero the gold cost of a Ratling that is being put into play. A Ratling Follower can be attacked to Tchickchuk when he performs this action.
The Daini	Personality	R	HE2	4	5	0	8	2		Naga Liasion. Samurai. Toturi's Army. Unique. Experienced 2. Muramoto Daini. Human. Reaction: Reduce the cost by two of a human Personality of Follower you are bringing into play if you are a Naga player. This does not bow The Daini, but can only be done once per card you are bringing into play.
Yoritomo Hogosha	Personality	U	HE2	0	1	-	1	1		Mantis Clan Advisor. While Hogosha is in play, Personalities you are bringing into play that are not from your clan have their gold cost reduced by one if you are a Yoritomo's Alliance player. "Neither honorable men nor brigands can survive if the Empire should fall. Is it not, then, our duty to break the bonds of tradition, and place a successor on the throne."
Mystic Ground	Region	C	HE2							You must bow a monk or shugenja to bring this region into play. Reaction: When this Province is about to be destroyed, destroy this region instead. "The tortured land around the ruins of Isawa palace shakes and burns, as if the earth itself is weeping." -Agasha Tamori
Ryoko Owari	Region	R	HE2							Unique. No honor is gained during a battle at this Province. Allies do not gain honor for allying if they assign or move a unit into a battle at this Province. All Personalities assigned to or moved into a battle at this Province become dishonored.
The Bayushi Provinces	Region	C	HE2							Open: Bring a ninja Personality into play that is face-up in this Province. Costs must be paid normally. If this action is taken during a battle at this Province, the Personality is considered part of the defensive army. "Empty lands and empty hands are quickly filled by greedy men." -Yasuki Taka
Kyuden Hitomi	Stronghold	F	HE2	6	4	2				You may place up to 5 Fate cards under your stronghold immediately after your opponents reveal their strongholds. Reaction: Instead of drawing a card during your End Phase, bow your stronghold to take a card from under this Stronghold and add it to your hand.
Empty Words	Action	U	HE3				0		2	Political Limited: Bow your stronghold to re honor a dishonored Personality Political Reaction: Bow your stronghold to reduce an honor loss to zero. Political Reaction: Bow your stronghold to allow an honorable Personality to refuse an unrefuseable duel.
Face of Ninube	Action	C	HE3				0		1	Open: Shuffle your Fate Hand into your Fate Deck and draw a number of cards equal to your hand size before this action minus one. "Ninube's beauty is said to have outshone a jealous Sun, and the maiden's sorrowful fate is seldom told in the court of the Crane."
Hold this Ground	Action	C	HE3				0		1	Reaction: Play when your army is about to destroy a Province in battle. You gain no honor

										after a terrain card has been played. The terrain is not destroyed, but it produces no effect. This Kiho may be played in response to terrains that do not allow actions to be played.
Ryoku	Kiho	U	HE3					0	2	Kiho Battle: Bow a monk you control to send to opposing Personality with the lowest Chi home from this battle. If there is a tie, you may choose among those with the lowest Chi. "Strike where the enemy is powerless. Even the hardest stone has a weakness." -Hizuka
The Touch of the Lands	Kiho	C	HE3					0	3	Kiho Reaction: Play when one of your terrain cards has just been destroyed by a card effect. If you have a monk or a shugenja in this battle, the terrain card is returned to your hand. This do not bow your Personality. "A pillow of the hardest stone, and for my bed a cliffside. The land serves those who respect its gifts." -Agasha Gennai
Tsuchi-do	Kiho	C	HE3					0	4	Kiho Battle: Bow one of your shugenja or monks and target any Personality in play. The target may not move into or out any battles this turn. This action may be performed even if you do not have any units in this battle, and even if neither Personality is in this battle. "...the earth is at rest, yet its force is the strenght of indomitable will."
Aramoro	Personality	U	HE3	3	4	-	9	1		Scorpion clan Samurai. Ninja. Unique. Experienced Bayushi Aramoro. Your opponents may not target Aramoro with actions while Aramoro is not part of an army. "The best mask is no mask at all." Bayushi's Lies
Hitomi Kazaq	Personality	C	HE3	2	3	-	6	0		Dragon clan heretic. Naga. Tattooed. Will not join a Naga player. Battle :Destroy all followers in a opposing unit with a force less than or equal to this personality's Force. This can be done once per turn. "He is lost from Akasha, torn apart, from the soul of our race. Yet still, in the night, we can hear the blood filled screams." -Dashmar
Hitomi Kokujin	Personality	R	HE3	3	4	-	12	0		Dragon Clan Tattooed Man. Shadowlands. Experienced. Unique. Double Chi. Lose 4 Honor. Battle: Destroy one of your personalities to issue an unrefusable challenge to an opposing personality. Once per turn. Limited: Destroy one of your personalities to issue an unrefusable duel to any personality with a Chi lower to the person you destroyed. Once per turn.
Hoshi Eisai	Personality	C	HE3	1	2	0	6	1		Unaligned. Monk. Tattooed. Battle: Eisai's force becomes equal to that of any one opposing personality. This can be done twice per battle. "She cannot speak, and we know nothing of her past. But her heart is true, and her spirit sings with a warriors tongue." -Togashi Hoshi
Hoshi Maseru	Personality	C	HE3	2	2	0	5	2		Unaligned. Monk. Tattooed. Reaction: Straighten Maseru immediately after he bows to perform a kiho. He may do this once per turn. "Three times we have given him up for dead, and each time, he returned unscathed. Death stalks a pace behind him...but always a step to slow." -Takao
Ikoma Ryozo	Personality	R	HE3	3	4	0	8	3		Lion Clan Samurai. Experienced. Unique. Shadowlands. If the Imperial Favor targets a card in a battle that Ryozo is at, Ryozo returns to your fief, bowed. Battle: Ryozo receives a 1F bonus for each fortification attached to this Province. Once per turn. "Tirelessly, he scours the Shadowlands for any trace of Toturi, convinced that the Dark One has the Emperor again in his grasp." Artist: Anson Maddocks
Kuni Utaga	Personality	C	HE3	0	4	-	5	2		Crab Clan Tsukai-Sagasu. Shugenja. May not be targeted by black scroll effects. Open: Bow to challenge to a duel any personality that has a Maho ability, a black scroll attached, or has used a Maho action during this game. This duel may not be refused. "The last foul remnants of the Dark Horde still walk the face of Rokugan, and while they live, I can never rest."
Kuni Yori	Personality	R	HE3	3	5	-	9	0		Unaligned. Shugenja. Experienced 2. Unique. Shadowlands. Reaction : Immediately after an opposing Personality or Follower is destroyed during a battle , give Yori a 1F undead nonhuman Follower token. "A darker fate than death lies buried in his cold eyes."
Moto Soro	Personality	U	HE3	4	3	-	8	1		Unicorn Clan Samurai. Cavalry. This personality is not destroyed when his Chi is reduced to zero, but if his Chi is ever less than one at the end of one of your turns, he is destroyed "I saw a group of twenty zombies stand against him but not for very long." -Hida Tsuru
Seppun Kossori	Personality	C	HE3	0	2	0	5	2		Unaligned. Shugenja. Reaction: bow to produce gold equal to her personal honor. "She looks for honor at the bottom of a purse, turning a profit on the betrayals of others. Perhaps even the jade throne has a price?"
Suzume Yugoki	Personality	U	HE3	4	3	0	8	3		Sparrow clan Samurai. "He learned everything his master taught, but turned against him to follow a different path"
The Grey Crane	Personality	R	HE3	3	8	5	12	4		Unaligned Samurai. Experienced 2 Kakita Toshimoko. Unique. Double Chi. May not refuse a duel. May not attach the Emerald Armor. Limited: Bow the Grey Crane and target a Kolat Personality in play. Draw and discard a fate card. If the Focus value is greater than the Kolat's Chi, the Grey Crane challenges the Kolat to a duel that cannot be refused. Artist: Dave Leri
Togashi Hoshi	Personality	F	HE3	7	7	5	14	4		Unaligned Man Beast. Experienced. Unique. Cavalry. Dragon. No followers or armor. Will join monk players for 2 less. Limited: Once per turn, bow one of your personalities that is not tattooed. The target personality may not straighten on your next straighten phase, but gains a permanent 2f/2c bonus and the tattooed trait. Hoshi has a -1f/-1c until your next straighten phase. Artist: Carl Frank
Fields of the Morning Sun	Region	C	HE3							Personalities with Personal Honor greater than two may not assign to or move into a battle at this Province. "The plains are a sacred place, one where honor and glory are intangible reminders of the spirits of the past."
Otaku Meadows	Region	C	HE3							Limited: Once per turn, you may spend 3 gold to attach a 1F Cavalry Follower token to one of your Personalities. "We gaze / Even at horses / This morn of snow." -Basho
Umi Amaterasu	Region	C	HE3							Battle: Once per battle, any player with a unit at this battle may draw a fate card if there are one or more opposing units. "Give a man a fish, and you'll feed him for a day. Give him a weapon, and he'll starve to death fighting over a fish." -Yodin
House of Tao	Stronghold	F	HE3	5	3	4				You begin the game with one elemental ring in play, chosen after your opponent's strongholds have been revealed. If you put a Shadowlands card into play, all of your elemental rings are discarded from play.
Arrows from the Ranks	Action	C	HE4					0	1	Reaction: Play when one of your Personalities has been challenged to a duel. You may immediately produce one Ranged Attack by one of your cards in play, targeting the challenging Personality, even if he has attached Followers. Lose 5 honor, and your challenged Personality is dishonored. Your Ranged Attack must be from a card in this battle if the challenge was issued during a battle.
Bayushi Technique	Action	U	HE4					1	3	Battle: Dishonor one of your Personalities in this battle and target an opposing Personality to give your Personality a force bonus equal to the personal honor of the target. If you are a Scorpion player, this technique's cost is reduced to zero. "Be loyal to the shadows, and they will protect you. Betray them, and more than your soul will die..."
Desperate Wager	Action	U	HE4					7	1	Reaction: Play immediately before your dynasty phase. All of your personalities are straightened and you begin an additional attack phase. When you declare your attack, all of the defenders personalities and followees are straightened (even those that normally could not straighten). You lose the game at the end of your turn. You may not play more than one Desperate Wager per turn.
Flattery	Action	C	HE4					0	3	Battle: If you discard cards from your hand with combined focus values greater than the total Force of the opposing army, then this battle ends without resolution. All units return home without bowing. You may perform this action in a battle in which you have no units. "And if Toturi is dead, who is to say there should not be a House of Takuan?... My lord?..."
Hitomi Technique	Action	U	HE4					1	3	Battle: Bow one of your Samurai to destroy an opposing Shugenja. If you are a Dragon player, your Samurai gains a +1c permanently. Flavor: "Down from the mountains they come, screaming for blood and vengeance on those who dared to trespass on Dragon lands."
Kitsuki Evidence	Action	C	HE4					0	4	Reaction: Play immediately after an honor loss has been redirected. You may redirect the honor loss again, after which it may no longer be redirected or adjusted by any means.
Lay of the Land	Action	U	HE4					0	4	Reaction: Play immediately before the defender's first action in the battle action phase of a battle in which you have a scout. No other player may play a terrain during this battle. Any player may, as a battle action, negate the effects of this action by bowing a scout or discarding

Mujina Tricks	Action	C	HE4				0		1	a terrain from their hand. Reaction: Bow one of your Mujina to cancel and negate the effects of any one action card being performed by another player, during a battle the Mujina is in. You and the other player each lose 1 honor. "What's this?...What's this?...What's that? Can we eat it?...What's this?"
Noble Sacrifice	Action	U	HE4				0		2	Battle: Destroy one of your samurai in this battle. You may target and send home a number of opposing units equal to the difference between your samurai's Personal Honor and the highest Personal Honor among opposing Personalities. If your samurai's Personal Honor is lower, this action has no effect.
Shinjo Technique	Action	U	HE4				3		3	Reaction: Play when another player targets one of your personalities with an action card. Redirect the action to one of that player's Personalities, if a legal target is available. If you are a unicorn player, the gold cost of this action is reduced to zero.
Takuan Technique	Action	U	HE4				1		3	Battle: Give +3f to an unaligned samurai. This may not target a samurai whose force is greater than two unless you are a Toturi's Army player. "When an ordinary man gains knowledge he is a sage. When a sage gains knowledge, he is an ordinary man." -The New Tao
The Naga Akasha	Action	U	HE4				1		3	Battle: Destroy one of your personalities in this battle to destroy an opposing Shadowlands card. If you are a naga player, you may place your personality on top of your dynasty deck instead of in your discard pile. "Each soul within the Akasha is my own, and I have been each voice." -Ashamana
The Price of Failure	Action	C	HE4				0		2	Reaction: Play when an attacking unit is returning from a battle at the end of the battle resolution in which it did not destroy a defending army or Province. That Personality's controller must draw and discard the top card from his Fate Deck. If the Focus Value of the discarded card is less than his Personal Honor, he commit's seppuku and is destroyed. This card has no effect is the target's controller has no Fate deck left.
A Dark Foretelling	Event	U	HE4							Inspect the top card of any deck. You may return the card to the top or the bottom of the deck. You may either discard this event normally or reshuffle it into your dynasty deck. Do not shuffle the inspected card. This event resolves every time it appears.
Doom of the Brotherhood	Event	U	HE4							Each player selects one elemental ring controlled by the player to his right. All selected elemental rings are discarded from play. "The monks of Shinsei seek a new prophet, a new path. They will be fooled by their own pride, and in the end, they will forsake the Tao itself." - Isawa Norikazu
Festival of the River of Stars	Event	U	HE4							Choose a word with four or more letters in it, until the end of the game any card with the word in its title has its gold cost increased by two and all your personalities gold costs are increased by one. "They were lovers, parted by betrayal. But once a year, they are allowed to cross the River of Stars." -Doji Shizue
The Great Feast	Event	U	HE4							Until your events phase two turns after this one, all players must lobby twice successfully to get the imperial favor, and are allowed a second lobbying attempt during their turn. The first successful lobbying attempt during a turn is cancelled without effect.
Kolat Geisha	Follower	C	HE4	0	+1	0	3	-	1	This follower may be attached to any player's Personality. Any honor gain that this Follower's Personality is involved in is redirected to the player that brought this card into play. "A harmless diversion, my Lord. The great Toshimoko once graced our simple tea-house, and we will serve you with the same courtesy we once showed the Emerald Champion..."
Ninja Saboteur	Follower	U	HE4	1	0	0	2	-	1	Ninja. Will only attach to a Ninja Personality. Battle: Bow the Saboteur to reduce this Province's Strength to its printed Province Strength.
Shiryō no Moto	Follower	U	HE4	+1	0	1	0	-	3	Unicorn clan ancestor. This personality cannot be destroyed during the resolution phase of a battle unless the opposing army has more than twice as much force as his army. Otherwise, this personality goes home bowed, with all items attached, at the end of the resolution phase.
War Dogs	Follower	U	HE4	1	0	1	3	-	2	Battle: Bow and destroy the war dogs to destroy one opposing follower. "The terrible steeds of the Unicorn thundered over the plains, and the baying of their fanged beasts shook my heart to the core..." -Unknown Spearman
Akodo Hall of Ancestors	Holding	U	HE4				1			Reaction: Bow to cancel any effect that is about to dishonor or give the Shadowlands trait to one of your personalities. "The Ancestors whisper as the wind passes through the Hall, each one telling a tale of honor or glory. Only one is silent..."
Funeral Pyre	Holding	C	HE4				1			Reaction: Bow immediately after one of your Personalities is destroyed. Target one of your unbowed Personalities, who receives a +1F/+1C bonus until the end of your turn. "Tsukune-sama, we have both seen cousins die, brothers sacrificed and blood spilled in the name of knowledge. Are we, then, so different?" -Agasha Tamori
Goldsmith	Holding	C	HE4				4			Bow to produce 2 gold, plus one gold for each Gold Mine in play. Corrupt Gold mines reduce the production of this holding by one gold instead of raising it. "A ring of gold, and a cuff of iron. What's the difference?" -Tsuruchi
Philosopher	Holding	C	HE4				0			Retainer. Open: This action does not produce any effects, but does count as performing an action. You may take this action once per action phase or segment. "Where is the new Uikku? Without his prophecies, we are blind to the future..." -Yodin
Ronin Dojo	Holding	C	HE4				4			Open: Bow to give a clan affiliation to one of your Personalities until the end of the turn. "You want the secret of the Hida frenzy? I will teach it to you, my friend."
Shinjo Groomsman	Holding	U	HE4				1			Retainer. While the Groomsman is in play and unbowed, all Cavalry cards you are putting into play have their gold cost reduced by one, to a minimum of one.
Die Tsuchi	Item	C	HE4	+3	*		6		1	Weapon. The Die Tsuchi may only be attached to a Personality with a 3F or greater. May be attached to a Crab Personality for 2 less gold. Die Tsuchi has a +3C while this Personality is facing one or more Ogres or Oni in a battle or duel.
Goblin War Truck	Item	U	HE4	0	0		2		2	Shadowlands. Open: bow any goblin personality or follower you control to give the war truck a +1 force until the end of the turn. If the War truck is destroyed this turn, the goblin is also destroyed. "Ropputu, father of the Biteeye clan, claimed it was his greatest invention. The Crab would agree."
Kitsuki Kaagi's Journal	Item	U	HE4	-	-		6		2	Unique. Cards in this unit may not be targeted with actions. Actions which target ninja can target cards in this unit, however, even if the target card is not a ninja. This personality may not produce honor gains in any fashion. Reaction: Bow the journal to cancel any ninja or kolat action that is not targeting this unit.
Lessons from Kuro	Item	U	HE4				4		3	Limited: Bow this personality to draw a fate card if the personality's chi is greater than 3. You may not perform this action more than once per turn. "Poor Hosigeru. For days he watched me prepare the spell, and when it was done, he swore he was ready to conquer its power. It was too soon, too much, and he was too young..." - Naka Kuro
The Boundless Depths of Water	Kiho	U	HE4				0		1	Kiho Elemental Open: Bow a Shugenja or Monk you control. At the end of the current player's end phase, you may draw a number of cards up to the number of kihos you successfully cast this turn. "Once a year, when the spring rains come, the Umi Amaterasu rages and the villages on the coast are destroyed by the ocean's wrath."
The Power of Incompleteness	Kiho	C	HE4				0		4	Kiho Open: Bow a shugenja or monk you control. Target a personality who has their lower trait of Chi or Force raised to be equal to the higher trait until the end of the turn. "I am the new Uikku, and my words are from the heavens themselves. Listen to me, children of Rokugan, for I will reveal what is unknown, and find what has been lost..." -Itako
Walk Through the Mountains	Kiho	C	HE4				0		2	Kiho Reaction: Bow a shugenja or monk you control when one of your Personalities is being sent home from a battle with a card action to cancel the action causing your Personality to be sent home. "Through Beiden Pass, to the lands of the Crab. Nothing can stop us -the Fortunes are on our side!" - Matsu Seijuro
Asako Hosigeru	Personality	C	HE4	2	2	0	3	1		Phoenix Clan Novice of Water. Shugenja. Battle: Bow and destroy Hosigeru to produce Ranged 1 Attacks targeting every opposing Personality and Follower in this battle, including

										Personalities with attached Followers. The strength of these Ranged Attacks cannot be increased.
Doji Shizue	Personality	U	HE4	0	3	0	4	2		Crane Clan storyteller. Experienced. Unique. Open: Bow Shizue to bow a ninja. Reaction: Bow Shizue immediately when one of your personalities wins a duel to give that personality a permanent +1 bonus to that personality's chi or force.
Hida Yasamura	Personality	U	HE4	4	3	2	9	2		Crab clan Samurai. Experienced Shinja Yasamura. Cavalry. Tactician. Will join Unicorn for two less gold. May no assign or move into a battle against Unicorn or Crab defender. Battle: all personalities and followers in infantry units in yasamura's army gain a +1 force. This is considered yasamura's use of tactician for this battle.
Ide Ashijun	Personality	C	HE4	1	2	2	5	2		Unicorn Clan Magistrate. Cavalry. Battle: Bow Ashijun and your stronghold to target an opposing Personality. That Personality's controller must either send it home, or the Personality's Force is reduced to zero. "I bear a warning to all who oppose the will of the Unicorn: Bow down, or be trod into dust."
Itako	Personality	U	HE4	2	4	5	7	3		Unaligned blind prophethess. Shugenja. Unique. Reaction: Immediately after Itako performs a kiho, place it face down under her instead of in your discard pile. During a future discard phase instead of drawing a card from your deck, you may take the kiho from under itako and place it in your hand. You may only do this once per kiho card.
Kitsuki Kaagi	Personality	U	HE4	1	4	0	7	2		Dragon Clan Magistrate. Toturi's Army. Tactician. Reaction: bow immediately after a personality refuses a duel to have Kaagi issue an unrefusable challenge to that personality "Ten years he has been gone, and yet his face shows not a single mark of it. It is as if nothing happened at all..." - Kitsuki Yasu
Malekish	Personality	C	HE4	0	3	0	3	1		Naga Astrologer. Limited: Bow Malekish to look at the top cards of your Fate or Dynasty deck. You may look at a number of cards up to Malekish's Chi. Rearrange the cards in any order you wish and return them to the top of your deck.
Matsu Ketsui	Personality	U	HE4	4	3	5	9	3		Lion Clan Samurai. Matsu Family Daimyo. Double Chi. Unique. "In my sword, the wind./In my heart, courage./In my eyes, death./I am Matsu" -from Kakita Morushijin's play, No Man's Bride.
Oni no Gekido	Personality	U	HE4	3	3	-	6	0		Unaligned. Nonhuman. Shadowlands. May not attach items or followers. Open. Gekido gains a +2F/+3C until the end of this phase. At the end of this phase the bonus is lost and Gekido loses -2/-2 until the end of your next turn. Gekido can do this once per turn. "Stupidity in the Shadowlands is rewarded with two things: pain and death." -Hida O-Ushi
Otaku Kamoko	Personality	F	HE4	5	5	7	13	4		Unicorn Clan Samurai. Double Chi. Cavalry. Experienced 3. Will only attach Cavalry Followers. Limited: Bow to challenge a Kolat to a duel that cannot be refused. Reaction: Bow to destroy a Personality with a lower Chi that was just assigned or moved into a battle at which Kamoko is present.
Otaku Xieng Chi	Personality	U	HE4	1	3	3	6	3		Unicorn Clan Gunso. Battle Maiden. Samurai. Cavalry. When Xieng Chi is the target of a charge, she gains and additional 1F. "She's too young to be so eager for blood. You might think she was a Lion in disguise!" -Otaku Tetsuko
Ryosei	Personality	U	HE4	2	3	-	5	2		Fox Clan Daimyo. Shugenja. Experienced. Unique. Yoritomo's Alliance. Reaction: Immediately after Ryosei performs a kiho, discard a random card from your hand to return the kiho to your hand. Ryosei may perform this action while bowed. "Don't believe the Phoenix. Hate makes you strong."
Shinjo Tsuburo	Personality	U	HE4	3	3	4	7	2		Unicorn Clan Samurai. Cavalry. Experienced. Unique. Reaction: Cancel a Ranged Attack that is targeting Tsuburo. Tsuburo may perform this action while bowed. "The Emperor is dead. Let us at least save the Empire."
Plains of Foul Tears	Region	C	HE4							Follower cards (but not tokens) that are destroyed during a battle at this Province are returned to their owner's hand instead of going to the discard pile. During a battle at this Province, all players may perform the action: Battle: Bow one or more Followers in a unit to destroy one opposing Follower (or Personality without attached Followers) with an equal or lesser Force.
Refuge of the Three Sisters	Region	U	HE4							Only one Refuge of the Three Sisters may be in play at any time. Limited: Target one of your Personalities in play. That Personality is discarded from play. You may look through your fate deck and take any one fate card with a focus value lower than your Personality's Chi and place it in your hand. Reshuffle your deck. Destroy the Refuge of the Three Sisters.
The Iuchi Plains	Region	C	HE4							All infantry Personalities and Followers have their Force reduced by one during a battle at this Province. "From this moment forward, the city of Ryoko Owari will answer to my commands, and its walls shall be manned by Otaku troops. So do the Unicorn keep Toturi's law..." -Otaku Patasha
The Kami Watch Over Me	Spell	U	HE4				5	3		Ritual Limited: Bow this shugenja and any number of other shugenja you control such that their combined chi is greater than 10. All cards from your dynasty deck that have been discarded are shuffled back into the deck. Cards that have entered play or resolved are not shuffled back into the deck.
The Otaku Palaces	Stronghold	F	HE4	5	5	5				Magistrates will join you for 1 less gold. Reaction: Once per turn, immediately after another player has declared an attack on you, straighten all cards in one of your Cavalry units. You may perform this action even if this stronghold is bowed.
Battle Hardened	Action	R	HE5				0	3		Reaction: Play immediately after one of your armies destroys an opposing army in battle. All of your Followers in that battle are considered \elitel until the end of the game, and contribute their Force to the army's total even if their Personality is bowed. "One thing the Phoenix have in their favor. All of their troops which survived the Clan Wars have learned to fight. The hard way." - Mukami Artist: Val Mayerik
Hida Technique	Action	R	HE5				1	3		Battle: Target one of your units in this battle. Cards in this unit can be targeted and affected by cards as if they were defending even if they are in the attacking army. If you are a Crab player, this Personality gains +1F, permanently. "Choose the time and choose the place - all else will follow." -Hiruma Kage Artist: Brian Snoddy
Imperial Edicts	Action	C	HE5				0	4		Open Political: Discard the Imperial Favor to increase the Strengths of all your Provinces by four until the end of this turn. This is considered a use of the Favor. Reaction Political: Discard the Imperial Favor to cancel any one spell, kiho, or innate ability as it is about to be performed. This is considered a use of the Favor. Artist: Lissane Lake
One Life, One Destiny	Action	R	HE5				0	1		Limited: Target one Personality in play. That Personality and all versions of that Personality are considered unique until the end of the game (players may not bring a Personality with that name into play). That Personality's controller may target one of your Personalities in play, who likewise is considered unique until the end of the game. You must have a Personality in play to perform this action. Artist: Mike Raabe
Out of the Shadows	Action	C	HE5					3		Open: Select one of your Ninja Personalities. That Personality gains a number of 1F Ninja Follower tokens equal to half (round down) of the gold produced to put this card into play. These Ninja Follower tokens are destroyed at the beginning of your next events phase. "There is one man I must find. There is only one man who will understand." - Kitsuki Kaagi Artist: Paul Carrick
Ratling Hordes	Action	C	HE5				0	1		Open: All Ratling Personalities in play receive a Force bonus equal to the number of Ratling Followers they have attached. "Then, the big pink ones come. The ugly ones -no, the really ugly ones. Big fight-fight outside dirty-filthy castle. Many Nezumi die, for Crab friends. Many go-go Arrriktichiarak. Beyond." -Rachitk, Rememberer of the Squeaky Eyeball Tribe Artist: Bryon Wackwitz
Salt the Earth	Action	C	HE5				6	2		Limited: Destroy any Region in play. "The Mantis will march on Crane Fields, but they will not receive any bounty from them." Uji turned to his Champion. "There is only one thing we can do. Salt the earth." Artist: Ramon Perez
Shiba Technique	Action	U	HE5				1	3		Battle: All your shugenja in this battle gain the ability Battle: bow to give all samurai in this army a +1F. If you are a Phoenix player, all of your samurai gain 2F, instead.

											"Everything dies. The Lion fall in battle, the Scorpion beneath poisoned knives-- but only the Phoenix know the path to return." Artist: Kaja Foglio
Take the Initiative	Action	C	HE5					0	1		Reaction: Play immediately after starting hands are drawn and before the first player begins their first turn. You get to take the first turn, with play then continuing clockwise from you. "Now is the time!" Kanbe screamed, wielding his tetsubo in one hand. "Now the old houses will fall, and a new Empire will be born!" Artist: Theodor Black
The Way of Death	Action	U	HE5					0	0		Battle: Fear 1 Effect. Reation: Add 2 to the strength of any Fear effect. Battle: Fear 3 Effect if you are a Junzo's Army or Shadowlands Horde player. "Leaderless, the Crab fight for their lives within Hiruma palace, fearing help will arrive too late." Artist: Tommy Pons
Unrequited Love	Action	C	HE5					0	2		Open: Target a Human Personality during its controller's Action Phase. That player may either bow the Personality to gain one honor, of the Personality is dishonored and the player loses honor equal of the Personality's printed Personal Honor. "Me? Marry a Phoenix?!" Artist: Anson Maddocks
Yoritomo Technique	Action	U	HE5					0	3		Battle: You may switch any or all of your Followers between your Personalities at this battle, as long as all attachments are legal (you may switch bowed Followers). If you are a Yoritomo's Alliance player, you may straighten one of your followers in this battle. "Forcing men to march together only forces them apart." Artist: Jason Behnke
Doom of Toturi	Event	C	HE5								All Toturi's Army Personalities in play are dishonored. "He will return, but not as he once was. He will be changed, and his eyes will show the darkness that has consumed him." - Itako Maseru. Bryon Wackwitz
March of the Alliance	Event	R	HE5								Until the beginning of your next turn, players may not perform actions, except actions on cards in play. Players may attach Fate cards from their hands. "Toturi himself gave us the right \to regent all disputes and troubles of the Unaligned lands.\ The Scorpion Provinces stand empty. Unaligned. As do the lands of the Phoenix..." Artist: Jason Behnke
The Otaku Stables Burn	Event	R	HE5								Until the end of the game, all Cavalry Personalities have their gold cost increased by two, and all Cavalry Followers have their gold cost increased by one. "It was sabotage, Daiyu. The death of Kojiro will be mourned, but we must be sure his sacrifice is not in vain." - Otaku Maseru, Unicorn Clan Stablemaster Artist: Margaret Organ-Keen
When Dark Winds Howl	Event	U	HE5								Each player reveals his Fate Hand to all of the other players. If you have the highest combined focus value in your Fate Hand, you may discard your Fate Hand to add an additional Province to the left of your leftmost Province. All other players may discard their hand to draw 5 cards. You may not use the ability of the Ring of the Void for the rest of this game. Artist: Eric Anderson
Naga Pearl Guardian	Follower	C	HE5	1	0	1	3	-	2		This Follower has a 3F bonus while defending. "The seas are dangerous places now-a-days. With the Naga up in arms, it seems every pearl bed is filled with their eggs. One might lose more than their reputation, trying to steal pearls from those nests." - Yoritomo Nodoteki Artist: L.A. Williams
Shiryō no Nodotai	Follower	R	HE5	0	+1	2	-	-	3		Dragon Clan Ancestor. Spell effects and innate abilities not produced by a Dragon Clan Personality may not target this Personality. "The most frightening truth is gained by looking in the mirror." Artist: Ellym Sirac
Shiryō no Osano-Wo	Follower	R	HE5	+1	0	1	0	0	3		Mantis Clan Ancestor Weapons and Armor attached to this Personality provide an additional +1F/+1C bonus. "To be my son, you must fight the Shadowlands with every breath you take. You must know what it is to lose, time and time again ... and keep trying." Artist: Anson Maddocks
Wasp Archers	Follower	R	HE5	0	0	1	5	-	1		Battle: Bow for a ranged 3 attack. If this ranged attack is not altered in any way, you may perform another battle or open action immediately after this one. "Winds and fortunes, the game of dice, is popular among the Mantis and their lesser houses. Perhaps they feel that luck is on their side?" - Ikoma Kaoku
Zokujin	Follower	C	HE5	2	0	0	3	-	2		Limited: Bow the Zokujin. Destroy any Copper Mine in play. Cards in this unit do not straighten next turn. "With the Lion marching against the Crab, their mines lie dim and empty. Once more, the Zokujin move silently across the plans, seeking their Bloodwhite Stone." Artist: Ben Peck
A Stone Circle	Holding	C	HE5				1				Open: Bow to straighten any monk Personality. You may not perform this action during your own turn. "A monk asked Shinsei, \What are the teachings of a lifetime?\ Shinsei said to him, \An appropriate statement.\ " Artist: L.A. Williams
Flaming Ground	Holding	U	HE5				2				Fortification Battle: Half of this Province's strength (round up) is added to the total Force of the defensive army for the battle's resolution if there are one or more units in the defensive army. Destroy this card and any Region attached to this Province. Artist: Paul Carrick
Island Barricades	Holding	U	HE5				4				Fortification. May only be brought into play by a member of Yoritomo's Alliance. This Province has a +2 Province Strength. Battle: Ranged 3 Attack, once per battle. "No army has ever successfully assaulted the high cliff walls of the Mantis stronghold." Artist: Tom Biondolillo
Large Farm	Holding	C	HE5				1				Bow to produce 2 gold. Cards that affect or are affected by Small Farms affect and are affected by Large Farms as well. "When the armies of the Unicorn and the Mantis met in battle for the first time, the peasants nearby destroyed their farms rather than be captured by either side. They did not need to salt the ground, the blood of two armies did it for them." Artist: Eric Anderson
Shrine of Osano-Wo	Holding	R	HE5				10				Unique Fortification. Any event which would destroy this Province has all of its effects negated. Battle: Destroy the Shrine to produce Ranged 3 Attacks targetting every opposing Personality and Follower in this battle, including Personalities with attached Followers. This may be performed in a battle in which you have no units. Artist: Anson Maddocks
Silk Works	Holding	C	HE5				5				Bow to produce 4 gold. "The gold of the Crane has bought fine silks for their courtiers, and paid for the Mantis's vast armies. Now those armies march across the Empire, and where are the Crane in their rich robes?" Artist: Margaret Organ-Keen
Akodo Dagger	Item	R	HE5	+1	+1		3		4		Any action of card effect which would dishonor this Personality does not dishonor him but produces all other effects normally. "Borne by each Akodo and passed down from father to son, the daggers have long been a sign of loyalty to the Akodo home. With Toturi gone, only five remain." Artist: Christina Wald
Basher's Club	Item	U	HE5	0	+1		3		2		Weapon. May only be attached to a Goblin Personality. All bonuses to Force or Chi that this Personality receives from actions are increased by one. "Of the goblin referred to in Mokuna's guide as Ropputu, all that is known was that he lived to the ripe old age or twelve before his children ate him." Artist: Heather Bruton
Blade of Secrets	Item	R	HE5	0	0		7		3		Unique Weapon. When this item enters play, you may discard a Fate card from your hand. The Blade gains a permanent Force and Chi bonus equal to the focus value of the discard. "The secret that is remembered is a blessing. The secret that cannot be forgotten is a curse." Artist: Thomas Gianni
Corrupted Jade Sliver	Item	U	HE5	-	-		3		1		Shadowlands. You may use each ability of the Sliver up to three times per turn. Open: Give this Personality a +1F/-2C and the Shadowlands trait until the end of the turn. Open: Give this Personality a -2F/+2C and the Shadowlands trait until the end of this turn if his or her Force is greater than one. Artist: Heather Bruton
Kuni Mokuna's Guide	Item	R	HE5	-	-		2		1		This card can be attached to a Crab shugenja without gold cost. Open: Bow the guide to reduce a Shadowlands card's Force and Chi by half (round down). "What we have gained was earned on Mokuna's venerable back; his wisdom cost more than you can imagine. Read his work, if you dare, before you condemn him." Artist: KC Lancaster
Drawing Out the Darkness	Kiho	U	HE5				0		1		Maho Kiho Limited: Bow a monk or shugenja you control. Target a Personality with a lower Chi. Both Personalities gain the Shadowlands trait, permanently. "Each death is the beginning, each drop of blood sings the song of life. Our cradles stand within our graves, and the only true darkness is that which we carry in our own souls." - Iuchi Shahai Artist:

