

DISCIPLINE CARDS (i.e. cards that require a Discipline)

Beast Shintai

Conjure the Kami

[COM]

[besh]: The opposing minion takes 1 damage during the strike resolution phase of every round. Only 1 Conjure the Kami may be played by a KJ during a combat. [BESH]: Only usable as a combat ends, with no presses to continue. Another round of combat occurs. This KJ has +1 strength during this round of combat.

Cower Before the Beast

[COM] Only playable before range is determined. Frenzy.

[besh]: the opposing minion has -1 strength for the remainder of combat. Only one Cower Before the Beast may be played by a KJ in a combat. [BESH]: as above, and additional strikes cost the opposing minion an additional Chi.

Fox Spy

[RET] Animal with 1 life.

[besh]: minions opposing the KJ with this retainer in combat cannot use equipment. This effect may be cancelled if the opposing minion burns 1 Chi before range is determined on each round of combat. [BESH]: as above, and the KJ with this retainer may choose to be immune to frenzy cards.

Unleash the Tiger Spirit

[COM] Only usable before range is determined. Frenzy.

[besh]: This KJ has +1 strength for the remainder of combat. Once per round, he or she may burn 1 Chi to gain an optional press. [BESH]: as above, and this KJ gains 1 Chi each time a Frenzy card is played during this combat.

Black Wind

Destruction

[ACT]

[blw]: burn a location controlled by your prey. [BLW]: as above, and if blocked, this KJ has an optional press in the resulting combat.

Doom of the Righteous

[ACT] [0/0/1]

[blw]: enter combat with a minion controlled by your prey. [BLW]: as above, and burn X P'o counters to gain X strength for the first round of this vampire's next combat.

Eye of the Storm

[COM] [1/0/0]

[blw]: strike: dodge. [BLW]: as above, with an optional press to continue combat. If another round of combat occurs, you get an optional maneuver in that round of combat, only usable to go to close range.

Feeding the Fire

[COM]

[blw]: press. [BLW]: as above, and add a counter to a P'o card on this KJ.

Growing Shadows

[COM]

[blw]: additional strike, only usable with a melee weapon. [BLW]: as above, and add a counter to a P'o card on this vampire.

Loss of Control

[COM] Frenzy. Only usable before range is determined.

[blw]: This KJ cannot use weapons, cannot maneuver to long range or press to end combat. Combat cards cost this KJ one fewer Chi. Add a counter to this KJ's P'o card (if any). [BLW]: as above, with an optional additional strike.

Prayer to Carnage

[REA]

[blw]: only usable by a blocking minion. The cost of the first combat card played by this KJ is reduced by one. [BLW]: as above, and gain 1 Chi.

Sinful Speed

[COM] [0/3/0] Only usable before range is determined.

[blw]: Burn X P'o counters to gain X additional strikes during this round of combat. [BLW]: As above, and if the opposing minion is burnt during this combat, this minion gains 2 blood.

Swiftiness

[COM]

[blw]: press. [BLW]: as above, with an optional press.

Whirling Blur

[COM]

[blw]: additional strike, not usable on the first round of combat. [BLW]: Additional strike.

Blood Shintai

Blood Atemi

[COM] Only usable at long range.

[blsh]: Strike: dodge, with an optional maneuver. [BLSH]: Only usable at long range before strikes are determined. Burn a retainer on the opposing minion, or inflict 1 unpreventable damage on the opposing ally.

Blood Awakening

[COM]

[blsh]: strike: X damage, where X is the number of equipment cards on the opposing minion. Usable at long range. [BLSH]: as above, and the opposing minion cannot use equipment cards for the remainder of the current round (this may affect the current strike resolution phase).

Bloodlash

[COM] [0/1/0]

[blsh]: strike: 1R aggravated damage, only usable at long range. [BLSH]: as above, with an optional press. If another round of combat occurs, the range is automatically at long.

Calcify the Spirit

[ACT]

[blsh]: D: burn a non-mortal ally controlled by your predator or prey. [BLSH]: as above, and this action is at +1 stealth.

Coagulated Attack

[COM] Grapple.

[blsh]: strike cards cost an additional Chi to play. [BLSH]: as above, with an optional press.

Ebb and Flow

[COM]

[blsh]: strike: dodge with an optional maneuver, only usable at long range. [BLSH]: as above, with an optional additional strike.

Ever-changing Form

[COM]

[blsh]: Strike: dodge. [BLSH]: Play before range is determined. Grapple cards played by the opposing minion cost an additional two Chi.

Flow Like Blood

[COM] [0/1/0]

[blsh]: press. [BLSH]: prevent all damage from the opposing minion's strike.

Permeate

[COM] Only usable at close range.

[blsh]: Maneuver, and strike: dodge. [BLSH]: as above, with an optional maneuver.

Razor Tendrils

[COM]

[bsh]: strike: 1R damage. [BLSH]: as above, with an optional additional strike.

