



WARLORD 5+ 4 4 4

Oni, Champion. Corrupted. No non-attachment. **Reaction:** After you collect fate in the dynasty phase – each opponent taints a character they control.

COOPERATIVE

ILLUS. AFTERUS © 2021 FFG

WARLORD 5+ 2 7

Oni, Champion. Corrupted. No non-attachment. **Action:** Choose an opponent to select one – either that player sacrifices a character, or you play a character from your dynasty discard pile as if it were in your hand, reducing its cost by 2.

CHALLENGE

ILLUS. DIEGO GIBERT LLORENS © 2021 FFG

WARLORD 5+ 7 2

Oni, Champion. Corrupted. No non-attachment. **Reaction:** After you collect fate in the dynasty phase, each opponent chooses a non-attachment character with 3 or lower skill – bow each chosen character.

COOPERATIVE

ILLUS. CALVIN CHUA © 2021 FFG

WARLORD 5+ 4 4 4

Oni, Champion. Corrupted. No non-attachment. **Action:** Choose a tainted character an opponent controls. Its controller selects one – either each opponent loses 2 honor, or you gain control of the chosen character and it gains a clan symbol.

CHALLENGE

ILLUS. AFTERUS © 2021 FFG

WARLORD 4+ 4

Reaction: After a conflict is declared against this province – remove 1 fate from each attacking character.

PROVINCE

ILLUS. DAVID PRASHINSKI © 2021 FFG

WARLORD 5+ 7 2

Oni, Champion. Corrupted. No non-attachment. **Action:** Choose a character. Its controller selects one – either remove all fate from that character, or you may declare an additional conflict this phase.

CHALLENGE

ILLUS. CALVIN CHUA © 2021 FFG

WARLORD 5+ 2 7

Oni, Champion. Corrupted. No non-attachment. **Reaction:** After you collect fate in the dynasty phase – remove 2 random cards in each opponent's dynasty discard pile from the game. Bow each character in play with the same name as a card removed from the game this way.

COOPERATIVE

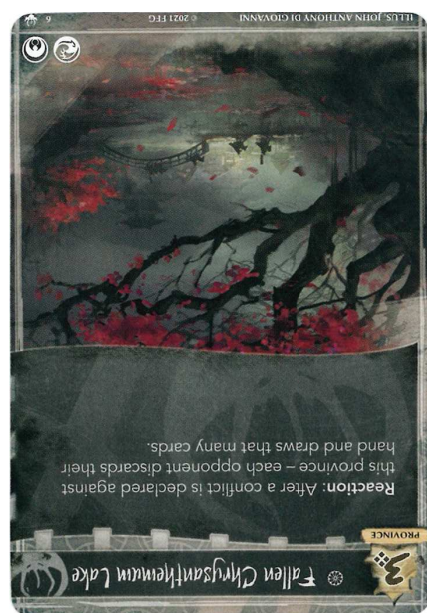
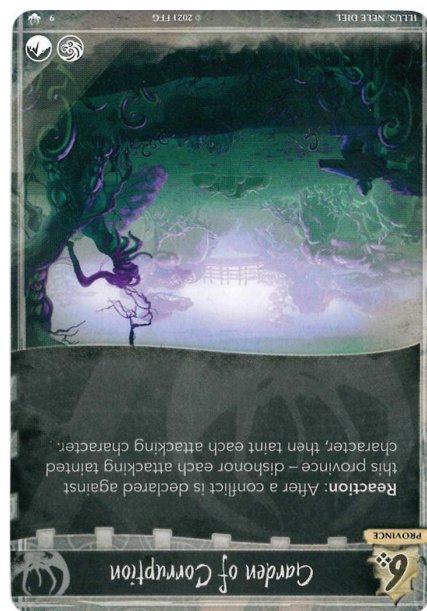
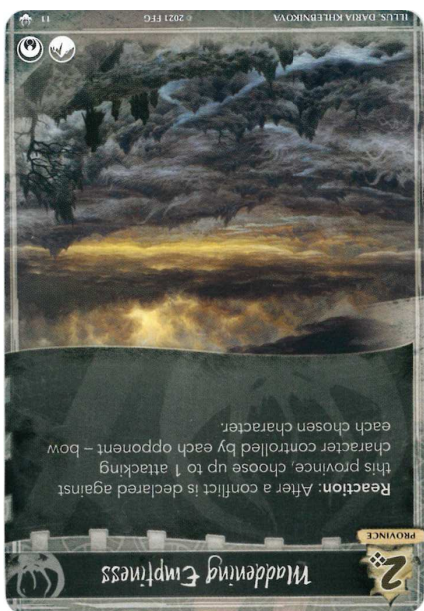
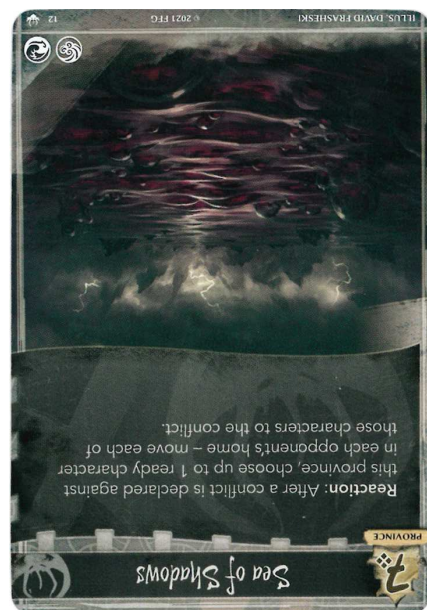
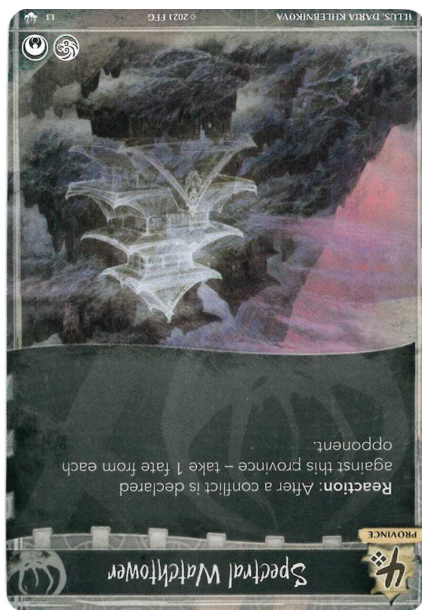
ILLUS. DIEGO GIBERT LLORENS © 2021 FFG