Facing Your Devils	Kiho	C	HE5				0		1	Ramon Perez Kiho Open: Bow a shugenja or monk you control to have him or her issue a challenge to any Personality in play. The challenged Personality may refuse by discarding cards from his hand with a combined focus value greater than the Chi of your Personality. "Speak Agetoki," she told him, her blade at his throat. "Or I will cut the words from your tongue." Artist: Anson Maddocks
The Great Silence	Kiho	U	HE5				0		1	Kiho Open: Bow a shugenja or monk you control. No action cards may be played until after the end of this action phase or segment. "Poor Yogo-sama. You have seen the Face of Shadow. Too bad you will never be able to speak of what you know." Artist: William O'Connor
Bayushi Aramasu	Personality	U	HE5	2	2	-	5	1		Mantis Clan Samurai. Will not join a Scorpion Clan player. Open: Discard a card from your hand to give Aramasu a 1F bonus. Reaction: Discard a card from your hand when Aramasu is entering a duel to give him a 1C bonus. This can be performed once per duel. Artist: Ben Peck
Bayushi Yojiro	Personality	U	HE5	2	4	0	7	2		Scorpion Clan Magistrate. Samurai. Experienced. Unique. If your family honor ever drops below zero, Yojiro is destroyed. Yojiro may attach the Ancestral Sword of the Scorpion without gold cost. Any action or card effect which would dishonor Yojiro does not dishonor him but produces all other effects normally. "For eight years he has kept his promise to the last Scorpion daimyo. Soon, he will be asked to keep another." Artist: William O'Connor
Hitomi Kobai	Personality	R	HE5	2	2	-	4	1		Dragon Clan Hitoden. Tattooed. Kobai gains a +1F/+1C permanently each time that he wins a duel. Battle: Issue an unrefusable challenge to any opposing Personality. The loser of this duel does not die. This may be performed once per battle. Artist: Theodor Black
Iuchi Karasu	Personality	U	HE5	4	3	3	11	3		Unicorn Clan Doomseeker. Shugenja. Experienced 2. Unique. Open: Once per turn, target a Personality in play. That Personality may not assign or move into a battle this turn. "Yori," he screamed from the Unicorn battlements. "NO!" Artist: Val Mayerik
Jama Suru	Personality	C	HE5	4	3	-	8	0		Unaligned Bloodspeaker. Shadowlands. Shugenja. Lose 3 honor. Any spell effect from Suru is considered to be a maho. Maho Limited: Bow Suru to give the Shadowlands trait to any Personality until the end of the turn. "Too often, salvation sounds like a lie, and lies are taken for truth." Artist: Anson Maddocks
Kouta	Personality	C	HE5	0	3	-	5	2		Unaligned Kolat Entertainer. Any player, as an Open action during a player's Action Phase, may pay 5 gold to take control of Kouta permanently. Limited: Bow Kouta to bow or straighten a target Personality (including your own bowed Personalities). Artist: Elym Sirac
Matsu Hiroru	Personality	R	HE5	1	4	0	8	2		Unaligned Ninja Assassin. Toturi's Army. Experienced 2. Unique. Only Ninja Followers. Items that can only be attached to Ninja can be attached to Hiroru witho ut gold cost. Limited: Bow Hiroru to destroy a Kolat Personality in play with a lower Chi. "If it takes my last breath, I will purge every Kolat from the face of the Empire. I swear it." Artist: Bryon Wackwitz
Matsu Turi	Personality	U	HE5	4	4	0	9	2		Lion Clan Magistrate. Samurai. Experienced. Unique. Battle: Straighten (if necessary) and move Turi into the battle being resolved if you are the Defender. "Tsunuri asked, 'Where were you when we stormed the Dark Lord?'" The bold samurai replied, 'I fought at the North Wall! I fought at the South Wall! I was everywhere!'" Artist: Val Mayerik
Sanzo	Personality	R	HE5	2	1	3	5	2		Unaligned Samurai. Cavalry. Experienced. Unique. Reaction: Immediately before Sanzo dies during a battle when there are one or more Shadowlands cards in the opposing army, he is sent home bowed instead of being destroyed. "No use discussing immortality. Staying alive is hard enough." Artist: Val Mayerik
Takao	Personality	U	HE5	3	3	0	8	2		Unaligned Monk. Acolyte of Fire. Experienced. Unique. Elemental Reaction: Bow Takao when he is entering a duel. Both Takao and his opponent in this duel are destroyed. "At times, the voice of Peace must ring like Thunder."
Yoritomo	Personality	F	HE5	7	5	7	15	2		Mantis Clan Champion. Samurai. Double Chi. Experienced 2. Unique. Yoritomo may attach 2 weapons. Yoritomo gains an additional 1F/2C bonus for each weapon attached. When Yoritomo's army destroys a Province in battle, add a Province to the right of your rightmost Province. You may not gain more than one Province per turn in this fashion. Artist: Jason Behnke
Yoritomo Nodoteki	Personality	C	HE5	1	2	0	3	2		Mantis Clan Kobune Captain. Sailor. Open: Destroy one of your Ports to give Nodoteki a 2F/1C bonus until the end of the turn. "If the Master needs my fleet, he shall have it. When the storm comes, our ships will stand the gale." The old pirate grinned at me, his gold tooth gleaming. "Can you say the same?" Artist: Jerry Tiritilli
Yoritomo Yukue	Personality	R	HE5	4	4	-	8	1		Mantis Clan Veteran. Samurai. Reaction: Bow Yukue when paying the gold cost affiliated with gaining an additional Province. The gold cost is reduced to zero. "A hundred battles, a thousand dead men. The prophets call it 'destiny'. I call it butchery." Artist: Audrey Corman
Holy Home Villages	Region	C	HE5							This Province has a Strength bonus equal to the number of monks you have in play. "The Crab need a leader..." O-Ushi raised her hand, and the bushi were silent. Then, as Yoshi handed her the ancestral sword, the Hida palace erupted into shouts of fierce joy, chanting their new Champion's name until the skies rang with the sound." Artist: Christina Wald
Island of Silk	Region	R	HE5							All Ports, Pearl Beds, Pearl Divers, and Silk cards in this Province have their gold cost reduced by five. All other holdings cannot be brought into play from this Province. "Only a fool stands in the path of a storm." - The Mantis Clan War Banner Artist: Heather Bruton
Ratling Villages	Region	C	HE5							Reaction: When a Ratling Personality is entering play from this Province, you may reduce its cost by 2G, or attach a Ratling Follower from your hand without gold cost. Limited: Once per turn, you may pay 1G to add a 0F Ratling Pack Follower to one of your Ratling Personalities. Artist: April Lee
Kyuden Yoritomo	Stronghold	F	HE5	8	5	3				This stronghold counts as a port, but is not affected by cards that affect ports. Artist: Eric Anderson
A Pure Stroke	Action	R	HE6				0		2	Open: Target item provides double its normal Force and Chi bonuses until the end of this turn. This will not affect any weapon already receiving a bonus to its printed Force or Chi. "The secret of swordplay is not the swift defeat, not the prolonged strike and block. A pure stroke will defeat technique." -Kakita's The Sword
Coordinated strike	Action	R	HE6				0		1	Battle: Give a +1F bonus to the Personality and all attached Followers in a target unit. "To the south, the evil still seethes and burns, and yet we do nothing. Now, while the Shadowlands fight among themselves-- now is the time to strike." -Hida Tadashiro
Ikoma Technique	Action	U	HE6				1		3	Battle: All of your Followers at this battle gain 1F. If you are a Lion player, this technique's gold cost is reduced to zero. "When the way come to an end, then change-- and having changed, pass through." -The New Tao
Kakita Technique	Action	U	HE6				1		3	Reaction: Play when one of your Personality is entering a duel if the opposed Personality has a lower Personal Honor. Your Personality has the first option to focus or strike. If you are a Crane Player, the cost of the technique is reduced to zero
Makoto	Action	R	HE6				0		1	Limited: Every player may bow one Personality, beginning with the player on your left. The player who bows the Personality with the highest Personal Honor gains honor equal to the difference between his Personality and the Personality with the second highest Personal Honor. "The Truth is simple. Liars make things complicated"
Ratling Spy	Action	C	HE6				1		1	Limited: Look at the top card of either of one of your opponents' decks. You may return to the top of the deck or discard it. "Not all of us are uncultured, Lion-Lion. Our civilization is older than your own and we have our own of seek-seeking the truth." -Iyaktakko
Storms of War	Action	C	HE6				0		2	Battle: Until the end of this battle, any player who wishes to perform an action must bow a personality or Follower in this battle immediately before the action is begun, or else the action is canceled without effect. If the action will move a unit into the battle, cards in that unit may be bowed to allow the action.

Teach the Mountain	Action	R	HE6				0		2	Reaction: Play when a personality is entering play from a Province with a fortification attached. Until the end of the game, this personality gains a +2F/+2C bonus while he or she is in an army at a Province with a fortification. "Do not seal the cracks. It is only through cracks that light can enter." -Shiba's Koan
The Iron Cranes	Action	C	HE6				0		2	Limited: Target any poet, courtier, or personality with a political ability. This Personality gains a +1F+1C permanently and loses all abilities, permanently. "The Mantis had no choice but to continue their march. Cut off from their island home, chased by the crane and driven by the Daidoji, Kuwanan used Yoritomo's greatest flaw to his own advantage: Audacity." - The high histories of the Lion
Trapping Tactics	Action	C	HE6				0		1	You must have a Tactician in this battle to play trapping tactics. Battle terrain: This terrain takes effect immediately upon being played. No units may move into or out of this battle. All ranged attacks performed while this terrain is in play have a +2 strength. "When advancing, be sudden, like the lightning. You cannot outrun the wind." -Master Suana
Unrelenting Terror	Action	R	HE6				0		4	Reaction: Play when performing a fear effect to combine the strengths of two or more fear effects within the same unit to produce a larger fear effect. Reaction: Play immediately after performing a Fear effect. You may produce as many fear effects as you wish before the next player may perform their Battle or Open action.
Way of the Shadow	Action	U	HE6				0		3	Reaction: Play immediately after an action targets a Ninja card but before its effects are resolved. The action is canceled and has all its effects negated. "Fear long shadows, shadows trained to protect, taught to kill." -Isawa Norikazu
Death of the Ki-Rin	Event	R	HE6							Until the end of the game, players may not destroy any opponents' last province in battle, and their events that would destroy that province are canceled without effect. This won't prevent a player from losing due to his own card effects. This event does not affect players while they have 10 or more Family Honor or with at least one Elemental Ring in play, or those clans normally unable to win a honor victory.
Doom of the Alliance	Event	U	HE6							Until the end of the game, Yoritomo's Alliance players must pay full cost for Personalities with the Yoritomo's alliance trait, and only Personalities with the 'Mantis Clan' as a printed trait are considered part of their clan. "They will rise, and the prize shall be theirs. But be warned, do not destroy what you cannot rebuild." -Itako
War in the Shadowlands	Event	R	HE6							Any Player with fewer Shadowlands cards in play than another player has all of his or her Shadowlands cards destroyed. "The terrible Oni Charged, cutting wide swaths through the skeletal legions, but time and again, the Dark Moto rose from the ground, and Yori's magic burned holes in the sky."
Wisdom Gained	Event	U	HE6							All players may go through their Fate Deck or discard pile to take any one Elemental Ring, show it to their opponents, and add it to their hand. All players shuffle their Fate Deck. "The only truth you find in distant lands is the truth you carry with you."
Battle Maidens	Follower	C	HE6	2	0	3	6	-	1	Cavalry. May only attach to Cavalry personalities. While this unit is Cavalry and attacking this follower gains +1F and this unit's controller may not target this unit with actions that will send it home from battle.
Cultists	Follower	C	HE6	0	0	0	0	-	1	Shugenja. Any kiho that the cultists bow to produce are considered Maho. "Halfbaked sorcerers, cultists and clairvoyants. Everyone wants to be the new Uikku. Bah. There is no profit in fortune-telling." -Yasuki Taka
Haunted	Follower	U	HE6	0	0	0	4	-	1	This follower may be attached to any player's Personality. When this Personality performs an action or is assigned (or moved) to attack, his or her controller must draw and discard their top Fate card. If the focus value is equal to or greater than the Personality's Chi, the action (or assignment) is canceled and cannot be performed again this turn.
Kansen	Follower	U	HE6	2	0	0	5	-	1	Shadowlands. Nonhuman. Battle: Bow the Kansen to destroy any one of the Defender's holdings that has a gold cost less than the Kansen's Force. "When I left, the marketplace was prosperous. Now, silent winds blow down wide streets, and the houses are empty." -Moshi Wakiza.
Shiryō no Tetsuya	Follower	R	HE6	0	+1	2	0	-	4	Brotherhood Ancestor. This card count as Tetsuya for uniqueness purposes. All numerals on this Personality are increased by one. "Eight forces sustain creation: Movement and Stillness; Solidification and Fluidity; Extension and Contraction; Unification and Division." - Tetsuya's Koan
Cleansing Bell	Holding	C	HE6				0			Limited: Bow the Bell. Until the end of the turn, all players play with their Fate Hand face up on the table, and may inspect each others' hands at will. Destroy the Bell. "Some men search for their destiny all their lives, always wondering if they have missed it, or if time has passed them by. I know my destiny. My destiny is to defeat you." -Daidoji Uji
Prophet's Tower	Holding	U	HE6				4			Unique. Fortification. May only be brought into play by a member of the brotherhood of Shinsei. Armies attacking this Province may not have more units than the number of Elemental Rings the Attacker has in play plus one. Armies defending this Province may not have more units than the number of Elemental Rings the Defender has in play plus one. Additional units trying to assign or move into the attacking army are returned home, bowed.
Ratling Nest	Holding	C	HE6				4			This card costs 3 gold for Crab Clan player. Bow to pay the entire gold cost of any one ratling card when you are bringing it into play. Variable cost cards may not be paid in this manner. "From nests and villages, the Ratlings come, moving south as if something had called them."
Silk Farm	Holding	C	HE6				1			Bow to produce gold equal to the number of Forests plus the number of Silk Works in play. "She is destroying all that we stood for," said Hoshi to the messenger. "No," said the ise zumi, "she is beginning something new."
Tutor	Holding	R	HE6				5			Retainer. Reaction: Bow at the beginning of your end phase. Instead of drawing one card, draw three. Choose one card to put into your hand, returning the other two to the top of your deck (in any order) or discarding them. "No, Father. I will not follow. I have my own Destiny..." -Bayushi Aramasu
Blackened Claws	Item	C	HE6	+1	+1		4		2	Shadowlands. May only be attached to a Shadowlands Personality and may not be transferred between Personalities. May be attached to a Personality that may not normally attach items. Personalities may not have more than one Blackened Claws attached. Reaction: Bow the Claws when this Personality enters a duel to give two -1C tokens to the opponent.
Kachiko's Fan	Item	U	HE6	0	+1		7		4	Unique. When the fan enters play, name a clan. While the fan is in play and you have no Shadowlands cards in play, you may bring Personalities from that clan into play as if your Family Honor were a 10. "The lock of hair was a gift, samurai. I will be back for the fan"
Otaku Steed	Item	C	HE6	-	-		3		2	The Personality gains the Cavalry trait while the Otaku Steed is attached. If the Personality already has the Cavalry trait, he or she gains +1F instead. "Hachiman's foal was given to a Crane!? A Crane who saved Kamoko's life, but still, a Crane!" -Otaku Tetsuko
Togashi's Daisho	Item	R	HE6	+2	+2		8		4	Unique. May only attach to a Dragon Personality May attach to a Personality not allowed to attach items. Will attach to the Dragon Clan Champion without gold cost. Open: This Personality gains -2F and Double Chi until the end of turn. "There is nothing but victory for those who have strength and purpose."
Chi Projection	Kiho	C	HE6				0		3	Kiho Open: Bow a shugenja or a monk you control to straighten any Personality in play with a lower Chi. "True Nobility comes not from being superior to another man, but from being superior to your past." -The Tao of Shinsei
Dharma Technique	Kiho	U	HE6				1		3	Kiho Reaction: Bow a monk you control immediately after an event is revealed. The event is discarded without resolution. This kiho costs zero gold if you are a Brotherhood player. "Promises to enemies are meant to be broken." -The New Tao
Legacy of the Dark One	Kiho	U	HE6				0		2	Maho Kiho Limited: Bow a shugenja or a monk you control and target any Personality in play. Until the end of this turn, any focus values played for the target are reduced by the Chi of your shugenja or monk. Your shugenja or monk gains the shadowlands trait permanently and you lose 5 Honor. This honor loss cannot be altered or redirected in any way.

Speak with the Voices of the Dead	Kiho	R	HE6				0		3	Maho Kiho Open: Bow a shugenja or monk you control. Target a Personality and select any one dead Personality. The live Personality gains any one ability from the dead Personality until the end of the turn. "Need, little samurai, and desire. That is all it takes to begins-- and all you have left at the end." -Jama Suru
Daidoji Karasu	Personality	R	HE6	1	3	0	5	1		Crane Clan Bounty Hunter. Samurai. Battle: Bow for a ranged 2 attack. Reaction: Discard a card from your hand immediately before Karasu performs a Ranged attack to increase the strength of the Ranged Attack by the focus value of the discard. Karasu can do this once per turn.
Daidoji Osen	Personality	C	HE6	3	3	5	6	2		Crane Clan Spy. Samurai. Reaction: When Osen is assigned to or moves into a battle, any player may show you one or more terrains from their Fate Hand. During that battle, players may not play terrain cards from their hand that they did not show you. "The Enemy that you do not fear is the enemy that can defeat you."
Doji Kuwanan	Personality	F	HE6	5	5	0	11	3		Crane Clan Champion. Samurai. Unique. Tactician. Experienced 2. Will only join Crane Clan. Kuwanan's unit cannot be targeted with an action that will send it home from battle if he has not received a Force bonus this turn. Reaction: Cancel any use of Tactician by a card in the opposing army
Eshru	Personality	R	HE6	3	3	0	6	2		Naga Slayer. Experienced. Unique. May attach crystal items for free. Battle: Bow for a ranged 4 attack against any Tattooed card. Battle: Bow to challenge an opposing Tattooed Personality to a duel that cannot be refused. "He's found a darkness that can't be defeated with Jade"
Hida O-Ushi	Personality	R	HE6	5	4	0	14	3		Crab Clan Bully. Samurai. Experienced 2. Unique. O-Ushi is considered the Crab Clan Champion while Hida Yakamo is not in play. May not assign or move into a battle against a Crab or Unicorn Defender. Will join Unicorn for 2 less gold. Battle: Produce a FEAR effect equal to her force affecting both Personalities and Followers
Hitomi Reju	Personality	U	HE6	2	3	0	6	1		Dragon Clan Samurai. Tattooed. Unique. Experienced Doji Reju. If Reju is tied in a duel, he wins the duel instead. Reaction: Once per turn, when Reju enters a duel, draw and discard your top Fate card. Reju gains a Chi bonus until the end of the duel equal to the focus value of the discard
Hoshi Wayan	Personality	C	HE6	0	3	-	3	2		Unaligned Monk. Tattooed. Limited: Once per turn, put a tattoo token on Wayan. Reaction: Destroy a tattoo token on Wayan immediately after an opposing Personality in this battle gains a bonus to Force and/or Chi. Wayan gains an identical bonus to that just gained by the opposing Personality. Wayan may only react this way once to each bonus.
Isawa Norikazu	Personality	R	HE6	2	5	0	10	2		Phoenix Clan Seer. Unique. Experienced. Shugenja. Reaction: Immediately after an event is revealed and before it is resolved, destroy Norikazu to destroy the event, which is discarded without effect. "I hear her voice...her voice...the voice of nothing...the Darkness- speaks!!"
Kakita Ariteko	Personality	C	HE6	0	2	2	2	2		Crane Clan Artisan. Open: Bow Ariteko to restore a Personality to honorable status. "It is as Akodo himself said, 'All is war' And if Lord Daidoji attacks the rear of the Mantis armies once our bargain with them is complete, then it is only what Yoritomo would do in our place!!!"
Makashi	Personality	U	HE6	2	2	-	4	1		Mantis Clan Samurai. Toturi's Army. Actions targeting Makashi affect him as though he were aligned to every clan "Ratlings, I hate 'em. Every squeaker I catch is one less thief when winter comes"
Oni no Akuma	Personality	U	HE6	8	5	-	0	0		Unaligned Oni Overlord. Shadowlands. Nonhuman. Experienced. Unique. When Akuma enters play it destroys the province from which it enters play. Lose 5 Honor. You must destroy a Follower you control in order to assign or move Akuma into a battle. "His servants fight, not because they hate the enemy, but because they fear him more than death."
Shosuro Chian	Personality	C	HE6	1	3	-	8	1		Scorpion Clan Ninja. May remain bowed. You must discard 3 fate cards to put Chian into play. Limited: Bow Chian and target one player. While Chian remains bowed that player must discard a Fate Card each time he or she attempts to put a Personality into play. Otherwise the personality is discarded.
Tohaku	Personality	C	HE6	2	3	0	5	3		Unaligned Samurai. Toturi's Army. Will not join a Lion player. Battle: Once per turn, Tohaku gains a 2F/2C bonus if there are one or more Lion personalities in the opposing army. "If any know how to fight the Lion, it is I. I fought by them, bled for them, and my soul died on the Akodo fields. Now, I live only to destroy them, as they destroyed my family."
700 Soldiers Plain	Region	U	HE6							Unique. Battle: Bow one of your defending units. The Attacker must bow two attacking Personalities or Followers. You may perform this action twice per battle. "Seven hundred Phoenix against seven Thousand Lion. They were not pacifists on that day"
Big Stink	Region	U	HE6							Unique. When a goblin Personality is put into play from this province, attach two 1F goblin nonhuman shadowlands followers to him. All non-goblin Personalities and Followers are -1F while at a battle in this Province
The Silk Road	Region	C	HE6							The next holding that appears in this Province after this region enters play has its gold cost reduced to zero. "The trade routes of the Crane carry silk from the Mantis Isles to the farthest borders of the Empire. Who knows in what strange land it will end?" -Yoritomo Hogosha
Valley of the Two generals	Region	R	HE6							Unique. All samurai in a battle at this Province have the ability: Battle: Bow to destroy one opposing follower or Personality without any attached Followers. "My lady's soul is the sun among stars and I will pay any price before I let that bright flame die." -Hitomi Kageyora
The Iron fortress of the Daidoji	Stronghold	F	HE6	6	4					All your Daidoji Personalities have their Honor Requirement reduced by 5. Any personality you bring into play that is not a Samurai or Shugenja has it's gold cost raised by 3. Battle: Bow to have one of your Samurai issue a challenge to an opposing Personality. If this challenge is refused, this personality is sent home bowed and dishonored.
Ambush	Action	R	IE				0		2	Limited: One of your units begins a battle with one target unit. No other units may join this battle, and no Province can be destroyed. This additional Battle Action Phase does not replace your normal Battle Action Phase. Lose 5 Honor.
Avoid Fate	Action	R	IE				0		3	Reaction: Play during the Events Phase in response to an Event. This Event does not occur now. The Event is replaced with the next card in that player's Dynasty Deck, face Down. Shuffle the Event back into the Dynasty Deck.
Be Prepared to Dig Two Graves	Action	R	IE				0		3	Reaction: Target a Personality in a battle when a Personality of your clan is killed. Until the end of the game, when any Personality from your clan opposes the target Personality in a battle or duel, they gain a 2F/2C bonus.
Blackmail	Action	R	IE				0		4	Choose one Province and one Holding of another player. You take control of that Holding. If your opponent decides to reveal the Blackmail as an Open action, then the target Province is destroyed, the Holding is returned, and you lose 10 Honor. If the Province is destroyed, Blackmail is too.
Blazing Arrows	Action	U	IE				*		3	Battle: Blazing Arrows adds two to the strength of each of your cards producing a ranged attack for this battle. The gold cost of Blazing Arrows is 1 Gold per card that can use the ranged attack bonus.
Block Supply Lines	Action	C	IE				0		3	Battle: Remove one attacking unit from this battle. It returns home bowed.
Bountiful Harvest	Action	R	IE				0		2	Limited: All gold-producing holdings provide one additional gold until the end of this turn.
Breach of Etiquette	Action	U	IE				0		2	Limited: The player with the highest Family Honor commits a public breach of etiquette and loses 5 Honor.
Break Morale	Action	C	IE				0		3	Open: Target any Dishonored Personality. All of this Personality's Followers are destroyed.
Brilliant Victory	Action	C	IE				0		2	Reaction: Play after destroying an army or Province as the Attacker of Defender to gain +3 Honor in addition to the normal Honor award. Only one Brilliant Victory card may be played per battle.
Careful Planning	Action	C	IE				0		1	Open: Give target Personality a 1F/1C bonus until the end of the turn.
Charge	Action	C	IE				0		1	Battle: Add a 3F bonus to one attacking Lion Personality, or a 2F bonus to any other attacking Personality.

Contentious Terrain	Action	C	IE			0		1	Battle: Terrain. All Personalities in your army gain a 1F bonus for this battle.
Counterattack	Action	U	IE			0		4	Reaction: Play after the last resolution segment for an opponent's attack phase in which you were the defender. This card immediately creates an attack phase in which you are the attacker and the former attacker is the defender.
Deadly Ground	Action	C	IE			0		1	Battle: Terrain. When Deadly Ground has been put into play, no actions may be played or initiated for this battle except those that would remove Deadly Ground. This Terrain takes effect immediately upon being played.
Debt of Honor	Action	R	IE			0		3	Reaction: Put this card into play immediately after a battle in which you have come to the aid of another player. Later, discard this card to request that this player aid you in a future battle. That player must send the unit you request to the specified province or lose 8 Honor.
Dispersive Terrain	Action	C	IE			0		1	Battle: Terrain. All Defending Personalities gain a 2F bonus.
Egg of Pan Ku	Action	R	IE			9		4	Unique. Limited: This card enters play and acts as an exact duplicate of any Personality in play. The Egg does not enter play with any of the copied Personality's attached cards or tokens.
Encircled Terrain	Action	C	IE			0		1	Battle: Terrain. Attacker and Defender each choose one unit in this battle. All other units (including allies) return home with no effect and remain unbowed.
Entrapping Terrain	Action	C	IE			0		1	Battle: Terrain. The attack on this Province is called off. All units return home unbowed.
Evil Portents	Action	R	IE			0		3	Open: All Shadowlands Personalities in play gain a 1F/1C bonus until the end of the turn. All other Personalities suffer a -1F/-1C penalty.
Explosives	Action	U	IE			8		2	Limited: Destroy any one holding.
Feign Death	Action	R	IE			0		2	Reaction: Play immediately after a Personality is destroyed. This Personality is dishonored, and all Followers are destroyed, but the Personality survives bowed. Lose 2 Honor.
Feint	Action	R	IE			0		0	Play Feint as a 'Chi Focus' card in a duel. After Focus cards are revealed, you may choose any other card in your hand to add as a Chi Focus.
Flight of Dragons	Action	U	IE			0		3	Battle: All Dragons in this battle fly away (are destroyed). No Honor is lost or gained. This does not refer to Dragon Clan Personalities.
Focus	Action	R	IE			0		5	
Frenzy	Action	U	IE			0		1	Battle: Play to add a 3F bonus to target Crab Personality of a 2F bonus to any other target Personality until the end of the turn. Personality becomes dishonored and all attached Followers are destroyed at end of this turn. Lose 2 Honor.
Geisha Assassin	Action	R	IE			*		4	Limited: Issue Challenge. Geisha is your Challenger. Cannot be refused. Geisha may not Focus. Loser is destroyed. Geisha has a Chi equal to half the gold spent to bring her into play, rounded down.
Honorable Seppuku	Action	C	IE			0		3	Reaction: Play when your Samurai has just committed an act which stained the Family Honor or dishonors the Samurai. Honor loss is reduced to zero, the Samurai is destroyed, and you gain Honor equal to the Samurai's Personal Honor. The Samurai is considered Honorable Dead.
Iaijitsu Challenge	Action	C	IE			0		2	Limited: Choose your unbowed challenger and a Personality to be challenged. The winner gains 5 Honor. The challenged Personality may decline the duel at the loss of 7 Honor to his family and dishonoring himself.
Iaijitsu Duel	Action	C	IE			0		2	Battle: Target one attacking and one defending Personality who begin a duel. Neither may refuse. The winner gains 5 Family Honor.
Intersecting Highways	Action	C	IE			0		1	Battle: Terrain. All allied Personalities assisting in Attack or Defense gain a 1F bonus.
Investigation	Action	R	IE			2		3	Reaction: Cancels the effect of any one ninja, Kolat, or assassin acting against you for the rest of this turn. The responsible family loses 5 Honor.
Kharmic Strike	Action	U	IE			0		0	Play this card as a focus card for a duel. The result of the duel is automatically a tie.
Kolat Assassin	Action	U	IE			10		3	Limited: Kill target Personality with Chi of less than four. Lose 4 Honor. Limited: Destroy any one Retainer. Lose 4 Honor.
Kolat Infiltrator	Action	U	IE			2		2	Reaction: Play immediately after any holding has been bowed to negate the effect of that holding.
Kolat Master	Action	R	IE			10		2	Limited: Target another player's Personality with a Chi less than 4. This Personality is a Kolat who is in your pay. He now rejoins your family. All Followers attached to this Personality with honor greater than zero are destroyed, and this Personality is under your control until the end of the game. Lose 4 Honor.
Legendary Victory	Action	U	IE			0		2	Battle: Play Legendary Victory as the Attacker or Defender when your opponent's army has a higher total Force than your army. Double the total Honor award for this victory if you win the battle.
Marries a Barbarian	Action	U	IE			0		2	Limited: Play Marries a Barbarian on a Samurai. Target Samurai is Dishonored.
Martyr	Action	U	IE			0		3	Reaction: Play this card after the death of your Personality, targeting the card that killed him or her. That card's controller loses 5 Honor. (In a battle, target may be any card in the victorious army.)
Meditation	Action	C	IE			0		2	Limited: Target Personality gets a 1F/2C bonus until the end of the turn.
Mercy	Action	R	IE			0		2	Reaction: Play during the resolution phase of any combat that you have won. The opposing army is not destroyed, and you gain 3 Honor for each card spared.
Ninja Thief	Action	U	IE			2		2	Limited: Move target item from its current owner to any other Personality on which it could be played. Lose 3 Honor.
Oath of Fealty	Action	C	IE			0		3	Limited: All of the Personalities in your fief swear fealty to you. Any Personality not aligned with your Clan gains 1F/1C permanently, and becomes aligned with your clan (losing former alignments).
Occupied Terrain	Action	C	IE			0		1	Battle: Terrain. Only the Attacker may play Occupied Terrain. If the Attack is successful, and the Province would be destroyed, the Attacker must select one of the Defender's holdings which is destroyed, instead of the Province.
Outflank	Action	C	IE			0		1	Battle: Target Defending Personality has a 3F bonus until the end of the turn.
Poisoned Weapon	Action	R	IE			0		2	Reaction: Play after Focus Cards have been revealed in a duel (but before duel resolution) to reduce the Chi of your opponent by 3 until the end of the turn. Lose 4 Honor.
Rally Troops	Action	C	IE			0		2	Reaction: When one of your Personalities is about to be destroyed, move all of that Personality's Followers to any other Personality or Personalities (bowed or unbowed) you control who are not assigned to a battle this turn.
Rallying Cry	Action	C	IE			0		3	Reaction: Play after the resolution phase of a battle to prevent your units in that battle from becoming bowed by the combat.
Refuse Advantage	Action	R	IE			0		3	Battle: You may only play this card as the Attacker or Defender when your army has a Force greater than the opposing army. Reduce the Force (until the end of the turn) of any or all of your cards until your army's total Force equals the Force of the opposing army. You gain 8 additional Honor if you win the battle.
Remorseful Seppuku	Action	C	IE			0		2	Limited: Target Dishonored Samurai takes his own life in a fit of despair. Destroy Personality. This Personality is considered Honorable Dead, but there is no Honor loss or gain.
Resist Magic	Action	R	IE			0		3	Reaction: Play immediately after a spell or innate ability has been cast which targets one of your Personalities. The effects of that spell or innate ability are negated by this action.
Retreat	Action	U	IE			0		2	Battle: Any one of your units is removed from this battle bowed. The Personality is dishonored if your army has a higher total force.
Ring of Air	Action	U	IE			0		4	Reaction: Play after producing three spell affects (and/or innate abilities) in one turn. Elemental Benefit: Until the end of the game, Elemental Reaction: Redirect one spell effect per turn to any other legal target.
Ring of Earth	Action	U	IE			0		4	Reaction: Play after an attack against one of your provinces in which the attacking army had a force higher than the Province strength, but the Province was not destroyed. Elemental Benefit: Until the end of the game, all of your Provinces gain +3 to their Strength.

Ring of Fire	Action	U	IE				0		4	Reaction: To put into play, defeat in a duel an opponent who started the duel with a higher Chi. Elemental Benefit: Until the end of the game, Any Personality opposing you in a duel must play Focus cards face up.
Ring of the Void	Action	U	IE				0		4	Reaction: Play when the Ring of the Void is the last card in your hand. Elemental Benefit: Until the end of the game, refill your hand to five cards during your end phase if you have no cards in your hand (instead of drawing a single card).
Ring of Water	Action	U	IE				0		4	Reaction: Play after a battle in which you replaced a terrain card with your own and destroyed an opposing army or Province. Elemental Benefit: Until the end of the game, on your turn, you may assign your infantry/cavalry after defending infantry/cavalry have been assigned.
Shady Dealings	Action	U	IE				0		3	Reaction: Play to pay up to 5 gold of the cost of a Fate card you are putting into play. Bow your Stronghold if it is unbowed. Your Stronghold may not straighten until, as a limited action, you bow holdings paying 5 gold to "repay" this card.
Shame	Action	U	IE				0		3	Limited: Play on a dishonored Personality. The Personality's shame stains the family's honor. That player loses 7 Honor.
Sneak Attack	Action	R	IE				0		3	Reaction: Play this card immediately before the action phase of a battle. The attacker may play the first action in this battle.
Strength of Purity	Action	U	IE				0		1	Battle: Give a 3F/3C bonus to any Personality with Personal Honor greater than 2.
Superior Tactics	Action	C	IE				0		3	This card may only target one of your Personalities with a Chi of 3 or higher. Battle: You may either move this Personality's unit to a different Province, or force a Terrain card to be destroyed.
Test of Honor	Action	R	IE				6		2	Limited: Target Personality must undergo a test of honor. Draw and discard a card from his family's Deck of Fate. If the focus on the drawn card is greater than the honor of the Personality, the Personality dies dishonorably.
Traversable Terrain	Action	C	IE				0		1	Battle: Terrain. You may move one unit you control into this battle from the province they are attacking or defending.
Way of Deception	Action	U	IE				0		2	Battle: Switch the places of any two of your units.
Alliance	Event	U	IE							Select a clan other than your own. For the remainder of the game, you may recruit Personalities from that clan for 2 fewer gold.
Bloom of the White Orchid	Event	R	IE							Gold cost to attach spells to Shuganja is reduced to zero until the beginning of this player's next turn.
Bon Festival	Event	U	IE							Each player receives 3 Honor for each of his Honorable Dead.
Celestial Alignment	Event	R	IE							Shuganja Personalities do not need to bow to activate spells or innate abilities. No Shuganja may use the same spell or innate ability more than once during the Celestial Alignment. The Alignment lasts until the beginning of this player's next turn.
Chrysanthemum Festival	Event	R	IE							All Players add an additional Province.
Dead Walk The Earth	Event	R	IE							All Shadowlands cards gain a 4F bonus until this player's next event phase. In this player's next event phase, all Shadowlands cards are destroyed.
Emergence of the Tortoise	Event	R	IE							There are no Dynasty Phases until the beginning of this player's next turn.
Emperor's Peace	Event	U	IE							No attacks may be made by any Player until the beginning of this Player's next turn.
Evil Feeds Upon Itself	Event	U	IE							The Player or Players with the lowest Family Honor lose their rightmost Province (it is destroyed).
Glimpse of the Unicorn	Event	U	IE							Draw an additional Fate Card during your End Phase.
Hurricane	Event	U	IE							Each player targets one holding of the player to his left. Hurricane destroys all targeted holdings.
Imperial Gift	Event	R	IE							Gain 2 Honor. Select any one Item Card from your Fate Deck, reveal it to the other player(s), and add it to your hand. Reshuffle your Fate Deck afterwards.
Imperial Quest	Event	R	IE							Select any Personality with a Chi greater than two. This Personality is sent on a quest by the Emperor. Bow target Personality, which may remain bowed. If this Personality straightens in less than 3 turns, it is dishonored. The Personality's family gains 2 Honor for each turn that the Personality remains bowed.
Inheritance	Event	R	IE							Inheritance pays up to five gold to put any one card that you select into play until the end of the turn.
Iris Festival	Event	R	IE							All Shadowlands cards in play are destroyed.
Occult Murders	Event	U	IE							Each Player selects one Personality or Retainer controlled by the Player to his right. All selected Personalities or Retainers are destroyed.
Peasant Revolt	Event	U	IE							All Personalities and Followers with 3F or greater are bowed and may not straighten until the beginning of this player's next turn.
Plague	Event	U	IE							All Followers in play with 3F or less are destroyed.
Proposal of Peace	Event	R	IE							Until the beginning of this player's second turn from now, no Honor is gained by any player for bringing Personalities into play.
Rise of the Phoenix	Event	R	IE							Each player may take one of his Honorably Dead Personalities and return it to play.
Solar Eclipse	Event	R	IE							Shuganja cannot cast spells or use Innate abilities until the beginning of this player's next turn. Any currently active spells or abilities are negated during the eclipse.
Test of Stone	Event	U	IE							Select your challenger and a Personality to be challenged for a duel that cannot be declined. The winner's house gains four Honor, and the losing Personality is dishonored. Neither Personality dies as a result of this duel.
Test of the Emerald Champion	Event	R	IE							Choose one Personality you control to be your Champion. You must issue a challenge to each Family in turn, which may be accepted by any Personality (including bowed Personalities). The winner of each duel gains 3 Honor. If your Champion survives all challenges, you gain an additional Province, and your champion is removed from the game permanently.
Unexpected Allies	Event	U	IE							All players turn over the top card of their Dynasty decks. If the card is a Personality, it is put into play immediately. Honor requirements and gold costs are waived. If the card is not a Personality, it is discarded.
Apprentice	Follower	R	IE	0	+1*	0	0	-	2	Adds an additional two to the Chi of the Shuganja to which he is attached for the purposes of casting spells.
Archers	Follower	C	IE	0	0	1	4	-	2	Battle: Bow for a Ranged 3 Attack.
Battering Ram Crew	Follower	U	IE	1	0	0	4	-	2	Battle: Bow to destroy 1 Fortification attached to the Province that Battering Ram Crew is attacking.
Fire Breather	Follower	R	IE	2	0	0	8	-	3	Battle: Bow for a Ranged 4 Attack. Battle: Bow to destroy a Fortification attached to the Province being attacked.
Foxwife	Follower	R	IE	+1	+1	0	5	-	1	Nonhuman. Creature. Raises the Personal Honor of the attached Personality to five (and restores to honor if dishonored). Foxwife is destroyed if the Personality performs any dishonorable act (causing a loss of Family Honor, or dishonoring the Personality).
Gaijin Mercenaries	Follower	R	IE	3	0	0	6	-	2	Lose 2 Honor. When the Mercenaries are committed to an attack, you must pay 3 Gold or they are destroyed. Battle: Pay the Mercenaries 4 Gold, and the Mercenaries gain a 1F bonus until the end of the turn (may be done more than once per battle).
Goblin Chuckers	Follower	C	IE	2	0	0	2	-	2	Nonhuman. Shadowlands. Lose 2 Honor. Battle: Bow for Ranged 2 Attack.
Goblin Mob	Follower	C	IE	1	0	0	0	-	0	Nonhuman. Shadowlands. Lose 2 Honor. Reaction: You may change the target of a ranged attack to the Goblin Mob of the original target was in this unit.
Greater Mujina	Follower	U	IE	3	0	0	6	-	2	Creature. Cavalry. Lose 2 Honor. Each Greater Mujina gives +1 Force to all Lesser Mujina in play.
Hawk Riders	Follower	R	IE	5	0	1	10	-	3	Cavalry. Lose 2 Honor.
Heavy Cavalry	Follower	U	IE	4	0	2	8	-	2	Cavalry.
Heavy Infantry	Follower	U	IE	5	0	0	8	-	2	
Lesser Mujina	Follower	C	IE	1	0	0	1	-	1	Creature. Cavalry. Lose 1 Honor.
Light Cavalry	Follower	C	IE	1	0	1	2	-	1	Cavalry.

