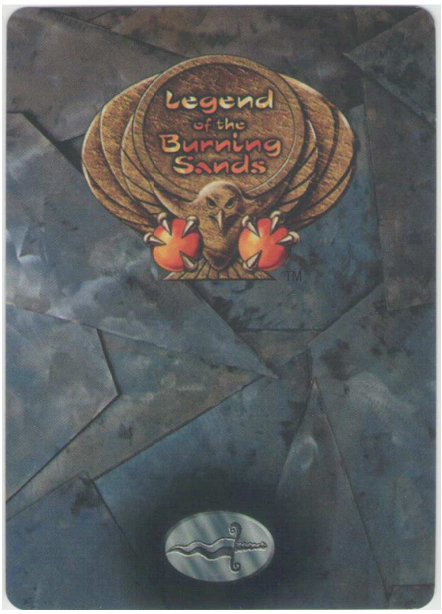
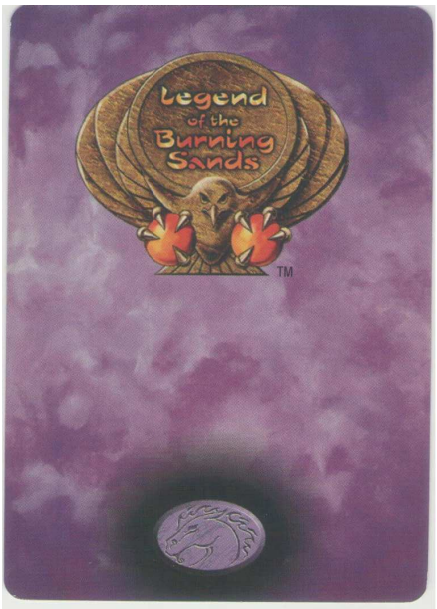
The Hidden Keep of the Assassins
20 3 0
Battle: Bow to send any Assassin Hero you control in a Battle home, bowed.
Reaction: When one of your Assassin Heroes is in a duel, bow the Hidden Keep instead of playing a thrust or a parry to send him or her home bowed.
3


Legend of the Burning Sands
TM

The Moto Oasis
20 3 1
You may not have more than one of any Advanced City play.
All Moto Heroes you control gain an additional Raid +1 when raiding another player's City Section.
2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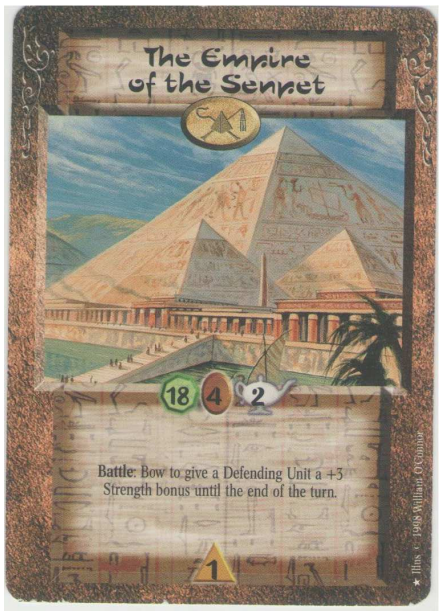
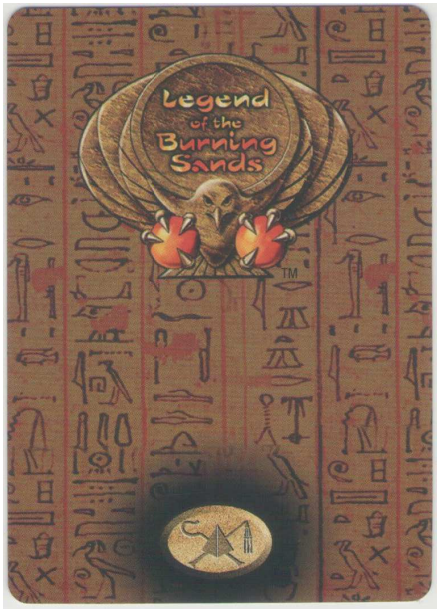

The Empire of the Senret
18 4 2
Battle: Bow to give a Defending Unit a +3 Strength bonus until the end of the turn.
1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The City of the Seventh Star
20 4 6
Day: Bow to redistribute as many of your Water tokens between your City Sections as you would like.
Night: Bow to declare an Attack in this phase.
Pay 1 water token for each unit you assign in this Attack phase.
2

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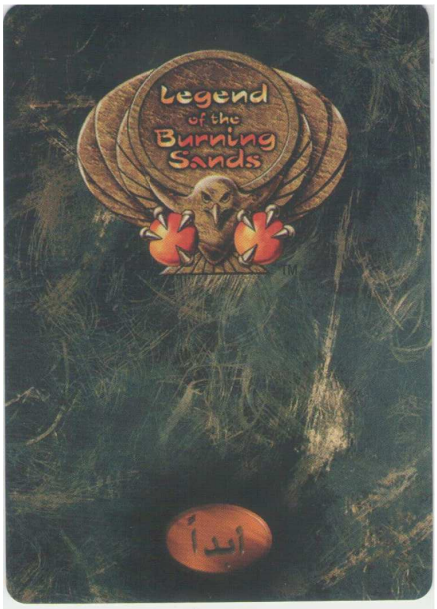
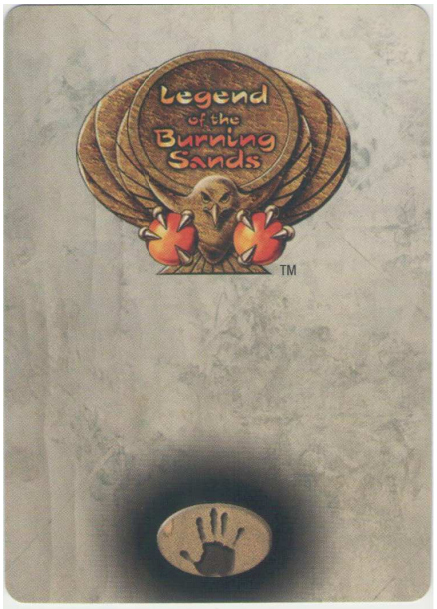
Qabal Stronghold
21 3 4
You must pay an additional water token for each Hero you bring into play if you control any Khadi Heroes.
Water costs for Jinn are reduced by one, to a minimum of one, when you bring them into play.
4