WARLORD 5+ 4

Reaction: After a conflict is declared against this province – place 2 random characters in your dynasty discard pile on the bottom of your dynasty deck.

PROVINCE

ILLUS. AFTERUS © 2021 FFG



ILLUS. ALEXANDER ECHYSSHEV D 24

Killing Field

Interrupt: When the conflict phase ends – discard each card from each opponent's provinces.

"No kami will ever return to this place now."
— Isawa Nobu

Reaction: After this character wins a conflict, choose a character in an opponent's dynasty discard pile – put that character into play under your control, tainted. It gains the ☹️ clan symbol.

While this character is in play, that character cannot leave play. Discard that character when this character leaves play.

Shugenja, Water.

2

4

5

2

CHARACTER

ILLUS. BOBIA PINDADO D 18

Bushy, Goblin.

Reduce the cost to play each ☹️ **Goblin** by 1. Each other ☹️ **Goblin** gets +2.

"Great gift, Lord accepts. You eat well tonight."

Chief, Fain Foulage

5

7

4

CHARACTER

ILLUS. CONCEPTOPOLIS D 15

Foulage's Elite

Goblin.

Reaction: After this character wins a conflict, choose a character an opponent controls with equal or lower ☹️ skill than this character – bow the chosen character.

"I'd be more worried about those teeth than that blade."
— Hiruma Kogoe

Interrupt: When the conflict phase ends, choose up to 3 different ☹️ **Goblin** characters – move 1 fate from your fate pool to each chosen character.

Goblin Arrow

3

4

2

CHARACTER

ILLUS. JILLIE C. BALZER D 22

Undead, Horror

Reaction: After this character wins a conflict – attach a random character in each opponent's discard pile to this character as an attachment, treating its printed text box as if it were blank. That card gains the text: "Add this card's printed ☹️ and ☹️ skill values to those of attached character."

Corrupted. (This character enters play tainted.)

Undead.

0

4

2

2

CHARACTER

ILLUS. DIEGO GIBERT ILLORNS D 19

Skeletal Warrior

Undead.

Corrupted. (This character enters play tainted.)

Prior to the rise of the dark sorcerer Iuchiban in the sixth century, burials were a common and revered practice in Rokugan. Yet even after Iuchiban's defeat, his power to resurrect the dead in service of Jigoku remained. Now, Imperial Law requires that scored ancestors' remains be immolated to keep safe their descendants.

CHARACTER

1

2

0

ILLUS. APTURUS D 16

Goblin Arrow

Interrupt: When the conflict phase ends, choose up to 3 different ☹️ **Goblin** characters – move 1 fate from your fate pool to each chosen character.

CHARACTER

3

4

2

ILLUS. JOHN ANTHONY DI GIOVANNI D 23

Kitsu Sokori

Shugenja, Water.