Light Infantry	Follower	C	IE	2	0	1	2	-	1	
Marsh Troll	Follower	U	IE	4	0	0	5	-	3	Creature. Shadowlands. During your endphase, the Marsh Troll destroys (devours) one card in its unit (your choice). If the Troll devours its attached Personality, the player to your right may attach the Troll to one of his Personalities. If declined, the next player on the right may attach the Troll, and so on. If no player wants the Troll, it is destroyed.
Medium Cavalry	Follower	C	IE	2	0	1	5	-	2	Cavalry.
Medium Infantry	Follower	C	IE	3	0	1	5	-	2	
Naga Bowmen	Follower	U	IE	1	0	1	6	-	2	Naga. Nonhuman. Battle: Bow for a Ranged 3 Attack.
Naga Bushi	Follower	C	IE	2	0	1	3	-	2	Nonhuman.
Naga Spearmen	Follower	U	IE	2	0	1	5	-	2	Nonhuman. Battle: Bow for a Ranged 2 Attack.
Ninja Genin	Follower	U	IE	2	0	0	4	-	2	Ninja.
Personal Champion	Follower	R	IE	0	+2	2	6	-	4	Reaction: Bow this card for the Champion to enter a duel in place of the attached Personality. Personal Champion is considered Chi 3 for a duel.
Ratling Bushi	Follower	U	IE	3	0	0	6	-	0	Creature. Ratling Bushi gains a 1F bonus for each Ratling Pack in this Unit.
Ratling Pack	Follower	C	IE	1	0	0	1	-	1	Creature.
Samurai Cavalry	Follower	R	IE	6	0	3	14	-	3	Cavalry. Battle: Bow for a Ranged 3 Attack.
Samurai Warriors	Follower	R	IE	6	0	3	10	-	3	Battle: Bow for Ranged 3 Attack.
Scout	Follower	C	IE	0	0	0	1	-	2	Cavalry. An Attacker with a Scout in his army may play a terrain card before the Defender performs his first battle action.
Scribe	Follower	R	IE	+1	+1	0	7	-	2	Scribe can only be attached to a Shugenja. Reaction: Bow Scribe and pay the gold cost of any spell as it is being destroyed to attach that spell to the Scribe's Shugenja rather than destroying it. This may only be done once per spell.
Shadow Samurai	Follower	R	IE	*	0	0	3	-	2	Shadowlands. Nonhuman. When brought into play, the Force of Shadow Samurai is the Force of the first Honorable Dead Samurai from the top of your discard pile. This value will not change after the Shadow Samurai is brought into play. If at any time you have no Honorable Dead, Shadow Samurai is destroyed.
Skeletal Troops	Follower	C	IE	2	0	0	2	-	1	Shadowlands. Nonhuman. Lose 2 Honor. Battle: Fear 3
Spearmen	Follower	C	IE	2	0	1	3	-	2	Battle: Bow for Ranged 2 Attack.
Spirit Guide	Follower	R	IE	0	0	2	5	-	2	Open: Bow Spirit Guide to straighten the Shugenja to which it is attached.
Wyrm Riders	Follower	U	IE	2	0	0	6	-	2	Creature. Cavalry. Lose 2 Honor. Battle: Ranged 2 Attack.
Zombie Troops	Follower	U	IE	3	0	0	3	-	1	Nonhuman. Shadowlands. Lose 4 Honor. Battle: Fear 3.
Barbican	Holding	U	IE				6			Fortification. Each defending Personality gains a 1F bonus in battle. All ranged attacks by defenders have their strength doubled.
Blacksmiths	Holding	C	IE				4			Bow to produce 2 Gold, plus 1 Gold for every Iron Mine in play. Bow to produce 4 Gold to pay for a weapon of armor.
Copper Mine	Holding	C	IE				2			Bow to produce 2 Gold. If Copper Mine is controlled by a member of Lion House, Mine produces 3 Gold when bowed.
Dance Troupe	Holding	U	IE				8			Bow to produce 2 Gold. Limited: Bow to gain 2 Honor.
Diamond Mine	Holding	U	IE				7			Bow to produce 5 Gold.
Famous Poet	Holding	C	IE				3			Retainer. Reaction: Bow this card to gain 3 Honor when you destroy a Province or army in battle.
Fantastic Gardens	Holding	U	IE				7*			Limited: Bow to provide 2 Honor. Cost of Fantastic Gardens is 5 Gold for Crane Clan.
Forest	Holding	C	IE				1			Bow to produce 1 Gold. Bow to produce 2 Gold if you are paying the gold cost for any nonhuman or creature Personalities or Followers.
Forgotten Tomb	Holding	R	IE				4			You may place any number of Shadowlands Personalities or Followers into the Forgotten Tomb from your Hand or Provinces during your Dynasty Phase without gold cost. A card in the Forgotten Tomb enters play during your Dynasty Phase after a number of turns equal to its Force. If the Tomb is destroyed, all cards inside are destroyed.
Fort On A Hill	Holding	R	IE				10			Fortification. Provides a 1F bonus in combat to each defending Personality and a 1F penalty in combat to each attacking Personality.
Go Master	Holding	C	IE				3			Retainer. Battle: Bow the Go Master and play a terrain card. This terrain card replaces any terrain already in play for this battle. The replaced terrain is destroyed.
Gold Mine	Holding	C	IE				2			Bow to produce 2 Gold. If Gold Mine is controlled by a member of Dragon House, it produces 3 Gold when bowed.
Hawks and Falcons	Holding	C	IE				3			Limited: Bow to gain 1 Honor.
Imperial Acrobats	Holding	R	IE				9			Bow to provide 2 Gold and 1 Honor. Limited: Bow to gain 2 Honor.
Iron Mine	Holding	C	IE				2			Bow to produce 2 Gold. If Iron Mine is controlled by a member of House Crab, Iron Mine produces 3 Gold when bowed.
Jade Works	Holding	C	IE				3			Bow to produce 3 Gold. Bow to produce 5 Gold if paying for a Jade card.
Market Place	Holding	C	IE				2			Bow to produce 2 Gold. If Market Place is controlled by a member of House Crane, Market Place produces 3 Gold when bowed.
Master of the Tea Ceremony	Holding	R	IE				6			Retainer. Reaction: Whenever you are about to lose Family Honor, you may bow this card to reduce that loss to one point.
Master Smith	Holding	U	IE				8			Bow to produce 3 Gold. Limited: Bow to place a 2F/2C weapon token on a Personality. No Personality may have more than one Master Smith token at any time. This token counts as a weapon.
Moat	Holding	C	IE				5			Fortification. 1F penalty to every Personality and Follower that is attacking this Province.
Ninja Stronghold	Holding	R	IE				4			Bow this card to put any Ninja card into play without gold cost. Variable cost cards may not be paid for in this manner.
Oracle of Earth	Holding	R	IE				6			Unique Retainer. Battle Elemental: Bow this card and pay 1 gold to play a Terrain Card, which may replace any Terrain Card already in play. This Terrain card may not be destroyed or replaced by any means.
Oracle of Fire	Holding	R	IE				6			Unique Retainer. Reaction Elemental: Bow this card and pay 1 gold to add an additional uncommitted unit you control to the Attack or Defense.
Oracle of Water	Holding	R	IE				6			Unique Retainer. Battle Elemental: Bow this card and pay 1 gold before a duel begins. Draw a card from your Fate Deck and use this card as an additional focus.
Oracle of Wind	Holding	R	IE				6			Unique Retainer. Open Elemental: Bow this card and pay X gold to look at any X face down cards.
Pearl Divers	Holding	C	IE				1			Bow to produce 1 Gold, plus 1 Gold per Port that is in play.
Port	Holding	C	IE				4			Bow to produce 2 Gold, plus one Gold for each Market Place in play.
Retired General	Holding	C	IE				6			Retainer. Open: Bow to provide a 2F bonus to any Personality until the end of the turn.
Sacrificial Altar	Holding	U	IE				2			Bow the Altar and destroy one Follower or Personality you control to provide 2X gold, where X is the force of the card destroyed. Lose X Honor.
Sake Works	Holding	U	IE				7			Bow to produce 2 Gold. Limited: Bow Sake Works and one of your Personalities to bow any one Personality with Personal Honor less than 2.
Sanctified Temple	Holding	C	IE				4			Bow to produce 2 Gold. Limited: Bow this card and pay 2 Gold to gain 2 Honor.
School of Wizardry	Holding	R	IE				7			Bow to pay the entire gold cost for any one Human Shugenja. Variable cost cards may not be paid for in this manner.
Silver Mine	Holding	C	IE				2			Bow to produce 2 Gold. If Silver Mine is controlled by a member of House Phoenix, Silver Mine produces 3 Gold when bowed.
Small Farm	Holding	C	IE				0			Bow to produce 1 Gold.
Stables	Holding	C	IE				2			Bow to produce 2 Gold. If Stables is controlled by a member of Clan Unicorn, Stables produces 3 Gold when bowed.
Temple of the Ancestors	Holding	U	IE				5			Limited: Bow the Temple and one of your Personalities with a Personal Honor greater than two to gain 3 Honor.
Trade Route	Holding	U	IE				8			Bow to produce 3 Gold, plus 2 Gold for each Marketplace in play.

Unscalable Walls	Holding	C	IE				3			Fortification. This Province gains a Strength 4 bonus.
Ancestral Sword of the Crab Clan	Item	F	IE	0	+1		9		4	Weapon. Unique. Gain 4 Honor. When controlled by a Crab Clan Personality, Sword gains a 1F/1C bonus for every Crab Clan personality you control. Any other Crab Clan players lose 6 Honor when this item is brought into play.
Ancestral Sword of the Crane Clan	Item	F	IE	0	+1		9		4	Weapon. Unique. Gain 4 Honor. When controlled by a Crane Clan Personality, Sword gains a 1F/1C bonus for every Crane Clan personality you control. Any other Crane Clan players lose 6 Honor when this item is brought into play.
Ancestral Sword of the Dragon Clan	Item	F	IE	0	+1		9		4	Weapon. Unique. Gain 4 Honor. When controlled by a Dragon Clan Personality, Sword gains a 1F/1C bonus for every Dragon Clan personality you control. Any other Dragon Clan players lose 6 Honor when this item is brought into play.
Ancestral Sword of the Lion Clan	Item	F	IE	0	+1		9		4	Weapon. Unique. Gain 4 Honor. When controlled by a Lion Clan Personality, Sword gains a 1F/1C bonus for every Lion Clan personality you control. Any other Lion Clan players lose 6 Honor when this item is brought into play.
Ancestral Sword of the Phoenix Clan	Item	F	IE	0	+1		9		4	Weapon. Unique. Gain 4 Honor. When controlled by a Phoenix Clan Personality, Sword gains a 1F/1C bonus for every Phoenix Clan personality you control. Any other Phoenix Clan players lose 6 Honor when this item is brought into play.
Ancestral Sword of the Unicorn Clan	Item	F	IE	0	+1		9		4	Weapon. Unique. Gain 4 Honor. When controlled by a Unicorn Clan Personality, Sword gains a 1F/1C bonus for every Unicorn Clan personality you control. Any other Unicorn Clan players lose 6 Honor when this item is brought into play.
Armour of Sun-Tao	Item	U	IE	0	0		3		1	Limited: You may store as many Terrain cards as you like face down under the armour of Sun-Tao. Battle: Play a Terrain from the Armor of Sun-Tao and destroy any Terrain for this battle (if any). The new Terrain may not be destroyed.
Armour of the Golden Samurai	Item	U	IE	0	0		3		2	Opponents dueling this Personality may not play focus cards with a value less than the Personal Honor of this Personality.
Bloodsword	Item	C	IE	+1	+1		4		2	Weapon. Bloodsword gains a 2F/2C token each time this Personality wins a duel.
Climbing Gear	Item	U	IE	0	0		0		3	Item. This item may only be attached to a ninja Personality. This army may ignore all effects from fortifications when attacking.
Crystal Katana	Item	C	IE	0	+2		3		1	Weapon. Katana provides an additional +2C bonus vs. any Shadowland creature (total +4C).
Deafening War Drums of Fu'Leng	Item	R	IE	+	*	0	8		3	Unique. Deafening War Drums give the attached Personality a 2F bonus for every Fu'Leng card in unit. Battle: Fear 3.
Dragon Helm	Item	U	IE	0	0		3		2	Open: Bow to force any target Dragon to bow. (This does not refer to Dragon Clan Personalities.)
Fan of Command	Item	R	IE	0	0		5		2	The attached Personality gains the ability: Tactician.
Jade Bow	Item	C	IE	0	0		5		2	Weapon. Battle: Bow this Personality for a Ranged 4 Attack.
Mask of the Oni	Item	U	IE	0	0		4		2	Open: Bow the Mask to give the attached Personality the ability to perform any one action that an Oni in play can perform, until the end of the turn. Lose 1 Honor.
Naginata	Item	C	IE	+1	+2		3		1	Weapon.
Night Medallion	Item	R	IE	0	0		6		3	Unique. The Night Medallion may only be attached to a Kolat or Ninja. Night Medallion adds +2 to every number that appears on the Personality's card.
Shuriken of Serpents	Item	C	IE	0	0		7		3	Battle: Destroy Shuriken of Serpents to produce a Ranged 6 Attack.
Star of Laramun	Item	U	IE	0	0		6		3	The Personality with the Star of Laramun gains the attribute: Double Chi.
Terrible Standard of Fu'Leng	Item	R	IE	0	0		5		4	Unique. Lose 5 Honor. The Terrible Standard gains a 1F token for each opposing unit destroyed in battle. Battle: Fear 2.
The Jade Hand	Item	R	IE	+1	+3		8		3	Unique. The Jade Hand may not be stolen or destroyed. This Personality gains a 3F/2C bonus when opposed by any Shadowlands cards in a battle or duel.
Agasha Tamori	Personality	C	IE	1	2	0	5	2		Dragon Clan Shugenja. Has a 3C bonus when casting spells.
Air Dragon	Personality	R	IE	7	4	10	10	4		Unaligned Creature. Unique. Cavalry. Shugenja. No Followers or Items. Elemental: The Air Dragon cannot be the target of Ranged Attacks and Spells.
Akodo Kage	Personality	U	IE	0	4	10	5	3		Lion Clan Samurai. Revered Sensei. Limited: Bow this card and place a 1F/1C Sensei token on one Personality. No Personality may have more than 2 Sensei tokens.
Akodo Toturi	Personality	R	IE	4	2	10	9	4		Unaligned Samurai. Double Chi. Unique. Lose 5 Honor. Enters play dishonored. Will not join Crab or Phoenix House. If Akodo is restored to honorable status, controlling player gains 5 Honor, and Toturi gains a 2F/3C bonus permanently.
Alhundo Cornejo	Personality	U	IE	1	2	0	8	2		Unaligned Explosives Master. Limited: Bow to destroy any Fortification. Limited: Bow to permanently reduce the strength of a Province by one. Open: Bow to bring any Explosives card into play at no cost.
Asahina Tamako	Personality	U	IE	1	2	5	8	2		Crane Clan Shugenja. Reaction: Bow this card and discard a Fate Card to produce gold equal to the Focus Value of the discarded card. This may be done at any time in which gold is needed.
Asahina Tomo	Personality	C	IE	0	4	0	6	2		Crane Clan Shugenja.
Asako Yasu	Personality	R	IE	1	4	15	10	3		Phoenix Clan Interrogator. Shugenja. Limited: Bow the Interrogator to "question" any Shugenja, beginning a duel between these Personalities. The Interrogator may not focus, but also cannot be killed by the outcome of the duel.
Bayushi Kachiko	Personality	R	IE	0	2	-	10	1		Scorpion Clan Seductress. Unique. Limited: Bow to put a -1C seduction token on any Personality. Add a seduction token each turn she chooses not to straighten. If Seductress straightens, all seduction tokens are removed. May remain bowed.
Bayushi Togai	Personality	R	IE	2	3	-	7	1		Scorpion Clan Samurai. Poison cards can be attached to Togai without paying their gold cost. Poison cards targeting Togai have no effect.
Daidoji Uji	Personality	C	IE	2	3	5	4	2		Crane Clan Samurai.
Demon-Bride of Fu'Leng	Personality	R	IE	1	2	-	12	0		Unaligned. Unique. Shadowlands. Nonhuman. Limited: Bow the Bride to take control of and attach any one Shadowlands Follower in play. Battle: Fear 4.
Doji Hoturi	Personality	R	IE	3	5	15	12	5		Crane Clan Champion. Samurai. Unique. Will only join a Crane Clan Player. Reaction: May change any duel he is entering to become a test of Personal Honor instead of Chi. Loser loses 3 Honor and must commit Seppuku or is dishonored.
Doji Yosai	Personality	C	IE	2	4	5	6	3		Crane Clan Samurai. If this Personality bows to lobby for the Imperial favor, no player may give gifts to oppose this action.
Dragon of Fire	Personality	R	IE	6	4	10	14	4		Unique. Cavalry. Shugenja. Creature. No Followers or Items. Battle Elemental: Bow for two consecutive Ranged 5 Attacks. These can target one or two cards at the controller's option.
Earth Dragon	Personality	R	IE	7	4	10	11	4		Unique. Cavalry. Shugenja. Creature. No Followers or Items. Battle Elemental: Earth Dragon gains a 5F bonus when defending.
Ginawa	Personality	C	IE	2	3	-	4	1		Unaligned Samurai.
Goblin Warmonger	Personality	C	IE	2	1	-	5	1		Nonhuman. Shadowlands. The Goblin Warmonger may not be killed so long as he has any Goblin Followers in his unit. If the Goblin Warmonger is destroyed with Goblin Followers in his unit, destroy all of the cards in the unit except Goblin Warmonger, who becomes bowed.
Heichi Chokei	Personality	C	IE	2	2	-	5	2		Unaligned Shugenja.
Hida Amoro	Personality	U	IE	6	1	-	7	0		Crab Clan Berserker. No Armor. Berserker is destroyed after any battle unless his army has a force more than twice as great as the opposing army.
Hida Kisada	Personality	R	IE	8	4	10	14	2		Crab Clan Champion. Samurai. Unique. Double Chi. Will only join Crab Clan Player. Cards in Kisada's Unit cannot be the target of and are immune to the effects of Shugenja Spells and Innate Abilities.
Hida Sukune	Personality	C	IE	3	2	0	6	2		Crab Clan Samurai.
Hida Tampako	Personality	C	IE	2	1	-	6	1		Crab Clan Samurai. Gains a 2F bonus when defending.
Hida Tsuru	Personality	U	IE	3	2	-	9	1		Crab Clan Samurai. Cavalry. All Followers being attached to this card have their gold costs reduced by 2.
Hida Yakamo	Personality	R	IE	3	3	0	8	2		Crab Clan Hero. Samurai. Unique. No Items. Battle: Bow Yakamo to destroy any one Item card in opposing army.

Hida Yakamo	Personality	R	IE	4	4	-	7	0		Crab Clan Oni. Shadowlands. Nonhuman. No Followers. May not Focus Chi. Oni gains a 1F/1C bonus for each Crab Clan Personality in your house. Cannot be committed to attack or defend a Province with other units. Other units may not be committed to attack or defend with the Oni.
Hisa	Personality	C	IE	1	3	-	3	1		Unaligned Samurai.
Horiuchi Shoan	Personality	C	IE	0	1	-	3	1		Unicorn Clan Shugenja.
Ide Tadaji	Personality	R	IE	0	1	10	7	3		Unicorn Clan Diplomat. Unique. May not attack, defend, or challenge. Reaction: Bow to counter the effects of the Imperial Favor until the end of the turn. Treat this as if the Favor had not been used, though it is still discarded.
Ikoma Ujiaki	Personality	R	IE	2	4	15	8	4		Lion Clan Samurai. Reaction: After a Lion Clan Personality is killed in battle, bow to dishonor one Personality in the opposing army.
Isawa Kaele	Personality	U	IE	2	3	5	11	2		Phoenix Clan Shugenja. Master of the Void. Open Elemental: Bow this card and discard a card from one of your Provinces. Replace the discarded card. Draw a card from your Deck of Fate.
Isawa Tadaka	Personality	U	IE	1	3	5	10	2		Phoenix Clan Shugenja. Master of Earth. Open Elemental: Bow Tadaka and discard a Fate Card. All Provinces you control gain a bonus to their strength equal to the focus of the discard until the end of the turn.
Isawa Tomo	Personality	U	IE	1	3	5	8	2		Phoenix Clan Shugenja. Master of Water. Battle Elemental: Bow this card to move a unit from one Province to another.
Isawa Tsuke	Personality	R	IE	3	2	5	12	2		Phoenix Clan Shugenja. Master of Fire. Limited Elemental: Bow and play a Fate card face down. Issue a Challenge that cannot be refused. Isawa cannot focus, but the Fate card played acts as a Focus. Tsuke cannot be killed by the outcome of the duel.
Isawa Uona	Personality	C	IE	0	3	5	4	2		Phoenix Clan Shugenja. Master of Air. Open Elemental: Bow the Master of Air and Discard a Fate card with a Focus Value of X. Look at X face down cards.
Iuchi Daiyu	Personality	U	IE	1	4	0	6	1		Unicorn Clan Shugenja. Cavalry. Cards in this unit cannot be the target of ranged attacks.
Iuchi Karasu	Personality	U	IE	2	3	4	7	3		Unicorn Clan Shugenja. Open: Bow to move a Follower from one Personality you control to another Personality you control.
Iuchi Takaai	Personality	R	IE	1	2	0	8	2		Unicorn Clan Shugenja. Open: Bow this card to give all cards in a target unit the trait: Cavalry.
Kakita Toshimoko	Personality	R	IE	1	7	10	10	3		Crane Clan Iajutsu Master. Unique. Samurai. May not refuse a duel. Lose 5 Honor if Toshimoko loses a duel. Limited: Bow to Challenge any Samurai to a duel. If refused, Samurai is dishonored.
Kakita Yinobu	Personality	U	IE	0	2	5	3	1		Crane Clan Master Orator. Reaction: Bow this card and discard a Fate card or cards to reduce any loss of Family Honor by the Focus Value of the discarded card(s). This effect will not prevent a Personality from becoming Dishonored.
Kakita Yoshi	Personality	R	IE	0	1	10	10	3		Crane Clan Liaison. No Followers. May not defend or challenge. Open: Bow to take the Imperial Favor.
Kakita Yuri	Personality	U	IE	0	2	10	7	2		Crane Clan Negotiator. Battle: Bow the negotiator to send home unbowed one unit that is attacking you. You must pay gold equal to the force of the unit.
Ki-Rin	Personality	R	IE	0	2	15	0	5		Unaligned Creature. Unique. Personalities with a Personal Honor of zero, four, or five may not attack your provinces while Ki-Rin is unbowed and honorable.
Kitsu Toju	Personality	C	IE	1	2	10	7	2		Lion Clan Shugenja. Limited: Bow and discard a card from your Fate hand to gain Honor equal to Focus Value of discard.
Kitsuki Yasu	Personality	R	IE	1	4	10	7	4		Dragon Clan Justicator. Samurai. Reaction: You may bow Yasu to force any Samurai to accept a challenge.
Kolat Servant	Personality	U	IE	0	1	-	10	0		Unaligned. Limited: Bow this card and bow target player's Stronghold (if unbowed). As long as this card remains bowed, the target Stronghold may not straighten. Kolat Servant may remain bowed.
Kuni Yori	Personality	U	IE	2	3	-	7	2		Crab Clan Shugenja. Limited: Bow and discard a Fate Card to force an opponent to discard a randomly selected card from his Fate Hand.
Kyoso no Oni	Personality	U	IE	5	5	-	7	0		Unaligned Shadowlands. Nonhuman. No Followers or Items. You must destroy one of your holdings when this card is put into play. Lose 3 Honor. Battle Elemental: Bow to make a Ranged 7 Attack.
Matsu Agetoki	Personality	U	IE	4	4	5	8	2		Lion Clan Samurai. Cavalry. This unit cannot be the target of ranged attacks.
Matsu Gohei	Personality	C	IE	1	3	6	4	3		Lion Clan Samurai. Gains a 2F bonus when attacking.
Matsu Hiroru	Personality	U	IE	0	1	-	6	1		Ninja Assassin. Only Ninja Followers. Limited: Bow to challenge a bowed Personality, who may not refuse. Ninja Assassin may Focus once before the duel. Lose 4 Honor. Limited: Destroy any one bowed Retainer. Lose 4 Honor.
Matsu Imura	Personality	U	IE	2	3	10	6	3		Lion Clan Beastmaster. Limited: Bow to train a new animal, adding a 1F token creature Follower to Beastmaster. Limited: Bow to take control of any creature Follower in play with a force of 3 or less. Target Follower becomes attached to the Beastmaster.
Matsu Tsuko	Personality	R	IE	6	5	10	14	4		Lion Clan Champion. Samurai. Unique. Double Chi. Tactician. Will only join Lion Clan Player.
Mirumoto Daini	Personality	C	IE	2	4	-	5	3		Dragon Clan Samurai.
Mirumoto Hitomi	Personality	C	IE	3	4	4	7	2		Dragon Clan Samurai. Followers in this unit are immune to Fear.
Mirumoto Sukune	Personality	U	IE	3	2	4	8	3		Dragon Clan Samurai. Cavalry. Battle: Bow for a Ranged 3 Attack.
Miya Yoto	Personality	U	IE	0	1	5	6	2		Unaligned Arbitrator. Battle: Bow this card to bow and remove one unit from a battle. This action may only be performed for a battle in which you have no units and are not the Defender.
Morito	Personality	C	IE	2	2	0	6	2		Unaligned Samurai. Cavalry.
Morito Tokei	Personality	C	IE	0	3	-	3	2		Unaligned Shugenja.
Moshi Wakiza	Personality	C	IE	1	3	-	6	1		Unaligned Shugenja. Battle: Bow to produce a Ranged 4 Attack.
Moto Tsume	Personality	U	IE	4	4	-	4	0		Unaligned Samurai. Shadowlands. Lose 4 Honor. Will not enter play if your Family Honor is above zero. Any Personality with Personal Honor greater than one and assigned to the same army is bowed before the battle action phase.
Naga Shugenja	Personality	C	IE	1	1	0	6	1		Shugenja. Nonhuman. Open: Bow to add a 1F bonus to all Naga cards in play until the end of the turn.
Naga Warlord	Personality	C	IE	2	2	0	5	2		Naga Samurai. Nonhuman. All Naga cards in Naga Warlord's unit have a 1F bonus while they remain in his unit.
Naka Kuro	Personality	R	IE	3	5	15	12	2		Unique. Unaligned Shugenja. Grand Master of the Elements. Elemental: Bow to produce any Elemental effect described on any card currently in play. This effect may only be produced during the appropriate phase. He may only duplicate once any spell that must be discarded. Reaction: Bow to negate any Elemental effect.
Necromancer	Personality	U	IE	1	4	-	10	0		Unaligned Shugenja. Shadowlands. Lose 3 Honor. Necromancer gains 1F for each Shadowlands Follower attached to him. Limited: Bow to put a Shadowlands Follower into play attached to Necromancer (without gold cost).
Ninja Shapeshifter	Personality	U	IE	2	2	-	10	1		Ninja. Ninja Followers only. Open: Ninja Shapeshifter may, once per turn, copy the Force, Chi, Personal Honor, or one ability of any Personality in play, until the end of the turn.
Ninja Spy	Personality	C	IE	0	1	0	2	1		Ninja. Only Ninja Followers. Open: Bow to look at any one player's Fate Hand. Lose 1 Honor. Open: Bow to look at all the face down cards in one player's Provinces. Lose 1 Honor.
Ogre Bushi	Personality	U	IE	6	4	-	9	0		Unaligned. Nonhuman. Shadowlands. No Followers or Armor.
Oni no Akuma	Personality	R	IE	6	3	-	0	0		Shadowlands. Nonhuman. Unique. Lose 3 Honor. When this Oni is brought into play, it destroys the Province from which it was played.
Oni no Shikibu	Personality	U	IE	2	2	-	5	0		Unaligned. Shadowlands. Nonhuman. Destroy one of your Personalities the first time this card is put into play. In your Dynasty Phase, if this card is Honorable or Dishonorable Dead, you may bring it back into play, losing 2 Honor.

Oni no Tsuburu	Personality	U	IE	2	2	-	4	0		Unaligned. Shadowlands. Cavalry. Nonhuman. No Followers or Armor. You must destroy one of your Personalities to put this card into play. Lose 5 Honor. This Oni gains a 6F bonus at the end of the Battle Action Phase when attacking if there are no defending Units.
Otaku Kamoko	Personality	C	IE	3	2	4	7	3		Unicorn Clan Battle Maiden. Samurai. Cavalry. Will only attach Cavalry Followers. Reaction: Gains a 1F bonus when attacking.
Sanzo	Personality	C	IE	1	1	5	3	2		Unaligned Samurai. Cavalry.
Shiba Katsuda	Personality	C	IE	3	3	0	7	2		Phoenix Clan Samurai.
Shiba Tsukune	Personality	C	IE	3	2	5	5	2		Phoenix Clan Samurai. Reaction: Gains a 3C bonus until the end of the turn when dueling a Shugenja.
Shiba Ujimitsu	Personality	R	IE	4	4	10	12	3		Phoenix Clan Champion. Samurai. Double Chi. Will only join Phoenix Clan Player. During your Dynasty Phase, if this card is Honorable Dead, it may be reincarnated into play by exchanging it with any Personality you control without any costs.
Shinjo Hanari	Personality	U	IE	4	3	5	9	2		Unicorn Clan Samurai. Cavalry. Battle: Bow for Ranged 3 Attack.
Shinjo Yasamura	Personality	C	IE	2	2	4	7	2		Unicorn Clan Samurai. Cavalry. Open: Once per turn, he can give one Follower in his unit the cavalry trait until the end of the turn.
Shinjo Yokatsu	Personality	R	IE	5	4	10	14	2		Unicorn Clan Champion. Unique. Samurai. Cavalry. Tactician. Will only join Unicorn Clan Player. All Followers in this unit are considered cavalry.
Shuten Doji	Personality	U	IE	0	0	-	8	0		Unaligned Shadowlands. Nonhuman. Shuten Doji enters play with four 1F/1C tokens. During your events phase, Shuten Doji must "eat" (destroy) one token on any other card in play, which becomes a 1F/1C token on Shuten Doji. If none are available, the Shuten Doji loses 3 tokens.
Togashi Hoshi	Personality	R	IE	7	7	5	13	4		Dragon Clan Man-Beast. Creature. Unique. Cavalry. No Followers or Armor. Cannot be assigned to attack or defend if there is a Dragon in the opposing army (this does not refer to Dragon Clan Personalities). Hoshi is considered a Dragon.
Togashi Mitsu	Personality	U	IE	2	2	4	7	1		Dragon Clan Tattooed Man. Samurai. Open: Gain up to five 1F/1C fire tokens. Tattooed man cannot have more than five fire tokens, and cannot straighten if he has any tokens. Remove one token instead of straightening him during the Straighten Phase. Tattooed Man bows after any battle if he has fire tokens.
Togashi Yokuni	Personality	R	IE	5	6	10	14	2		Dragon Clan Champion. Unique. Samurai. Shugenja. Double Chi. Will only join Dragon Clan Player.
Togashi Yoshi	Personality	U	IE	1	2	0	6	2		Dragon Clan Shugenja. Reaction: When a Personality you control is entering a duel, you may bow this card and reveal your Fate Card. Add its Focus Value to that Personality's Chi until the end of the turn.
Toku	Personality	C	IE	0	1	-	0	2		Unaligned Samurai.
Void Dragon	Personality	R	IE	7	4	10	11	4		Unaligned Creature. Unique. Cavalry. Shugenja. No Followers or Items. Reaction Elemental: If a Province is destroyed when the Void Dragon is in the attacking army, the defending player must discard all cards from his or her Fate Hand.
Water Dragon	Personality	R	IE	7	4	10	10	4		Unique. Cavalry. Creature. Shugenja. No Followers or Items. Elemental: Can copy any Shugenja's Innate Ability for 1 turn. Select Ability to be copied during the current player's Events Phase of each turn.
Yasuki Taka	Personality	C	IE	0	1	0	3	0		Crab Clan Wily Trader. Open: Bow Wily Trader and any one of your gold-producing holdings to straighten any holding in play. Wily Trader is worth 1 Koku.
Yogo Junzo	Personality	R	IE	3	2	-	10	0		Unaligned Shugenja. Shadowlands. Nonhuman. Lose 4 Honor. Battle: Fear 4.
Yotsu Seiki	Personality	C	IE	1	2	-	4	1		Unaligned Shugenja. Battle: Bow for Ranged Attack equal to her Chi.
Animate the Dead	Spell	U	IE				3	2		Limited: Bow this Shugenja and bring a Follower back into play from the dead pile and attach it to any Personality you control. Lose 2 Honor. This Follower gains the ability: Fear 3.
Biting Steel	Spell	C	IE				2	1		Open: Bow this Shugenja to give a 3F/3C bonus to target Dragon Personality or a 2F/2C bonus to any Personality until end of turn.
Call Upon The Wind	Spell	C	IE				0	2		Limited Elemental: Bow this Shugenja to turn over any one card that is not in play.
Castle of Water	Spell	C	IE				3	3		Open Elemental: Bow this Shugenja to add +3 Strength to any Province until the end of the turn. This action can be done during a battle in which you have no units.
Cloak of Night	Spell	R	IE				4	2		Limited: Bow this Shugenja and discard the Cloak of Night spell to put a spell, Follower, or Item into play face down. This hidden card has no effect on play until it is turned up, which may be done as an Open action by the controlling player. If a Follower's Honor Requirement isn't met when revealed, it is destroyed.
Counterspell	Spell	U	IE				2	1		Reaction: Bow this Shugenja to cancel the affects of one Shugenja innate ability as it's being used.
Earthquake	Spell	U	IE				5	4		Battle Elemental: Bow to force any one opposing Personality in this battle to bow as well.
Elemental Ward	Spell	U	IE				0	1		Reaction: Bow this Shugenja to prevent one Elemental effect (spell or other card) which is targeting you or any of your cards in play.
Energy Transference	Spell	C	IE				4	2		Open: Bow this Shugenja to switch the Chi and Force on any one Personality in play until the end of this Player's turn. Energy Transference is destroyed if you do not control the target Personality.
Fires of Purity	Spell	U	IE				3	3		Open Elemental: Bow this Shugenja to add a 3F/3C bonus to one personality with an Honor of 3 or higher until the end of this turn.
Fist of Osano Wo	Spell	R	IE				5	4		Limited Elemental: Bow this Shugenja and destroy this spell to destroy one holding.
Fury of Osano Wo	Spell	C	IE				4	3		When brought into play, this spell has three tokens. This spell is destroyed when it has no tokens. Battle: Bow this Shugenja, and destroy a token for a Ranged Attack equal to Shugenja's Chi+2.
Heart of the Inferno	Spell	R	IE				4	3		Battle Elemental: Bow this Shugenja to cast a fiery bolt at the opposing army that destroys all Personalities and Followers that have a Force of 2 or less.
Immortal Steel	Spell	R	IE				5	4		Limited: Bow this Shugenja and destroy this spell. Target weapon has its Force and Chi bonuses doubled for the rest of the game.
Look into the Void	Spell	C	IE				2	1		Open Elemental: Bow this Shugenja and discard a Fate Card to draw another card from your Fate Deck.
Mists of Illusion	Spell	U	IE				4	2		Open: Bow this Shugenja to add 5F to one Personality until the end of the turn. Opposing units and Provinces cannot be destroyed by your army when Mists of Illusion is used.
Reflective Pool	Spell	R	IE				1	3		Open Elemental: Bow this Shugenja and destroy this spell to give one of your Personalities the ability to perform an action on any personality in play. This ability goes away at the end of the turn.
Secrets on the Wind	Spell	U	IE				3	3		When put in play, this spell gains one token for each point of Chi of the Shugenja it is attached to. Limited Elemental: Bow this Shugenja and destroy a token to dishonor a target Personality.
Summon Faeries	Spell	C	IE				1	2		Open: Bow this Shugenja to bow a target Shugenja. If the Shugenja using Summon Faeries is a Phoenix Personality, then the target Shugenja does not straighten during that player's next straighten phase.
Summon Swamp Spirits	Spell	U	IE				2	3		Limited: Bow this Shugenja to add a Swamp Spirit token to target personality. This token acts as a 1F Nonhuman Shadowlands Follower.
Summon Undead Champion	Spell	R	IE				3	2		Limited: Bow this Shugenja and destroy this spell to summon an Undead Champion. Undead Champion has a Force of 5, Chi of 2, and a Personal Honor of 0. Undead Champion is considered a Shadowlands Personality when summoned. Lose 4 Honor when the Champion is summoned.
Torrential Rain	Spell	R	IE				4	4		Battle Elemental: Bow this Shugenja and destroy this spell to end a combat. All units in the battle are bowed.
Touch of Death	Spell	R	IE				8	4		Limited: Bow this Shugenja and destroy this spell to destroy target bowed Personality.
Walking the Way	Spell	U	IE				4	3		Limited: Bow this Shugenja and destroy this spell to look through your Fate Deck and draw