Bone Shintai

Armour of Night

[AM]

[bosh]: +1 stealth. [BOSH]: as above, and if combat occurs this acting minion may prevent 1 point of non-aggravated damage.

Bone Obedience

[COM] [1/0/0]

[bosh]: prevent 1 damage, with an optional press to continue combat. [BOSH]: as above, and if another round of combat occurs, this KJ may burn 1 Yin Chi to make damage from their first hand strike aggravated.

Bone Talons

[COM] [1/0/0]

[bosh]: strike: make a hand strike at +1 damage. This damage cannot be prevented by cards requiring Disciplines. [BOSH]: only playable before range is determined. This minion's hand strikes inflict aggravated damage for the remainder of combat.

Ch'ing Shih

[ACT] [3/0/0]

[bosh]: Put this card on the acting KJ. The KJ with this card may burn 1 Yin Chi before range is determined in a combat to inflict aggravated damage for the remainder of that round. Any KJ or wraith may burn this card as a D action. [BOSH]: as above, and burn X retainers or allies that you control to put X counters on this card. Once each combat, you may remove a counter from this card during combat to make the opposing minion burn 1 Chi if at close range.

Corpse Awakening

[ACT]

[bosh]: remove an ally or retainer in your ash heap from the game to place this card on the acting KJ. Minions opposing this KJ in combat take 1 unpreventable damage during the press step of every round of combat. Any minion with Necromancy or Bone Shintai can burn this card as a D action. [BOSH]: as above, and the minion with this card may burn 1 Yin Chi to gain +1 strength.

Corpse Skin

[AM]

[bosh]: this KJ may prevent one non-aggravated damage in each combat during this action. [BOSH]: +2 stealth, not usable on a recruit action.

Five Poison Cloud

[COM]

[1/0/0]

[bosh]: strike: burn an equipment card on the opposing minion. Usable at long range. [BOSH]: strike: 1R aggravated damage.

Ikehone

[COM] Not usable on the first round of combat.

[bosh]: Strike: strength damage. If this strike is not dodged, put this card on the opposing minion. The minion with this card has -1 stealth and -1 strength. [BOSH]: as above, and damage from this strike is aggravated.

Skeleton Key

[ACT]

[bosh]: D: burn a location. [BOSH]: as above, and this action is at +1 stealth.

White Tiger Corpse

[ACT] [1/0/0]

[bosh]: Put this card on the acting KJ. Burn any retainers or equipment on this minion. The minion with this card may burn 1 Yin Chi when acting to gain +1 stealth on a non-bleeding action. Any minion may burn this card as a D action. [BOSH]: as above, but do not burn equipment on this minion.

Cultivation

Communion

[AM] [0/1/0]

[cul]: +1 stealth, not usable on a bleed action. Any Methuselah may burn 2 Frenzy cards from their ash heap and/or hand to cancel this card. [CUL]: as above, and KJ with P'o cards have -2 intercept when attempting to block this action.

Cleave the Demon

[ACT] Only usable by a KJ with a P'o card. +2 stealth action.

[cul]: Move up to 2 counters from or to the acting minion's P'o card. [CUL]: as above, and untap this minion during your influence phase.

Cultivated Soul

[ACT] +1 stealth action.

[cul]: Untap this acting minion. Each time this minion taps during another Methuselah's turn, this minion gains 2 Chi. Burn this card during your next untap phase. [CUL]: as above, but this action is at +2 stealth.

Demon's Yoke

[REA]

[cul]: +1 intercept. For the remainder of the current action, Frenzy cards affect this minion as if he or she were a vampire. [CUL]: as above, and if this minion successfully blocks, he or she may burn a retainer as a strike. If the opposing minion is no longer ready at the end of this action, untap this reacting KJ.

Dual Soul

[ACT]

[cul]: D: tap an ally or younger minion. Cards requiring Dominate, Obfuscate, Chimerstry or Presence cannot be played for the remainder of the current action. [CUL]: as above, and if the targeted minion is a werewolf or KJ with a P'o card, this action is at +2 stealth.

Lash the Demon

[COM] Frenzy. Only usable before range is determined.

[cul]: If the opposing minion is an ally, they have -1 strength for the remainder of combat. If the opposing minion is a vampire, they cannot press to end combat and cannot maneuver to long range. If the opposing minion is a KJ, strike cards cost an additional Chi for them to play. [CUL]: as above, and if the opposing KJ has a P'o card, you may burn 1 Chi to move 1 counter to or from that P'o card.

Perfect Thought

[REA] [0/1/0]

[cul]: Blocking the current action does not tap this minion. [CUL]: Only usable when a card or action played by another Methuselah would tap this minion. That Methuselah burns 1 pool, and untap this reacting minion during the next discard phase.

Psychic Subordination

[COM]

[cul]: press, only usable to end combat. [CUL]: if damage from a strike would burn this minion, do not burn this minion. Send this minion to torpor.