Reaction: After fate is removed from this character, choose a character in an opponent's dynasty discard pile – put that character into play under your control, tainted. It gains the ☹️ clan symbol.

While this character is in play, that character cannot leave play. Discard that character when this character leaves play.

2

4

5

2

CHARACTER

ILLUS. D 20

Endless Ranks

Undead, Army.

Corrupted. No attachments except **Weapon**.

Reaction: After this character wins a conflict, choose a character in your dynasty discard pile – put that character on top of your dynasty deck.

Each death beyond the Wall is in service to Fu Leng.

CHARACTER

3

4

0

ILLUS. PAOLO FUGGIONI D 17

Detritus Priest

Shugenja, Fire, Goblin.

Reaction: After a **Goblin** you control wins a conflict, remove 1 fate from it – resolve the contested rings effect. (Limit twice per round.)

"I do not know if it is the power of a kansens that invigorates them, or just the excitement of seeing a glowing bone." – Kumi Kitsuiko

CHARACTER

4

7

4

1

ILLUS. APTERUS D 30

"Who is she now?" – Kitsuki Chian
 character to this character.
 opponent controls – move 1 fate from that
Reaction: After this character wins a conflict, choose a tainted participating character an opponent controls – move 1 fate from that.

Corrupted. (This character enters play tainted.)

Undead.

2 0 2

CHARACTER

Pengdalan

ILLUS. BORJA PINDADO D 27

One act of reckless pride.
 Three hundred years of terror.
 attacker – honor each attacking character.
Reaction: After this character is declared as an attacker – honor each attacking character.
 Corrupted. No non- attachments.

Bushi, Cavalry, Daimyo.

3 5 5

CHARACTER

Moto Tsume

ILLUS. STANISLAV BIKOLENSKO D 24

The devotion of samurai, twisted by Jigoku into a mockery of Bushido.
 dishonor that character.
 choose a participating non- character –
Reaction: After this character wins a conflict, Corrupted. (This character enters play tainted.)

Bushi.

2 2 2

CHARACTER

Lost Samurai

ILLUS. BORJA PINDADO D 33

"Get away, runt! I've already lost enough of my dinner to your grumpy kind."
Ogre.

0 4 6

CHARACTER

Wild Ogre

ILLUS. DARIA KHILENKOVA D 28

It is a court of demonic puppetry" – Kuni Yori
 holdings interrupt.
 This ability triggers before each other ends – gain 2 fate for each opponent.
Interrupt: When the conflict phase ends – gain 2 fate for each opponent.

4 4 4

HOLDING

Castle.

+ Wandering Tide Keep

ILLUS. JASON BENKE D 25

"The thunder of hooves now brings me only terror and despair." – Shingo Hideo
 discard each card in each opponent's provinces.
Reaction: After this character wins a conflict – Corrupted. (This character enters play tainted.)

Bushi, Cavalry.

1 3 3

CHARACTER

Cwikage Rider

ILLUS. JOSHUA CAIROS D 32

While this character is attacking, at least one character controlled by each opponent must be declared as a defender, if able.
 Corrupted. No non- attachments.
Oni.

0 4 7

CHARACTER

The Butcher of Ishigaki

ILLUS. MARIUS BOTA D 29

remove the top 3 cards of each opponent's conflict deck from the game. Then, remove from the game each attachment you do not control if it shares a name with a card removed by this effect.
Reaction: After this character wins a conflict – remove the top 3 cards of each opponent's conflict deck from the game. Then, remove from the game each attachment you do not control if it shares a name with a card removed by this effect.

Goblin.

0 2 2

CHARACTER

Scavenging Goblin

ILLUS. PAVEL KOLOMEYEV D 26

"Such foul steeds will not succumb until their demon-riders have fallen." – Hida Tsuru
 bow as a result of this conflict's resolution.
Reaction: After this character wins a conflict – move 1 fate from your fate pool to it. It does not Corrupted. (This character enters play tainted.)

Bushi, Cavalry.

2 3 3

CHARACTER

Dark Moto

Shrine to Jigoku

Interrupt: When the conflict phase ends, spend up to 2 fate – for each fate spent this way, each opponent discards 1 random card from their hand.

Shrine.

ILLUS. BRENDA BAC

Haunted Ruins

Interrupt: When the conflict phase ends – each opponent loses 1 honor. The wind whistles with screams of the forgotten.

CHARACTER

ILLUS. DARIYA KHILLENKOVA

Cui Lair

Interrupt: When the conflict phase ends, spend up to 4 fate – put that many random cards in your dynasty discard pile on the bottom of your dynasty deck in a random order.