										any one card. Reshuffle your Fate Deck afterwards.
Wind Born Speed	Spell	C	IE				2	2		Open: Bow to give all cards in one unit the trait: Cavalry.
Winds of Change	Spell	U	IE				6	2		Limited Elemental: Bow this Shugenja to discard the Dynasty card in a target Province and replace it with the next card from that Player's Dynasty Deck.
Wings of Fire	Spell	C	IE				0	1		Open Elemental: Bow this Shugenja to give a target Follower or Personality the Cavalry trait until the end of the turn.
The Ancestral Home of the Lion	Stronghold	P	IE							Open: Bow to give a Lion Personality +2 Force bonus for attacking until the end of the turn.
The Esteemed House of the Crane	Stronghold	P	IE							Limited: Bow to gain 2 Honor.
The Mountain Keep of the Dragon	Stronghold	P	IE							When this Family loses a Province, add two Strength points permanently to all remaining Provinces.
The Provincial Estate of the Unicorn	Stronghold	P	IE							Open: Bow to give any one of your cards the trait Cavalry until the end of the turn.
The Sacred Temple of the Phoenix	Stronghold	P	IE							Bow at any time to reduce the gold cost of a Shugenja or spell by five gold until the end of the turn.
The War Fortress of the Crab	Stronghold	P	IE							Open: Bow to add +3 Strength to any Province until the end of the turn. This action may be performed in a battle in which you have no Units.
Ancestral Standard of the Crab Clan	Item	F	OE	+1	+1		8	4		Unique. May only be attached to a Crab Clan Personality. Followers in this army attached to a Crab Personality receive a +1F bonus. All Opposing Crab Personalities get a -1F penalty. Reaction: Bow when a Crab Personality is destroyed to move one follower from that unit and attach it to this personality
Ancestral Standard of the Crane Clan	Item	F	OE	+1	+1		8	4		Unique. May only be attached to a Crane Clan Personality. Followers in this army attached to a Crane Personality receive a +1F bonus. All Opposing Crane Personalities get a -1F penalty. Reaction: Bow when a Crane Personality is destroyed to move one follower from that unit and attach it to this personality
Ancestral Standard of the Dragon Clan	Item	F	OE	+1	+1		8	4		Unique. May only be attached to a Dragon Clan Personality. Followers in this army attached to a Dragon Personality receive a +1F bonus. All Opposing Dragon Personalities get a -1F penalty. Reaction: Bow when a Dragon Personality is destroyed to move one follower from that unit and attach it to this personality
Ancestral Standard of the Lion Clan	Item	F	OE	+1	+1		8	4		Unique. May only be attached to a Lion Clan Personality. Followers in this army attached to a Lion Personality receive a +1F bonus. All Opposing Lion Personalities get a -1F penalty. Reaction: Bow when a Lion Personality is destroyed to move one follower from that unit and attach it to this personality
Ancestral Standard of the Phoenix Clan	Item	F	OE	+1	+1		8	4		Unique. May only be attached to a Phoenix Clan Personality. Followers in this army attached to a Phoenix Personality receive a +1F bonus. All Opposing Phoenix Personalities get a -1F penalty. Reaction: Bow when a Phoenix Personality is destroyed to move one follower from that unit and attach it to this personality
Ancestral Standard of the Unicorn Clan	Item	F	OE	+1	+1		8	4		Unique. May only be attached to a Unicorn Clan Personality. Followers in this army attached to a Unicorn Personality receive a +1F bonus. All Opposing Unicorn Personalities get a -1F penalty. Reaction: Bow when a Unicorn Personality is destroyed to move one follower from that unit and attach it to this personality
Duty to the Magistrate	Action	P	P				4	3		Limited: Target one of your human Personality. Until the end of the game, this Personality may not be targeted with the Imperial Favor by another player. My duty is not to be a daimyo, nor to the people. It is to the Emperor alone, and only the Emperor will I serve.
Exile	Action	P	P				0	3		Political Reaction: Play when a player targets his Personality with an action that causes an honor loss or dishonors the Personality. That player must draw and discard a fate card. If the focus value is less than or equal to the Personality's printed Personal Honor, the Personality is discarded from play. That player loses honor equal to the Personality's printed Personal Honor.
Forward Patrol	Action	P	P				0	2		Reaction: Target one of your scouts or Tacticians in a battle immediately before the action phase of the battle. Target one other player with one or more units in that battle who must show you his or her Fate Hand. Draw a card from your Fate Deck.
Tattoo Madness	Action	P	P				0	1		Open: Target a tattooed Personality who gains +2F/+2C until the end of this turn. At then end of this turn, the tattooed Personality loses 1F/1c permanently. "With the blood in your veins, your mind is opened to the truth... not the petty thoughts of mortals, but the eye of All." -Hitomi.
A Time of Legends	Event	P	P							Until your events phase two turns after this one, any player who destroys a Shadowlands card with an action or in battle gains an additional 2 honor above any other honor gains that may occur.
Annexation	Event	P	P							Discard the Imperial Favor and pay 15 gold to add an additional Province to the left of your leftmost Province. If you do not pay both costs, discard this card with no effect. This use of the Imperial Favor cannot be prevented.
Doom of the Dark Lord	Event	P	P							Until the end of the game, all players draw an additional fate card during their end phase. Any time that a player is supposed to draw a fate card, but is unable because he or she has no fate cards remaining, that player's rightmost Province is destroyed. The effects of this event end if you are eliminated from the game.
Kachiko's Kiss	Event	P	P							Remove the Imperial Favor from the game and shuffle this event back into your Dynasty Deck. Lose 7 honor. When this event reoccurs for any player, the Imperial Favor is returned to the game uncontrolled, and this card is destroyed. The Dark Lord's Favor may not be played until this event reoccurs.
The Council Reforms	Event	P	P							For the rest of the game, each Unique Shugenja Personality gains the ability "limited: Once per turn, discard a card from your hand to bow a Samurai with Force less than the card's Focus value."
The Farther You Fall	Event	P	P							The player with the Imperial Favor loses seven honor. This loss cannot be prevented with the Imperial Favor. "The higher you fly, my Lord, the farther you have to fall." - Bayushi Kachiko
Time of the Void	Event	P	P							Until the end of the game, players with family honor above ten do not gain honor for bringing personalities into play.
War in the Heavens	Event	P	P							The Monk in play with the highest Chi permanently gains +1F, +1C, and +2 Personal Honor. In the case of a tie, each tied Monk gains these bonuses. "You are only a mortal," Onnotangu snarled. "I may be born of mortal man," the monk said grimly, "but I choose my own destiny."
Imperial Ambassador	Holding	P	P				2			Retainer. Political Reaction: Bow to decrease another player's honor loss or gain by two. He who speaks with anger will be heard for his anger, but his words will be forgotten.
Imperial Assembly	Holding	P	P				8			Unique: You must discard the Imperial Favor to bring the Imperial Assembly into play. Any player may, as a Limited action, discard the Imperial Favor to take control of the Imperial Assembly. Reaction: Before a player takes a Political action, bow the Imperial Assembly to prevent the action from being canceled and its effects from being negated.
Seer	Holding	P	P				4			Retainer. Reaction: Bow the Seer as an event is turned face up during a player's events phase. The event is turned face-down and has no effect this turn, but is resolved normally when it is turned face up. The seer can affect an event only once.
Prophecies of Uikku	Item	P	P	-	-		2	3		While the Prophecies are in play, you and your cards are not affected by any Doom events. This has no effect on events that have already resolved. Reaction: This Personality gains a 2F/3C bonus until the end of your next turn when a Doom event resolves.
Tao of Shinsei	Item	P	P	-	-		1	3		May attach to a Monk without gold cost. Reaction: You may straighten this Personality when an elemental Ring is put into play by any player. Open: Discard from play one of your elemental Rings to straighten this Personality.
Hida Sukune	Personality	P	P	4	3	0	8	2		Crab Clan Shadow Samurai. Toturi's Army. Experienced. Unique. Won't join a player that has Shadowlands cards in play. Can't be sacrificed to the Terrible Standard of Fu Leng. You may shuffle Sukune into your Dynasty deck during your straighten phase if he is honorably

Otomo Sorai	Personality	P	P	0	1	8	5	4		dead. Battle: Sukune and an opposing Shadowlands card are both discarded from play.
Seikua	Personality	P	P	1	1	5	7	1		While Sorai is in your control, your honor producing holdings produce one extra honor when bowed for honor. If Sorai is destroyed, his controller loses half of his or her current honor total (round down) if it is above zero.
Seppun Baka	Personality	P	P	0	1	0	4	1		Unaligned Sycophant. When bowed during a lobbying attempt, Baka is considered to have a Personal Honor of seven.;You look upon me with disgust, but I assure you that my whispers are far more potent than your swords and spears."
The False Hoturi	Personality	P	P	3	5	-	9	0		Scorpion Clan Deceiver. Samurai. Unique. This card is considered to be the Egg of Pan Ku for Uniqueness. Will not join Crane Clan. Limited: Bow to cause all Crane players to lose two honor. "He is not you, my dearest Hoturi, he is better than you. But the others will believe he is you, and while I hold you here, he will be the doom of your Clan."
A Samurai Never Stands Alone	Action	C	SCC1				0		1	Battle Terrain: All of your Personalities at this battle gain a Force bonus equal to the number of players who have units in the opposing army. "With the spirits of his ancestors standing beside him, a samurai never stands alone." - from Akodo's Leadership
Arrival of the Unicorns	Action	C	SCC1				0		1	Open: Until the end of this turn, any Personality in a Cavalry unit that is assigned during an infantry assignment phase gains a 1F bonus. "Yokatsu pushed them forward through the day and night... and they loved him all the more."
Behind Night's Shadow	Action	R	SCC1				0		1	Limited: When attacking units are assigned to battles this turn, they are all assigned face down. Turn all units face up immediately before any actions are taken for the first battle. If any illegal assignments are revealed, all units in that army are returned home, bowed. Players may use the Personality leading the unit as a proxy to represent each unit until units are revealed.
Musubi	Action	R	SCC1				0		3	Battle: Target a defending Monk or a defending Personality with Tactician in this battle. If this action is used with a non-Monk, it is considered that personality's use of Tactician for this battle. Immediately before resolution, this Personality's Force is set to equal that of the highest opposing Personality.
Political Distraction	Action	C	SCC1				4		1	This action has a zero gold cost for Scorpion and Crane players. Political Limited: Lose 2 honor. Until the beginning of your next turn, all honor losses are reduced to zero. "Shoju had to distract the Lions before attacking Otosan Uchi. Of course, Kachiko would handle that part of the plan." - The Scorpion Coup, Part II
Political Mistake	Action	R	SCC1				0		2	Political Reaction: Target a Personality immediately after a Political action performed by the Personality is unsuccessful or canceled. That Personality is dishonored and his controller loses 7 honor.
Robbing the Dead	Action	C	SCC1				0		2	Limited: Remove one item or spell from any player's discard pile and attach it to one of your Personalities, paying all costs. Then, if this Personality is not a scavenger, he is dishonored and cannot be rehonored. Finally, lose 5 honor. You may not retrieve a card that destroyed itself.
The Secret Entrance	Action	C	SCC1				4		2	Reaction: Play immediately before any actions are performed in a battle action phase. Players without units in this battle may not perform any actions, including those that normally could be played without having units in the battle (such as the Imperial Favor or moving a unit into the battle).
The Unclean Cut	Action	C	SCC1				0		3	Reaction: Play after the cards have been revealed but before the resolution of a duel. Both Personalities in this duel are dishonored and all honor gains for the winner of this duel are cancelled. "Without a clean cut, your opponent may dishonor himself and you by crying out." - Toshimoko
Through the Waterways	Action	R	SCC1				0		3	Limited: Bow a Ninja or Geisha Personality to find and remove any one Wall of Otosan Uchi from your Dynasty deck and attach it to one of your Provinces. All costs must be paid normally. Reshuffle your Dynasty deck. "Shoju's plan was simple: attack Otosan Uchi from within, capture her fortifications, and wait for the Lions." - The Scorpion Coup, Part I
Toturi is Drugged	Action	U	SCC1				0		3	Ninja Open: Target a Personality and discard any number of cards from your hand so that their Focus values add up to be greater than the Chi of the target Personality. Bow the targeted Personality. Lose 2 honor. This action cannot be performed during a battle action phase. "Do not fear your enemies. Only a friend can betray you." - from Bayushi's Lies
Lions Attack the Crane	Event	R	SCC1							Choose any player (including yourself). The targeted player begins an Attack Phase against another player of his choice. Each of the target player's unbowed Personalities that does not assign to attack is dishonored and causes a one point Honor loss. After the final battle resolution, your turn continues normally.
The 38th Hantei Falls	Event	R	SCC1							The Imperial Favor is discarded. Bow all imperial cards. No Political action can be performed until the beginning of your next turn. Hantei the 38th is destroyed if he is in play. If any player currently has all four Walls of Otosan Uchi in play, he or she wins.
The First Scroll is Opened	Event	R	SCC1							Each shugenja in play must destroy one attached spell. Any shugenja that didn't have a scroll attached loses 2C permanently. "Shoju read the prophecy hidden behind the seal and knew his destiny."
Cavalry Raiders	Follower	C	SCC1	0	0	1	6	-	2	Cavalry. Battle: Bow for a Ranged 3 Attack. If this is a Cavalry unit, you may then return the unit to your fief. "The Moto charged and cut the Scorpion cavalry in half, leaving them naked for the second charge... from the Otaku battle maidens."
Imperial Palace Guard	Follower	R	SCC1	6	0	2	9	-	3	Immune to fear. If this unit is assigned to an attacking army, the Palace Guard is destroyed. The Imperial Palace Guard gains +2F while you control the Imperial Favor or have Hantei the 38th in play. "The palace guard stood valiantly, but Shoju's men employed poisons, ninja, and all manners of treachery to gain his prize." - the Lion Histories, Volume II
Lieutenant Morito	Follower	R	SCC1	2	0	2	5	-	4	Cavalry. Unique. May only be attached to a Unicorn Samurai. Reaction: When another player's unit is being moved into a battle with an action, bow this Follower to move this unit into the same Province.
Soshi Ujemi	Follower	R	SCC1	2	0	0	5	-	3	Ninja. May only be attached to a Scorpion Personality. Battle: Bow Soshi Ujemi and target an opposing item card. Move targetted item onto this Personality if such attachment is legal. Lose honor equal to the gold cost of the stolen item.
Divinity Pool	Holding	C	SCC1				5			The cost of this card is 2 for Scorpion players. Open: Bow to look at the top card of any one deck. "It is rumored Kachiko has three means of scrying the secrets of the Seven Clans. One is her mirror, the second is her pool, and the third is her smile."
East Wall of Otosan Uchi	Holding	R	SCC1				4			Unique Imperial Fortification. Lose 4 honor. This Province has a 3 strength bonus. The gold cost of this Fortification cannot be reduced. Spell effects and innate abilities are canceled without effect when performed during a battle at this province.
Garrison	Holding	C	SCC1				0			Fortification. You are always considered to have a unit during a battle at this Province while this card is in play.
South Wall of Otosan Uchi	Holding	R	SCC1				4			Unique Imperial Fortification. Lose 4 honor. This Province has a 3 strength bonus. The gold cost of this Fortification cannot be reduced. Other Fortifications in this Province cannot be destroyed. Reaction: Once per turn, cancel a Ranged attack at this battle.
Storehouses	Holding	C	SCC1				0			Reaction: Bow when you produce more gold than is necessary to bring a card into play. Add one storage token to the storehouses. Reaction: Bow and destroy any number of storage tokens when you are bringing a card into play to produce gold equal to the number of storage tokens destroyed.
Ancestral Sword of the Scorpion	Item	R	SCC1	0	+1		9		4	Weapon. Unique. When controlled by a Scorpion Clan Personality, this sword gains a +1F/+1C bonus for every Scorpion Clan Personality you control. Any other Scorpion Clan players lose 6 honor when this item is brought into play for the first time.
Armor of Osano-Wo	Item	C	SCC1	+1	+1		3		1	May not be attached to a Shadowlands Personality. This Personality cannot be targetted with

											Black Scroll effects. Elemental Reaction: Instead of destroying the Province that this Personality is attacking, you may put the Ring of Earth into play. "Thought to have been worn by the Thunderer, it is now worn by one whose soul carries thunder."
War Wagon	Item	C	SCC1	*	-		5		1	This card can be attached to Unicorn Personalities for 2 less gold. If this Personality has the Cavalry trait, he gains 2F from the War Wagon. A Personality with the War Wagon cannot be targeted by Ranged Attacks, but may not have Followers or other items attached. The Wagon cannot be attached to a Personality with Followers or other items.	
Freezing the Lifeblood	kiho	C	SCC1					0	3	Kiho Open: Bow a shugenja or monk you control to give one sleep token to any bowed Personality in play. The next time that Personality attempts to straighten, one sleep token is destroyed instead.	
Jurojin's Touch	kiho	C	SCC1					0	2	Kiho Reaction: Bow one of your shugenja or monks when a card is being sent to a discard pile. That card is removed from the game and may not return to play or have an effect on play by any means. Kiho Limited: Bow one of your shugenja or monks to remove a card in someone's discard pile from the game; this card may not return to play or have an effect on play by any means.	
The Endless Well	kiho	R	SCC1					0	2	Kiho Limited: Bow a monk or shugenja you control to look at cards from the top of your Fate deck one by one up to the Personality's Chi. You may show one of these cards to your opponents and put it into your hand if its focus value plus the number of cards you looked at is less than or equal to his Chi. "If your soul is one with the elements, it is an endless well of possibilities."	
The Soul Goes Forth	kiho	C	SCC1					0	3	Kiho Battle: Bow one of your shugenja or monks in this battle to destroy any one item in this battle with a focus value less than the chi of your Personality. "Your soul - your life energy - is not bound by flesh. It can reach where your fingers cannot." - The Tao of Shinsei	
Bayushi Dozan	Personality	C	SCC1	3	4	-	7	1		Scorpion Clan Samurai Battle: Destroy one Follower in this unit to remove this unit from the battle, bowed. This action may be performed even if Dozan is bowed. "He knows the price that must be paid, and is willing to have those who follow him pay it."	
Bayushi Kachiko	Personality	R	SCC1	0	2	-	7	1		Scorpion Clan Seductress. Inexperienced Unique. Open: Bow Kachiko and target a Personality whose Personal Honor is reduced to zero until the beginning of your next turn. "Come, come, my lord. You know it is always easier to gain forgiveness than permission."	
Bayushi Shojū	Personality	F	SCC1	6	5	-	15	2		Scorpion Clan Champion. Samurai. Inexperienced Tactician. Unique. Will only join Scorpion Clan. Reaction: Before the first action can be performed for a battle that Shojū is in, you may switch Fate hands with any one opposing player. The hands are switched back immediately after the battle. You lose two honor for each card that you play out of that player's hand as it is played. This action can be done once per turn.	
Bayushi Yokuan	Personality	R	SCC1	2	5	-	8	0		Scorpion Clan Duelist. Ninja. Only Ninja Followers. Personalities must bow to refuse a duel from Yokuan. Reactions cannot be played during a challenge and/or duel involving Yokuan. "His lord commanded him to guard the south, but it was the south wall that was the first to fall to the Lions."	
Daikua	Personality	C	SCC1	1	2	-	4	1		Mantis Clan Scout. Reaction: Bow Daikua and a port to be able to play an action before the defender's first action in this battle. You may do this as the Defender only if the Attacker has a Port or Sailor in play. This may be done once per turn.	
Hantei the 38th	Personality	R	SCC1	2	5	-	8	3		Unaligned Emperor. Unique. Samurai. You must discard the Imperial Favor or bow personalities and Followers with a combined Force greater than 15 to put this card into play. Reaction: Bow to reduce the gold cost of any Imperial or Hantei card to zero as it is being put into play. Reaction: Cancel a Political Action.	
Hatsuko	Personality	C	SCC1	0	1	0	1	2		Unaligned Geisha. May not be assigned to attack or defend. If any player puts a Hatsuko into play, yours is shuffled back into your Dynasty Deck - all attached cards and tokens are destroyed, and all changes are negated. Limited: Bow Hatsuko to look at a randomly chosen card in your opponent's hand. Limited: Bow Hatsuko to look at one face-down card in a player's Province.	
Ishikawa	Personality	R	SCC1	3	4	5	9	3		Unaligned Samurai. Captain of the Imperial Guard. Unique. Imperial cards being attached to Ishikawa have their gold cost reduced by three. Political Battle: Bow Ishikawa if you have the Imperial Favor and target one opposing human Personality with a Personal Honor of zero. That Personality is sent home without bowing. This is considered a use of the Imperial Favor but you do not discard the Favor.	
Iuchi Katta	Personality	C	SCC1	2	3	-	7	2		Unicorn Clan Shugenja. Cavalry. Limited: Bow this Personality to give the Cavalry trait to a number of your cards equal to his Chi while he is bowed. May remain bowed.	
Sanado	Personality	R	SCC1	1	2	-	6	1		Unaligned Ninja Infiltrator. Only Ninja Followers. Reaction: If Sanado's army consists of only Ninja Personalities and Followers, you may perform one action before the Defender's first action for the battle. "Suddenly, Retsuko spun and plunged a blade into our lord's belly, then disappeared into the shadows while our lord breathed his last." - Shiba Kyo	
Shinjo Yokatsu	Personality	R	SCC1	4	4	5	11	2		Unicorn Clan Champion. Inexperienced. Unique. Cavalry. Samurai. Tactician. Will only join Unicorn player. All Personalities in an army with Yokatsu have a 1F bonus. Limited: Once per turn pay 3 gold to attach a 1F Cavalry Follower token to Yokatsu.	
Shioda	Personality	C	SCC1	1	4	0	0	2		Unaligned Monk Advisor. You must have at least one Elemental Ring in play to bring Shioda into play. Open: Bow Shioda and a temple you control to straighten your stronghold.	
Shosuro Ikawa	Personality	C	SCC1	2	3	-	5	2		Scorpion Clan Samurai. Open: Bow to switch the Dynasty cards between any two Provinces belonging to the same player. To perform this action during a battle, Ikawa must be assigned to one of the two Provinces. "For a thousand years, the Shosuro have found strength in the shadows. It would be in their time of greatest need that the shadows would betray them."	
Soshi Taoshi	Personality	R	SCC1	3	3	-	7	2		Scorpion Clan Shugenja. Cavalry. Open: Bow to bow any gold producing holding which causes an honor loss when bowed for gold. "He knew of the Lion's dark mines long before they came to light, but his knowledge would not save him from his fate."	
The Exalted Ugu	Personality	C	SCC1	0	2	-	4	0		Unaligned Nonhuman. Goblin Shaman. Shugenja. Shadowlands. Reaction: Bow one or more Goblin cards you control to reduce the gold cost of a spell being attached to Ugu by an amount equal to the number of Goblins you bow.	
Yogo Shidachi	Personality	C	SCC1	2	2	-	4	1		Scorpion Clan Shugenja. Battle: Switch the positions of two of your unbowed Personalities. This can be done once per turn. "Shidachi trained for many months with Isawa Tomo, and the Master of Water's lessons did not go unheeded... or unapplied."	
Isawa Tomo's Portal	Region	R	SCC1							Elemental Battle: Move an attacking unit from this Province to a different one of your Provinces. This may be done once per turn. You must have a defender at the battle to perform this action. "The chaotic forces that were somehow harnessed by the Master of Water pushed the attacking army leagues away where they were harmless."	
Plains Above Evil	Region	C	SCC1							All human and Naga Personalities entering play from this Province gain a 1F/1C permanently.	
Streets of Otsan Uchi	Region	F	SCC1							Unique. Personalities in a battle at this Province may, as a Battle action, challenge any opposing Personality to a duel that may only be refused if the challenged Personality's controller discards one card from his or her hand. Each Personality may perform this action once per battle.	
Agasha's Illusion	Spell	R	SCC1				6		3	May only be attached to a Dragon Shugenja. Limited: Bow this Shugenja. Target a number of unbowed items, spells, or Follower cards attached to your Personalities up to this Shugenja's Chi. Reattach these cards face-down to any of your unbowed Personalities. These cards are in play, but have no effect on play until they are revealed - which you may do as an Open action for each card. These cards are destroyed when revealed if the attachment is illegal.	
Flood	Spell	C	SCC1				4		2	Battle Elemental: Bow this Shugenja and destroy this spell. All Personalities and Followers at this battle with a Force less than 3 are bowed by the water.	

Hiruma's Last Breath	Spell	R	SCC1				1		4	May only be attached to a Crab Shugenja. Limited: Bow this Shugenja and destroy this spell. One of your units begins a battle with one target unit containing a Shadowlands card. No units may join this battle or be moved out of this battle. No Provinces can be destroyed. This additional Attack Phase does not replace your normal Attack Phase.
The Shadow Stronghold of the Bayushi	Stronghold	F	SCC1							Open: Look at an opponent's Fate hand if this Stronghold is unbowed. Lose 1 honor.
A Vision of Truth	Action	R	SCC2				0		4	Reaction: Play this card when another player fulfills the conditions for putting an Elemental Ring into play, but does not do so. You may get that Ring from your deck and put it in your hand. "Following a false light only leads you deeper into darkness" - The Tao of Shinsei
Defenders of the Realm	Action	C	SCC2				0		4	Reaction: Play when one of your Provinces is about to be destroyed by an event. No Provinces are destroyed by this event.
Disloyalty	Action	C	SCC2				5		2	Limited: Destroy any one retainer in play. Lose 4 honor. "Cut off the right arm and the left will be wholly occupied trying to stop the flow of blood." - from Bayushi's Lies
Gift of Fealty	Action	R	SCC2				0		2	Political Limited: Give control of one of your Personalities to another player, until the end of the game. "Though he is close to my heart, I will send him far to serve my cause."
Iaijutsu Art	Action	C	SCC2				0		1	Limited: One of your Personalities challenges another Personality with an equal or higher Chi to a duel that cannot be refused. Each Personality must focus exactly once if possible. The loser of this duel is dishonored, but not destroyed. the winner of the duel gains 4 honor.
Rear Guard	Action	C	SCC2				0		2	Reaction: Play when assigning a unit to a battle, where there are one or more other units in that army, to assign that unit as a Rear Guard. This unit may not perform or be targeted by actions until there are no units in that army that are not in Rear Guard or until the beginning of the resolution phase of the battle, whichever comes first.
The Face of My Enemy	Action	R	SCC2				0		1	Reaction: Play this card when your army or Personality has killed a unique Personality during battle or in a duel. You gain Honor equal to the printed force (or stat used in the duel) of the Personality, in addition to any normal Honor gains. You may only play one The Face of My Enemy per turn.
The Moment Before the Strike	Action	C	SCC2				0		1	Political Reaction: Play after a challenge has been accepted but before the first focus. The winner of this duel will gain 3 additional honor. Only one Moment Before the Strike may be played per duel. "One man's dawn is another man's twilight."
When Men Stand Divided	Action	C	SCC2				5		3	This action costs 0G for Scorpion players. Political Limited: Until the beginning of your next turn, Personalities cannot be assigned or moved into a battle where there are Personalities from another clan in their army. Unaligned Personalities are not affected by this action.
My Enemy's Weakness	Event	R	SCC2							Until the beginning of your next turn, any player who destroys a Province as the Attacker may pay 5 gold immediately to gain an additional Province to the right of their rightmost Province. Players may not gain more than one Province in this fashion. "That which makes my enemy weaker makes me stronger."
One Man's Honor	Event	R	SCC2							Until your events phase two turns after this one, players may ignore honor requirements on personalities from their clan. "Any one man's honor is second to the life of his Clan."
The Fair Voice of Lies	Event	R	SCC2							All Courtiers, Diplomats, Poets, and Personalities with Politicals Actions in play are destroyed. "Many lies have been sung with fair voices. Now is the time for the harsh sound of the truth."
The Kharmic Wheel Spins	Event	R	SCC2							Until the end of the game, whenever a strike is declared in a duel, each player draws the top card of his or her Fate deck and plays it as an additional focus for their Personality. Personalities who cannot focus ignore this effect. "Dig deep, toturi, and find the strength neither you nor he knew you had." - Akodo Kage
Bayushi House Guard	Follower	R	SCC2	2	+1	1	5	-	4	Unique. May only be attached to a Scorpion Personality. This unit may not be targeted by Fear effects. This Personality does not have his Chi reduced by any effects that include the words "Until the end of the turn."
Lieutenant Daini	Follower	R	SCC2	2	0	1	5	-	4	Unique. May only be attached to a Dragon Personality. During your End Phase you may move any one token from this Personality onto this Follower, if this Follower has fewer than three tokens. Tokens have no effect while they are attached to this Follower. Battle: Bow and destroy any number of tokens on this Follower to produce a Ranged Attack with a strength equal to the number of tokens destroyed.
Lieutenant Uji	Follower	R	SCC2	2	+1	3	5	-	4	Unique. May only be attached to a Crane Samurai. Battle: Bow to produce a Ranged Attack with a strength equal to the personal honor of the attached Personality. "As Uji watches his father die on the end of a Scorpion sword, he cries out his name, his heart filled only with the fires of revenge."
Monk Advisors	Follower	C	SCC2	1	+1	1	3	-	3	You may attach this Follower to a Personality controlled by another player when it comes into play. Open: Destroy the Advisors (current controller only) Reaction: Once per game, the player who put this card into play may assign this unit as if he controlled the unit, if the player who controls the unit does not assign the unit or tries to assign it to the opposing army. This player may have units on both sides of the battle.
North Wall of Otsan Uchi	Holding	R	SCC2				4			Unique Imperial Fortification. Lose 4 honor. This Province has a 3 strength bonus. The gold cost of this Fortification cannot be reduced. No duels can be initiated during a battle at this Province.
Trading Port	Holding	C	SCC2				4			Yoritomo's Alliance players may bring this card into play for three less gold. Limited: Bow the Trading Port and destroy one of your items, Followers, or spells in play to get any one item, follower, or spell with an equal or lesser gold cost from your Fate deck and put it in your hand after showing it to your opponents. Reshuffle your Fate deck.
West Wall of Otsan Uchi	Holding	R	SCC2				4			Unique Imperial Fortification. Lose 4 honor. This Province has a 4 strength bonus. The gold cost of this Fortification cannot be reduced. Cards cannot gain Force bonuses while they are assigned to attack or defend this Province.
Hojatsu's Blade	Item	C	SCC2	+1	+1		4		2	If this Personality has already focused once in a duel, he or she may bow to end the duel without resolution instead of focusing. All focus cards are discarded without effect. "Wielded by the Dragon Hojatsu eight hundred years ago, it is a blade of honor and tradition, and it bestows the strength of both."
Shoju's Armor	Item	R	SCC2	+1	+1		8		4	Unique. May only be attached to a Scorpion Clan Samurai. Attaches to Bayushi Shoju without gold cost. This Personality gains a 1F/1C bonus for each Black Scroll in play. The gold cost of your Scorpion Personalities is reduced by two while this card is in play.
The Dragon Pearl	Item	R	SCC2	0	0		10		3	Unique. When the Dragon Pearl enters play, choose any one item in play (including unique items) that could be attached to this Personality. The Dragon Pearl is considered an exact copy of this item with all of its abilities and bonuses. Effects of the target item coming into play are not repeated.
The Ruby of Iuchiban	Item	R	SCC2	0	0		5		1	Unique. Limited: Bow the Ruby and this Personality. Choose one Personality in play to be trapped. The target is bowed and cannot straighten until after the Ruby straightens or is destroyed. As a Limited action, the target's controller may discard a fate card to destroy the Ruby if the focus value plus the Personal Honor of the target is equal to or greater than this Personality's Chi. The Ruby may remain bowed.
Fury of the Earth	kiho	C	SCC2				0		2	Kiho Elemental Battle: Bow one of your shugenja or monks in this battle to reduce this Province's strength by an amount equal to the Personality's Chi (to a minimum of zero). Kiho Elemental Battle: Bow one of your shugenja or monks in this battle to destroy a fortification at this Province with a gold cost equal to or less than the Personality's Chi.
Led from the True Path	kiho	R	SCC2				0		1	Kiho Limited: Bow a shugenja or monk you control with a Chi of 5 or more and the Shadowlands trait. Target an Elemental Ring in play. That ring is returned to the controlling player's hand. Lose 2 honor.
Piercing the Soul	kiho	C	SCC2				0		2	Kiho Reaction: Bow a shugenja or monk you control immediately before you perform a Ranged Attack in this battle. This Ranged Attack has its strength compared to Chi instead of Force if it is targeting a Personality.