Scrutinize

[ACT]

[cul]: Put this card on a minion controlled by another Methuselah. When this acting KJ is in combat with the minion with this card, the opposing Methuselah plays with an open hand. This action is at +X stealth, where X is the number of counters on the opposing minion's P'o card. [CUL]: +1 stealth action. Put this card on the acting KJ. The KJ with this card is immune to Frenzy cards, and does not tap when blocking allies.

Two Become One

[COM] [0/X/0] Only usable before range is determined.

[cul]: Move a P'o card from your ash heap, hand or library to this KJ, and add up to X counters to this card. Burn this P'o card at the end of combat. [CUL]: as above, and this KJ is immune to Frenzy and Grapple cards for the remainder of combat.

Demon Shintai

Demon Armour

[COM]

[dsh]: Only usable once per round of combat. Prevent two damage. This minion cannot press to continue this round of combat. [DSH]: prevent two damage.

Demon Weapon

[COM] [0/2/0]

[dsh]: Strike: 1 damage. Search your library or ash heap for a melee weapon and equip this minion with it. You may burn X P'o counters to reduce the weapon's cost by X. Burn this weapon at the end of the current minion phase. [DSH]: as above, with an optional additional strike, only usable with this weapon. If this strike is not dodged, this round has an optional press to continue combat.

Demonic Countenance

[COM] [0/2/0]

[dsh]: Only usable before range is determined. This minion gains +2 strength for the remainder of combat. [DSH]: as above, and once during this round you may burn a P'o counter to cancel a maneuver played by the opposing minion.

Eye of Horror

[COM]

[dsh]: only playable before range is determined. The opposing minion may not play additional strikes during this round of combat. [DSH]: as above, and burn a P'o counter to gain an optional press.

Foulness

[COM]

[dsh]: cancel a Grapple card as it is played, or prevent all damage from an ally's strike. [DSH]: as above, with an optional press.

Host, the

[COM]

[dsh]: Only usable before range is determined. For the remainder of combat, if range is close, the opposing minion takes 1 damage during strike resolution. Only one Host may be played per combat. [DSH]: as above, and Grapple cards cost the opposing minion an additional blood or Chi for the remainder of this combat.

Maw

[COM] [0/1/0]

[dsh]: strike: make a hand strike at +1 strength. [DSH]: only usable when a strike from this KJ would send the opposing minion to torpor. Burn the opposing minion, and any counters on this KJ's P'o card.

Slimy Skin

[COM]

[dsh]: strike: dodge. [DSH]: as above, and during this round you may burn a P'o counter to prevent one non-aggravated damage.

Spikes

[COM]

[dsh]: Only usable before range is determined. Put this card on this KJ. When a hand strike successfully inflicts damage upon this KJ, burn this card to inflict 1 damage upon the opposing minion. [DSH]: as above, and this damage is unpreventable.

Tentacles

[COM] [0/0/1]

[dsh]: strike: make a hand strike at close or long range. [DSH]: as above, and you may burn X P'o counters to gain +X strength for this strike.

Dragon Tears

Burning Orb

[ACT] [0/1/0]

[drt]: move a minion in torpor to the top of that Methuselah's crypt. [DRT]: as above, and your hand size is two larger for the remainder of this turn.

Chi Sight

[ACT] +1 stealth action.

[drt]: Put this card on the acting KJ. If this KJ successfully blocks an action, choose a Discipline. Cards requiring that Discipline cost this KJ one fewer blood for the remainder of that combat. [DRT]: as above, and the KJ with this card has +1 intercept.

Dragon Ward

[REA]

[drt]: only usable after a successful D action. Inflict one unpreventable damage against the acting minion.

[DRT]: Playable by a tapped minion. Cancel an action targeting a location that you control.

Dragon's Sagacity

[ACT] +2 stealth action.

[drt]: minions played into your prey's uncontrolled region are kept face-up. [DRT]: as above, and actions that target your prey's hand, crypt or library are at +X stealth, where X is the number of face-up minions in your prey's uncontrolled region.

Gemstone Eye

[COM] [0/x/0] Only playable before range is determined.

[drt]: Reveal X cards from your hand to increase your hand size by X for the remainder of the current round of combat. If this KJ is ready at the end of combat, he gains 2 Chi from the blood bank. [DRT]: as above, and choose a Discipline that this KJ possesses at basic level. For the remainder of the current round of combat, he can play cards as if he possessed the superior level of that Discipline.

Pearl of Opalescence

[REA]

[drt]: +1 intercept, not usable if a KJ is acting. [DRT]: +1 intercept.

Psychic Poison

[COM] [REA] Only usable when an effect originating from another Methuselah would reveal or burn cards from your hand or library. Usable by a tapped minion.