CHARACTER

ILLUS. DARIYA KHILLENKOVA

Bloodthirsty Kanssen

Reaction: After this character wins a conflict – resolve the contested ring's effect. "It is no wonder the kami shun this place." – Kitsu Takeko

Spirit, Earth.

ILLUS. PAVEL KOLOMEYTS

Chuda Gyusshi

Reaction: After fate is removed from this character, each opponent selects one – they must either lose 3 honor, discard 2 random cards from their hand, or sacrifice a character. "I have need of you again, my wicked companion."

Shugenja, Earth.

ILLUS. MARBUR BOTA

Shambling Servant

Undead.

Reaction: After this character wins a conflict, choose a participating character – taint the chosen character. Nothing is wasted in the courts of the wicked.

CHARACTER

ILLUS. PAOLO PUGGIONI

Eogtag

Reaction: After this character wins a conflict – each opponent discards the top 8 cards of their conflict deck. The villagers thanked her with gifts of food and clothing, unaware that she was taking a much different reward for healing their sick and wounded.

Shugenja, Water.

ILLUS. MARBUR BOTA

Cui of Obsidian and Flood

Corrupted. No non- attachments. **Reaction:** After this character wins a conflict, choose an opponent's tainted character – discard that character. "Only the deepest pits of Jigoku could spawn such evil." – Isawa Masehiro

Oni.

ILLUS. PAVEL KOLOMEYTS

Insatiable Gaki

Spirit.

Reaction: After this character wins a conflict – each opponent discards 1 card from their hand. "Leave the wretched thing to its hopeless gnawing." – Kunit Ritsuko

CHARACTER

ILLUS. AFTERBUS

ILLUS. DIEGO GIBERTI, LORENS. © 2021 FFG

4

The Wall is Breached

EVENT

3

This event's effects cannot be canceled.

Action: If you are attacking and count more current skill in the conflict than your opponent – break each attacked non-stronghold province.

ILLUS. CARLOS PALMA CROCHAGA © 2021 FFG

4

Blade of Chaos

ATTACHMENT

2

4

1

Many Crab samurai have joined the ranks of the Lost upon taking up a blade of obsidian against the spawn of Jigoku.

Reaction: After you play this card – take another action after this one.

Obsidian Weapon. Attach to a character.

ILLUS. BOSHA PINOADO © 2021 FFG

4

Rakshasa.

CHARACTER

2

7

4

Many samurai have fallen to the wiles of the demons of the Ivory Kingdoms.

Interrupt: When the effects of an opponents event would initiate, spend 1 fate – cancel those effects. (Limit twice per round.)

Corrupted. No non-attachments.

ILLUS. SCOTT WADE © 2021 FFG

2

Way of the Shadowlands

EVENT

0

Philosophy. **Action:** Choose a participating untainted character – taint that character. If it is not a character, you may spend 1 fate to bow it. A day will come when the rightful Emperor sits the Emerald Throne.

ILLUS. JAMAR PALOMEHA © 2021 FFG

3

Horrific Scarring

ATTACHMENT

2

0

0

Attached character cannot participate in conflicts.

Condition. Attach to an opponents character. Other attachments cannot be played on attached character.

ILLUS. HAVIL UBAL © 2021 FFG

6

Cashadokuro

CHARACTER

9

0

Undead. **Corrupted.** No non-attachments.

Reaction: After an opponent declares a conflict keyword.

This character cannot be evaded by the covert against one of your provinces – ready this character.

ILLUS. BRIAN VALENZUELA © 2021 FFG

4

Tendrils of Corruption

ATTACHMENT

0

1

1

Attach to a character.

Condition. **Reaction:** After you play this card, choose a participating character – taint it. Now, too, shall you be.

ILLUS. HEGGE C. BALZER © 2021 FFG

4

Violence and Evil

EVENT

2

Action: If the current conflict is 2 non-attachments on participating characters and discard them.

ILLUS. HEGGE C. BALZER © 2021 FFG

4

Power of Jigoku

EVENT

0

Action: Choose a participating ready character – until the end of the conflict, that character gets +5 and cannot be bowed or moved home by opponents' card effects.

ILLUS. DIEGO GIBERTI, ORENS C 52 44

4

"Your screams taste of the delicate grey that soothes the soul." – Atsuko the Calamitous to it.

Action: Put your wardord into play in the conflict. You may move up to 2 fate from your fate pool.

Tactic.

Direct Assault

EVENT 3

ILLUS. AFTERUS C 34 44

1

They say that which is better left unknown.

Action: Until the end of the conflict, each participating tainted character gets +2 and +2 and each participating tainted non- character gets -2 and -2.