The True Lands	kiho	R	SCC2				0	3	Kiho Limited: Bow a shugenja or monk you control to move any one of your Regions to any other of your Provinces to which it may legally be attached. Kiho Limited: Bow a shugenja or monk you control to move a Region you are bringing into play to any other of your Provinces to which it may legally be attached.
Touching the Soul	kiho	C	SCC2				0	2	Kiho Reaction: Bow one of your shugenja or monks at this battle immediately before producing an action from one of your Personalities who is not at the battle. The Personality outside the battle performs the action as if he or she were present at the battle.
Agasha Nabe	Personality	C	SCC2	2	3	4	6	1	Dragon Clan Shugenja Battle: Destroy any token on Nabe to straighten him. This may be done once per battle. "As the armies of the Dragon marched on Shoji, he knew that even hopes of escape were fading into the setting sun."
Asahina Uojin	Personality	C	SCC2	1	3	4	6	2	Crane Clan Shugenja Open: Bow to give a 2F/2C bonus to any Crane Personality. "Drawing from the souls of a thousand fallen Cranes, Uojin gave that strength to the men who charged into Shoji's army."
Bayushi Dairu	Personality	R	SCC2	3	2	-	7	2	Scorpion Clan Samurai. Unique Battle: Bow Dairu to give a -1C venom token to any opposing Personality. While that Personality has any venom tokens, any time he performs any action, he gains an additional -1C venom token. whenever the target has an opportunity to straighten, he may destroy one venom token if he is already unbowed. Lose 2 Honor. "Kachiko's son has her wits, but he has a Crane's eyes."
Bayushi Kyono	Personality	C	SCC2	3	2	0	6	2	Scorpion Clan Samurai Reaction: Bow Kyono to cancel a use of the Tactician ability by an opposing Personality. The Tactician ability is considered to have been used for the turn. "Hokitare said 'Shoji's prodigy Kyono is who we must be concerned with, my Lady.' Tsuko glared at him. 'I fear no one, samurai!'"
Bayushi Yojiro	Personality	C	SCC2	2	2	5	6	2	Scorpion Clan Imperial Magistrate. Will not join a 'Shadow Stronghold of the Bayushi' Scorpion clan player. Has a 2F/2C bonus while you have the Imperial Favor. "His choice saved his life, but cost him his honor and his heritage."
Doji Satsume	Personality	R	SCC2	3	6	15	15	5	Crane Clan Champion. Emerald Champion Unique. Double chi. Will only join Crane player. May attach the Emerald Armor without gold cost. Open: Bow to challenge a Personality to a duel. Draw and discard the top card of any player's Fate deck. If the focus value is higher than the target's personal honor, the duel cannot be refused.
Hasagawa	Personality	C	SCC2	2	2	0	4	2	Mantis Clan Samurai When brought into play, you may pay an additional 2 gold to align Hasagawa to your clan. He keeps his Mantis Clan alignment. "He is a ronin, Shoji-sama, Dozan objected. 'If he carries a sword and will fight the Lion, I do not care what he is!'"
Hida Matyu	Personality	C	SCC2	1	2	0	4	2	Crab Clan Cartographer Limited: Bow Matyu and discard a terrain card from your hand. Go through your Fate deck and select any one terrain card. Reveal the terrain card to your opponents and put it in your hand. Shuffle your Fate deck. "For years, Kisada has peered over the plans to Otosan Uchi, looking for a way to storm her walls... and today is the day."
Isawa Sze	Personality	R	SCC2	1	2	4	6	1	Phoenix Clan Shugenja Reaction: Once per turn, you may straighten Sze immediately after he casts a spell or participates in a ritual. Put a -1C exhaustion token on Sze. "Sze would not survive this day, but sending holy fire into the Scorpion army, he knew his life would allow the Lion to gain the ground they needed."
Kappa	Personality	C	SCC2	3	3	-	6	1	Unaligned Creature. The Kappa always has a 0F/1C when bowed. Battle: Once per battle, the Kappa can issue an unrefusable challenge to an opposing Samurai. The duel is a contest of Force instead of Chi. The loser is bowed.
Matsu Hokitare	Personality	C	SCC2	2	3	6	6	2	Lion Clan Samurai Reaction: Bow to challenge to a duel a Personality that is leaving a battle that Hokitare is in. If the challenge is refused, the Personality is dishonored and the controller loses 7 honor. "Face me, you coward! Let the Fortunes decide which of us will walk home with glory and which of us will go begging forgiveness from our ancestors!"
Matsu Tsuko	Personality	R	SCC2	4	3	8	11	3	Lion Clan Hero. Samurai. Inexperienced Unique. Double Chi. Will only join a Lion Clan player. Open: Add Tsuko's Personal Honor to her Force or Chi. This may be done once per turn. "Only those with the hearts of courage will survive this day, and Shoji's heart is too filled with trickery to hold any courage."
Ninja Shapeshifter	Personality	R	SCC2	0	2	-	8	0	Unaligned Ninja. Inexperienced. Unique Limited: Bow to challenge any Personality in play to a duel that cannot be refused. If the Shapeshifter wins the duel, he may permanently change his Force or Chi to that of the target, or may permanently gain one of the target's abilities. The Shapeshifter loses this change if it performs this action again. If the Shapeshifter loses this duel he is destroyed, but the target cannot die as a result of this duel.
Ranbe	Personality	R	SCC2	3	2	-	7	1	Mantis Clan Shugenja Any Osano-Wo card being attached to Ranbe has its gold cost reduced to zero. "The fire of the Thunderer runs through my veins. Now it will run through yours."
Shazaar	Personality	C	SCC2	2	2	0	6	2	Naga Scout Open: Bow any of your Pearl Beds or Pearl Divers to place a pearl token on Shazaar. Battle: Bow and destroy any number of pearl tokens on Shazaar to produce a Ranged Attack targeting a Shadowlands card. This Ranged Attack has a strength equal to twice the number of pearl tokens destroyed.
Shinjo Goshi	Personality	C	SCC2	3	3	0	7	3	Unicorn Clan Samurai. Cavalry This Personality may have a Follower attached as he is being put into play. All costs must be paid normally.
Plain of Fast Troubles	Region	C	SCC2						Battle: If there is a face-up Personality in this Province, that Personality enters play (ignoring gold cost and honor requirements) and is moved into the battle as a defensive unit.
Kuroshin's Prayer	Spell	U	SCC2				5	3	May only be attached to a Unicorn Shugenja. Limited: Bow this Shugenja to move any one creature Follower from one of your Personalities to another. Limited: Bow this Shugenja to get any one creature card from your Fate deck to put in your hand or from your Dynasty deck to put in one of your Provinces (discarding the card therein). Reshuffle your deck.
Soshi's Curse	Spell	C	SCC2				2	2	May only be attached to a Scorpion Shugenja. Battle: Bow this Shugenja and destroy this spell. One opposing Personality is frozen until the beginning of your next turn. Cards in that Personality's unit may not perform actions or be targeted with actions by their controller. If this unit is the only unit assigned to a battle, its controller is considered to not have any units in the battle.
The Purity of Kitsu	Spell	U	SCC2				3	3	May only be attached to a Lion Shugenja. open: Bow this Shugenja, who may remain bowed. All Chi penalties your Personalities are currently receiving are negated, and while this shugenja remains bowed they may not receive any further Chi penalties. This spell only affects Personalities that currently have a Personal Honor greater than one.
A Greater Destiny	Action	R	SCC3				0	3	Reaction: Play when one of your Unique Personalities is about to be destroyed, he or she instead makes a narrow escape. The Personality is shuffled into your Dynasty Deck, and all attached cards and tokens are destroyed. Only one A Greater Destiny may be played on a Personality per game.
Fires of Retribution	Action	C	SCC3				0	4	Elemental Reaction: Play after a spell effect is produced to destroy the spell card. Elemental Reaction: Play after an innate ability is performed to give that shugenja a -2C until the end of the turn. "Isawa Szu thres fire on Shoji's army, but Bantaro whispered, and Szu's robes burst into flames."
Kyudo	Action	C	SCC3				2	3	Limited: Bow one of your Personalities. Until the end of the game, when this Personality is performing a single Ranged Attack which is not a spell effect or innate ability, he may make a second consecutive Ranged Attack. If he does so, both Ranged Attacks are at one less strength.
Street to Street	Action	C	SCC3				0	1	Battle Terrain: This terrain takes effect as soon as it is played. All Followers at this battle are considered unattached. After the end of this battle action phase, or when this terrain is destroyed, each player's remaining Followers may be attached to any of that player's surviving Personalities in this battle. Followers unable to legally attach in this fashion are destroyed.
Subversion	Action	R	SCC3				3	1	Kolat Open: Bow a target player's stronghold. Lose 1 honor. You may not perform this action during the target player's turn. "The shadows have secrets even the Scorpions cannot

										action phase of this battle if Kisada is at the battle. Resolve any terrain, if necessary, and continue to the resolution of the battle. "The battle ceased as both Toturi and Shoji waited to see which army the Great Bear would join."
Hiruma Osuno	Personality	C	SCC3	2	3	3	6	3		Crab Clan Samurai Osuno gains a 4C bonus while dueling a Shadowlands Personality. Osuno has a 1F bonus for each opposing Shadowlands Personality and Follower during battle. "Kisada left only a few Hiruma on the Kaiu walls as he gathered his forces to storm Otosan Uchi."
Isawa Ujina	Personality	R	SCC3	3	4	5	10	3		Phoenix Clan Shugenja. Master of Void Unique. Ujina is considered to be the Inexperienced version of the Nameless One. If Isawa Ujina is unbowed and you perform no actions and put no cards into play during your turn, then you may draw an additional three Fate cards immediately after your end phase.
Mirumoto Satsu	Personality	R	SCC3	4	3	4	8	2		Dragon Clan Samurai. Unique. Satsu may attach the Ancestral Sword of the Dragon for five less gold. If Mirumoto Satsu is destroyed by losing a duel you may bring one Mirumoto Hitomi into play for 5 less gold as well as ignoring her honor requirement. "If there is ever a single shadow of doubt, you will fail and you will die." - from Mirumoto's Niten
Shiba Kyo	Personality	C	SCC3	2	2	4	5	2		Phoenix Clan Samurai If Kyo is unbowed, your shugenja outside this battle may cast spells as if they were committed to this battle. "If only we could see beyond the walls! Tomo said. Kyo bowed. 'Let me be your eyes, my lord.'"
Sunabe	Personality	C	SCC3	2	2	-	6	2		Unaligned Monk Teacher Limited: Bow Sunabe to give one of your Personalities a permanent one point bonus to Force, Chi, or Personal Honor. Personalities may have each value improved once by this teacher.
Yazaki	Personality	C	SCC3	0	2	-	2	1		Unaligned Kolat While this card is in play, no player may look at any of your face down cards or cards in your hand.
Kaiu Castle	Region	R	SCC3							Fortified Region Limited: Once per turn pay 2 gold and name a fortification. Find it in your Dynasty deck and attach it to this Province. All other costs must be paid normally. shuffle your Dynasty deck.
Plains of the Emerald Champion	Region	C	SCC3							No player may perform more than two actions during a battle at this Province. This includes actions played immediately before the start of the battle.
Streets of Otosan Uchi	Region	C	SCC3							Unique Personalities in a battle at this Province may, as a Battle action, challenge any opposing Personality to a duel that may only be refused if the challenged Personality's controller discards one card from his or her hand. Each Personality may perform this action once per battle.
The Hub Villages	Region	C	SCC3							Any Personality being put into play from this Province may have one or more Followers attached to it from your hand, as it enters play. The gold costs of the Followers are reduced by 3 if the Personality is a Samurai.
The Temples of Shinsei	Region	R	SCC3							No units containing oni, skeletons, zombies, undead cards, or Shadowlands cards which have been returned to play by a spell, may be assigned to or moved to attack this Province.
All distances are One	Spell	C	SCC3				4	3		Elemental Limited: Bow this Shugenja to move one Region card to a different Province of the same player that it can be legally attached to. Destroy this spell if the target Region is not your own. Elemental Limited: Bow this Shugenja and target a Region in play. While this Region remains in play, no other Region with the same name may be brought into play.
Asahina's Breath	Spell	R	SCC3				5	1		May only be attached to a Crane Shugenja. Elemental Limited: Bow this Shugenja and destroy this spell. Issue a challenge between one of your unbowed Personalities and another Personality in play. The challenge may be refused at a loss of three honor, and the Personality is dishonored. If the challenge is accepted, this shugenja's Chi is added to your Personality's Chi for the duel.
Mirror Image	Spell	C	SCC3				2	2		Open: Bow this Shugenja and destroy this spell to make a Mirror Image of one of your Personalities. The copy is not a card and has no effect on the game except that if the target Personality is killed this turn, you may draw and discard a Fate card; if the discard has an odd focus value, the copy of the Personality is "destroyed" instead, and the original Personality is returned to your fief, bowed.
The Soul of Shiba	Spell	R	SCC3				4	3		May only be attached to a Phoenix shugenja. Reaction: Bow this Shugenja when one of your other Phoenix Clan Shugenja is being destroyed. Shuffle the destroyed Shugenja back into your Dynasty deck. Destroy this spell.
Whispers of the Land	Spell	C	SCC3				2	3		Elemental Limited: Bow this shugenja. You are considered to have a unit in any battle taking place at your Provinces until the beginning of your next turn.
The Ancient Halls of the Akodo	Stronghold	F	SCC3							6PS 3G 7FH Battle: Bow to destroy a terrain. Reaction: Bow to negate all the effects of a terrain when it is played. The terrain is still in play but has no effects.
A Gift of Honor	Action	R	SL				*	2		Open: Play during an opponent's turn. Produce as much gold as you wish to put this card into play. The current player may produce gold after you have decided how much to spend on this card. The player that produced more gold gains 3 Honor, and the other player loses 1 Honor.
A Stout Heart	Action	U	SL				0	2		Reaction: Play when one of your units is being targeted by a Fear effect to prevent the effects of Fear.
Accessible Terrain	Action	C	SL				0	1		Battle: Terrain. While this Terrain is in play, the Attacker and Defender may, as a Battle action, move one unit into the battle at this Province. This Terrain takes effect as soon as it is played. This card can be played in a battle in which you have no units.
Another Time	Action	C	SL				0	0		Reaction: Play this card as a focus during a duel. When this card is revealed, the duel is cancelled. All effects of the duel are cancelled. All focused cards are discarded without effect.
Arrows From the Woods	Action	C	SL				0	3		Battle: Ranged 2 Attack. Reaction: Add 2 to the strength of a Ranged Attack from one of your units.
Call To Arms	Action	U	SL				3	3		Reaction: Play this card during the Declaration Phase of an attack when you are the Defender. All of your bowed Personalities that can straighten, do so. At the end of the Resolution Phase of the last battle for this Attack Phase, all of the Personalities you control become bowed.
Change of Loyalty	Action	R	SL				0	2		Reaction: Play this card when you bring a Unique Personality into play that is already in play, controlled by another player. The other player's Personality is destroyed and yours enters play normally. You must still meet all requirements and costs of the Personality to bring it into play.
Confusion at Court	Action	C	SL				0	2		Reaction: Play Confusion at Court in response to the use of the Imperial Favor. The effects of the Imperial Favor are negated, and the Favor is still discarded.
Corrupted Ground	Action	C	SL				0	1		Battle: Terrain. All Shadowlands Personalities and Followers gain 1F until the end of the turn.
Court Jester	Action	U	SL				0	4		Reaction: Play the Court Jester when another player puts a card into play or performs an action which creates an honor less for his family. The Jester doubles the honor loss. Only one Jester per honor loss.
Darkness Feeds . . .	Action	R	SL				0	3		Reaction: Play when one of your Shadowlands Personalities is destroyed. Select another of your Shadowlands Personalities. This Personality gains a Chi and Force bonus equal to the Chi and Force of the destroyed Personality. This bonus is lost at the end of your next turn.
Defend Your Honor	Action	C	SL				0	2		Reaction: Play when another player's action is causing you a loss of family honor. The honor loss is cancelled. You may step forward one of your unbowed samurai who challenges the other player's honor. This player may accept the challenge with any of his unbowed Personalities. If the challenge is refused or lost, the other player loses family honor equal to the amount you were to lose.
Enough Talk!	Action	U	SL				0	3		Reaction: When another player's Personality performs a political action, one of your unbowed samurai immediately challenges that Personality to a duel which cannot be declined. The duel is resolved before the political action is resolved. The loser dies, and if your samurai wins, the effects of the political action are negated.

False Alliance	Action	R	SL				0		2	Battle: You must be an ally to play this card. Switch all of your units in this battle from the attacking to the defending army, or vice versa. Lose 4 Honor.
Final Charge	Action	R	SL				0		3	Reaction: Play in a battle when a Samurai is destroyed. All of that Samurai's Followers remain in the battle, as if they were still attached to a Personality. These Followers are destroyed after the battle.
Forced March	Action	U	SL				6		2	Battle: Straighten (if necessary) and move into this battle one of your units that has already engaged in a battle this turn in another Province. Forced March bows this unit after the resolution phase of this battle. This unit may not straighten in your next straighten phase.
He's Mine	Action	C	SL				0		3	Reaction: Play when one of your Personalities is entering a duel. This Personality is bowed and replaced in the duel by one of your unbowed samurai (your choice). If this duel is taking place in a battle, the samurai must be currently assigned to this battle. Bow the samurai at the end of the duel.
His Most Favored	Action	R	SL				0		4	Unique. Limited: Select one of your Personalities. Gain 5 Honor. This Personality is your tie to the Imperial Line. If this Personality is destroyed for any reason, lose 10 Honor. This card remains in play until this Personality leaves play.
Impassable Terrain	Action	C	SL				0		1	Battle: Terrain. The Attacker and Defender must each bow three of their Personalities or Followers in this battle. Either player may discard up to three Fate cards from his hand to reduce, on a one for one basis, the number of cards that must be bowed.
Levy Troops	Action	U	SL			*			3	Limited: Select one of your Samurai. For every 3 fold produced to put Levy Troops into play, add a 1F Ashigaru Follower token to your Samurai. Lose 1 Honor each time one of these Follower tokens is destroyed or removed from the Samurai.
Plea of the Peasants	Action	U	SL				0		2	Reaction: Play when another player has destroyed a Province in battle when no units were assigned to defend that Province. That player loses 5 Honor. Only one Plea of the Peasants may be made for a single Province being destroyed.
Shadowlands Sickness	Action	U	SL				0		2	Open: Bow a Shadowlands Personality.
Shadowmadness	Action	U	SL				0		2	Battle: Play on a unit that has both Shadowlands and non-Shadowlands Followers. The non-Shadowlands Followers have their Force doubled until the end of the turn, and are then destroyed.
Strike at the Tail	Action	R	SL				0		2	Battle: Bow one of your units in this battle. Target an opposing unit. Destroy any number of Followers in the target unit whose combined Force is less than or equal to the Force of your bowed unit. Add two to the Force of this action if your unit is led by a Unicorn Personality.
Suspended Terrain	Action	C	SL				0		1	Battle: Terrain. All units that survive this battle are bowed. This cannot be prevented. These units may not straighten in their controller's next Straighten Phase.
Test of Might	Action	C	SL				0		2	Battle: One of your unbowed Personalities in this battle challenges an opposing personality to a Test of Might (a duel) that cannot be refused. Compare Force versus Force instead of Chi, but otherwise treat this as a normal duel. (Remember most Followers add Force to the unit, and not to the Personality.) The winner gains 3 Honor and the loser is bowed.
The Code of Bushido	Action	U	SL				0		3	Reaction: Play whenever a Samurai is taking an action or responding to an action in a way that would dishonor him, or cause a loss of Family Honor. The Samurai must not do whatever he was about to do. If the cause of the dishonor is a response to an action, then the player may not react in the way that would cause the dishonor, if possible.
The Turtle's Shell	Action	U	SL				0		3	Reaction: Play as one of your cards is being targeted by a Ranged Attack to prevent the effects of the Ranged Attack.
Threat of War	Action	R	SL				10		2	Open: This card can only be played during an opponent's turn and you must bow a samurai to play it. This turn, the target opponent must bow a samurai each time he bows a holding, or the holding generates no effects.
Twist of Fate	Action	R	SL				0		2	Reaction: Play after your Dynasty Phase has ended, but before your End Phase. You are allowed to play any one Limited or Open action card from your hand or produce one Limited or Open action from a card in play. You may not attach cards or lobby for the Imperial Favor.
Utter Defeat	Action	R	SL				0		1	Reaction: Play as a Personality is about to be destroyed by a duel or battle. The Personality is not destroyed, but is completely humiliated. The Personality is dishonored, cannot be restored to honor, and the Personality's controller loses 1 Honor during each of his Dynasty Phases while this Personality is alive. He cannot be ordered to commit Seppuku without the use of a card effect.
When Darkness Draws Near	Action	R	SL				0		3	Battle: Remove any one allying unit from this battle, bowed. The unit's controller loses any allying honor bonus if that player has no other allying units.
Winning Kachiko's Favor	Action	R	SL				0		2	Reaction: Play when you or another Player lobbies for the Imperial Favor. You may pay gold to increase your temporary Honor on a 1 gold equals 1 Honor basis.
Wounded in Battle	Action	C	SL				0		2	Battle: Target Personality in this battle has -2C until the end of this turn. If the target Personality is reduced to zero (or less) Chi, then the Personality survives until the end of the resolution phase is he or she is a samurai. Only one Wounded in Battle may be played on a Personality each turn.
Desperate Measures	Event	R	SL							Destroy the Province this card came from and any one other Province in play, which you select. Lose 5 Honor.
Doom of the Crab	Event	U	SL							All Crab Personalities in play lose 2F permanently.
Doom of the Crane	Event	U	SL							All honor-producing Holdings in play are destroyed.
Doom of the Dragon	Event	U	SL							All Dragon Personalities in play gain a Doom of the Dragon token. Any Dragon Personality with this Doom token cannot be assigned to attack or defend a Province with another Dragon Personality and vice versa.
Doom of the Lion	Event	U	SL							All Lion Personalities in play gain a Doom token. A Lion with this Doom token cannot be assigned to attack unless that player bows another Personality he or she controls.
Doom of the Naga	Event	U	SL							All Naga Personalities in play lose 1F/1C permanently.
Doom of the Phoenix	Event	U	SL							All spells in play are destroyed.
Doom of the Scorpion	Event	U	SL							All Scorpion Clan Provinces have their unadjusted Strength reduced to zero until the beginning of your next turn.
Doom of the Unicorn	Event	U	SL							All Unicorn Personalities in play permanently lose the Cavalry trait.
Imperial Levying	Event	R	SL							The unit (or units) in play with the highest Force is destroyed. the units' controller(s) gains Family Honor equal to the Force of the unit.
New Year's Celebration	Event	R	SL							Every Player discards his or her Fate Hand and draws five cards.
Rampant Plague	Event	R	SL							All players give one -1C Plague token to one of their own Personalities and any one other Personality in play. During each of your Events Phases, all players must repeat this. A player may, during his Dynasty Phase, destroy all of his Personalities with Plague tokens and becomes immune to the plague. He cannot be the target of plague tokens this game. When all players are immune, the plague ends.
Setsuban Festival	Event	R	SL							All tokens in play are destroyed.
The Falling Darkness	Event	R	SL							All Personalities have their Force reduced by their Personal Honor until the beginning of your next turn.
The Rising Sun	Event	R	SL							All Personalities have their Chi raised by their Personal Honor until the beginning of your next turn.
Ashigaru	Follower	C	SL	*	0	0	0	-	3	Ashigaru have 1F for every Small Farm you have in play. Lose 2 Honor if Ashigaru are destroyed.
Bayushi Supai	Follower	R	SL	2	0	0	5	-	4	Unique. When put into play, you may attach Supai to any Personality in play that can accept Followers. Reaction: Whenever Supai's Personality bows or is assigned to attack or defend, you may look at the Fate Hand of the player who controls Supai's Personality.
Doji House Guard	Follower	U	SL	*	+1	2	6	-	4	Unique. Can only be attached to a Crane Clan Personality. The Doji House Guard has Force equal to one plus the Personal Honor of the Personality they are attached to.
Garegosu no Bakemono	Follower	R	SL	1	0	0	9	-	2	Shadowlands Creature. Lose 5 Honor. Battle: Fear 2. Battle: Bow Bakemono for Fear 6.

										Battle: bow another Follower card in this unit to give Bakemono +3F until the end of the turn.
Hida House Guard	Follower	U	SL	3	0	1	6	-	4	Unique. Can only be attached to a Crab Clan Personality. These Followers gain a +3F when defending.
Ikiryō	Follower	C	SL	0	0	0	3	-	3	Shadowlands. Nonhuman. Battle: Bow and destroy this card to create a Ranged Attack equal to the Chi of this Personality. The Ikiryō may target a Personality with attached followers. Lose Honor equal to the strength of the Ranged Attack. Ikiryō's Personality is dishonored.
Mantis Bushi	Follower	R	SL	2	0	2	6	-	3	Mantis Clan Bushi. Battle: Bow the Mantis Clan Bushi to bow any one opposing Follower or a Personality that does not have any attached Followers.
Matsu House Guard	Follower	U	SL	3	0	2	6	-	4	Unique. Can only be attached to a Lion Clan Personality. The Matsu House Guard gains +2F when attacking.
Minor Oni Servant	Follower	R	SL	0	0	0	0	-	2	Shadowlands Creature. All spells being attached to this shuganja have their gold costs reduced to zero. Lose Honor equal to the printed gold cost of the spell being attached.
Mirumoto House Guard	Follower	U	SL	3	0	1	6	-	4	Unique. Can only be attached to a Dragon Clan Personality. Battle: Bow this card to create a challenge between the attached Personality and any one opposing Personality. Winner gains 5 Honor. If refused, the challenged Personality is dishonored and his family loses 5 Honor.
Plague Zombies	Follower	C	SL	4	0	0	5	-	3	Shadowlands. Nonhuman. Lose 4 Honor. During each of your Events Phase, you must put a -1C Plague token on this Personality. Battle: Fear 3.
Ratling Conscripts	Follower	C	SL	0	0	0	0	-	1	Ratling Pack. Creature. Lose 1 Honor. Reaction: If Conscripts are on the winning side of a battle, place a 1F experience token on the Conscripts at the end of the resolution segment.
Shadowlands Madmen	Follower	R	SL	1	0	0	1	-	1	Shadowlands. Lose 3 Honor. The Madmen add +1 to the strength of any Fear effect produced from this unit.
Shiba House Guard	Follower	U	SL	*	0	2	5	-	4	Unique. Can only be attached to a Phoenix Personality. The Shiba House Guard has a Force equal to the current Chi of the Personality that they are attached to.
Shinjo House Guard	Follower	U	SL	3	0	1	8	-	4	Cavalry. Unique. Can only be attached to a Unicorn Clan Personality. Reaction: If this is the only Follower in the unit, and the attached Personality has the Cavalry trait, then this unit may be assigned to attack or defend immediately after the Cavalry Assignment Phase.
Skeletal Archers	Follower	C	SL	0	0	0	4	-	2	Shadowlands. Nonhuman. Lose 3 Honor. Battle: Bow for a Ranged 3 Attack. Battle: Fear 2.
Corrupted Iron Mine	Holding	C	SL				0			Lose 3 Honor when brought into play. All Blacksmiths produce 1 less gold when bowed while this card is in play. Bow and lose 1 Honor to produce 2 gold. If Corrupted Iron Mine is controlled by a Crab Clan player, it produces 3 gold.
Dark Oracle of Air	Holding	R	SL				4			Shadowlands Retainer. Unique. Elemental Reaction: Bow to redirect a spell effect to any other legal target. Lose 4 Honor. This Honor loss may not be changed in any way.
Dark Oracle of Earth	Holding	R	SL				4			Shadowlands Retainer. Unique. Elemental Open: Bow the Oracle to raise the strength of all of your Provinces by three until the end of the turn. Lose 4 Honor. This Honor loss may not be changed in any way.
Dark Oracle of Fire	Holding	R	SL				4			Shadowlands Retainer. Unique. Elemental Reaction: Bow the Oracle as one of your Personalities is entering a duel. Your opponent must play all focus cards face-up in this duel. Lose 4 Honor. This Honor loss may not be changed in any way.
Dark Oracle of Water	Holding	R	SL				4			Shadowlands Retainer. Unique. Elemental Reaction: Bow the Oracle after Cavalry have been assigned in the battle phase. You may now assign any of your unassigned units to attack or defend any of the Defender's Provinces. Lose 7 Honor. This Honor loss may not be changed in any way.
Earthworks	Holding	C	SL				2			Fortification. Units may not be assigned to attack or defend this Province during cavalry assignment phases. Units (including cavalry) may be assigned as normal during infantry assignment phases.
Gambling House	Holding	C	SL				3			When the Gambling House is brought into play, draw and discard a Fate Card. The focus value of the Fate Card you drew will be the gold production of the Gambling House for the remainder of the game.
Geisha House	Holding	C	SL				2			Bow to produce 2 Gold. If Geisha House is owned by a Scorpion Clan player, it produces 3 Gold when bowed.
Kolat Oyabun	Holding	U	SL				6			Kolat Retainer. Limited: Bow to put a conspiracy token on any Personality in play. Open: Bow the Oyabun to bow any Personality that has more conspiracy tokens than their Personal Honor.
Pearl Bed	Holding	C	SL				2			Bow to produce 1 Gold. If the Pearl Bed is owned by a Naga player, it produces 2 Gold when bowed. Pearl Bed produces one extra gold when bowed for each Pearl Divers in play.
Temple of Bishamon	Holding	C	SL				5			You must have at least 5 Honor to bring the Temple into play. Limited: Bow to gain 1 Honor. Battle: Bow the Temple to bow any Shadowlands card attacking one of your Provinces. You do not need to have a unit in the battle to perform this effect.
The Festering Pit of Fu Leng	Holding	R	SL				2			Shadowlands. Unique. Reaction: Bow at any time to reduce the gold cost of any Shadowlands card by five until the end of the turn. Lose 2 Honor.
Ancient Spear of the Naga	Item	F	SL							Unique Weapon. May only be attached to a Naga Personality. This Personality gains +1F/+1C for each Naga Personality in play. Followers in this unit are immune to Fear.
Broken Sword of the Scorpion	Item	F	SL	+1	+1		9		4	Unique Weapon. This sword can only be attached to a Scorpion Personality. All Scorpion Personalities in play gain +1F/+1C while the Broken Sword of the Scorpion is in play.
Crystal Arrow	Item	C	SL	0	0		1		2	Battle: Destroy the Crystal Arrow. If this card is attached to a Personality capable fo a Range Attack, bow the Personality to destroy and opposing Shadowlands card in the Battle. This action is considered a Ranged Attack.
Han-kyū	Item	U	SL	0	0		5		3	Weapon. The Han-Kyū may only be attached to a Ninja Personality. Battle: Bow this Personality for a Ranged 3 Attack. This Ranged Attack may target and destroy a Personality that has Followers attached.
Jade Arrow	Item	U	SL	0	0		10		4	Battle: Destroy the Jade Arrow. If this card is attached to a Personality capable fo a Range Attack, bow the Personality to destroy any opposing card in the battle. This action is considered a Ranged Attack.
Jade Goblet	Item	U	SL	0	0		5		2	If the Jade Goblet ever has 4 or more tokens on it, it is destroyed. Open: Destroy one token from any card you control. Place a Goblet token on the Jade Goblet.
Nageteppo	Item	U	SL	0	0		1		1	May only be attached to a Ninja Personality. Battle: Destroy Nageteppo to remove this unit from the battle, unbowed. Reaction: When this Personality is in a duel, instead of playing a focus card, destroy the Nageteppo. This Personality is removed from the duel and the duel has no effect. All focused cards are discarded without effect.
Obsidian Mirror	Item	R	SL	0	0		10		3	Limited: Bow this Personality. Choose a player and name a card. If they have a copy of that card in their Fate Hand, they must discard one. Lose 1 Honor.
Porcelain Mask of Fu Leng	Item	R	SL	*	*		8		2	Unique. Shadowlands. Lose 4 Honor. The Mask cannot be moved or transferred. This Personality gains Shadowlands, Battle: Fear 3, and a number of +1F/+1C Porcelain tokens equal to his Chi. During each of your events phases, remove one Porcelain token. The Mask is destroyed if it has no tokens. The Personality is destroyed if the Mask is destroyed.
Terrible Standard of Fu Leng	Item	R	SL	0	0		7		4	Shadowlands. Unique. Lose 5 Honor. The Standard gains a +1F for each opposing unit destroyed in the resolution phase of a battle. Limited: Once per game, destroy any Hida Sukune in play to give +4F to the Standard until the end of the turn. Battle: Fear 3.
Tetsubo	Item	C	SL	+1	*		4		2	Weapon. As a challenger in a duel, this Personality has the first option to focus or strike. This Personality has a -1C penalty while in a duel.
The Obsidian Hand	Item	R	SL	+1	+1		8		4	Unique. Lose 3 Honor. This Personality is immune to the effects of corruption tokens. Reaction: When entering a duel, this Personality gains a Chi bonus equal to the Personal Honor of the opponent until the end of the turn.
Wakizashi	Item	C	SL	0	+1		0		1	Weapon. This Personality may have a second weapon attached. The Wakizashi may be attached to a Personality that already has one weapon.
Warhorses	Item	C	SL	0	0		2		3	While the Warhorses are attached, this Personality gains the trait: Cavalry.