[drt]: Cancel the effect or card (no cost is played). No further effects can reveal or burn cards from your library or hand for the remainder of the current turn. The opposing Methuselah may cancel the effect of this card by burning 2 pool. [DRT] As above, and the opposing Methuselah discards their hand.

Purification

[ACT]

[drt]: burn a counter controlled by your prey. If this action is blocked, you may increase your hand size by 2 for the remainder of the action. [DRT]: as above, and younger minions have -1 intercept for the remainder of the action.

Rasa

[ACT] +1 stealth action.

[drt]: Look at the top three cards of your library. You may replace them in any order, or shuffle your library.

[DRT]: as above, and this acting KJ untaps during your influence phase.

Spirit-Eating

[ACT]

[drt]: burn a minion in torpor. This does not constitute diablerie. [DRT]: as above, and this acting KJ gains Chi from the blood bank equal to the capacity of the burnt minion.

Equilibrium

Adjust Balance

[ACT] [1/0/0]

[eqm]: put this card on an ally. That ally does not untap as normal, and may burn 1 life during its controller's master phase to untap. This card may be burnt by any minion as a D action. [EQM]: as above, but the action to burn this card is at -1 stealth.

Chi Interrupt

[COM]

[eqm]: strike: 1 damage. The opposing minion may not burn life, blood or Chi to pay for combat cards for the remainder of the round. [EQM]: as above, with an optional press.

Chi Mastery

[COM]

[eqm]: strike: steal 2 chi. [EQM]: as above, and the opposing minion must burn an additional blood to play combat cards that require blood.

Chi Transfer

[REA]

[eqm]: +1 intercept, only usable when an ally or younger minion is acting. [EQM]: as above, and if this block is successful, move 1 Chi from the acting minion to this KJ.

Energy Harness

[AM] [0/1/0]

[eqm]: only usable when a younger minion attempts to block this acting KJ. The block fails; untap the blocking minion. [EQM]: as above, and the blocking minion has 0 votes for the remainder of the current minion phase.

Energy Redirection

[AM] [0/1/0]

[eqm]: Only usable as an action is announced. Choose an ally or younger minion. That minion cannot attempt to block this action. [EQM]: as above, and younger minions have -1 intercept for the remainder of this action.

Internal Chemistry

[REA] [0/0/1]

[eqm]: only usable when this KJ successfully blocks (play after combat, if any). Put this card on the acting ally. That ally does not untap as normal during its next untap phase. Burn this card during your next discard phase. [EQM]: put this card on the opposing KJ or vampire. The minion with this card must hunt unless full or another card specifically disallows hunting. Any minion may burn this card as a D action.

Master Flow

[REA]

[eqm]: convert up to 2 YA to 2 YI, or vice versa. [EQM]: as above, and this KJ's capacity is increased by one for the remainder of the action.

Restore Balance

[ACT]

[eqm]: restore an ally to its starting life. [EQM]: as above, and this action is at +1 stealth.

Shift the Balance

[AM]

[eqm]: play as an action is announced. This acting KJ's capacity is +1 for the remainder of the action. [EQM]: as above, and the KJ gains 1 Chi from the blood bank.

Feng Shui

Chi Ward

[AM]

[feng]: Only usable when a location is tapped during this action. This KJ gains 2 Chi, and inflict 1 damage upon a minion controlled by your prey. [FENG]: locations cannot be tapped for the remainder of the current action.

Hand of Darkness

[ACT] [0/1/0] +1 stealth action.

[feng]: D: burn a location controlled by your predator or prey. [FENG]: Put this card on a location. Each time this location is tapped, the controlling Methuselah must choose a retainer or minion he or she controls and inflict 1 damage upon that minion. Any minion may burn this card as a D action.

Inharmonious Alignment

[ACT] [0/1/0] +1 stealth action.

[feng]: Put this card in play. When this card is in play, all cardless actions lose any inherent stealth (such as the inherent +1 stealth on political actions, hunt actions, recruit and employ actions, etc.). This card may be burnt as a D action. [FENG]: as above, but all card actions lose any inherent stealth (such as Army of Rats, Border Skirmish, etc.)

Wind-Water Eye

[ACT] [0/1/0]

[feng]: choose a location card in your ash heap and move it to the top of your library. [FENG]: Remove X locations in your ash heap from the game to move X Chi from the blood bank to this KJ.

Flesh Shintai

Arts of the Pennangallan

[COM] Only playable before range is determined.

[flsh]: burn 1 Chi to gain an optional maneuver. [FLSH]: the opposing minion plays with an open hand for the remainder of the current action.

Bloat

[COM] Only usable before range is determined.

[flsh]: this KJ increases their capacity by 4 for the remainder of the current combat. Once per round, this KJ may burn 1 Chi to maneuver to close range. [FLSH]: as above, and if this KJ is ready at the end of the combat, he gains 2 Chi from the blood bank.