Evil Portents

EVENT 0

ILLUS. IMAD AWAN C 51 44

1

"They were like shadows emerging from the night, so great and fearful that I abandoned my duty and left the corpses unburnt." – Hiruma Izumi

Action: If an attacked province is tainted, resolve the contested rings effect. Otherwise, taint each attacked province.

Drawn to Blood

EVENT 1

ILLUS. CARLOS PALMA ERIC CHAGA C 58 44

3

Dark Brother's Blade

ATTACHMENT 2

Obsidian, Weapon.

Attach to a character.

While you are playing challenge mode, this card gains ancestral.

Reaction: After this character wins a conflict, While attached character is unique, it gains: each opponent must sacrifice a participating character.

ILLUS. HELGE C. BALZER C 53 44

4

"Those growths were wings?"

– Hiruma Izumi, final words

Action: Choose a character you control in your home – move it to the conflict. If it is bowed, you may spend 1 fate to ready it.

Uncontained

EVENT 0

ILLUS. PATRICK MCEVOY C 52 44

3

Death After Life

EVENT 2

Action: Choose a character in your dynasty discard pile with the highest printed cost among characters in your dynasty discard pile – put that character into play in the conflict, tainted.

ILLUS. ROBERTA PINDADO C 59 44

1

Dark Bargain

EVENT 2

Action: For each ready participating character an opponent controls, that character's controller selects one – they must either bow that character or lose 1 honor. Then, taint each ready participating character each opponent controls.

ILLUS. HELGE C. BALZER C 56 44

2

Unending Tainted

ATTACHMENT 0

Condition.

Attach to a character.

Reaction: After you play this card – place 1 fate on attached character.

"Then we shall fight again." – Hida Kisada

ILLUS. HELGE C. BALZER C 51 44

2

"Akuma no Oni will not stop until all of Rokugan burns." – Isawa Tadaka

Action: Select one – either place 1 fate on each character you control, or put your wardord into play in the conflict with 3 fate on it.

This event's effects cannot be canceled.

At His Command

EVENT 4

ILLUS. AFTERUS

3

Despair

Action: Increase the cost of each event an opponent plays in this conflict by 1.

Interrupt: When the effects of an event would initiate – cancel those effects.

EVENT

1

ILLUS. BRENDA BAE

4

Blasphemous Act

Action: Bow each tainted character you do not control and ready each tainted character you control. Each tainted character you control does not bow as a result of this conflict's resolution.

EVENT

5

ILLUS. ALVANA LEMMER

1

Lurking Treachery

Condition: Attach to an opponent's character. Other attachments cannot be played on attached character.

Interrupt: When attached character leaves play, its controller chooses one of their unbroken provinces – taint that province.

ATTACHMENT

0

3

ILLUS. ANDREA LOBALI

2

Madness

Condition: Attach to an opponent's character. Attached character cannot have other attachments.

"You don't understand! It's choking me!"

ATTACHMENT

2

0

8

ILLUS. JIMMY WYAN

3

Spiritual Isolation

Condition: Attach to an opponent's character. Other attachments cannot be played on attached character.

Treat attached character's printed text box as if it were blank (except for *Traits*).

Even destiny had abandoned her.

ATTACHMENT

1

2

2

ILLUS. AFTERUS

2

Pervailing Mutation

Condition: Attach to a character.

Reaction: After you play this card – play an attachment from your discard pile.

"I dare not face them, lest they realize that I am doomed to become one of them." – Kaiu Masae

ATTACHMENT

0

3

0

ILLUS. LIN HSIANG

1

Duty's Cost

Action: Each opponent must select one – either taint each of your unbroken provinces or reveal your hand and discard each card with printed cost 0 from it.

EVENT

1

ILLUS. BRACEKA KIMPEL

1

Shameful Affliction

Action: Choose a participating non- character – dishonor that character. You may spend 1 fate to resolve this ability twice.

His mind raced as the makeup diminished in his cup. He would have to find more, at any cost, lest he be betrayed by the evil beneath his skin.