Ashlim	Personality	U	SL	1	2	0	4	1		Naga Shaman. Shugenja. Nonhuman. Limited: Bow Ashlim and another of your Personalities to remove the trait: Shadowlands for the target Personality.
Balash	Personality	C	SL	1	3	0	4	1		Naga Bushi. Nonhuman. Battle: Bow for a Ranged 3 Attack.
Bayushi Aramoro	Personality	U	SL	2	3	-	8	1		Scorpion Clan Samurai. Ninja. Limited: Bow to force the discard of a dynasty card from any one Province in play. Reaction: Bow to replace Bayushi Kachiko in a duel after it is accepted, but before either personality focuses or strikes.
Bayushi Goshu	Personality	U	SL	0	1	-	9	1		Scorpion Clan Diplomat. Unique. Political Reaction: Bow after you have lost Family Honor. Target another player, who loses an equal amount of Family Honor.
Bayushi Hisa	Personality	C	SL	2	3	-	4	1		Scorpion Clan Samurai. This card is considered to be the same card as Hisa for the purposes of deck construction and play. Bayushi Hisa gets -1F while there are non-Scorpion Personalities in his army.
Bayushi Kyoto	Personality	R	SL	0	1	-	9	0		Scorpion Clan Saboteur. Unique. Limited: Bow to sabotage a Province. Turn the Dynasty card there face down. The Dynasty card in that Province is not turned face up on that player's next Event Phase.
Bayushi Tomaru	Personality	C	SL	3	2	-	7	1		Scorpion Clan Samurai. Reaction: In the resolution phase of a battle where Bayushi Tomaru is in the attacking army, discard the Dynasty card in the Province being attacked if Tomaru is not destroyed and the Province is not destroyed.
Dashmar	Personality	R	SL	0	2	5	8	3		Venerable Naga Lord. Nonhuman. Unique. Will not join Scorpion Clan. Limited: Bow the Naga Lord to win the game if you have forty points of honor or more and the Lord is honorable. Open: Bow the Naga Lord to force any player to discard the Imperial Favor without effect.
Doji Hoturi	Personality	R	SL	4	6	10	14	4		Crane Clan Champion. Samurai. Unique. Double Chi. Experienced. Will only join Crane Clan. Limited: Bow to challenge any Scorpion Personality to a duel, which must be accepted.
Goblin Shaman	Personality	C	SL	0	2	-	5	0		Unaligned Shadowlands. Shugenja. Nonhuman. Lose 2 Honor. Open: Bow the Shaman and discard a fate card. Select a number of goblin cards equal to the Focus Value of the discard. These goblins gain the Cavalry trait until the end of the turn.
Hida O-Ushi	Personality	R	SL	3	2	-	8	1		Crab Clan Bully. Samurai. Unique. Open: Bow to challenge any Personality to a duel who has a lower Force than O-Ushi. If refused, the challenged Personality is dishonored, and loses 1 Chi permanently.
Hiruma Kage	Personality	U	SL	2	2	0	5	2		Crab Clan Samurai. Kage gains +4C while dueling a Shadowlands Personality.
Ikoma Kaoku	Personality	U	SL	1	3	5	5	2		Lion Clan Historian. Reaction: Bow after a battle (as an Attacker, Defender, or ally) in which your side destroyed the opposing army or a Province. Each of your Personalities in this army gains +1F/+1C permanently.
Isawa Tadaka	Personality	R	SL	1	4	-	8	1		Phoenix Clan Master of Earth. Shugenja. Unique. Shadowlands. Experienced. Battle Elemental: Bow for a Ranged 6 Attack that may only target a Shadowlands card.
Isha	Personality	C	SL	0	3	0	5	2		Naga Hunter. Nonhuman. Battle: Bow for Ranged 3 Attack. Battle: Bow to destroy a terrain card in play for this battle.
Kakita Torikago	Personality	C	SL	0	1	5	6	2		Crane Clan Courtier. May remain bowed. Political Limited: Bow while you have the Imperial Favor. Select a bowed Personality. The target Personality may not straighten until after one of the following occurs: the courtier straightens or is destroyed, or you lose the Imperial Favor.
Kakita Yogoso	Personality	U	SL	0	1	0	8	1		Crane Clan Slanderer. Political Limited: Choose an opponent. Bow the slanderer. Draw and discard a fate card from the top of your deck. Both you and the selected opponent lose Honor equal to the Focus Value of the discard. Your loss of honor cannot be prevented or redirected in any way.
Kitsu Motso	Personality	R	SL	2	4	8	6	3		Lion Clan Master Tactician. Tactician. Unique. Limited: Bow to put a Master token on Kitsu Motso. Battle: Bow Motso and discard a Master token to be able to perform two consecutive actions before the next player.
Kumo	Personality	C	SL	3	1	-	7	0		Unaligned Spider Spirit. Shadowlands Creature. Cavalry. Lose 3 Honor. Battle: Bow any one opposing Follower or Personality with a Force less than 2. This can be done once per battle.
Mamoru	Personality	U	SL	0	4	-	6	1		Unaligned Ninja Guard. Reaction: Bow to "intercept" and prevent any Ninja, Kolat, or Assassin action that targets you or one of your cards. If the intercepted action comes from a Personality in play, then the Guard has challenged that Personality to a duel that must be accepted. If Mamoru loses this duel, the original action is then resolved normally.
Mara	Personality	U	SL	4	2	0	9	1		Naga Bushi. Nonhuman. Open: Bow to add or remove a -2F Change token to Mara. If she has a Change token, she has the trait: Cavalry.
Matsu Chokoku	Personality	C	SL	3	2	1	6	2		Lion Clan Samurai. This unit is immune to Fear. Reaction: Bow Chokoku as a Fear effect is being generated against another unit in this army to prevent the Fear effect.
Mirumoto Hitomi	Personality	U	SL	4	3	3	9	1		Dragon Clan Samurai. Unique. Experienced. The Obsidian Hand can be attached to Hitomi without gold cost. Followers in this unit are immune to Fear.
Mirumoto Taki	Personality	C	SL	3	3	3	8	2		Dragon Clan Samurai. Taki may have two weapons attached.
Mountain Goblin	Personality	C	SL	1	1	-	6	0		Unaligned Shadowlands. Nonhuman. When this card is destroyed in the resolution phase of a battle or in a duel, return it to play from your discard pile, without cost, during your next end phase. All attached cards and tokens are destroyed normally.
Oni no Ogon	Personality	R	SL	5	2	-	0	0		Unaligned Shadowlands. Nonhuman. Lose 6 Honor. When Oni is brought into play, your Stronghold is bowed (if it is unbowed), and may not straighten or produce effects while this Oni is in play. In three turns, during your End Phase, this Oni is destroyed.
Oni no Ogon	Personality	U	SL	0	2	-	4	0		Unaligned Shadowlands. Nonhuman. Lose 5 Honor. No Items. Open: Pay 3 Gold to add 1F to this card until the end of the turn. Open: Bow to force an opponent to pay an amount of gold equal to this card's Force. If a complete payment is not possible, the target player must bow all gold-producing holdings.
Oni no Sanru	Personality	U	SL	2	3	-	7	0		Unaligned Shadowlands Creature. Lose 4 Honor. To bring Sanru into play, you must destroy any 4 tokens that are on your cards. Sanru has +1F for each token in the opposing army.
Otaku Kamoko	Personality	U	SL	4	3	5	9	3		Unicorn Clan Samurai. Unique. Cavalry. Experienced. Will only attach Cavalry followers. Followers being attached to her have their gold costs reduced by two. Kamoko gains +1F while attacking.
Otaku Kojiro	Personality	R	SL	0	1	0	7	1		Unicorn Clan Stable-Master. Unique. Open: Bow to straighten any Personality with the Cavalry trait.
Pennaggolan	Personality	C	SL	2	2	-	7	0		Shadowlands Creature. Cavalry. Limited: Bow to destroy any Small Farm in play and gain a +1F/+1C token. Battle: Fear 3.
Qamar	Personality	R	SL	6	4	0	14	3		Naga Champion. Unique. Nonhuman. Tactician. Will only join a Naga Clan player. This unit is immune to Fear. Open: Bow to straighten any Naga Personality in play.
Ratling Scavenger	Personality	C	SL	0	1	-	3	0		Unaligned Creature. Any item card being attached to the Scavenger has its gold cost reduced by two.
Ratling Thief	Personality	U	SL	1	1	-	7	0		Unaligned Creature. Limited: Bow to challenge any Personality with an item card attached to a duel that cannot be refused. Designate a target item if there is more than one. If the Thief wins the duel, attach the item to the Thief. The loser of this duel does not die. Ratling Thief has +3C for this action.
Shabura	Personality	U	SL	4	2	0	8	1		Naga Bushi. Nonhuman. Open: Bow to add or remove a -2F/+3C Change token on Shabura. She may not have more than one Change token.
Shagara	Personality	C	SL	2	1	0	5	1		Naga Bushi. Nonhuman. Battle: Bow for a Ranged 2 Attack.
Shiba Tetsu	Personality	C	SL	1	2	4	6	3		Phoenix Clan Samurai. Battle: Shiba Tetsu gains a Force bonus equal to the Chi of any one Shugenja in his army. This may be done once per battle.
Shinjo Tsuburo	Personality	C	SL	2	2	4	6	2		Unicorn Clan Samurai. Cavalry. Reaction: Bow Tsuburo to redirect to himself a Ranged

										Attack that was originally targeting another card in this army. If the Ranged Attack is not strong enough to destroy him, it has no effect.
Shosuro Hametsu	Personality	F	SL	0	1	-	5	0		Scorpion Clan Poison Master. Limited: Bow to give a Personality a Poison token if they do not have one. Lose 2 Honor. A Personality may destroy the Poison token as a reaction to entering a duel. When a strike is declared, the opposing Personality's Chi is reduced by 2 until the end of the turn.
Shosuro Taberu	Personality	U	SL	0	1	-	8	0		Scorpion Clan Manipulator. Political Reaction: Bow when a holding is bowed by another player in order to gain Honor. You gain the Honor instead.
Shosuro Tage	Personality	R	SL	0	1	-	7	0		Scorpion Clan Infiltrator. Unique. Open: This effect may only be taken during a Player's Action Phase. Target a Personality with a Chi of 3 or less controlled by the current player. This Personality must be assigned to attack an opposing Province this turn, if it is possible to do so when the Attack Phase occurs. Lose 2 Honor.
Soshi Bantaro	Personality	C	SL	1	3	-	5	1		Scorpion Clan Shugenja. Reaction: Bow to redirect any spell effect to himself for which he could be a legal target.
The Hooded Ronin	Personality	R	SL	1	5	0	11	2		Unaligned Samurai. Unique. Ashigaru. The Hooded Ronin enters play bowed. Limited: Bow to challenge any Samurai, or any Personality with the Shadowlands trait, to a duel. Shadowlands Personalities must accept. Samurai may refuse and be dishonored. Winner of this duel gains 4 Honor.
The Laughing Monk	Personality	C	SL	1	4	5	7	1		Unaligned Monk. No Followers or armor. Limited: Bow to remove any one token from any Personality in play (with the consent of the Personality's controller).
The Nameless One	Personality	U	SL	0	4	-	7	4		Phoenix Clan Shugenja. Unique. Gains +2C when dueling a Shadowlands Personality. Limited: Bow to challenge any Shadowlands Personality to a duel which cannot be refused.
Thunder Dragon	Personality	R	SL	7	4	12	14	4		Unaligned Shugenja. Creature. Cavalry. Unique. No Followers or items. Elemental Battle: Bow any one opposing Personality. This can be done once per battle.
Togashi Gaijutsu	Personality	R	SL	0	2	10	10	2		Dragon Clan Tattoo Artist. Unique. Reaction: Bow as one of your Dragon Clan Samurai is being brought into play at full gold cost. Instead of gaining the Personality's personal honor, draw and discard the top card of your Fate deck. The Samurai gains a permanent Force and Chi bonus equal to the Focus Value of the discard.
Yasuki Nokatsu	Personality	C	SL	0	2	-	3	1		Crab Clan Taskmaster. All Followers attached to the Taskmaster have a 1F bonus while they are attached.
Yuki No Onna	Personality	C	SL	1	2	0	5	1		Unaligned Snow Maiden. Nonhuman. Snow Maiden gains +1F/+1C for every Forest in play. Limited: Snow Maiden may bow to challenge any Shadowlands Personality in play to a duel. If the Personality's controller has any Forests in play, it must accept.
Blood of Midnight	Spell	C	SL				4	2		Battle: Bow this Shugenja to give an attacking Personality with the Shadowlands trait a 4F bonus until the end of the turn.
Contemplate the Void	Spell	C	SL				6	4		Limited: Bow this Shugenja and destroy this spell. Discard your Fate Hand. Draw 4 Fate cards.
Dark Divination	Spell	R	SL				0	3		Black Scroll. Unique. Whenever this Shugenja straightens, give him a -1C Corruption token. Open: Bow this Shugenja to look at the top 5 cards of any deck.
Evil Ward	Spell	U	SL				0	3		Open: Bow this Shugenja to add +5 to the strength of a Province until the end of the turn. This bonus only applies while there is at least one Shadowlands card in the attacking army. This action may be done in a battle in which you have no units.
Force of Will	Spell	C	SL				4	4		Open: Bow this Shugenja to switch the Personal Honor and Chi of any Personality in play until the end of the turn. If the target of this spell is not a Personality you control, this spell is destroyed after it is used.
Gust of Wind	Spell	U	SL				3	2		Reaction: Bow this Shugenja in response to a Ranged Attack targeting a card in this army. Redirect the Ranged Attack to any other card in this battle that can be the target of a Ranged Attack, including cards in the opposing army. If the strength of the Ranged Attack is less than the force of the target, the Ranged Attack has no effect.
Shapeshifting	Spell	R	SL				4	4		Black Scroll. Unique. Whenever this Shugenja straightens, give him a -1C Corruption token. Limited: Bow this Shugenja to switch two base values on one of your Personalities. The switch can be any two of: Force, Chi, and Personal Honor. This change is permanent.
Stale Wind	Spell	U	SL				0	2		Limited: Bow this Shugenja. All Personalities in play with a Personal Honor of less than two gain the trait: Shadowlands until the end of the turn.
Sympathetic Energies	Spell	C	SL				2	2		Open: Move a token in play from any one Personality to any one other Personality that could legally take the token.
The Fire from Within	Spell	U	SL				5	3		Battle: Bow this Shugenja for two consecutive Ranged Attacks with a strength equal to his or her Chi. Battle: Bow this Shugenja for a Ranged Attack equal to twice his or her Chi.
Tomb of Jade	Spell	C	SL				5	3		Limited: Bow this Shugenja and discard this card to destroy any Shadowlands card in play.
Touch of Despair	Spell	R	SL				4	3		Black Scroll. Unique. Whenever this Shugenja straightens, give him a -1C Corruption token. Limited: Bow this Shugenja to give any Personality in play the trait: Shadowlands permanently.
Touch of Fu Leng	Spell	R	SL				0	4		Black Scroll. Unique. Whenever this Shugenja straightens, give him a -1C Corruption token. Open: Bow this Shugenja to give any of your Personalities the ability Battle: Fear X, where X is the Chi of this Shugenja. This ability lasts until the end of the turn.
The Hidden Temples of the Naga	Stronghold	P	SL							You may not win with an Honor Victory. All of your Naga Followers are immune to Fear. Limited: Bow the Temples to attach a 1F Naga Follower token to any Naga Personality in play. These Followers may not get any Force bonuses.
The Ruined Fortress of the Scorpion	Stronghold	P	SL							If your Family Honor ever drops to -20 or below, you do not lose the game, but your unadjusted Province Strengths are reduced to zero for the rest of the game. You may not win through an Honor Victory.
A Dark Moment	Action	C	TDJH				0	2		Open: Target a Province in play. Any card brought into play from that Province this turn permanently gains the Shadowlands trait. "Poor father. He thought that our shared family ties would keep him safe. He did not know that I am the Lady of Blood now and all flesh is alike to me." --Luchi Shahai
A Glimpse Beyond	Action	R	TDJH				0	2		Open: Target an Ancestor in play. Until the end of the turn, this Ancestor is affected by cards and rules that affect Followers. "When they speak, be silent, for their words sing of spheres we cannot know. Reach and find that darkness in all of us. All the world is dark, and the spirits of the dead are coming to life..." --Isawa Norikazu
Arrow of the Four Winds	Action	R	TDJH				2	2		This Action costs 0 Gold for Unicorn players. Limited: Take any one Arrow card from your Fate discard pile and place it in your hand. "Three hundred battle maidens dead on Lion fields. Kamoko, my daimyo, why have you left us, and when will you return?" --Otaku Tetsuko
Arrowroot Tattoo	Action	U	TDJH				0	3		Limited: Target one of your Personalities with the Tattooed trait but without an Arrowroot Tattoo. Until the end of the game, this Personality has an Arrowroot Tattoo and gains the following ability: Reaction: Bow and destroy this Personality when one of your other Personalities is about to be destroyed. The other Personality is not destroyed.
Centipede Tattoo	Action	U	TDJH				0	3		Limited: Target one of your Personalities with the Tattooed trait but without a Centipede Tattoo. Until the end of the game, this Personality has a Centipede Tattoo and gains the following ability: Battle: Move this Personality into the current battle. No other Personalities can move into this battle. After the battle resolves, this personality bows and cannot straighten after your next Straighten phase.
Contemplation	Action	C	TDJH				0	4		Open: Bow a Monk in play. "Shinsei said, 'Who binds you?'\ The Emperor said, 'No one binds me - I am the Emperor...' \A contradiction in itself. \ said the monk with a smile."
Contested Holding	Action	R	TDJH				5	2		Limited: Bow one of your Personalities and target a Holding in play to claim ownership of the Holding. This constitutes an open challenge from your Personality. The Holding's controller can send an unbowed Personality to accept the challenge. If you lose the ensuing duel, your Personality is destroyed. Otherwise, the Holding bows and you gain control of it

										permanently, but no Personalities are destroyed.
Crane Tattoo	Action	U	TDJH				0		3	Limited: Target one of your Personalities with the Tattooed trait but without a Crane Tattoo. Until the end of the game, this Personality has a Crane Tattoo, cannot be targeted with any of your actions, and gains the following ability: Reaction: Immediately after this Personality is destroyed in a duel or battle, he or she is returned to your fief, bowed after going to the discard pile.
Deeds, Not Words	Action	U	TDJH				0		2	Political Open: Target a player. Until the end of the turn, that player gains 1 Honor in addition to any other award when one of his Personalities wins a duel, and 1 additional Honor for each opposing card destroyed in the Resolution Segment of battle. Honor gains from any other source are counted as losses instead of gains for that player.
Disgraced	Action	U	TDJH				0		2	Reaction: Play when a Personality is about to commit seppuku. The Personality cannot commit seppuku, and all effects of committing seppuku are negated. The Personality is Dishonored, and until the end of the game he or she cannot become rehonored or commit seppuku without a card effect.
Disobedience	Action	R	TDJH				0		3	Battle: If your Family Honor is above 0 and you have no units in the battle, target one attacking Personality. Draw and discard the top card of any player's deck. If the Focus value is less than the Personality's personal honor, that Personality is sent home, without bowing.
Dragon Tattoo	Action	U	TDJH				0		3	Limited: Target one of your Personalities with the Tattooed trait but without a Dragon Tattoo. Until the end of the game, this Personality has a Dragon Tattoo and gains the following ability: Open: Gain up to three 1F/1C Fire tokens, this Personality cannot have more than three Fire tokens and cannot straighten if he or she has any Fire tokens. Remove one token instead of straightening him or her during the Straighten Phase.
Dragonfly Tattoo	Action	U	TDJH				0		3	Limited: Target one of your Personalities with the Tattooed trait but without a Dragonfly Tattoo. Until the end of the game, this Personality has a Dragonfly Tattoo and cannot be targeted with ranged attacks or effects that move him or her from battle to your fief.
Final Haiku	Action	R	TDJH				0		1	Reaction: Play immediately after one of your human Personalities dies honorably. Gain 2 Honor. "Bright the full moon shines. On the pale face of honor. Shadows of the pines." - The Death Poem of Matsu Agetoki
Full Moon Tattoo	Action	U	TDJH				0		3	Limited: Bow one of your Personalities with the Tattooed trait but without a Full Moon Tattoo. Until the end of the game, this Personality has a Full Moon Tattoo and gains the following ability: Reaction: When this personality is in a battle and an action card is played, bow the Personality and discard a card from your hand with the same Focus value as the Action card to cancel and negate the action's effects.
Heavy Ground	Action	C	TDJH				0		3	Battle: The effects and bonuses of Fortification and Regions at this Province cannot be negated or reduced during this battle. "Soldiers should not provoke their enemy. If you arouse a bee, it will come at you with all the force of a Dragon." --Master Suana
Held Terrain	Action	R	TDJH				0		1	Battle Terrain: If this Province is destroyed during this battle, the Attacker can target and destroy one of the Defender's non-Fortification Holdings if the attacking army's Force total is greater than the Province Strength plus the Holding's cost. "Never count an enemy's land as your own. It is only yours if you can hold it." --Master Suana
Heroic Opportunities	Action	R	TDJH				0		1	Battle Terrain: the Attacker and Defender each choose a number of different Personalities in their army up to the number of units in the opposing army. The selected Personalities gain Force bonuses equal to their Chi until the end of the battle.
Hidden Blade	Action	R	TDJH				4		1	Ninja Limited: Bow one of your Ninja Personalities to challenge a Personality to a duel that cannot be refused. Lose 4 Honor. "We live on the border of this life and the next. Nameless, faceless, we belong to the night. Who knows the path to Jigoku better than we do? Come, samurai, let me show it to you."
Hunted	Action	U	TDJH				0		2	Limited: Bow one of your Magistrates and target a Personality, who becomes Wanted until the end of the game. Any opposing Samurai not controlled by the target Samurai's controller can, as a Battle action, challenge a Wanted Personality to an unrefusable duel. "Wanted, Agetoki struggled to elude Kamoko's grasp, but in the end, she was the hunter and he the prey."
Kharma	Action	U	TDJH				0		4	Reaction: Play immediately after one of your Provinces is destroyed by an Event. That Event's controller also has his or her rightmost Province destroyed. Only one Kharma can be played for each Event. "Evil cannot be targeted like an arrow-sometimes it destroys its master as well as its victim."
Kolat Recruiter	Action	R	TDJH				0		2	Limited: Target any Dynasty card in another player's Province. Turn that card face-up if it is face down. If it is a Personality, you can immediately bring that card into play under your control, paying all costs. If it is a Holding or Region, the card's owner can immediately bring it into play without cost. Lose 2 Honor. "Each word he whispers is but a drop of water into an ocean, but one day, the tide will turn..."
Let Him Escape	Action	R	TDJH				0		3	Reaction: Play immediately after another player moves a unit out of a battle. He or she must discard a random card from his or her Fate hand. You draw one additional card during your next End phase. "NO!" shouted Ginawa, his sword roaring for blood and revenge. Hiroru leapt, holding Ginawa back, "Let him go," he hissed, "or it will be the death of us all!"
Lion Tattoo	Action	U	TDJH				0		3	Limited: Bow one of your Personalities with the Tattooed trait but without a Lion Tattoo. Until the end of the game, this Personality has a Lion Tattoo, and Force and chi bonuses this Personality receives from Weapons are doubled. Until the end of the game, any opposing Personality can, once per turn, challenge this Personality to a duel as a Battle action that this personality can only refuse by bowing.
Loss of Face	Action	C	TDJH				0		4	Political Reaction: Play at the end of any End Phase. Target a player that gained more than 5 Honor during this turn to retroactively negate all Honor gains for that player above 5 points. This is not considered an Honor loss. "True honor is untarnished by greed."
Magic Mud	Action	U	TDJH				0		1	Battle: Target a Goblin Personality or Follower in this battle. The Goblin gains +2F and the ability Battle: Fear 2. Immediately after the end of this battle, the Goblin is destroyed. "We got magic mud! We got magic mud! We...arrgh! AAAAIEEEEE!!"
Mountain Tattoo	Action	U	TDJH				0		3	Limited: Target one of your Personalities with the Tattooed trait but without a Mountain Tattoo. Until the end of the game, this Personality has a Mountain Tattoo and gains the following ability: Battle: Once per turn, this Personality gains 2F until the end of the turn. All ranged attacks targeting this Personality have their strengths doubled.
Nightmares of Iuchiban	Action	R	TDJH				0		1	Limited: Target a bowed Monk or Shugenja Personality. Until the end of the game, every time that Personality straightens, he or she gains a -1C Nightmare token. For performing Kihos, Nightmare tokens are +1C, instead of -1C. After the beginning of your next turn, if the Personality ever loses all Nightmare tokens, the effects of this action end.
Ninja Tricks	Action	U	TDJH				1		1	Reaction: Bow one of your Ninja in a battle to cancel and negate the effects of any one Action card being played by another player during that battle. Lose 2 Honor. "The Grey Crane stood in the doorway, his father's sword in his hand, "At last, Kage..." The Kolat Master smiled and reached for his saya, "We are two dead men, old friend, and nothing more..."
Phoenix Tattoo	Action	U	TDJH				0		3	Limited: Target one of your Personalities with the Tattooed trait but without a Phoenix Tattoo. Until the end of the game, this Personality has a Phoenix Tattoo, has the Tactician trait, and cannot assign to or move into an attacking army.
Pillaging	Action	C	TDJH				0		4	Battle: If you are the Defender, destroy one of your Gold-producing Holdings to target a Personality whose personal Honor is less than the Holding's cost. Followers in the target's unit with Force less than the Gold production of the Holding are bowed. "The Lion left their homeland, the Crab are too weak to care, and Crane armies war against each other. A smart man can profit from these times." - Yoritomo Kanbe
Pride	Action	C	TDJH				0		4	Political Reaction: Play immediately after a Personality wins a duel that would produce Honor for that Personality's controller. The duel produces no Honor, but that Personality's

										Personal Honor is permanently increased by 1. "Speak again, little bird, and I will pluck the feathers from your head." - Hitomi Juppun
Proud Words	Action	C	TDJH				0		2	Political Reaction: Play immediately after one of your Personalities issues a challenge. If it's accepted and your Personality does not win, lose 5 Honor. If it's refused, your Personality permanently gains 1 Chi. Flavor: "Banu stepped toward the Jade Throne. "I am the only heir!" he shouted triumphantly. "The throne is mine!" At that moment, the door to the chamber opened, and all eyes turned to see Toturi's face.
Shadow Brand	Action	C	TDJH				0		1	Limited: Bow one of your non-Shadowlands Personalities. This Personality gains +1F/+1C permanently, but if the number of Shadow Brands this Personality has becomes equal to or greater than this Personality's printed Personal Honor, he or she is immediately destroyed. "Their power is not in the mark upon the flesh, but the stain upon the soul."
Shadowlands Contagion	Action	R	TDJH				0		3	Reaction: Play immediately after a Shadowlands card is destroyed during a battle or duel. Target one opposing card, which permanently gains the Shadowlands trait. "Sometimes the contagion spreads so rapidly, you could swear it has a mind of its own." - Hida Tsuru
Siege	Action	C	TDJH				0		1	Battle Terrain: This Terrain takes effect immediately when it is put into play. Regions produce no effects while this Terrain is in play. "Outside Shiba Palace, thousands of Mantis stood ready. "We are here to assist the Phoenix," Yoritomo's voice boomed out. "Open your gates and receive our mercy!"
Smoke and Mirrors	Action	U	TDJH				0		0	Reaction: Play this card instead of focusing in a duel. Your opponent's last focus is discarded without effect. Draw one card from your Fate deck. "If your opponent expects you to stand, move. If he believes you will move, stand very still. Do not allow your enemy to rule your mind: rule his." --from Kakita's The Sword
Stand Together	Action	R	TDJH				0		2	Political Limited: Bow three of your human and/or Naga Personalities. If any one opponent accepts a 5-point Honor loss, you can target a second opponent with an Honor loss of 10 points. Neither Honor loss can be redirected or adjusted to any way. "I am never alone; my people are with me." - Ralish
Steep Terrain	Action	C	TDJH				0		1	Battle Terrain: This Terrain takes effect immediately when it is played. While this Terrain is in play, Cavalry cards cannot bow to produce actions and every Cavalry card has -2F. "Some roads are not to be traversed; some armies are not to be engaged. Understand your enemy, and you will be victorious." - Master Suana
Tattooed	Action	U	TDJH				5		2	Limited: Bow one of your Personalities, who loses all clan alignments but permanently gains the Tattooed trait. If you are a Dragon or Brotherhood player, this Personality becomes permanently aligned to your Clan. "Through pain nearly too great to bear, he looked into Hitomi's face and saw the trust of all things, "Your will, my Lady," he cried, and then was silent."
The Daimyo's Command	Action	R	TDJH				0		4	Limited: Until the end of the game, all Clan Champions have the following ability: Reaction: Bow as you are bringing a Personality from your clan into play. Either the Personality's Honor requirement is waived or the Personality's Gold cost is halved, rounded up (your choice). "We serve the Emperor's command. Now he commands that we make war upon the Mantis." --Doji Kuwanan
Threat	Action	C	TDJH				1		2	Kolat Open: Target one player, who must bow one Personality he or she controls (target's choice). You cannot perform this action during battle unless the target player has one or more unbowed Personalities not assigned to a battle. Lose Honor equal to the Force of the Personality that is bowed.
Tiger Tattoo	Action	U	TDJH				0		3	Limited: Target one of your Personalities with the Tattooed trait but without a Tiger Tattoo. Destroy any weapons attached to this personality. Until the end of the game, this Personality cannot attach weapons, and gains the following ability: Reaction: When you declare a strike in a duel, gain 2F/2C until the end of the duel.
Twisting Ravine	Action	C	TDJH				0		1	Battle Terrain: This Terrain takes effect immediately when it is played. While this Terrain is in play, cards cannot bow to perform any action other than an action that destroys this Terrain. Cards cannot be bowed by actions while this Terrain is in play, although all other effects of those actions resolve normally.
Winds and Fortunes	Action	U	TDJH				0		2	Reaction: Play when an Event destroys one of your Provinces. That Event's controller must discard his or her entire Fate hand. "Bad luck and bad winds! Why do I play this game?...Ah, hand me the dice, and let me roll again..." - Yoritomo Nodoteki
A Kolat Revealed	Event	U	TDJH							All Strongholds in play are bowed, except those of players with one or more Kolat cards in play. "His blade sang through Osugi's body, and all sound ceased. In that instant, Toturi spoke a word that had never been heard before in all the courts of Rokugan: "Kolat!."
Blessings of Isawa	Event	U	TDJH							The next Kiho performed is attached permanently to the Personality performing it and becomes an ability of that personality. The personality cannot use the ability more than once per turn. "Never doubt this: we are not the servants of destiny, but the makers of the future." - attributed to the Isawa.
Creating the Monkey Clan	Event	U	TDJH							The next two Unaligned personalities that appear in your provinces swear fealty to your Clan as soon as they turn face-up. "It is time to make new the old and to destroy those who have been unfaithful. Take your men, and rise against the Naga, for they are no longer our allies..." --The Return of Toturi the First
Dragon's Tail Star	Event	U	TDJH							Reshuffle Dragon's Tail Star into your Dynasty deck to look at the top card of any deck. Dragon's Tail Star resolves every time it appears. "Old tales whisper that Hantei was not the last child of the Sun and Moon-but after all, it is only a legend..." --Doji Shizu
Glimpse of Kage	Event	U	TDJH							Target one opponent who must discard a Fate card from his or her hand. "Listen to me, Kuwanan-- I saw him! I tell you, it was the sensei! Akodo Kage is not dead!" --Doji Shizue
Rebuilding the Temples	Event	R	TDJH							Until the end of the game, players must bow a Monk or their Stronghold to bring a Temple or Shrine into play, in addition to any other costs. "To shrink something, first expand it. To weaken something, first strengthen it. To rebuild something first destroy it." --The New Tao.
Test of the Jade Champion	Event	R	TDJH							Each player can select a bowed or unbowed Shugenja he or she controls to test for the Jade Championship. Each testing Shugenja can focus once, starting with the player on your left. If one testing Shugenja has the highest Chi plus Focus value, he or she becomes the Jade Champion for the rest of the game and can perform a Kiho without bowing once per turn. The Champion's controller gains 3 Honor.
The Agasha Join the Phoenix	Event	R	TDJH							Choose one family name from another Clan. For the rest of the game, Personalities from that family that you bring (or are bringing) into play are considered members of your Clan. (In Rokugan, a Personality's family name is first). "In Gisei Toshi, the City of Sacrifice, the Agasha knelt before Tsukune. "Take our lives," Gennai said, "and let us rebuild our futures together."
The Age of Man	Event	U	TDJH							Discard the top card of your Fate deck. While The Age of Man is in effect, all Events are discarded without effect. The Age of Man is in effect for a number of your turns after this one equal to the Focus value of the discard. On its last turn, its effects end after your Events Phase. "Eight great clans and fourteen minor. What an age, when men can raise themselves so high." --Toku
The Wave Men	Event	R	TDJH							Until the end of the game, every human Personality without a Clan affiliation has his or her Gold cost reduced by 2. "Tell me of my mother's death!" Kamoko screamed. "Are you certain?" he replied, "For if I tell you the truth, you can never return home again..."
Toturi's Return	Event	U	TDJH							All Kolat cards in play are bowed and cannot straighten until after the beginning of your next turn. "It will come...it is coming...and the moon will flee, and the stars will scream, and the world will brace for another beginning..." --Isawa Norikazu
Ashigaru Archers	Follower	C	TDJH	1	0	1	2	-	1	During your next End Phase, after you bring this card into play, you can draw an additional card. Battle: Bow for a Ranged 2 Attack. "Seated upon the Jade Throne, Toturi called forth

										the Unicorn ambassador, "You have served well in my absence," he said, "so serve me again. Destroy the Lion who foul our land with black magics. Let all know the Unicorn are my right hand now." - The High Histories of the Lion.
Ashigaru Spearman	Follower	C	TDJH	1	0	1	2	-	1	During your next End Phase after you bring this card into play, you can draw an additional card. Battle: Bow for a Ranged 1 Attack. "The son of Togashi stood at the gate of the Mirumoto Palace, the courtyard dark and bleak as a hundred bodies bled on the ground. "Why?" asked the Qamar, horrified. "Because they believe in her," Hoshi whispered."
Lion's Pride	Follower	R	TDJH	4	0	2	5	-	4	The Lion's Pride will only attach to a Personality with the Tactician trait. "We women must face death for each new life we bear and suffer the pains of love and desire deeper than any man can understand. That is why, amongst the fiercest beasts, the female is always deadlier than the male." - Matsu Ketsui
Maho-Tsukai	Follower	R	TDJH	*	0	0		-		The cost of this Follower equals the number of Shadowland cards in play. The Force of this Follower equals half the number of Shadowlands cards in play, rounded up. "Forget imitation. Fear is the sincerest form of flattery." - Yoritomo
Mantis House Guard	Follower	U	TDJH	*	+1	1	6	-	4	The Mantis House Guard will only attach to a Mantis Clan Personality (not to a Yoritomo's Alliance Personality)-> The Force of the House Guard equals half of the Personality's Gold cost, rounded up. "The essence of war is violence. Moderation in battle is cowardice." - from the banner of the Yoritomo family.
Moto Fanatics	Follower	U	TDJH	3	0	1	6	-	1	A Unicorn Personality can attach the Fanatics for 4 Gold. Battle: Once per turn, the Fanatics gain 3F if the opposing army has any Shadowlands cards and are destroyed immediately after battle resolution. "Their eyes were filled with fear, but their hearts drove them onward to battle." - Kaiu Suman
Ratling Scout	Follower	C	TDJH	1	0	0	5	-	2	Ratling Pack. This follower can attach to a Ratling personality for 3 less Gold. Battle: Bow to destroy a Terrain card at this battle. "Humans think it bad-bad to sneak, but I watch them when they die and I say 'it not so bad, to sneak."
Shiryō no Goju	Follower	R	TDJH	0	+1	1	0	-	3	Scorpion Clan Ancestor. Unique. Open: Give this personality the Ninja trait until the end of the turn. "Once, long ago, we walked with Bayushi, but now our name has been erased from history and lost to time. Exactly as we chose it to be."
Shiryō no Kuni	Follower	R	TDJH	0	+1	1	0	-	3	Crab Clan Ancestor. Unique. Reaction: Bow this Ancestor immediately after a unit with one or more Shadowlands cards moves into any battle. Move this unit into the opposing army. "He weeps in madness, and his eyes are wild and red. To some, it is a blessing to be granted the favor of an ancestor, but to the Kuni, it is a curse."
Shiryō no Yurei	Follower	R	TDJH	+1	0	1	0	-	3	Crane Clan Ancestor. Unique. Battle: Bow this Ancestor to have this Personality issue a challenge to an opposing Personality. The target can refuse only by reducing his or her Force by his or her own Personal Honor. "Kuwanan, I have not disobeyed you. I have only followed a greater call." - Daidoji Uji
Assassins	Holding	C	TDJH				2			Retainer. Bow to produce 2 Gold. Bow to produce 3 Gold if you are a Ninja player. "Hidden since the beginning of time, the shadows have seen their plans unfold for a thousand years. Now it is time to pull back the curtain of night."
Battlements	Holding	C	TDJH				1			Fortification. All ranged attacks produced by cards in the attacking army have their strengths reduced by 1, and all ranged attacks produced by cards in the defending army have their strengths increased by 1. "Tsukune stood firm and strong. "They will not pass this wall," she whispered."
Bonsai Garden	Holding	C	TDJH				8			The Holding costs 2 less Gold for Brother of Shinsei players. Limited: Bow to produce 2 Honor. Limited: Bow this card and discard a card from your hand to retrieve an Elemental Ring from your discard pile into your hand. You cannot retrieve a Ring that has already been retrieved from the discard pile this game.
Kitsuki Iyekao	Holding	U	TDJH				5			Unique Ninja Retainer. Limited: bow one of your Ninja cards in play. Take that card and any one Ninja card in a discard pile and shuffle them back into their appropriate decks. "Return my brother, to the darkness in your soul. You left us, but we have never left you."
Kolat Agent	Holding	C	TDJH				5			Limited: Target any Gold or Honor producing Holding controlled by another player. Until the end of this turn, the Kolat Agent produces Gold and/or Honor as if it were a copy of that Holding. "The Daidoji and the Doji war for control at their clan. The Crane have little time for such pleasantries, but perhaps we can gain from their distractions."
Retired Advisor	Holding	R	TDJH				3			Unique. Limited: Bow the Retired Advisor and discard a Fate card from your hand to draw a card from your deck. Flavor: One need not wield weapons to taste the majesty of battle.
River of the Dark Moon	Holding	R	TDJH				4			Shadowlands. Unique. Open: Move a Shadowlands Follower from one unbowed Shadowlands Personality you control to another. You cannot move a Follower between battles or more than once per turn. "Those who seek the land of death have only to look at their reflection to find the way."
The Agasha Libraries	Holding	C	TDJH				6			This Holding costs 4 Gold for Phoenix players. Bow to produce 2 Gold. Reaction: Bow to cancel and negate the effects of an action produced by a Tattooed personality. "Hitomi's secrets are her own, but the libraries of the Dragon belong to us..." - Agasha Genai
The Edge of the Shinomen Forest	Holding	C	TDJH				1			Fortification. Battle: The Attacker must bow one attacking Personality, or an ally (offensive or defensive) must bow one of his or her Personalities; you choose. Shuffle the Edge of the Shinomen Forest back into your deck.
Ambition	Item	R	TDJH	-	-		7		4	Unique. Bloodsword. This is considered the Broken Sword of the Scorpion for Uniqueness. Battle: Once per battle, raise this Personality's Force to equal that of one opposing Personality. Reaction: When this Personality is entering a duel, raise his or her Chi to equal that of his or her opponent in the duel.
Blood Arrows of Yajinden	Item	C	TDJH	-	-		4		2	This card cannot be attached to a Shugenja. Reaction: Destroy the Blood Arrows when this personality is producing a ranged attack. This ranged attack targets printed Force instead of current Force. Lose 3 Honor. "They were relics of an ancient sorcerer, a power growing ready to awaken..."
Clay Horse	Item	C	TDJH	-	-		2		2	Reaction: Bow the Clay Horse after the Resolution Segment of a battle to prevent the cards in this unit from becoming bowed by the combat. Draw and discard the top card of your Fate deck. If the Focus value of that card is odd, destroy the Clay Horse. "A bit fragile, my dear Taeruko, but I think the Phoenix will find them quite useful." - Naka Kuro
Crystal Nagamaki	Item	U	TDJH	+1	+2		4		1	Crystal Nagamaki provides an additional +1F/+1C when one or more Ninja cards oppose this Personality in a duel or battle. "Deep beneath the palace of the Mirumoto, there is a chamber of solid crystal. It has remained locked for a thousand years, awaiting the Champion and the Key..."
Kitsuki's Coin	Item	R	TDJH	0	+1		5		2	Unique. Limited: Bow this Personality to challenge any Ninja or Kolat Personality to a duel that cannot be refused.
Lord Moon's Blood	Item	R	TDJH	+2	+2		8		2	Unique. This is considered the Obsidian Mirror for uniqueness purposes. Any Focus cards played by this Personality in a duel have their Focus values raised to equal the lowest Focus value played by the opposing Personality, if they are lower. "With a drop of blood and the caress of an obsidian hand, the crack healed as if it has never been..."
Mantle of the Jade Champion	Item	R	TDJH	+2	+3		8		4	Unique. The Mantle attaches to the Jade Champion without Gold cost. Spells have their costs halved (round down) when you attach them to this Personality. "Okura's power grows stronger, but his eyes are haunted. At his side, the oni waits for his command, but who is the master and who the slave?"
Poison Dartgun	Item	C	TDJH	-	-		4		4	Ninja Item. You can only attach the Poison Dartgun to a Ninja. Battle: Once per battle, make a Ranged 2 attack that can target a Personality with attached Followers, without bowing. "Once, they scorned our tales of ninja. Now their armies fall and their men are sickened by poison. Where is their laughter now?" - Bayushi Aramoro
Falling Star Strike	kiho	C	TDJH				0		2	Kiho Battle: Bow a Monk or Shugenja you control at this battle and target an opposing Personality to reduce the target Personality's Force by your Monk or Shugenja's Chi.