Detach Limb

[COM]

[flsh]: strike: strength ranged damage. [FLSH]: strike: make a hand strike at +1 damage. Usable at long range.

Long-Neck

[COM]

[flsh]: cancel a maneuver played by the opposing minion. [FLSH]: maneuver.

Lotus Cloud

[AM/COM]

[am, flsh]: only usable as an action is announced. Allies that attempt to block this action tap, even if their block is not successful. [com, FLSH]: play when an opposing minion's strike inflicts damage upon this minion. Put this card on the opposing minion. That minion cannot press to continue combat and cannot play Grapple cards. Any minion may burn this card as a +1 stealth D action.

Pelesit

[RET] Magical Retainer with 1 life.

[flsh]: The KJ with this retainer has +1 intercept. [FLSH]: as above, and this KJ gains an optional maneuver if he successfully blocks a D action.

Prehensile Tongue

[COM] Only usable at close range.

[flsh]: strike: make a hand strike. This strike cannot be dodged. [FLSH]: as above, with an optional maneuver.

Ten Thousand Forms

[AM]

[flsh]: only playable if a minion attempts to block. That minion's controlling Methuselah must burn 1 pool or play with an open hand for the remainder of the action. [FLSH]: only usable after a successful action. Untap this acting minion.

Visceral Attack

[COM] Only playable before range is determined.

[flsh]: Your opponent's hand size is reduced by two for the remainder of the action. [FLSH]: As above, with an optional maneuver.

Freakish Display

[ACT]

[flsh]: look at your prey's hand. This acting KJ may burn 1 Chi to randomly discard one card from that hand.
[FLSH]: as above, and this action is at +1 stealth.

Ghost-Flame Shintai

Evocation of Flame

[COM]

[gfsh]: strike: 1 aggravated damage. [GFSH]: Only playable before range is determined. For the remainder of this round, this minion's hand strikes inflict +1 aggravated damage.

Face of Fire

[REA] Do not replace until the end of the current action. Not usable if the acting minion is older than this reacting minion.

[gfsh]: +1 intercept, with an optional maneuver. [GFSH]: as above, and if this KJ successfully blocks this action, the opposing minion cannot maneuver or press in the resulting combat.

Fire-shaping

[REA] [0/1/0] Do not replace until the end of the current action.

[gfsh]: Only usable when a bleed action is declared against you. This reacting minion untaps and attempts to block, with +1 intercept. [GFSH]: as above, with an additional +1 intercept.

Fire Throwing

[COM] Do not replace until the end of combat.

[gfsh]: strike: 2R damage [GFSH]: strike: 2R aggravated damage, only usable at long range.

Goblin Spark

[COM] Do not replace until the end of combat.

[gfsh]: maneuver. The opposing minion may cancel this card by burning 1 blood or Chi. [GFSH]: maneuver.

Lantern Attack

[COM] Do not replace until the end of the current action.

[gfsh]: maneuver. [GFSH]: strike: 1R damage with an optional maneuver or press.

Scorch

[COM]

[gfsh]: only usable when you successfully inflict aggravated damage upon an opposing vampire or KJ in combat. The opposing minion burns 1 blood or Chi. [GFSH]: as above, and you may discard a Frenzy card from your hand to inflict an additional point of aggravated damage on the opposing minion.

Soul Flaying

[COM] [0/2/0]

[gfsh]: strike: 1R aggravated damage. If the opposing minion is not ready at the end of this combat, this KJ gains 2 Chi from the blood bank. [GFSH]: Only usable when the opposing vampire or KJ is being sent to torpor. Not usable by a minion going to torpor. Diablerize the opposing minion. During the resulting blood hunt, this minion has an additional two votes.

Unearthly Radiance

[REA]

[gfsh]: only usable by a blocking minion. This minion has an optional maneuver if combat occurs. [GFSH]: as above, with +1 intercept.

Internalize

Blood Yoga

[ACT] +2 stealth action.

[int]: put this card on the acting KJ. The KJ with this card may burn it to untap during another Methuselah's turn. [INT]: as above, and untap this KJ if this action is successful.

Concentration

[COM] Do not replace until the end of combat.

[int]: prevent 1 non-aggravated damage, with an optional press. [INT]: prevent 3 damage.

Controlled Mind

[COM]

[int]: prevent 1 damage. [INT]: as above, and if the opposing minion is not KJ, you gain an optional press.

Distant Death Kata

[COM]

[int]: strike: 2R damage. [INT]: as above, with an optional maneuver.

Focus

[COM] [0/1/0] Only playable before range is determined.

[int]: Put this card on this KJ. This KJ has the option of not striking. If this KJ does not strike when they could, put a counter on this card. You may burn a counter from this card to prevent all damage from an opponent's strike. Burn this card if this KJ successfully inflicts damage on a minion in combat. [INT]: as above, and this KJ may burn X counters from this card to gain +X strength for the remainder of the current round of combat.