EVENT

0

ILLUS. CARLOS NCT

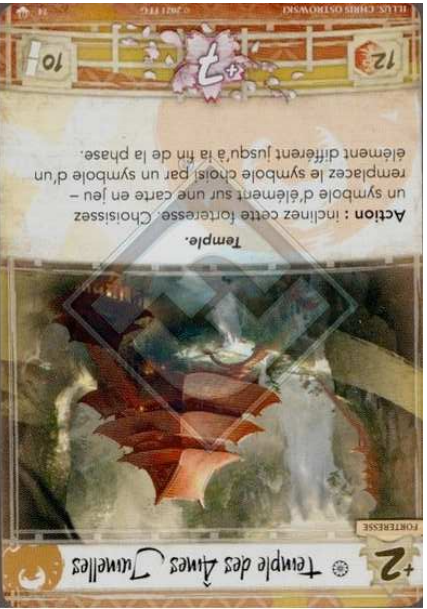
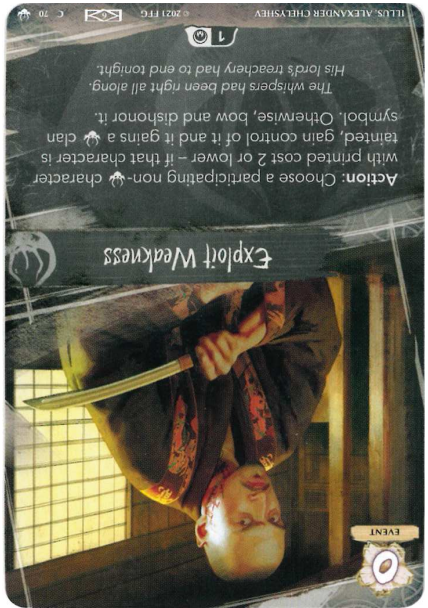
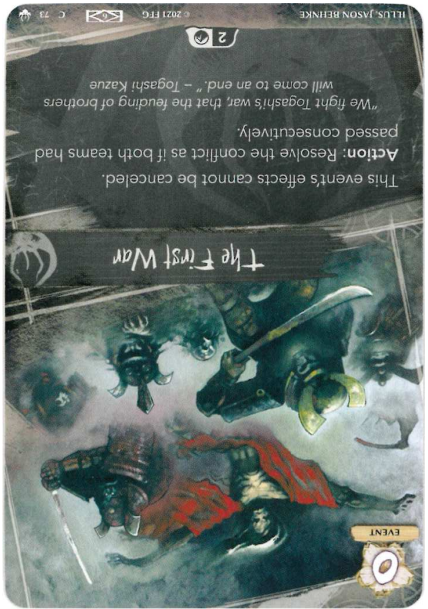
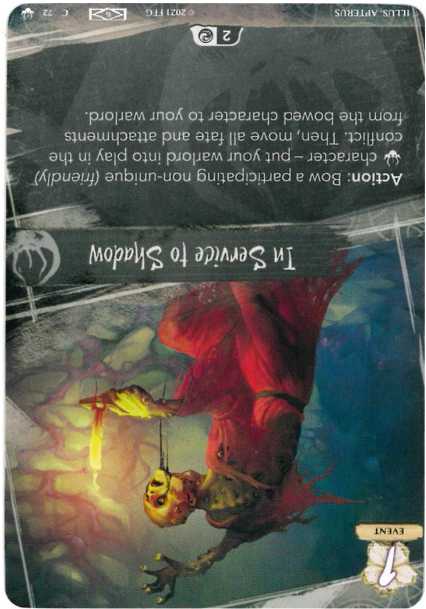
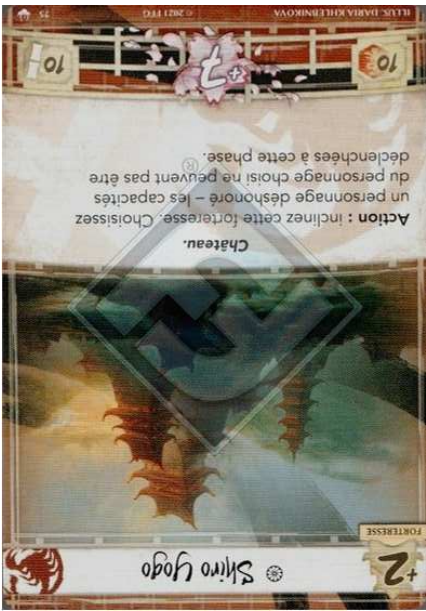
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Consumed By Evil

Action: Choose a tainted character you do not control. That character's controller selects one – either they sacrifice that character, or you put your warlord into play in the conflict with 1 fate on it.

EVENT

2



Pondjiô Rivière

RESSOURCE

+1

Temple.

Quand du destin est censé être retiré des personnages lors de la phase de destin, répartissez ce destin entre les anneaux disponibles de manière aussi équitable que possible à la place.

« Le gong de la cloche se fait l'écho de la destinée qui nous attend tous. »

ILLUSTRATION: CHRIS POTCHARD

Tacticien de Terrain

PERSONNAGE

2

1

2

2

Bushi, Commandant.

Soutien. (Un autre joueur peut aider à payer le coût en destin de cette carte.)

Réaction : après avoir joué une carte **Tactique**, choisissez une carte de la pile de défausse Conflit de n'importe quel joueur – placez la carte choisie dans le deck Conflit de ce joueur en troisième position en partant du dessus.