Master of Destiny	kiho	R	TDJH				0		2	Kiho Reaction: When an Event is revealed, bow a Monk or Shugenja you control. The Event is not resolved and is put face-up in your own rightmost Province, replacing the dynasty card there. If you do not have a Dynasty card in your rightmost Province, or when the Event is discarded normally, put the Event in its original owner's discard pile.
Purity of Spirit	kiho	C	TDJH				0		4	Kiho Battle: Bow one of your Shugenja or Monks to bow an opposing Personality with a lower Chi. The Shugenja or Monk need not bow to perform this Kiho if the target Personality has the Shadowlands trait. "Hurt me? Oh, no, no. Not at all. he's quite gentle, really, once you get past the teeth..." - Ikudaiu
Stagnation	kiho	C	TDJH				0		4	Kiho Open: Bow a Monk or Shugenja you control to target a Personality. The target cannot use any abilities on his or her card until the end of this turn. "Sometimes, the mind is blocked and the soul is emptied. Do not fear. Only the winter can again come the spring." - Naka Kuro
Strike of Silent Waters	kiho	U	TDJH				0		3	Kiho Elemental Reaction: Bow one of your Shugenja or Monks when one of your Personalities is focusing in a duel or using his or her Tactician trait. This card is considered a focus, and the Focus value equals the Shugenja's or Monk's Chi. "Do not speak to your opponent. Speak only to your soul." - Seppun Toshiken
The Path Not Taken	kiho	R	TDJH				0		1	Kiho Reaction: Bow a Monk or Shugenja you control when an opponent discards an Action card without having used its printed effect. Shuffle The Path Not Taken back into your fate deck. Until the end of the game, each of your Path Not Taken cards becomes a Kiho that performs one of the actions on the discarded Action card, if you bow a Shugenja or Monk you control to perform it.
Touch the Lands	kiho	C	TDJH				0		3	Kiho Battle: Bow a Shugenja or Monk you control at this battle when a Terrain card is in play for the battle. The Terrain is destroyed, and you can immediately put a Terrain card into play from your hand. "Unicorn armies charged into the provinces of the Lion, screaming the Emperor's name. Afterwards, all that remained was Okura, the last samurai-ko and the oni."
Agasha Gennai	Personality	R	TDJH	2	3	0	6	2		Phoenix Clan Shugenja. Master of Air. Experienced. Unique. Gennai will not join the Dragon Clan. Open: Bow Gennai to draw two cards, then discard two cards. "Tamori did not understand, so he chose to stay. But the rest of us, the Agasha, we have left Hitomi. Whatever her 'new beginning' is, we will not be a part of it."
Agasha Kusabi	Personality	U	TDJH	1	3	0	5	2		Phoenix Clan Spiritwalker. Shugenja. Tattooed. Kusabi will not join the Dragon Clan. "You are wrong, my Lady. We have not come to join you, but to leave her..."
Asahina Dorai	Personality	C	TDJH	2		0	5	2		Crane Clan Scholar. Shugenja. "Standing above the burning ruin, Kage beside him, Dorai clutched his master's sword with a weary hand. "You have done well, Crane." "Kage whispered, "and my secrets shall be yours."
Balash	Personality	U	TDJH	1	4	0	6	1		Naga Archer. Experienced. Unique. Reaction: Cards in this unit can combine their ranged attacks with those of one other unit in the same army as though they were in that unit. Battle: Bow for a ranged 3 attack.
Bayushi Areru	Personality	U	TDJH	1	2	-	4	1		Unaligned Ninja. Followers must be Ninja. Open: Bow Areru and target a bowed Personality. Areru can remain bowed. While Areru remains bowed, the target cannot straighten. Any player can pay 6 Gold as an Open action to end this effect. "Once only a kidnapper for the Scorpion, Areru now has found a new master and a new way."
Chochu	Personality	C	TDJH	2	3	-	7	0		Unaligned Ninja. Followers must be Ninja. This unit cannot be targeted by ranged attacks. Battle: Send this unit home from the current battle, even if Chochu is bowed. If unbowed, Chochu does not bow. Reaction: Remove chochu from the current duel instead of focusing. The duel ends without resolution. "The children of Ninube know much of stealth, but more of hatred."
Daidoji Rekai	Personality	R	TDJH	3	3	0	9	2		Crane Clan Archer. Cavalry. Unique. Experienced. Battle: Bow for a Ranged 3 Attack. Battle: Attach a Follower from your hand to Rekai. Pay all costs normally. "Master, I must know. If you will not tell me, I will take the answer for my own." Toshimoko smiled, "Of course. You are a Crane, after all."
Dangai	Personality	C	TDJH	1	3	0	7	2		Unaligned Monk. Battle: Once per battle, discard a Kiho from your hand to give Dangai a Force and Chi bonus equal to the Focus value of the Kiho. "Do not try to be something but to be someone."
Goju Adorai	Personality	F	TDJH	4	4	-	11	1		Unaligned Ninja Shugenja. Unique. Followers must be Ninja. Adorai will only join the Ninja. Another player cannot target Adorai with actions unless Adorai has targeted that player or his cards since that player's last End Phase. "Fools fear what danger hides in the night, but I tell you this: It is not the servants of darkness you should fear, but the Shadow itself..."
Hida Rohiteki	Personality	C	TDJH	2	2	0	4	2		Crab Clan Shugenja. "Only twelve years old, she's already surpassed her teachers and completed her gempukku. Now she hunts goblins to avenge her fallen twin. By the Fortunes, now that's a Crab!" -Hida Unari
Hiruma Osuno	Personality	R	TDJH	4	5	5	10	3		Crab Clan Samurai. Oracle of Earth. Experienced. Unique. Elemental Battle: Destroy a Terrain at this battle. You can perform this action twice per battle. Elemental Battle: Bow Osuno to get any one Terrain from your Fate deck and put it into play. You can perform this action once per battle.
Hitomi Dajan	Personality	C	TDJH	3	3	0	6	1		Dragon Clan Monk. Tattooed Man. Dajan will not join the Brotherhood. Battle: Target a player with a unit in this battle. Dajan gains 1F/1C until the end of the battle for each of that player's Elemental Rings. You cannot target the same player with this action more than once per battle. "The Celestial Heavens speak to him, and the lost Dragons are in his eyes. How can we be right to destroy the Dragon if he stands at their side?" -Hoshi Maseru
Hitomi Iyojin	Personality	U	TDJH	2	3	-	5	1		Dragon Clan Tattooed Man. Iyojin will not join the Crab Clan. Iyojin gains 2F permanently each time one of your Provinces is destroyed while he is in play. "You say I am a traitor, but you do not know my duty. It is not to the Empire or the Crab I once served, but only to the Lady and the defense of all life. Question me again, and pay the price."
Hitomi Juppun	Personality	U	TDJH	5	3	5	8	2		Dragon Clan Tattooed Man. Juppun will not join the Mantis Clan. All ranged attacks targeting Juppun have their strengths increased by 2. Juppun cannot gain Force bonuses from actions. Battle: Target one opposing Cavalry card, which permanently loses the Cavalry trait. You can perform this action once per battle.
Hitomi Nakuso	Personality	U	TDJH	1	3	-	5	1		Dragon Clan Shugenja. Tattooed Man. Nakuso will not join the Lion clan. Battle: Bow and destroy Nakuso to destroy one opposing Samurai with an equal or lower Chi. "Once a Kitsu, Okura with black deeds has driven Nakuso far from his homelands. Now Hitomi has given him a home, a guide, and the means to fight back against the Dark Lion...but at what cost?"
Hoshi Maseru	Personality	U	TDJH	1	1	0	5	2		Unaligned Monk. Tattooed. Experienced. Unique. Maseru has a 1F/1C bonus for each Elemental Ring you have in play. Reaction: Bow Maseru when a card is used for its Focus value. The Focus value of the card is increased by the number of Elemental Rings you have in play. "He crept into Kyuden Hitomi against his lord's wishes, but what he found there may have saved them all..."
Ikoma Gunjin	Personality	U	TDJH	0	4	4	6	3		Lion Clan Campaigner. Samurai. Tactician. "War comes like a thief, stealing men's souls and trading them for empty gains. I have seen the face of battle, and I have seen into the eyes of death, and I have seen into the eyes of death. I will have no more of either."
Isawa Hochiu	Personality	U	TDJH	0		0	4	2		Phoenix Clan Shugenja. Novice of Fire. Elemental Battle: Challenge an opposing Personality to a duel that cannot be refused. Hochiu can focus once before the duel begins. The loser of the duel is bowed, not destroyed. This can be done once per battle. "My father's greatest flaw was pride. I will not follow where he led."
Isawa Kaede	Personality	R	TDJH	3	5	5	14	3		Phoenix Clan Oracle of the Void. Shugenja. Experienced. Unique. Double Chi. Shugenja in the same army as Kaede do not need to bow to perform Kihos. Kaede does not need to bow to perform Kihos. Elemental Limited: Bow and target a Ninja Personality. Draw and discard a Fate card. If the Focus value is less than the Ninja's Chi, the target permanently loses the Ninja trait. Otherwise, the Ninja is destroyed.

Isawa Taeruko	Personality	C	TDJH	1	3	0	5	2	Phoenix Clan Shugenja. Master of Earth. Elemental Open: Bow Taeruko and target one of your Provinces. Retrieve any one non-Unique Fortification from your Dynasty deck and attach it to the target province, paying all costs. The Gold cost of the Fortification is reduced by Taeruko's Chi. "She bears all the marks of her cousin's blood...save one."
Kage	Personality	R	TDJH	2	4	-	9	2	Unaligned Kolat Master. Experienced 3. Unique. Tactician. Limited: Bow Kage and target a Personality in play of whom you have a face-up copy in one of your Provinces. The target Personality is discarded from play, and your copy of the Personality enters play with all costs and requirements waived.
Kitsu Sanako	Personality	U	TDJH	1	3	3	5	2	Lion Clan Shugenja. Open: Give each personality in play a 1F/1C bonus for each Ancestor he or she has attached. You can do this once per turn. "Some assassins kill with knives or arrows, some with poison. She destroys you with rumor and politics - and of the two, I would prefer the cleaner wound." -Ide Tadaji
Mamoru	Personality	U	TDJH	0	5	-	7	1	Unaligned Ninja Guard. Experienced. Unique. Followers must be Ninja. Reaction: Bow Mamoru immediately after a Personality is moved with an action to attack one of your Provinces. Mamoru challenges that Personality to a duel that cannot be refused. "One day, Kage, your back will be turned...and we shall have your secrets for your own."
Matsu Toki	Personality	U	TDJH	4	1	0	6	3	Unaligned Samurai. Shadowlands. Lose 3 Honor. Toki's Honor requirement is waived if he is being brought into play by a Junzo's Army or Shadowlands Horde player. "I swore to serve Hantei, and I will prove my word unflinching-- through pain, through war, and through death. Pretty words can't buy my honor. Nothing can sway my loyalty. Condemn me, but look to your own oaths first."
Moshi Hito	Personality	C	TDJH	3	2	0	5	1	Unaligned Samurai. Toturi's Army. "We found the Emperor in the ruins of Kyuden Isawa, where the shore was blackened by the great fires of the Clan Wars. Though injured and weak, he lives on, and with him, the Empire shall rise again!"
Moto Amadare	Personality	C	TDJH	1	3	5	5	2	Unicorn Clan Samurai. Cavalry. Amandre has +1F and +1C at all times for each Bloodsword, Bloodspeaker, and Lucibiban card controlled by your opponents. "The purpose of life is to light a small candle in the darkness of being. If all of us could do that, the world would be as bright as the sun."
Ninja Infiltrator	Personality	R	TDJH	1	3	-	5	1	Unaligned. Ninja. Experienced Sanado. Unique. The Infiltrator can remain bowed. Limited: Bow the Infiltrator and target a Personality in play with a lower Chi. While the Infiltrator remains bowed, the target cannot be assigned or moved to attack. "The safest place to hide an Emperor is in plain sight."
Ninja Questioner	Personality	U	TDJH	1	1	-	7	0	Unaligned Ninja. Followers must be Ninja. Limited: Bow to target any Personality in play that cannot straighten due to a card effect. Draw and discard a number of Fate cards equal to the target's Personal Honor. If any of those cards has a Focus value greater than the target's Personal Honor, the target is destroyed.
Ninja Shadowwalker	Personality	C	TDJH	2	1	-	4	1	Unaligned Ninja. Followers must be Ninja. Battle: Switch the locations of this unit and another of your units. You can perform this action twice per turn. "If he ever had a name, it was long ago lost to the Shadow. Yet in times of weakness, he looks upon the Phoenix lands as if they hold a long-lost memory."
Ninube Ogoku	Personality	C	TDJH	2	2	-	5	1	Unaligned Ninja. Followers must be Ninja. Ogoku can join any army, including an army attacking your Provinces, regardless of whether you have been invited in that battle. You never gain Honor when Ogoku joins an army. "They do not serve the shadow...we are the Shadow. Their goal is not to possess your Emperor, but rather to unmake it...forever." - Kage
Ropp'tch'tch	Personality	R	TDJH	2	4	-	6	2	Unaligned. Ratling Rememberer. Unique. Reaction: At the beginning of the Battle Action Segment, Ropp'tch'tch gains the Tactician trait until the end of the turn if all Personalities and Followers in this army are Ratlings.
Seppun Toshiken	Personality	R	TDJH	1	6	3	8	3	Unaligned Emerald Champion. Unique. Toturi's Army. Samurai. Imperial Magistrate. Toshiken will join Crane Clan for 1 less Gold. Toshiken will not refuse a challenge. Flavor: An unwed daughter of the Imperial line was his mother; his father name has never been known; his heritage is a mastery of the blade.
Shiba Gensui	Personality	C	TDJH	2	2	2	4	2	Phoenix Clan Samurai. Battle: Once per turn, move Gensui into an army that contains a Shugenja you control. "Now he leads the Phoenix armies, standing where Tsukune once raised her sword. Yet where she led in peace, his cry is of retribution and war."
Shiba Tetsu	Personality	U	TDJH	2	4	4	8	3	Phoenix Clan Samurai. Experienced. Unique. Battle: Target a Shugenja you control to give Tetsu a Force bonus equal to the Shugenja's Chi. You can do this once per battle. "Dead? Me? My clan is in danger, and the Empire is falling! I don't have time to die!"
Shiba Tsukune	Personality	F	TDJH	5	4	5	10	3	Phoenix Clan Champion. Unique. Samurai. Experienced 2. Double Chi. Tsukune will only join the Phoenix Clan. Open: Bow a Shugenja you control to give Tsukune a 2F/2C bonus until the end of the turn. "If you are willing to sacrifice yourself for all things, then you can be trusted with the world."
Shinko Kamiko	Personality	R	TDJH	3	3	-	8	0	Shadowlands Creature. Bloodspeaker. Experienced Pennagolan. Unique. Cavalry. Lose 3 Honor. Maho limited: Destroy a Merchant Caravan or a Large Farm controlled by another player. Kamiko gains 2F/2C permanently. "Miss me?"
Shosuro	Personality	R	TDJH	2	0	-	10		Unaligned. Experienced Ninja Shapeshifter. Unique. Followers must be Ninja. Shosuro will join the Scorpion Clan for 2 less Gold. Reaction: If Shosuro is in an attacking army that destroys a Province containing a Personality, that Personality enters play under our control. Ignore all costs and requirements. This Personality gains the Ninja trait permanently and loses 1F/1C. Lose 5 Honor.
Shotai	Personality	R	TDJH	4	3	0	8	4	Unaligned Samurai. Toturi's Army Outcast. Unique. Shotai will not join Lion Clan. Battle: Gain a Force bonus equal to the number of opposing units. This unit is destroyed at the end of the battle's Resolution segment. "Toturi kept him from harm during the Clan Wars, risking his own life. I asked the Emperor why, and all he said was, \I owe him more than he has become.\'" -Hasame
Slidge	Personality	C	TDJH	5	2	-	7	0	Unaligned Troll. Nonhuman. Shadowlands. Slidge cannot have Armor. Lose 4 Honor. "The oceans are boiling with them-- more than I have ever seen. And they aren't coming of their own will. Something's driving the trolls from their underwater caverns. Something that they fear." -Yoritomo Nodeki
Tausha	Personality	C	TDJH	2	2	0	5	2	Naga Commander. All Naga Followers attaching to Tausha have their Gold costs reduced by 2. "The humans are so easily deceived. They cannot see the darkness, even when it shrouds their eyes."
Toku	Personality	R	TDJH	1	3	0	4	2	Unaligned Samurai. Monkey Clan Champion. Captain of the Imperial Guard. Toturi's Army. Experienced 2. Unique. All Exhaustion tokens are removed from Toku when he straightens. Battle: Give Toku a -1C Exhaustion token to straighten one Follower in this unit or give one Follower in this unit +1F. Toku cannot target a Follower with this action more than once per turn.
Toritaka Genzo	Personality	R	TDJH	3	3	0	7	2	Crab Clan Hunter. Falcon Clan Samurai. Experienced Genzo. Unique. Genzo will join Yoritomo's Alliance for 2 less Gold. Battle: If opposed by one or more Tattooed Personalities, Genzo can take a Chi penalty to a minimum of 1 to gain an equivalent Force bonus. Battle: Bow to challenge an opposing Tattooed personality to a duel that cannot be refused.
Toturi the First	Personality	F	TDJH	7		10	15	3	Unaligned Emperor. Ninja. Toturi's Army. Experienced 3 Toturi. Unique. Samurai. Tactician. Double Chi. Toturi the First cannot be targeted with the Imperial Favor or the Dark Lord's Favor. Open: Bow to give a target personality the Kolat trait until the end of the turn. Reaction: Bow to reduce the Gold cost of a Samurai to 0 as the Samurai is brought into play.
Tsuruchi	Personality	R	TDJH	3	3	2	8	2	Wasp Clan Master Bowman. Yoritomo's Alliance. Experienced. Unique. Followers with ranged attacks attached to Tsuruchi have their ranged attack strengths increased by 2. Battle:

										Make a Ranged 2 Attack without bowing Tsuruchi. This can be done twice per turn. Bow: Bow for a Ranged 5 Attack.
Tzurui	Personality	U	TDJH	2	4	-	7	2		Unaligned Samurai. Tactician. Toturi's Army. Monkey Clan. "Toku was not born a samurai. He made himself one through effort and force of will. That alone makes him worthy, and I will follow him."
Yotsu Seou	Personality	C	TDJH	1	2	-	5	1		Unaligned Samurai. Toturi's Army. At the end of your Straighten Phase, destroy all Shuriken tokens on Seou. Battle: Give Seou one or more Shuriken tokens. The total number of Shuriken tokens on Seou cannot exceed four. Produce a ranged attack with a strength equal to the number of tokens just give to Seou. This does not bow Seou.
Aka Mizu-umi	Region	U	TDJH							Any Event that is about to destroy this Province has all of its effects negated. The Event is still considered to have been resolved. "The bloodstained waters of this darkened lake still flow into Ryoko Owari, carrying the shadow of the sun."
Bells of the Dead	Region	C	TDJH							Any Shugenja coming into play from this Province permanently gains this ability: Battle: Bow and destroy this Shugenja to destroy one opposing Oni. "She lifted the copper bell and tied it with white ribbon. "You were my enemy," Kamoko said, "but you have given me the knowledge I must have to find peace. Rest well, honorable soul."
Black Finger River	Region	C	TDJH							Any Personality card appearing face-up in this Province immediately and permanently gain the Shadowlands trait.
Firebird Falls	Region	R	TDJH							Unique While this Region is in play, all Personalities entering play have their Gold cost increased by their Personal Honor. This Region cannot enter play if you have any Shadowlands cards in play and is destroyed if you ever put a Shadowlands card into play.
Golden Sun Plain	Region	R	TDJH							Unique. Reaction: Once per turn, increase the Gold production of one of your Gold-producing Holdings by 2 as it bows to produce Gold. "Few places in the Empire still shine with the light of hope."
Osari Plains	Region	C	TDJH							When the Defender plays a Terrain at this Province, all Terrain effects that normally occur at the end of the Battle Action Segment instead resolve immediately. "They are the richest fields in the Empire, and now they have been reclaimed by the Emperor. He says they are to be a gift to his most loyal clan, and we must convince him that we are the one." - Kitsu Sanako
River of the Last Stand	Region	R	TDJH							Unique All Crab Personalities have +1F/+1C bonuses while fighting at this Province. All Shadowland cards have -1F while fighting at this Province. "We are not here to fight you!"\ Tsanuri cried, but the fire in the Crab's eyes ignored her words, and his blade bit deep into her shoulder."
Shadowlands Marsh	Region	U	TDJH							Lose 10 Honor when this card enters play. Every non-Shadowlands Personality and Follower has its Force reduced by 2 while in a battle at this Province. "I know where Yori hides, and I know what he is searching for. If I must walk each step alone, I will retrace my journey of ten years ago. I will find him. And I will stop him." - Iuchi Karasu
Treacherous Pass	Region	C	TDJH							Battle: Once per battle, draw and discard a Fate card for each Personality in this battle. If the Focus value of a personality's discard is greater than his or her Chi, his or her unit goes home, bowed. "Beware of dangerous ground. Beware moreso of men desperate enough to cross it." - Master Suana
Twilight Mountains	Region	R	TDJH							Unique Battle: If the total Chi of the attacking army is less than 8, send all attacking units home from this battle, without bowing. "Sanzo returned yesterday bearing the head of the largest ogre in the Shadowlands! When I asked him how he had done it, he looked at me with cold eyes. "Ambition," was all he said and I wonder what he meant..." - Otaku Xiang chi
Warstained Fields	Region	C	TDJH							Limited: Once per turn, move one or more Followers between two Personalities you control without bowing the personalities. Attachments must be made legally. "The Crab has slain our emissaries, my Lady. There is no word from the Hida. Tsanuri's eyes fell to the map of the Kaiu Wall. "If they do not value our assistance," she said, "then let us answer their insults with steel!"
Emergence of the Masters	Spell	C	TDJH				3	3		Ritual Battle: Bow one or more of your Shugenja at this battle. The effect depends on how many you bow: One Shugenja: Give a Personality in this battle +1F. Two Shugenja: The same as with one Shugenja, plus give a follower in this battle +3F. Three Shugenja: The same as with two Shugenja, plus send an opposing unit home from this battle. Five Shugenja: The same as with three Shugenja, plus destroy one opposing unit.
Plain of Desperate Evil	Spell	U	TDJH				4	1		Elemental Battle: Bow this Shugenja to put a Terrain into play at this battle with this text: "Destroy all Shadowlands cards in this battle. While this Terrain is in play, all Shadowlands Personalities and Followers in this battle have the ability Battle: Destroy this card to produce a ranged attack equal to half of its Force, rounded up."
Rise from the Ashes	Spell	U	TDJH				3	4		Limited: Bow this Shugenja. Until your next Events Phase, no player can gain Honor, declare an attack, or target any opponent's card with actions. Any Honor gains you have made this turn are retroactively negated. This is not considered an Honor loss. Rise from the Ashes is then discarded from play. "Through fire came death, and through fire comes rebirth." - Isawa Hochiu
Virtuous Heart	Spell	C	TDJH				2	3		Battle: Once per battle, target an opposing Personality. The target's controller draws and discards the top card of his or her Fate deck. If the target's Personal Honor plus the Focus value of the discard does not exceed your Personality's Personal Honor, the target is bowed. This does not bow your Shugenja. "Only a virtuous heart can withstand the touch of darkness." - Yoritomo Yokue
Eternal Halls of the Shiba	Stronghold	F	TDJH	5	4					At the beginning of the game, all human Shugenja in your deck become permanently aligned to your Clan. Reaction: Immediately after you put a Kiho in your discard pile after its use, put the Kiho back into your hand, then discard one card from your hand. You cannot use this ability twice with the same Kiho or twice on the same turn.
The Dark Path of Shadow	Stronghold	F	TDJH	0	3					Your non-Personality Ninja cards enter play for 2 less Gold. You cannot lose Honor from opponents' card effects or your Ninja cards. Battle: If the total Chi of an army attacking one of your Provinces is less than 10, send all attackers home, bowed. You can do this while this Stronghold is bowed and in a battle in which you cannot perform actions.
The Palace of Otosan-Uchi	Stronghold	F	TDJH	7	4					You begin the game with the Imperial Favor if you are the only Toturi's Army player. Your Imperial cards cost 2 less Gold. Reaction: Once per turn, when you are attaching a Follower to one of your Personalities, reduce the Follower's cost by the Personality's Force.
A Good Day to Die	Action	U	TOV				0	1		To put this card into play, you must bow one of your shugenja that is in this battle and has one or more Corruption tokens. Lose 5 Honor. Battle Terrain: The result of this battle is a tie. The Province is not destroyed.
A Moment of Clarity	Action	U	TOV				0	2		Reaction: Play when one of your personalities is about to enter a duel. You may perform one Open action that targets this personality before the duel begins.
A Moment of Truth	Action	R	TOV				0	1		Reaction: Play along with any other Fate card to increase the focus value of that card by one. This may be done while focusing in a duel.
A Test of Courage	Action	C	TOV				0	2		Reaction: When one of your Personalities has been targeted by an action that would remove them from this battle, play this card to cancel the action. You may not bow this Personality to produce actions or target this Personality with actions for the remainder of the turn.
An Exhibition	Action	C	TOV				0	2		Political Reaction: Play to double the honor gain as you bow an honor producing holding. You may play one Exhibition each time you bow a holding.
Bend Like a Reed	Action	C	TOV				0	3		Reaction: Play this card when your opponent calls a strike in a duel. You gain two Chi from this card as if it were played as a focus. You may not play more than one Bend Like a Reed in a duel.
Burning Your Essence	Action	R	TOV				0	0		This card has a focus value of 6 when used as a focus in a duel or when used for focus value with a personality's ability, but your personality loses 2C permanently after the duel's

Card Name	Type	Ring	TOV	Cost	Force	Count	Resolution
Chi Strike	Action	R	TOV	0	0	0	resolution. Play this card face-up as a focus for a monk you control. All your opponent's focus cards that have already been played are discarded without effect (Chi bonuses are lost).
Concealed Weapon	Action	R	TOV	0	3	3	Reaction: Play this card when one of your personalities is entering a duel to be able to attach one weapon to this personality. All costs must be paid normally. Lose honor equal to half of the weapon's gold cost if your personality is not a ninja.
Contested Ground	Action	C	TOV	0	1	1	Battle Terrain: This terrain takes effect immediately upon being played. While this card is in play any player may, as a Battle: action, destroy one opposing Follower or Personality without any Followers by bowing cards in one unit with a combined Force equal to or greater than the card being destroyed.
Coordinated Fire	Action	C	TOV	0	2	2	Reaction: Play as you are producing a Ranged Attack to combine Ranged Attacks from cards in more than one unit.
Counting the Lost	Action	U	TOV	0	3	3	Limited: All Personalities aligned to your clan that are not also aligned to the clan of the player controlling them are declared 'lost'. They are bowed, dishonored and permanently lose 1F, 1C, 1 Personal Honor and your clan's alignment.
Dark Lord's Favor	Action	C	TOV	0	1	1	Lose 7 honor. You may only play this card once per turn and only if you have the lowest honor. Choose one of these four effects when played: Open: DDishonor a target Personality Limited: Target a player who must discard a card from his hand. Battle: Reduce an opposing card's Force to zero. Reaction: Reduce one Honor gain to zero.
Destiny has No Secrets	Action	C	TOV	0	1	1	Battle: Reveal your hand to all other players to give one of your personalities a +2/+2 bonus until the end of the turn.
Disenlightenment	Action	R	TOV	0	1	1	Limited: Choose a player who has the same number or fewer elemental Rings in play as you do. You and the other player must each shuffle all of your rings back into your Fate Deck.
Distractions of the Flesh	Action	C	TOV	0	2	2	Reaction: Play this card when a player is putting an elemental ring into play. Draw and discard your top Fate card. If the focus value of the discard is less than the number of elemental rings that player has in play, the ring card is shuffled back into the player's Fate deck instead of entering into play.
Familiar Surroundings	Action	C	TOV	0	1	1	Reaction: Play immediately after the cavalry maneuvers segment. Until the end of this turn, the Defender chooses the order in which battles are resolved instead of the Attacker
Fatal Mistake	Action	R	TOV	0	2	2	Reaction: Play this card as a focus in a duel. In addition to any other effects of this duel the loser of this duel is killed.
Final Stand	Action	U	TOV	0	3	3	Battle: This card must be played on one of your samurai with a Personal Honor of 3 or greater. All Followers attached to this Personality have their force doubled until after the resolution phase of this battle. This unit is destroyed at the end of this battle's resolution phase. This card can only target a defending Personality or a Personality that is attacking a player with family honor below zero.
Fog	Action	C	TOV	0	1	1	Battle Terrain: This terrain takes effect immediately upon being played. No ranged attacks may be performed while this card is in play.
For the Empire	Action	U	TOV	0	4	4	Limited: Initiate an unrefuseable duel between a samurai and a Shadowlands Personality (one of which you control). If the samurai wins, he gains 3 honor and his Personal Honor is increased by one. If the Shadowlands Personality wins, it gains +1/+1C permanently.
I Believed in You...	Action	C	TOV	0	3	3	Limited: Target a Personality in play with a higher honor requirement than his controller's current family honor. The target Personality commits seppuku to show his distaste for his lord's actions. The Personality is restored to honorable status (if necessary), and destroyed.
Jujutsu Duel	Action	U	TOV	0	3	3	Reaction: Play when you are entering a duel. All items controlled by both Personalities in the duel are bowed. These items give no bonuses and produce no effects during this duel.
Know the School	Action	C	TOV	0	2	2	Limited: Bow one of your personalities and name a family. For the rest of the game, if this Personality faces a Personality from that family in a duel, he or she gains a 3C bonus for that duel. Remember that in Rokugan a person's family name comes before his own. Personalities without a family name are unaffected.
Kolat Spy	Action	C	TOV	2	2	2	Limited: Turn all of the face-down Dynasty cards in the target player's Provinces face-up. Lose 1 honor. Events are not resolved until that player's next event phase.
Kyujutsu	Action	C	TOV	0	4	4	Reaction: Play when you are targeting for a Ranged Attack. You may ignore all card traits and abilities that prevent targeting by Ranged Attacks. Effects which cancel or redirect Ranged Attacks cannot affect this Ranged Attack. Reaction: Add 1 to the strength of a Ranged Attack as it's being performed.
Lessons from the Past	Action	C	TOV	0	4	4	Limited: If you have the experienced version of a Personality in play and the inexperienced version face up in your Province, play the inexperienced version under the experienced version as if the experienced version had been brought out to "update" the Personality.
Offer of Fealty	Action	C	TOV	0	4	4	Reaction: Play immediately after one of your Personalities wins a duel where the loser is killed. You may attach any Followers from the loser's unit that will legally attach to your Personality.
Plans Within Plans	Action	U	TOV	0	1	1	Open: Play during an opponent's limited action phase. At your next opportunity to play an Open action, you may instead play a Limited action. Effects end during the appropriate phase this turn.
Salute of the Samurai	Action	R	TOV	0	4	4	Reaction: Play during the resolution of a battle, when the honor awarded at that battle is calculated. If the total Force of units you control was greater than that of any other player in the army, you gain the honor awarded for this battle instead of the player you allied with.
Shinobi	Action	U	TOV	0	2	2	Reaction: Play immediately after a Ninja card has all costs paid to bring it into play. That card is not considered a Ninja card until it uses an ability or attaches a ninja-only card. Ninja action cards are not affected by this card.
Stance of the Mountain	Action	C	TOV	0	3	3	Reaction: Play at the end of the resolution phase of a battle when you have destroyed an attacking army. The strength of this Province is increased by three, permanently.
Strike Without Striking	Action	U	TOV	0	3	3	Reaction: Play this card immediately after the resolution of a duel that one of your Personalities participated in. Put any two cards you focused with back into your hand instead of discarding them.
Surrender	Action	U	TOV	0	3	3	Reaction: Play during the resolution phase of a battle that your side lost. The opposing player loses one honor for each card destroyed in the resolution phase instead of gaining 2. The opposing player may choose to spare (not destroy) any units desired and gain 2 honor for each of those cards as if they had been destroyed.
The Path of Wisdom	Action	R	TOV	0	2	2	Immediately before your end phase, if this card is in your discard pile, you may place it in your fate hand.
The Scorpion's Sting	Action	R	TOV	2	1	1	Kolat Political Reaction: Play immediately before a player gains honor to reduce the honor gain to zero. Lose 2 honor.
The Time is Now	Action	U	TOV	0	3	3	Reaction: Play this card as an event is revealed. You may perform one Open action before this event is resolved.
Today We Die	Action	R	TOV	0	1	1	Limited: Target samurai must attack on each of it's controllers turn if able to. Target may not lobby for the imperial favor. During each resolution phase of a battle in which the target is in, he gains +1F/+1C permanently. Only one Today We Die may target any one personality.
Toturi's Tactics	Action	R	TOV	0	2	2	May only be played if you have a Tactician in this battle. Reaction: Play this card immediately after an Open or Battle action card you played is resolved in this battle. That card is placed on top of your Fate Deck instead of in the discard pile.
Troops from the Woods	Action	C	TOV	0	3	3	Battle: Attach a Follower card from your hand to any one Personality you control in this battle. Costs must be paid normally.
Untrustworthy	Action	U	TOV	0	3	3	Reaction: Play immediately after the attack phase when the attacker declared an attack, but never had a unit assigned to a battle. The Attacker loses five honor plus one for each attacking ally unit sent to battle this turn.
Wedge	Action	R	TOV	0	2	2	Battle: Target one of your units in this battle. If it is still in this army at the beginning of the