Harmonious Existence

[AM] Only usable during a non-bleed action.

[int]: minions controlled by your prey get -1 intercept when attempting to block this action. [INT]: as above, and allies and younger minions must burn 1 Chi to attempt to block this action.

Harmony with the All

[COM] [0/1/0] Not usable when in combat with an older minion.

[int]: strike: dodge, with an additional strike: dodge. [INT]: strike: combat ends. No cards can be played by the opposing Methuselah for the remainder of the action.

Iron Soul

[REA]

[int]: cancel an action modifier card as it played, only usable against an ally or younger minion and if the card did not require a Discipline. [INT]: as above, but usable if the card did require a Discipline.

No Mind

[AM/REA]

[am, int]: Opposing Methuselaha may not reveal or discard cards from your hand for the remainder of this action. [rea, INT]: only usable when a Methuselah reveals or burns cards from your hand. That Methuselah burns 1 pool. Alternatively, if this card is discarded or revealed by another Methuselah, this KJ untaps and that Methuselah loses 1 card at random from their hand.

Uncanny Insight

[ACT] +1 stealth action.

[int]: Bleed. If a minion controlled by your prey attempts to block this action, your prey plays with an open hand for the remainder of the action. [INT]: as above, and if your prey attempts to block this action you may choose a card from their hand. Reveal a card from your own hand of the same card type (eg., combat, action, reaction) to gain an additional +1 bleed.

Iron Mountain

Exalted Jade Resilience

[COM]

[iron]: prevent all damage from the opposing minion's strikes for this round of combat. [IRON]: as above, with an optional press.

Flaying the Demon

[COM]

[iron]: prevent one damage. [IRON]: as above, and you may burn two counters from this KJ's P'o card to gain an optional additional strike.

Striking the Fire

[COM] [0/1/0]

[iron]: prevent three non-aggravated damage. [IRON]: as above, and if the damage prevented was aggravated, add a counter to this KJ's P'o card (if any).

Torturous Transcendence

[COM]

[iron]: Press, only usable if more damage was successfully inflicted to this minion than the opposing minion during the current round of combat. If another round of combat occurs, this KJ treats all aggravated damage as normal damage. [COM]: as above, with an additional optional press.

Jade Shintai

Energy Flow

[COM] Only playable by a blocking minion.

[jas]: prevent 2 non-aggravated damage. [JAS]: as above, and untap this minion.

Eyes of the Earth

[REA]

[jas]: This reacting minion untaps and attempts to block. [JAS]: as above, and if this block is successful and combat occurs, this reacting minion may burn 1 Chi to cancel a maneuver or press played by the acting minion.

Harness the Dragon's Breath

[COM] [0/1/0]

[jas]: maneuver, only usable to go to close range. If range is close during this round, this KJ's initial strike cannot be dodged. [JAS]: as above, and this KJ has +1 strength for the remainder of the round.

Jade Servant

[COM] [0/4/0] Only usable before range is determined on the first round of combat.

[jas]: This KJ has +2 strength and takes -2 damage from melee weapons for the remainder of combat. Only one Jade Servant may be played by a KJ in a combat. [JAS]: as above, and if range is close during any round of this combat, only hand or melee weapon strikes may be used.

Placate the Earth Dragon

[COM] [0/2/0]

[jas]: strike: combat ends. [JAS]: as above, and untap this KJ.

Pressure Point Attack

[COM]

[jas]: strike: make a hand strike at +1 damage. This damage cannot be prevented by equipment. [JAS]: cancel a strike card played by the opposing minion. The minion can play another strike card.

Stand Upon the Dragon's Back

[COM]

[jas]: gain 1 Chi, or cancel a card that would restrict your choice of strikes for this round of combat. [JAS]: as above, with an optional press.

Stone Blade

[COM] [0/1/0]

[jas]: strike: strength+2 damage. [JAS]: as above, and strike cards cost the opposing minion an additional blood or Chi.

Stone Fish

[COM] Not usable on the first round of combat.

[jas]: Strike: combat ends. [JAS]: as above, and untap this KJ.

Tread the Dragon's Tail

[COM] [0/1/0]

[jas]: maneuver. [JAS]: as above, and once during this round of combat you may burn 1 Chi to cancel a maneuver played by the opposing minion.

Kiai

Cry of Blood

[COM]

[kiai]: Strike: 1R unpreventable damage with an optional maneuver. [KIAI]: as above, with an optional press. If the opposing minion is younger, this minion's next strike cannot be dodged.

Focusing Shout

[COM]

[kiai]: Only playable before range is determined. The cost of the next combat card played by this minion is reduced by one. [KIAI]: as above, and gain 1 Yang Chi. If the opposing minion is younger, put a counter on this KJ's P'o card (if any).

Ngilai

[COM]

[kiai]: Strike: combat ends, only usable in combat against an ally or younger minion. [KIAI]: as above, and the opposing minion burns 1 Chi after combat.