« Ça va fonctionner. »

ILLUSTRATION: JACZEWSKA KAMPEL

Yoriki Sagade

PERSONNAGE

2

1

2

2

Courtsan.

Courtoisie. (Quand ce personnage quitte le jeu, gagnez 1 destin.)

Réaction : après avoir regardé au moins 1 carte dans la main d'un adversaire (ou si ces cartes sont révélées), choisissez un personnage – honorez le personnage choisi.

ILLUSTRATION: CHRIS POTCHARD

Reveuse Togashi

PERSONNAGE

2

2

2

2

Moine, Tatoué.

Soutien.

Réaction : après avoir joué un événement **Kihô** lors d'un conflit auquel participe ce personnage, choisissez un personnage participant ayant au moins 1 pion Statut sur lui et choisissez un anneau disponible – déplacez 1 destin du personnage choisi vers l'anneau choisi.

ILLUSTRATION: JACZEWSKA KAMPEL

Muraille Kaiu.

RESSOURCE

+2

Limite de 1 par deck.

Réaction : après qu'un adversaire a déclaré un conflit contre une province que vous contrôlez qui ne contient pas de ressource **Muraille Kaiu** – prenez 1 honneur à cet adversaire. (Illimité.)

ILLUSTRATION: HUY HOANG

Guerrière de Fer de l'Avant-garde

PERSONNAGE

2

0

2

1

Bushi.

Soutien. (Un autre joueur peut aider à payer le coût en destin de cette carte.)

Réaction : après que ce personnage a remporté un conflit, choisissez un personnage – honorez le personnage choisi.

« Je n'aurai de cesse de vous protéger. »

ILLUSTRATION: TONFOTI

Grand Stratège Akodo

PERSONNAGE

3

2

3

2

Bushi, Commandant.

Action : lors d'un conflit auquel participe ce personnage, retirez de la partie au moins 1 carte **Tactique** de votre pile de défausse Conflit. Choisissez un personnage participant ayant une gloire inférieure ou égale au nombre de cartes retirées – inclinez le personnage choisi.

ILLUSTRATION: CHRIS POTCHARD

Maître de La Pensée Silencieuse

PERSONNAGE

3

2

3

1

Moine, Tatoué.

Action : lors d'un conflit auquel participe ce personnage, si vous avez joué au moins 3 cartes lors de ce conflit – piochez 1 carte.

« Il ne vous suffit pas de penser pour voir, m'atteindre pour y parvenir. Le kata dirige mes mouvements, pas mon esprit, et mes gestes sont délivrés de la geôle de la pensée. »

ILLUSTRATION: JILLIAN GOWAN

Stratège Daidoji

PERSONNAGE

4

3

4

2

Bushi, Commandant.

Action : lors d'un conflit auquel participe ce personnage, choisissez un personnage honore – renvoyez le personnage choisi à son fief.

En l'honneur d'une longue tradition, les Daidoji étaient les bienvenus aux côtés du Crabe pour défendre Rokugan. Leur commandement, bien qu'efficace, était beaucoup moins bien accueilli.

ILLUSTRATION: SERGIO CASAMENSA

ILLUS. DOREG LAMBARCOS « 2011 TFG » D 43

« À son âge, je savais à peine me servir d'un arc alors qu'elle avait déjà remporté une guerre ! » – Grand-mère Sakae

Tant que ce personnage attaqué, la valeur de défense de la province attaquée ne peut pas être augmentée. (Cela inclut les ressources, forteresses, attachements, effets durables et pions Statut.)

Bushi, Cavalerie.

PERSONNAGE

2 3 1

Patrouilleuse Aguerrie

ILLUS. AMBIE HOLT « 2011 TFG » D 44

« Je garderais mes distances, je les ai déjà vus abattre des ours. »

personnage choisi dans ce conflit. si vous êtes le premier joueur) – mettez en jeu le provinces (coût imprimé de 4 ou moins à la place un coût imprimé de 2 ou moins dans une de vos comme attaquant, choisissez un personnage ayant

Réaction : après que ce personnage a été déclaré

Bushi, Cavalerie.

PERSONNAGE

4 4 1 0

Dresseuse Woto

ILLUS. MARCO WERHANO « 2011 TFG » D 38

« Sachez, si cela peut vous reconforter, que mon amour était sincère. »

On considère que vous êtes moins honorable que chaque adversaire.

Shugenja, Terre.