Shiryō no Mirumoto	Follower	R	TOV	0	+1	2	0	-	3	Dragon Clan Ancestor. Unique. This Personality gains 2F/2C for each of the Seven Thunders that is in play.
Shiryō no Yogo	Follower	R	TOV	0	+1	1	0	-	3	Scorpion Clan Ancestor. Unique. While this card remains in play, all of your Ninja cards have their costs reduced by two.
Shiryō no Yoritomo	Follower	R	TOV	0	0	1	0	-	3	Mantis Clan Ancestor. Unique. May only be attached to Mantis Clan Personalities. Battle: Pay 2 gold to raise this Personality's Force by one until the end of the turn.
Swamp Goblins	Follower	C	TOV	0	0	0	2	-	2	Shadowlands. Nonhuman. Lose 1 honor. During each of your straighten phases, place a 1F Swamp token on the Swamp Goblins. If the Swamp Goblins are attached to a non-Goblin Personality and ever have a Force greater than the Personality, he is destroyed.
The Twelve Ronin	Follower	R	TOV	4	0	2	8	-	4	Cavalry. Unique. May only be attached to a Toturi's Army Personality. Battle: Ranged 3 attack, once per battle. This does not bow the Twelve Ronin. Battle: Bow for a Ranged 3 attack.
Warrior Monks	Follower	U	TOV	2	0	1	5	-	2	Will attach to a monk Personality for 3 less gold. Reaction: Once per turn, cancel and negate the effects of one spell targeting this unit or cards in this unit.
Akodo Tactical School	Holding	R	TOV				3			Holding Unique. May only be put into play by a Lion Clan Player. Battle: Bow to straighten a Lion Samurai in this battle.
Armory	Holding	C	TOV				4			Open: Bow to give a 2F bonus to a Follower until the end of return. Reaction: Bow to produce 3 gold when bringing a non-unique weapon or armor into play.
Bridged Pass	Holding	C	TOV				5			Fortification. Battle: Destroy this holding. This battle is ended without resolution. All units return home without bowing.
Corrupt Geisha House	Holding	C	TOV				0			Holding Shadowlands. Lose 3 Honor when brought into play. Bow and lose 1 Honor to produce 2 gold. If Corrupt Geisha House is controlled by a Scorpion Clan player, it produces 3 gold.
Corrupt Gold Mine	Holding	C	TOV				0			Holding Shadowlands. Lose 1 Honor when brought into play. Bow and lose 1 Honor to produce 1 gold. If Corrupt Gold Mine is controlled by a Dragon Clan player, it produces 2 gold.
Corrupt Stables	Holding	C	TOV				0			Holding Shadowlands. Lose 1 Honor when brought into play. Bow and lose 1 Honor to produce 1 gold. If Corrupt Stables is controlled by a Unicorn Clan player, it produces 2 gold.
Crystal Gate	Holding	C	TOV				4			Fortification No more than two units that contain Shadowlands cards may attack this Province at any one time. Additional such units may not be committed and actions that would bring further such units to attack this province are cancelled.
Hida War College	Holding	R	TOV				3			Holding Unique. May only be put into play by a Crab Clan Player. Open: Bow to give a human Crab Clan Personality the Tactician trait until end of the turn.
Izaku Library	Holding	C	TOV				2			Holding Bow the Library to produce 5 gold when bringing a spell into play.
Kakita Kenjutsu School	Holding	R	TOV				3			Holding Unique. May only be brought into play by a Crane Clan Player. Battle: Bow to give a Crane Samurai a 2F/1C bonus. Reaction: Bow when one of your Crane Samurai is entering a duel to give him a 1F/2C bonus.
Mujina Miners	Holding	U	TOV				2			Retainer Reaction: Bow when you are bowing a mine to triple the gold production of the mine. The mine is destroyed after this use. This is not cumulative with other Mujina Miners.
Oracle of the Void	Holding	R	TOV				10			Retainer Unique. Elemental Limited: Bow and pay one Gold. Draw or discard a fate card after showing it to your opponents. Elemental Reaction: Bow during your end phase. If you have fewer than 5 fate cards in your hand, draw fate cards until you have 5 in your hand. Lose 2 honor for each card drawn. This honor loss cannot be prevented or redirected in any way.
Ruins of the Isawa Library	Holding	R	TOV				3			Holding Unique. May only be put into play by a Phoenix Clan Player. Open: Bow to be able to attach a spell to a Phoenix Shugenja immediately. All costs must be paid normally.
Shinjo Riding Stables	Holding	R	TOV				3			Holding Unique. May only be put into play by a Unicorn Clan player. Battle: Bow to give a Unicorn Cavalry Samurai a 1F bonus for each opposing infantry unit.
The Hidden Heart of Iuchiban	Holding	R	TOV				6			Holding Unique. Shadowlands. Gold cost for a Junzo's Army Player is 2 less. Lose 5 Honor. Limited: Bow the Heart to take control of any one Shadowlands Personality. Control of this Personality is returned to the original owner if the Heart straightens or is destroyed. May remain bowed.
Togashi Testing Ground	Holding	R	TOV				3			Holding Unique. May only be put into play by a Dragon Clan Player. Limited: Bow the Testing Ground and one of your Dragon Personalities. Draw and discard the top card of your fate deck. If the focus value of the draw is greater than the Personality's Personal Honor, he is destroyed. Otherwise, he gains a 2F/2C bonus permanently. Each Personality may only test once per game.
Ancestral Standard of the Scorpion	Item	R	TOV	+1	+2		7		4	Unique. May only be attached to a Scorpion Clan Personality. Followers in this army attached to a Scorpion Clan Personality receive +1F. All opposing Scorpion Personalities receive a -1F penalty in battle. Reaction: Bow when a Scorpion Personality is destroyed to move one Follower from that unit and attach it to this Personality.
Ancient Armor of the Qamar	Item	R	TOV	+3	+4		8		4	Unique. May only be attached to a Naga Personality with a Force greater than two or who has the Tactician trait. Gain 3 Honor. Attaches to Qamar without gold cost. Actions on cards with the Shadowlands trait cannot target this unit or cards in this Personality's army.
Battle Standard of Shinsei	Item	R	TOV	+1	+2		7		4	Unique. May only be attached to a Monk Personality. Followers in this army attached to a Monk personality receive a +1F. All opposing Monk personalities receive a -1F penalty in battle. Reaction: Bow when a Monk personality is destroyed to move one follower from that unit and attach it to this personality.
Battle Standard of the Mantis	Item	R	TOV	+1	+2		7		4	Unique. May only be attached to a Mantis Clan Personality. Followers in this army attached to a Mantis Clan Personality receive a +1F. All opposing Mantis Personalities receive a -1F penalty in battle. Reaction: Bow when a Mantis Personality is destroyed to move one Follower from that unit and attach it to this Personality.
Battle Standard of the Naga	Item	R	TOV	+1	+2		7		4	Unique. May only be attached to a Naga Personality. Followers in this army attached to a Naga Personality receive +1F. All opposing Naga Personalities receive a -1F penalty in battle. Reaction: Bow when a Naga Personality is destroyed to move one Naga Follower from that unit and attach it to this Personality.
Flying Carpet	Item	R	TOV	-	-		11		4	Unique. The carpet's abilities cannot be activated if there are any Followers in this unit. This Personality gains the trait Cavalry. Battle: Move this unit into a battle. Battle: Move this unit from a battle to your fief.
Goblin War Standard	Item	C	TOV	0	0		2		2	Shadowlands. All Goblin Personalities and followers in this army gain a +1F bonus. All Goblin Personalities in this army gain a +1C bonus.
Junzo's Battle Standard	Item	R	TOV	+1	+2		7		4	Unique. May only be attached to a Shadowlands Personality. Followers in this army attached to a Shadowlands Personality receive a +1F. All opposing Shadowlands Personalities receive a -1F penalty in battle. Reaction: Bow when a Shadowlands Personality is destroyed to move one Follower from that unit and attach it to this Personality.
Nogoten's Bow	Item	U	TOV	0	0		5		2	Poison Weapon. May only be attached to a Ninja or Scorpion personality. Battle: Bow this personality for a Ranged 3 Attack. Lose 1 honor Battle: Bow this personality to give a -2C poison token to an opposing personality. Lose 3 honor. This is considered a ranged attack.
Obsidian Blade	Item	C	TOV	+1	+2		4		1	Weapon. May only be attached to a Shadowlands Personality. Obsidian Blade has an additional +2C bonus when this Personality is facing a non-Shadowlands Personality in a duel.
Ryokan's Sword	Item	C	TOV	+1	+1		3		3	Weapon. When this Personality is focusing in a duel, instead of focusing normally from your hand you may draw the top card of your fate deck and use that card as a focus instead. Do not look at this focus until a strike is declared. If you are unable to focus with the card it is discarded when revealed.
The Twelfth Black Scroll	Item	R	TOV	-	-		6		4	Unique. May be attached to a Dragon clan Personality without gold cost. Any player may, as a Battle action: Destroy this item and discard three cards from his hand to end this battle. Each player with units in the battle, must destroy five cards he has at the battle. Surviving units are returned to the player's Fief without bowing.

Toturi's Battle Standard	Item	R	TOV	+1	+2		7		4	Unique. May only be attached to a Toturi's Army Personality. Followers in this army attached to a Toturi's Army Personality receives a +1F. All opposing Toturi's Army Personalities receive a -1F penalty in battle. Reaction: Bow when a Toturi's Army Personality is destroyed to move one follower from that unit and attach it to this Personality.
Yoritomo's Armor	Item	R	TOV	+1	+1		8		4	Unique. May only be attached to a Mantis Clan or Yoritomo's Army samurai. Attaches to Yoritomo without gold cost. This Personality gains a 1F/1C bonus for each clan (including minor Clans) that you control a personality from.
Forgiveness	kiho	C	TOV				0		/ 2	Kiho Open: Bow one of your monks or shugenja to restore any Personality to honorable status.
Kaze-Do	kiho	C	TOV				0		/ 3	Kiho Elemental Battle: Bow one of your Shugenja or monks to send home one opposing unit led by a Personality whose Force is lower than the caster's Chi. The unit is sent home without bowing.
One with the Elements	kiho	C	TOV				0		/ 3	Kiho Reaction: Bow one of your monks to cancel and negate the effects of any one spell or kiho that targets you, your cards, or your army. This cannot affect a spell or kiho with a gold cost greater than the monk's Chi. Shugenja may not use this kiho.
Rest, My Brother	kiho	U	TOV				0		/ 3	Kiho Limited: Bow one of your shugenja or monks to destroy any one card in play that currently has the Shadowlands trait, but does not have the Shadowlands trait printed on the card.
The Sight of Death	kiho	U	TOV				0		/ 1	Kiho Limited: Bow one of your Shugenja or monks and target one of your Personalities with a Chi less than or equal to the acting Personality. Until the beginning of your next turn, if the target Personality is destroyed he is immediately afterwards returned to play in your fief, bowed. This will not protect a Personality who is destroyed by a card effect on one of your cards.
The Touch of Amaterasu	kiho	U	TOV				0		/ 1	Kiho Open: Bow one of your Shugenja or monks to increase the Focus values of all of one players Fate cards by one until the end of the turn. This is cumulative with other such effects.
Unattuned	kiho	U	TOV				3		/ 2	Elemental Kiho Reaction: Bow one of your shugenja or monks after a spell has been cast by a shugenja. The target shugenja receives a Chi penalty until the end of the turn equal to the focus value of the spell that was performed.
Agasha Gennai	Personality	C	TOV	2	3	0	6	2		Dragon Clan Shugenja While Gennai is unbowed, you may discard one Fate card from your hand during your end phase in order to draw an additional Fate card.
Agasha Heizo	Personality	C	TOV	2	2	0	6	1		Dragon Clan Shugenja. Open: Bow Heizo. Assign a force penalty to Heizo up to his current force total. Give an equal force bonus to any Personality you control. The penalty and bonus last until end of the turn.
Akiyoshi	Personality	U	TOV	2	4	0	5	3		Unaligned Samurai. Toturi's Army. Experienced. Unique. Reaction: Bow when an Experienced Personality is about to be destroyed. The Personality is instead reshuffled into that player's dynasty deck instead of being destroyed.
al-Hazaad	Personality	U	TOV	1	2	-	5	1		Unaligned Wizard. Shugenja. May not bow to produce spell effects. Only one spell per turn may be attached to al-Hazaad. Will join Unicorn player for 2 less gold. Open: Destroy a spell that is attached to al-Hazaad to give him a 2F/2C bonus until end of this turn.
al-Rashid	Personality	C	TOV	2	3	-	5	1		Unaligned Warrior. Will join Unicorn player for 2 less gold. al-Rashid may play a focus card before the challenged Personality when he is the challenger in a duel. All of al-Rashid's focus are played face up.
Asako Ishio	Personality	U	TOV	1	1	0	3	2		Phoenix Clan Drummer. While Ishio is unbowed, cards in his army are immune to fear. Battle: Bow Ishio to send one Shadowlands Personality home from this battle, without bowing.
Asako Togama	Personality	C	TOV	0	2	3	5	2		Phoenix Clan Scribe. Shugenja. May not bow to produce spell effects. Limited: Bow to retrieve a spell from any player's discard pile and attach it to Togama. Cost must be paid normally. Togama may not retrieve any spell card more than once.
Ashan	Personality	C	TOV	1	2	0	6	2		Naga Shugenja. Nonhuman. Battle: Bow to return one of your Naga Personalities to your fief, bowed. This action may target bowed units.
Bayushi Goshu	Personality	R	TOV	0	2	-	10	1		Scorpion Clan Diplomat. Experienced. Unique. Political Reaction: Bow Goshu when another player is about to prevent a loss of honor. This action is negated and the honor loss occurs normally. Political Reaction: Bow Goshu when someone is about to lose honor to redirect that honor loss to another player.
Bayushi Hisa	Personality	U	TOV	3	4	0	7	2		Scorpion Clan Samurai. Experienced. Unique. Reaction: Prior to infantry assignment you may look at one of the defender's face-down Dynasty cards. If Hisa is not assigned to attack this Province during infantry assignment, he is bowed immediately after infantry assignment.
Bayushi Kachiko	Personality	R	TOV	1	3	0	10	2		Scorpion Clan Thunder. Exp 2. Unique. May attach the Broken Sword of the Scorpion without gold cost. This unit may not be targeted by Ninja, Kolat, or Assassin actions. While Kachiko is honorable, you may achieve an honor Victory, and all Shadowlands cards have their gold costs increased by two. Reaction: Negate the effects of any Black Scroll as it is being cast.
Bayushi Marumo	Personality	C	TOV	3	3	0	7	2		Scorpion Clan Samurai. No items except weapons and armor. Battle: Once per turn this unit may move to a different Province of the Defender. You may not perform this action if this unit has more than one Follower.
Dashmar	Personality	U	TOV	0	2	5	8	3		Venerable Naga Lord. Nonhuman. Unique. Experienced. Will not join Scorpion Clan. While Dashmar is in play, all non-Naga Personalities entering play for Naga players have their gold cost reduced by one. Reaction: Bow Dashmar to cancel any Political Action as it's being performed.
Doji Chomei	Personality	C	TOV	4	3	3	9	3		Crane Clan Samurai. Yoritomo's Alliance. Mantis Followers attached to Chomei have their gold cost reduced by 3.
Doji Hoturi	Personality	R	TOV	5	6	10	14	4		Crane Clan Thunder. Crane Clan Champion. Samurai. Double Chi. Exp 2. Unique. Will only join Crane Clan player. This unit may not be targeted with the Imperial Favor. Battle: Challenge an opposing personality to a duel, if refused personality returns to controller's fief bowed. This action does not bow Hoturi. This action may be performed once per battle.
Doji Kuwanan	Personality	U	TOV	4	5	5	10	3		Crane Clan Samurai. Experienced. Unique. Tactician.
Doji Shizue	Personality	C	TOV	0	1	0	4	1		Crane Clan Storyteller. Political Reaction: Bow Shizue when another player is gaining or losing honor. The honor gain or loss is increased by 1 point. You gain 1 honor.
Doji Yosai	Personality	R	TOV	0	2	10	10	3		Crane Clan Liaison. Experienced. Unique. No followers Reaction Political: Bow to produce any political action on a card in play that is legal to be produced at this time.
Eshru	Personality	C	TOV	2	3	0	6	2		Naga Slayer. Nonhuman. May attach Crystal items for free. Battle: Bow for a Ranged 4 attack that targets a Shadowlands card. Battle: Bow to challenge an opposing Shadowlands Personality to a duel that may not be refused.
Gekkai	Personality	U	TOV	2	4	0	7	1		Unaligned Monk. Focus cards played by Gekkai are treated as if they had a focus value of one higher. Reaction: When this Personality is entering a duel, you may take the top card of your fate deck and add it to your hand.
Goblin Wizard	Personality	C	TOV	0	2	-	2	1		Unaligned Goblin Shugenja. Nonhuman. Shadowlands. Lose 4 Honor.
Harima	Personality	U	TOV	1	2	2	5	2		Unaligned Monk. Reaction: Bow when an Oracle is bowed to produce an action. The Oracle's action is canceled and all effects are negated. Limited: Bow Harima and an Oracle you control to straighten an Oracle.
Hida Amoro	Personality	U	TOV	7	1	-	8	0		Crab Clan Undead Berserker. Shadowlands. Experienced. Unique. Lose 5 Honor. May only attach zombie and skeleton Followers, but may do so without gold cost. When Amoro is brought into play, experienced, other Followers attached to Amoro are destroyed. Amoro is unaffected by Plague tokens.
Hida O-Ushi	Personality	R	TOV	4	4	0	10	2		Crab Clan Bully. Samurai. Experienced. Unique. Battle: Bow O-Ushi to bow any opposing Personality with a lower Force. Reaction: Bow O-Ushi when she is entering a duel to change the duel to a contest of Force vs. Force. All other conditions and effects of the duel are

Hida Tadashiro	Personality	C	TOV	4	2	0	7	2		unchanged.
Hida Yakamo	Personality	F	TOV	6	5	5	14	4		Crab Clan Samurai. Reaction: If this Personality is destroyed by an action or effect that does not also destroy some or all attached Followers, those Followers may be attached to any of your Personalities to which they could be legally attached.
Hizuka	Personality	C	TOV	3	4	0	8	3		Crab Clan Thunder. Crab Champion. Samurai. Exp 2. Unique. Tactician. Will only join Crab Clan. May attach the Jade Hand and the Ancestral Sword of the Hantei without gold cost. Battle: Straight (if necessary) and assign Yakamo as a defender in any battle where there are Shadowlands cards in the attacking army. Yakamo need not be invited as an ally. Yakamo may not be sent home from this battle.
Ikoma Tsanuri	Personality	R	TOV	5	4	10	14	4		Unaligned Monk. Defender of the Temples. Hizuka gains a 2F bonus when defending. Battle: Bring Hizuka into play as a Defender if he is face up in a Province being attacked. All costs and requirements are waived.
Isawa Suma	Personality	C	TOV	2	3	7	8	2		Lion Clan Samurai. Tactician. Double Chi. Experienced. Unique. All effects of terrain and regions are ignored while Tsanuri is in this army. Battle: Once per battle when Tsanuri is in the Defending army, target an opposing Personality who is sent home, bowed. This is considered a use of the Imperial Favor.
Isawa Tadaka	Personality	F	TOV	3	5	0	12	3		Phoenix Clan Shugenja. Spells attached to Suma that destroy themselves when cast are not destroyed. Instead, Suma loses Chi equal to half the spell's focus value (rounded up) permanently.
Isawa Uona	Personality	U	TOV	2	4	0	8	2		Phoenix Clan Thunder. Shugenja. Shadowlands Exp 2. Unique. Master of Earth. Reaction: Bow to cancel any spell or innate ability targeting one of your cards. Battle: Bow Tadaka to destroy a number of opposing Shadowlands cards equal to or less than Tadaka's Chi. You cannot target a Personality with followers attached unless you are targeting all the followers in that unit. Tadaka is destroyed.
Isha	Personality	R	TOV	1	4	0	8	2		Phoenix Clan Shugenja. Exp 2. Unique. Shadowlands. Master of Air. Open: Look at another player's Fate Hand and face down cards in his provinces. This action does not bow Uona, but may only be performed twice per game.
Iuchi Karasu	Personality	U	TOV	3	3	4	8	3		Naga Hunter. Experienced. Unique. Tactician. Reaction: Before the Defender performs his first battle action, you may play a terrain card for this battle. Reaction: If Qamar is about to be destroyed, all cards and tokens attached to Qamar are attached to Isha. Until the end of the game, Isha is considered to be Qamar.
Jade Dragon	Personality	R	TOV	5	4	10	10	2		Unicorn Clan Shugenja. Experienced. Unique. Battle: Switch the locations (between Provinces and/or unassigned at your fief) of any two of your units. You may target bowed Personalities with this action. You may perform this action once per turn.
Kage	Personality	R	TOV	0	5	-	8	2		Unaligned Creature. Calvary. No Items or Followers. Shadowlands cards cannot target the Jade Dragon with actions. Battle: Ranged 6 attack that can only target Shadowlands cards. This does not bow the Jade Dragon, but may only be done twice per battle.
Kakita Yoshi	Personality	U	TOV	0	2	0	12	1		Unaligned Kolat Master. Exp 2. Unique. Considered Akodo Kage for the purpose of being experienced and unique. Limited: Bow Kage. Announce a target number and discard the top card of your Fate deck. If the target number is less than the focus value, bow a number of followers and personalities without unbowed followers, equal to the target number.
Kappuksu	Personality	U	TOV	3	2	-	6	1		Crane Clan Liaison. Experienced. Unique. Political Reaction: Bow immediately after you or another player has discarded the Imperial Favor to produce one of the standard Imperial Favor effects. Yoshi produces the exact same effect again for you. Yoshi's action is considered a use of the Imperial Favor.
Kitsu Okura	Personality	C	TOV	1	3	0	4	2		Unaligned Goblin Warmonger. Experienced. Unique. Shadowlands. Kappuksu cannot be destroyed if he has any goblin Followers. The Followers are destroyed instead, and Kappuksu is returned to your fief, bowed. Battle: Replace one of your units in this battle with Kappuksu's unit, if Kappuksu is not assigned to a battle.
Kitsu Toju	Personality	U	TOV	1	3	10	8	3		Lion Clan Shugenja. May not bow as part of a lobby attempt. This unit may not be targeted with the Imperial Favor.
Komaro	Personality	C	TOV	2	3	0	5	2		Lion Clan Shugenja. Experienced. Unique. Reaction: Bow Toju when the player with the highest honor is bowing a Personality to lobby for the Imperial Favor. Toju is interfering with the lobby attempt, which is no longer automatic. All players may bow Personalities and give gifts to aid or oppose the attempt. Toju's Personal Honor is counted against the attempt.
Kuni Sensin	Personality	C	TOV	3	3	0	6	1		Unaligned Monk. All Meditation cards or meditating at a shrine, provides an additional 1F/2C bonus to Komaro for the same duration as the meditation bonus.
Lady Kitsune	Personality	C	TOV	0	2	0	4	5		Crab Clan Samurai. Personalities with Shadowlands cards in their unit may not refuse challenges from Sensin.
Matsu Agetoki	Personality	R	TOV	4	5	8	10	2		Unaligned Foxwife. Creature. While Lady Kitsune is in play, the honor requirements of Personalities you bring into play are reduced by an amount equal to her Personal Honor. Lady Kitsune is destroyed if she becomes dishonored. All human Personalities are +1C when in the same army as Lady Kitsune.
Matsu Gohei	Personality	U	TOV	3	4	6	9	4		Lion Clan Samurai. Experienced. Unique. Cavalry. This unit may not be targeted with Ranged Attacks. While Agetoki is in your army, you may play terrain cards face-down. Any face-down terrain card produces no effects until it is revealed at the end of the battle action phase.
Matsu Hiroru	Personality	R	TOV	0	3	0	8	2		Lion Clan Samurai. Experienced. Unique. Gains a 2F bonus when attacking while there are any Shadowlands cards in the defending army. Gains a 2F bonus when attacking if the Defender has a family honor below zero.
Matsu Turi	Personality	C	TOV	4	3	0	8	2		Unaligned Ninja Assassin. Toturi's Army. Experienced. Unique. Only Ninja Followers. Limited: Bow Hiroru to issue a challenge that cannot be refused to any Personality with a Political ability or who performed a Political action since the end of your last turn.
Mikio	Personality	U	TOV	3	5	5	9	2		Lion Clan Samurai. May not bow as part of a lobby attempt. This unit may not be targeted with the Imperial Favor.
Mirumoto Hitomi	Personality	R	TOV	5	4	-	12	1		Unaligned Bodyguard. Toturi's Army. Samurai. Experienced. Unique. Double Chi. Mikio is destroyed if Toturi is ever destroyed. Limited: Once per turn, target a Personality. Mikio is guarding that Personality until he guards someone else or until that Personality leaves play. Reaction: Bow to redirect any action targeting the Personality Mikio is guarding to himself.
Mirumoto Yukihira	Personality	U	TOV	3	4	8	9	3		Dragon Clan Thunder. Samurai. Exp 2. Unique. Hitomi may attach the Obsidian Hand without gold cost. Limited: If she has the Obsidian Hand, bow Hitomi to destroy any dragon in play. Hitomi permanently gains the trait shugenja, as well as all innate abilities of the dragon. This effect cannot target Dragon Clan Personalities unless they are also considered a dragon.
Moshi Wakiza	Personality	U	TOV	2	4	0	8	2		Dragon Clan Weapons Master. Samurai. Weapons attached have a +1F/+1C bonus. Limited: Bow Yukihira and target a weapon in play. Target weapon receives a permanent +1F/+1C bonus. This may be performed once per weapon.
Mujina Chieftain	Personality	C	TOV	3	2	-	7	1		Centipede Clan Shugenja. Yoritomo's Alliance. Exp. Unique. Battle: Bow to produce a Ranged 2 Attack that can target a Personality with attached Followers. This attack cannot be combined with other Ranged Attacks, but its strength may be increased.
Necromancer	Personality	U	TOV	1	5	-	12	0		Unaligned Chief of Mujina. Nonhuman. Cavalry. Only Mujina Followers. Lose 2 Honor. Mujina Followers being attached to Mujina Chief have their gold cost reduced by 4. All Mujina Followers attached have a 1F Bonus
Oni no Ianwa	Personality	R	TOV	8	4	-	4	0		Unaligned Shugenja. Shadowlands. Experienced. Unique. Lose 5 Honor. Limited: Bow to attach a dead follower from any player's discard pile. The follower gains the trait Shadowlands, has its honor requirement reduced to 0 and has the ability Battle: Fear 3. All of these changes are permanent. Lose 2 honor.
										Unaligned Oni. Shadowlands. Nonhuman. Unique. Lose 4 Honor. No items or Followers.

											You must discard your whole hand to put this Personality into play. You may not put the Ring of Void into play while Ianwa is in play. Any player may, as an Open action, discard a fate card to reduce Ianwa's Force by the focus value of the discard, until the end of the turn.
Oni no Pekkle	Personality	C	TOV	0	1	-	3	3			Unaligned Nonhuman. Shadowlands. Gain 3 honor when Pekkle enters play. If Pekkle is destroyed, lose 10 honor. Limited: Bow to gain 1 honor.
Oni no Ugulu	Personality	C	TOV	4	2	-	4	0			Unaligned Nonhuman. Shadowlands. Lose 5 honor. Human Personalities may not move into the same Province as this Oni with Open and Battle actions.
Otaku Kamoko	Personality	R	TOV	5	4	5	11	3			Unicorn Clan Thunder. Samurai. Exp 2. Cavalry. Double Chi. Will only attach Calvary Followers. Limited: Bow Kamoko and discard a card from one of your Provinces. Get any Personality from your Dynasty deck to refill the province, face down. Reshuffle your deck. Reaction: Bow to destroy any Personality leaving this battle.
Qamar	Personality	R	TOV	7	5	0	14	3			Naga Champion. Nonhuman. Tactician. Unique. Experienced. Will only join a Naga Player. While Qamar is in play, whenever any player puts a Naga Follower into play from his hand, he may draw one Fate card at the beginning of his next end phase. Limited: Bow Qamar. Get any one Naga card from your Fate deck and add it to your hand. Reshuffle your Fate deck.
Radakast	Personality	U	TOV	2	4	0	7	2			Naga Constrictor. Nonhuman. Experienced. Unique. Battle: Destroy an opposing Creature card with a Force less than or equal to Radakast's. Radakast gains 1F permanently.
Seikua	Personality	R	TOV	2	3	5	8	2			Unaligned Monk. Experienced. Unique. No Followers. Seikua gains +1F/+1C for each Elemental Ring in play. Battle: Give Seikua an additional 2F/2C bonus for each Elemental Ring in play. Seikua is destroyed after this battle's resolution phase.
Shiba Tsukune	Personality	R	TOV	4	4	5	8	2			Phoenix Clan Samurai. Experienced. Unique. Will only join Phoenix Clan. Tsukune has a 1F/2C bonus while allying or while she is in an army with allies.
Shinjo Hanari	Personality	R	TOV	4	4	5	10	3			Unicorn Clan Samurai. Experienced. Unique. Cavalry. Battle: Bow a Small Farm to give Hanari a 1F bonus. Battle: Bow for a Ranged 3 Attack.
Shinjo Sanetama	Personality	C	TOV	2	3	-	7	2			Unicorn Clan Master of the Hunt. Cavalry. Reaction: Bow when an infantry unit is moving into or out of a battle Sanetama is in. The move is cancelled if all the units in Sanetama's army are cavalry.
Shinjo Shirasu	Personality	C	TOV	3	2	4	7	2			Unicorn Clan Magistrate. Samurai. Cavalry. Limited: Bow Shirasu to issue a challenge to a dishonored Personality that cannot be refused.
Shinjo Yasamura	Personality	U	TOV	3	3	4	8	2			Unicorn Clan Samurai. Cavalry. Tactician. Experienced. Unique. Draw a Fate card when this card enters play.
Shosuro Hametsu	Personality	U	TOV	2	2	-	7	1			Scorpion Clan Poison Master. Experienced. Unique. Limited: Bow to give one of your Personalities a Poison token if they do not have one. Personalities with Poison tokens from Hametsu may perform the action Battle: Bow and destroy a Poison token to reduce an opposing Personality's Chi by two until the end of the turn.
Sysh	Personality	C	TOV	1	2	2	4	1			Naga Instructor. Nonhuman. Limited: Bow to add a permanent 1F to any Naga Personality or Follower in play. This may only affect each card once. Limited: Bow to increase the strength of all Ranged Attacks on a Naga card by one, permanently. This may only affect each card once.
Taquar	Personality	C	TOV	2	3	0	6	2			Naga Clan Shugenja. Nonhuman. Reaction: If a card in Taquar's unit is targeted with a spell or innate ability, you may draw and discard a Fate card from your deck. If the focus value of the discard is even, the action is canceled and its effects are negated.
Togashi Kama	Personality	C	TOV	4	2	0	7	2			Dragon Clan Tattooed Man. Samurai. Battle: Once per battle, target any one Personality in this battle. The targeted Personality has their Force and Chi switched until the end of the turn. Bow Kama if the target is not himself.
Togashi Yokuni	Personality	R	TOV	6	6	10	16	4			Dragon Clan Champion. Samurai. Shugenja. Nonhuman. Double Chi. Exp 2. Unique. Yokuni is considered a dragon. Will only join Dragon Player. May not attach armor or items. If you are bringing one of the Seven Thunders into play, clan restrictions are waived. Limited: Bow Yokuni and move one of the Seven Thunders from your Deck to one of your Provinces. Reshuffle the card from that province into your deck.
Togashi Yoshi	Personality	U	TOV	1	3	4	8	2			Dragon Clan Shugenja. Experienced. Unique. Reaction: After Focus Cards have been revealed in a duel (but before duel resolution) with one of your Personalities, bow Yoshi to draw and discard your top Fate Card. Add that card as an additional Focus of this duel.
Toku	Personality	U	TOV	1	2	0	4	2			Unaligned Samurai. Experienced. Unique. Toturi's Army. All exhaustion tokens are removed from Toku during your straighten phase. Open: Straighten Toku and give him a -1C exhaustion token. Toku cannot perform any other action more than once per turn.
Toturi	Personality	R	TOV	7	6	10	17	5			Lion Clan Thunder. Samurai. Toturi's Army. Tactician. Double Chi. Exp 2. Unique. Toturi is not a member of Lion Clan, but will join a Lion player for 2 less gold. Imperial Favor and Dark Lord's Favor cannot target this unit. Battle: Target an opposing personality with personal honor greater than 1. When an opposing player has brought shadowlands cards into play, this personality switches to your army until after the battle is over. This can be done twice per battle.
Tsuyu	Personality	C	TOV	2	4	0	6	1			Mantis Clan Samurai. Limited: Bow to challenge any Experienced Personality to a duel that cannot be refused. The winner gains 4 honor. Tsuyu gains a 1F/1C permanent bonus if he wins the duel.
Yasuki Taka	Personality	U	TOV	0	2	0	5	1			Crab Clan Wily Trader. Experienced. Unique. Reaction: Bow Taka when you are bowing a gold producing holding to remove any restriction on that holding for how the gold may be spent. This ability cannot be used with holdings that cannot pay for variable cost cards.
Yodin	Personality	R	TOV	0	3	5	6	1			Unaligned Monk. Experienced. Unique. Open: Bow Yodin to straighten one of your Personalities. You may not straighten a Personality whose Force is higher than the number of Elemental Rings you have in play. Reaction: Bow Yodin when you put an Elemental Ring into play to get an Elemental Ring from your discard pile and put it on top of your Fate Deck.
Yogo Oshio	Personality	C	TOV	2	2	-	5	1			Scorpion Clan Shugenja. May always attach Black Scrolls, ignoring Chi limitations. This Personality counts as 2 shugenja for the purpose of casting Black Scroll Rituals.
Yoritomo	Personality	R	TOV	6	5	7	14	3			Mantis Clan Champion. Samurai. Double Chi. Experienced. Unique. Yoritomo may attach two weapons. Yoritomo gains an additional 1F/2C bonus for each weapon attached. Followers attached to Yoritomo have a 1F bonus. Yoritomo may attach Yoritomo's Armor without gold cost. All Yoritomo's Alliance personalities in an army with Yoritomo have a 2F bonus.
Agasha Tunnels	Region	C	TOV								Region Limited: Once per turn, you may search the tunnels; turn over and discard the top card of your fate deck, continuing to do so until you turn over a spell. Show the spell to your opponents, then put it in your hand.
As Far as the Eye Can See	Region	R	TOV								Region: This Region may enter play even if there is already a Region attached to this Province. This Province may attach any number of Regions, but may not attach more than one of each. If this Region is destroyed or moved, you must destroy all but one Region on this Province.
Corrupted Region	Region	C	TOV								Region: All Shadow lands Personality and Followers in a battle at this Province receive a +1F Akk other non-Shadowlands Personality bowing to produce spell effects during a battle at this region receive a -1C corruption token.
River Delta	Region	U	TOV								Region Limited: Once per turn, you may pay 3 gold to attach a 1F Nonhuman Naga Follower to one of your Naga Personalities.
Sanctified Ground	Region	C	TOV								Region: All Shadowlands cards in a battle at this Province have a -1F penalty. All Shadowlands Personalities in a battle at this Province also have a -1C penalty.
The Plains of Amaterasu	Region	U	TOV								Region: When one of your Defending non-Shadowlands Personalities is about to die while fighting at this Province, you may destroy this Region to return the Personality to your fief, instead of dying. This effect can be performed even when the Province is being destroyed.
Augury	Spell	R	TOV				5	2			Limited: Bow this shugenja and destroy this spell. Name an event in your deck, then search

										through your Dynasty deck, and then if necessary your Provinces, for it. Reveal it to other players and reshuffle your Dynasty deck. Place the card on top of either your Dynasty deck or your discard pile.
Curse of the Jackal	Spell	C	TOV				2		3	Battle: Bow this shugenja and target one opposing Follower whose force is less than the Chi of this shugenja. Replace that Follower with a 1F Jackal token that is a Cavalry Creature Follower. The replaced card is discarded from play.
Depth of the Void	Spell	U	TOV				2		2	Limited: Bow this shugenja and look at the top 2 cards of your fate deck. You may discard or return to the top of your deck either or both of those cards. If either card is an item, spell or follower you may show it to the other players and place it at the bottom of your fate deck.
Essence of Air	Spell	U	TOV				5		2	Elemental Limited: Bow this Shugenja who may remain bowed and target one player. Turn over all face down Dynasty cards in that player's Province. While this shugenja is bowed, cards being put into the target player's Provinces are placed faced up. Once a number of cards during a turn equal to this shugenja's Chi have been played face up in this fashion, Provinces are filled normally (face down) for the rest of the turn.
Essence of Earth	Spell	U	TOV				5		2	Elemental Battle: Bow this shugenja to give one of your defending Personalities in this battle a 4F/2C bonus until end of the turn.
Flight of Doves	Spell	U	TOV				1		1	Limited: Bow this shugenja and destroy this spell. Any one honor producing holding in play has its honor production increased by one, permanently.
Legions of Fu Leng	Spell	C	TOV				5		3	Limited Ritual: Bow this shugenja and any number of other shugenja you control. Add a 1F Shadowlands Nonhuman Fu Leng Follower token to one of your personalities for each shugenja with the Shadowlands trait participating in the ritual. These Followers can be split between your Personalities in any fashion you like.
Mighty Protection	Spell	R	TOV				7		3	Battle: Bow this shugenja and destroy this spell. All of your cards that are destroyed in this battle return to your fief bowed at the end of the resolution phase. If an attached card cannot be attached to the same Personality, it remains destroyed. Any card that destroy itself is not returned to play. This protection extends to cards destroyed during the battle action phase as well as the battle resolution.
Mystical Terrain	Spell	C	TOV				3		2	Battle: Bow this Shugenja to put 'Mystical Terrain' into play in this battle. You may only cast this spell under circumstances in which you could play a terrain card but you may play Mystical Terrain even if there is already a terrain in play for this battle, destroying the previous terrain. This spell acts in all ways as a terrain card put into play from your hand. It has no other effects.
Strength of Osano-Wo	Spell	C	TOV				4		2	Battle: Bow this shugenja to straighten another Personality in this battle. Your shugenja must be assigned to the battle and the spell is destroyed if you do not control the target Personality.
Strength of the Dark One	Spell	U	TOV				6		2	Ritual Battle: Bow this Shugenja and any number of other Shugenja you control in this battle. Every unit in the opposing army is targeted with a Fear effect with a strength equal to the number of Shugenja in the Ritual. Lose honor equal to the number of Shugenja in the ritual.
The Light of Amaterasu	Spell	C	TOV				2		2	Reaction: Bow this shugenja to straighten a unit immediately after it bows at the end of the resolution phase of a battle. Shadowlands Personalities and dishonored Personalities may not be targeted with this effect.
The Phoenix is Reborn	Spell	U	TOV				1		4	Ritual Limited: Bow this shugenja and any two other shugenja you control. Any event that are currently in play with continuing effects are discarded. The continuous effects of these events are cancelled.
The Great Walls of Kaiu	Stronghold	F	TOV							You may not bring Shadowlands cards into play. All Fortifications you bring into play cost four less gold.
The Ruins of Isawa Castle	Stronghold	F	TOV							Reaction: Bow at any time at which a Kiho may be played. You may search through your fate deck, retrieve the Kiho, and play it. Reshuffle your fate deck.

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