Tiger's Roar

[COM]

[kiai]: Strike: destroy equipment. If the opposing minion is younger, this strike is usable at long range. [KIAI]: as above, and the opposing minion must burn an additional Chi to play maneuvers or presses for the remainder of the current combat.

Mibasham

Lens of the Self

[REA] [0/1/0]

[mib]: +1 intercept, only usable when a younger minion is acting. [MIB]: as above, and if this reacting minion's capacity is more than 3 greater than the acting minion's, you may increase your hand size by 2 for the remainder of the action.

Pors'dan

[COM] [0/1/0] Only usable against a younger minion. Only playable before range is determined.

[mib]: put this card on the opposing minion. That minion's capacity is reduced by 2 for the remainder of the current combat. [MIB]: as above, and the opposing minion burns 1 Chi during the press step of the current round.

Revisionist Reality

[AM] [0/2/0]

[mib]: cancel an out-of-turn master card as it is played (no cost, if any, is paid). No further action modifiers can be played for this action. [MIB]: as above, and younger minions have -1 intercept for the remainder of the action.

Riddle of Maya

[COM] [0/x/0]

[mib]: Play before range is determined. Put X counters on this card. The cost of the next combat card played by the opposing minion is increased by +X. [MIB]: as above, with an optional press.

Stumble on the Path

[ACT] [0/1/0]

[mib]: put this card on a younger minion. That minion's capacity is reduced by 2. That minion may burn this card as a D action; any older minion gets +1 intercept when attempting to block that action. A minion may have only one Stumble on the Path. [MIB]: as above, and this action is at +1 stealth.

Veil of Maya

[AM] [0/0/0]

[mib]: Choose a younger minion. That minion has -1 intercept for the remainder of the action.

[MIB]: Only usable when a younger minion attempts to block this acting minion. Cancel the block attempt and untap that minion. That minion may not attempt to block this action again.

Obligation

Ancestral Emissary

[REA]

[obl]: gain 2 votes. [OBL]: as above, and if the acting minion is younger, that minion cannot gain blood or Chi for the remainder of the current minion phase.

Authority

[ACT]

[obl]: burn 2 life from an ally. [OBL]: Bleed at +2.

Empathic Urge

[AM] [0/1/0]

[obl]: untap a minion. [OBL]: as above, and this action is at +1 stealth.

Evaluate

[AM]

[obl]: choose a minion controlled by your prey. If that minion blocks this action, your prey must play with an open hand for the remainder of the action. [OBL]: as above, and your hand size is two larger for the remainder of the action.

Legacy of the Ages

[ACT]

[obl]: Bleed at +1. [OBL]: As above, and name a non-titled minion. That minion cannot attempt to block this action.

Overwhelming Spirit

[AM]

[obl]: only usable during a political action. Allies and younger minions get -1 intercept. [OBL]: as above, and if the resulting referendum is successful, this acting KJ gains 4 Chi.

Soul Bridge

[AM]

[obl]: gain 2 votes. [OBL]: name a minion. That minion cannot play reaction cards for the remainder of the action.

Soul Shackles

[ACT]

[obl]: place this card on a younger vampire. The vampire with this card cannot block this acting vampire. This card may be burnt as a D action. [OBL]: as above, and if the action to burn this card is successful, inflict 2 damage on the vampire it was on.

Respect

[AM]

[obl]: choose a younger vampire. That vampire may not attempt to block this action. [OBL]: +1 bleed.

Thousand Hell Stare

[COM] [0/2/0] Only usable at long range.

[obl]: strike: combat ends. Inflict one damage on the opposing minion after combat. [OBL]: strike: 1R aggravated damage, only usable against a younger vampire.

Tapestry

Chi Rift

[COM]

[tap]: strike: 2R damage. [TAP]: as above, with an optional press. If another round of combat occurs, the opposing minion takes 1 unpreventable damage before range is determined.

Chi Barrier

[AM]

[tap]: only usable when a non-bleed action is announced. Non-KJ minions get -1 intercept when attempting to block this action. [TAP]: as above, but usable during a bleed action.

Chi Whorl

[COM] [0/1/0]

[tap]: strike: dodge. [TAP]: reduce a strike's damage to 0. This card costs an additional 2 Chi If this minion has previously played Chi Whorl at superior in the current combat.

Energy Skein

[COM]

[tap]: strike: dodge, not usable as an additional strike. [TAP]: strike: combat ends

Geomancy

[AM]

[tap]: +1 stealth, only usable when a non-KJ minion attempts to block. [TAP]: +1 stealth.

Joss Manipulation

[ACT]

[tap]: Bleed at +1. [TAP]: burn a location.

Ride the Dragon

[AM] [0/1/0]

[tap]: +1 stealth. [TAP]: as above, and if this action is successful this KJ may burn 1 Chi to untap.