PERSONNAGE

3 3 1 0

Eriseuse de Serment Sincère

ILLUS. APTREUS « 2011 TFG » D 91

Rien ne peut trahir leur présence, pas même leur souffle.

personnage choisi ou le renvoyer à son fief.

choisit l'une des options suivantes – incliner le coût imprimé de 3 ou moins. Son contrôleur choisit un personnage participant ayant un d'un conflit auquel participe ce personnage.

Réaction : après avoir joué un événement lors

Bushi, Shinobi.

PERSONNAGE

3 2 2 0

Homme de Main Silencieux

ILLUS. SHIROKI THIRIANTO « 2011 TFG » D 87

choisi.

son fief ou délausser un attachement du personnage du personnage choisi, renvoyer le personnage choisi à l'une des options suivantes – délausser un pion Statut participant. Le contrôleur de ce personnage choisit

Action : lors d'un conflit, choisissez un personnage destin de cette carte.)

Shugenja, Vide.

PERSONNAGE

2 1 1

Adeptes du Vide

ILLUS. JONATHAN MOORE « 2011 TFG » D 84

« Bien que mon cœur soit lourd, Kaze-no-kami transporte mon esprit. »

doivent être joués dans le conflit.

Lors des conflits, vous pouvez jouer des personnages de vos provinces comme s'ils étaient dans votre main. Les personnages joués ainsi

Shugenja, Air.

PERSONNAGE

4 3 5 3

Conjureuse du Ciel Isawa

ILLUS. LUIS MORALES DE C. ESTRO « 2011 TFG » D 45

du conflit.

le personnage choisi perd –2 jusqu'à la fin

Action : lors d'un conflit auquel participe ce personnage, choisissez un personnage participant

Soutien. (Un autre joueur peut aider à payer le coût en destin de cette carte.)

Bushi, Clan de la Mante.

PERSONNAGE

2 2 1 1

Marin Intrepide

ILLUS. AMBER MARCHIO « 2011 TFG » D 92

personnage choisi et soulevez chaque autre premier personnage choisi, honorez le deuxième

Action : dans l'ordre du tour, chaque joueur peut choisir un personnage qu'il contrôle – redressez le coût en destin de cette carte.)

Soutien. (Un autre joueur peut aider à payer le

Shugenja, Eau.

PERSONNAGE

2 2 2 1

Vengeresse Teinturée

ILLUS. DREW BAKER « 2011 TFG » D 89

pion jusqu'à la fin du conflit.

différents sur 2 personnages différents – traitez un des pions Statut choisis comme s'il était l'autre

Action : lors d'un conflit, choisissez 2 pions Statut participant. Le contrôleur de ce personnage choisit

Shugenja, Air.

PERSONNAGE

2 1 1

Disciple de la Tromperie

ÉVÉNEMENT

0

ATTILIO NINO VECCHIO
 VECTRA
 C 98 100
 L'Espresso

Un objet sacré qui vous épargnera
 bien des souffrances.

attachement – annulez cet effet d'anneau.
 attaché comme cible, sacrifiez cet
 conisé être initié, s'il choisit le personnage
Interruption : quand un effet d'anneau est
 vous contrôlez.

Attachez cette carte à un personnage que
 vous contrôlez.

Objet, Jade.

Taiswan de Jade

+0
 +0
 L'Espresso

ÉVÉNEMENT

2



égalité 1 destin.

➡ jusqu'à la fin du conflit. S'il est soulevé, retirez-lui 0 les valeurs de base de ses compétences et

Action : lors d'un conflit, choisissez un personnage participant ayant au moins 1 pion Statut sur lui – fixez

Shugenja.

À jouer uniquement si vous contrôlez un personnage

③

Jade, Sort, Terre.

Assaut de Jade

ÉVÉNEMENT

1

Salle d'Audience

Réaction : après avoir joué un personnage ayant un colt imprimé de 4 ou plus - placez 1 destin sur lui.

Quand le champion du clan leur rend visite, même les seigneurs ne sont guère plus dûs des serviteurs.

Château.

MESSOUCRICE

2+

Parfois, le dolo Dardoff envoie des élèves seuls dans les contrées sauvages pendant un semaine, pour les confronter à une réalité concrète et les préparer à utiliser leur pragmatisme lors de futures batailles face à un ennemi qui a pris l'avantage.

Action : déshonore un personnage (am). Choisissez un personnage – honorez-le.

Tactique.

Indigénosité

ÉLÉMENTS DE L'ÉVALUATION

ÉVÉNEMENT

0

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Katana Incrustée de Jade

Restreint. Soutien.

Jade. Arme.

Le personnage attaché gagne : « Réaction : après que ce personnage a remporté un conflit, choisissez un personnage participant ayant au moins 1 pion Statut sur lui – retirez 1 destin du personnage choisi. »

0+2

1