Legend of the Burning Sands
TM

Ebonite Temple of the Black Stone
21
3
7
Open: Bow the Temple of the Black Stone. Until the end of the turn, each Water token attached to your City Sections can be discarded to absorb 2 points of damge while you are the Defender.
"The temple was erected in honor of our god and to protect the world from theirs." –Balance
1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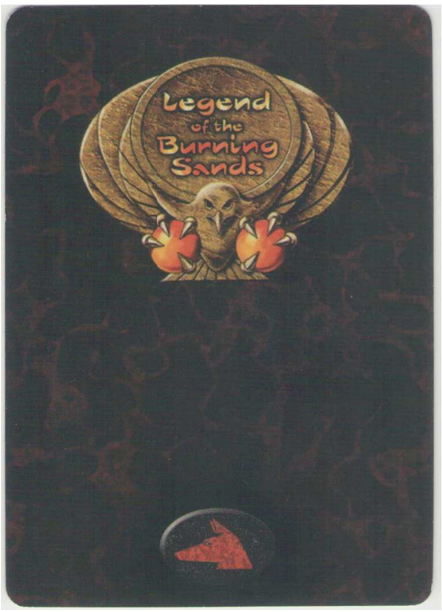
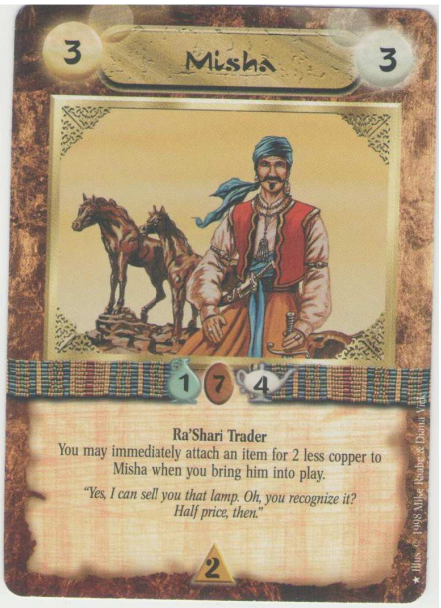
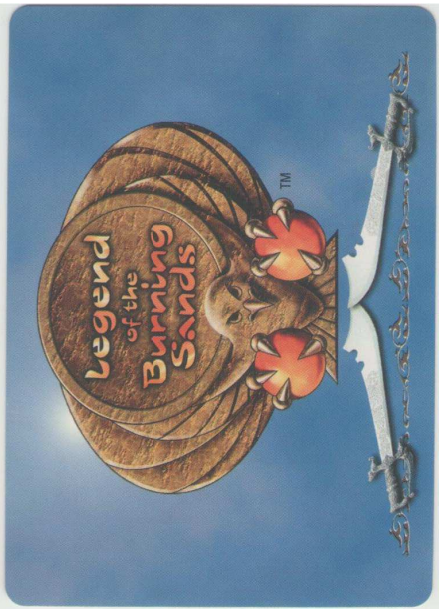
TM

Jackal City of Bones
19
4
4
If the City of Bones is unbowed, immediately after one of your Heroes destroys one or more opposing Heroes in a duel or battle, attach a 1S Undead Ghul Follower token to a Hero you control.
3


Legend of the Burning Sands


3
Misha
3
1
7
4
Ra'Shari Trader
You may immediately attach an item for 2 less copper to Misha when you bring him into play.
"Yes, I can sell you that lamp. Oh, you recognize it? Half price, then."
2


Legend of the Burning Sands
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1
Maymun
4
1
7
2
Ashalan Sandsmith • Sahir • Unique
Day: Bow Maymum and play one Night action. Pay any costs normally involved.
"There is power in the sand – left over from Lady Sun's wrath. I swear my lady, I will find it."
4
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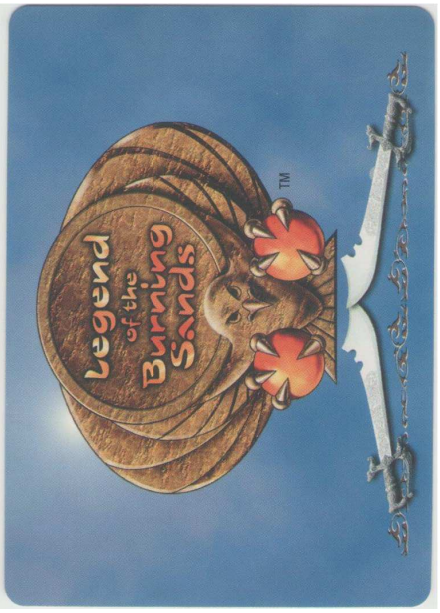
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