Spirit Call

[AM]

[tap]: +1 stealth, only usable during a recruit or employ action. [TAP]: as above, but for +2 stealth.

Spirit Storm

[COM] Not usable during the first round of combat.

[tap]: strike: combat ends [TAP]: as above, with an optional maneuver.

Spirit Trap

[ACT]

[tap]: tap an ally. [TAP]: steal an ally controlled by your predator or prey.

Yin Prana

Banish to Darkness

[ACT] +1 stealth action. Do not replace for the remainder of this action.

[yip]: tap a minion. [YIP]: tap two minions controlled by your prey.

Bone Dance

[ACT] [1/0/0] +1 stealth action.

[yip]: Tap all allies in play. [YIP] as above, and untap this acting vampire.

Dead Roads

[AM]

[yip]: +1 stealth. [YIP]: as above, and allies cannot block this action.

Ebon Semblance

[ACT] [1/0/0] +1 stealth action.

[yip]: Put this card on the acting KJ. The KJ with this card gains +1 stealth on actions that require Yin Chi. KJ with more Yang Chi than Yin Chi have -2 intercept when attempting to block this minion. Any minion may burn this card as a D action. [YIP]: as above, and this KJ may burn 1 Yin Chi before range is determined in a combat to prevent all but one non-aggravated damage in that round.

Eightfold Yin Mantle

[COM] [3/0/0]

[yip]: strike: strength+1 damage, not preventable by equipment, and prevent all non-aggravated damage caused by weapons this round. [YIP]: Only usable at long range. Strike: dodge with an additional strike: 2R aggravated damage.

Ice Trap

[AM]

[yip]: minions that attempt to block this acting KJ are tapped, whether or not the block was successful. [YIP]: as above, with +1 stealth.

Lethargy of Yin

[AM] Only playable as an action is announced.

[yip]: minions that successfully block this action cannot maneuver or press during the resulting combat.

[YIP]: as above, and minions that successfully block this action have -1 strength for the resulting combat.

Shrouded Moon

[AM]

[yip]: +1 stealth. [YIP]: +2 stealth

Slumber

[ACT] [1/0/0]

[yip]: tap every ally. [YIP]: put this card on an ally. This ally has -1 strength when tapped.

Yin Mantle

[COM] [2/0/0] Only usable before range is determined.

[yip]: Choose a melee weapon on this KJ. For the remainder of the combat, this weapon inflicts an additional point of damage. [YIP]: as above, but the weapon also inflicts aggravated damage.

Yang Prana

Battle Trance

[COM] [0/1/0] Only usable by a KJ going to torpor.

[yip]: this KJ does not go to torpor. Combat continues as normal. At the end of this combat, this KJ goes to torpor. This round has an optional press, only usable to continue combat. [YAP]: prevent one damage and gain an optional additional strike.

Battle Vigor

[AM]

[yip]: if this acting minion is blocked, they have First Strike for their initial hand strike of the resulting combat.

[YAP]: as above, and this acting minion has +1 strength for the remainder of combat.

Cloud Walking

[AM] [COM]

[yip]: +1 stealth, only usable on a recruit or employ action, or an action that requires Chi. [YAP]: each minion loses their initial strike for the current round of combat.

Dragon Dance

[COM] [0/0/1]

[yip]: strike: dodge all strikes targeting this minion for the remainder of the round. Additional strikes may not be played during this round of combat. [YAP]: as above, and any damage-dealing strikes made by this vampire in the following round of combat do an additional point of damage.

Eightfold Yang Mantle

[ACT] [0/0/1] +1 stealth action.

[yip]: put this card on the acting KJ. The KJ with this card inflicts +1 damage with melee weapons, and may burn a retainer as a strike. You may burn this card to prevent two damage to this KJ. A KJ may have only one Eightfold Yang Mantle. [YAP]: as above, and you may burn this card to cancel a D action targeting this KJ, or to give the acting KJ +1 stealth.

Principle of Motion

[COM]

[yip]: press.

[YAP]: only usable before range is chosen. This vampire burns 2 Yang to set range to close.

Scarlet Aura

[COM] Play before range is determined.

[yip]: Strike cards played by the opposing minion cost an additional Chi. [YAP]: as above, and this minion's strikes cannot be dodged.

Scarlet Semblance

[AM] [0/0/1]

[yap]: for the remainder of this action, this acting KJ is immune to non-aggravated damage and has 0 strength. Burn this card if this KJ inflicts damage upon a minion. [YAP] as above, and KJ with more Yin than Yang have -2 intercept when attempting to block the current action.

Whirling Animus

[REA]

[yap]: If this minion successfully blocks the acting minion, this blocking minion gains an optional additional strike during the first round of the resulting combat. [YAP]: as above, with an optional press.

Yang Mantle

[COM] [0/0/1]

[yap]: 1R aggravated damage, only usable at long range. [YAP] as above, with First Strike.