

ACTIONS

Ancient

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. Put a P'o counter on this card every time this KJ cast votes for a referendum that is successful. This KJ may burn X P'o counters from this card to gain +X intercept when blocking an equip, recruit or employ action. If this KJ has more P'o counters than total Chi, it cannot have or use retainers or equipment.

Bandit

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. Put a P'o counter on this card every time this KJ takes more damage in a combat than the opposing minion. This KJ may burn X P'o counters to gain X stealth on an action that targets a minion or location controlled by another Methuselah, even if the stealth is not yet needed. If this KJ has more P'o counters than total Chi, it has -1 intercept and cannot gain intercept from locations.

Black Cycle

[ACT]

Put this card on the acting KJ. The KJ with this card may burn 1 Yin Chi to gain +1 stealth on an undirected action. Any Methuselah may burn a retainer or ally that they control to burn 2 Chi from this KJ. Burn this card if this KJ enters torpor or if they hunt as a non-mandatory action.

Darkness Beyond Reckoning

[ACT] [2/0/0]: +1 stealth action.

Look at the top card of every Methuselah's crypt.

Echo

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. Put a P'o counter on this card every time this KJ enters torpor or successfully hunts. This KJ may burn take a D action to burn X P'o counters from this card to move X cards from your ash heap to the top of your library. If this KJ has more P'o counters than total Chi, it cannot take D actions.

Face the Eye of Heaven

[ACT]

Put this card in play. Burn X Chi from this KJ to move X shame counters to KJ controlled by your predator or prey. If this acting KJ is burnt, burn all shame counters you control to burn X Chi from that KJ. If this KJ is ready during your next untap phase, burn this KJ.

Flame Within, the

[ACT] [0/0/2]: +1 stealth action.

Burn the top card of every Methuselah's crypt.

Jina

[ACT]

Place this card on a KJ with a capacity of 6 or below. This KJ does not tap when blocking younger KJ. Any titled KJ may take an action to burn this card.

Legalist

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. Put a P'o counter on this card every time this KJ calls a referendum that is unsuccessful. This KJ may burn X P'o counters to gain +X strength against a titled vampire. If this KJ has more P'o counters than total Chi, it has -1 stealth on undirected actions.

Mandarin

[ACT]

Place this card on a KJ with a capacity greater than 6. This KJ has 2 votes (titled). Any KJ may take a +1 stealth political action to burn this card.

Meditation

[ACT]: +1 stealth action.

Choose a Discipline that this KJ possesses at basic level. Until your next untap phase, this KJ may play cards as if they possessed the superior level of that Discipline. If this acting KJ's capacity is greater than 4, untap this KJ.

Monkey

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. Put a P'o counter on this card every time this KJ is blocked by an older KJ. Once each combat, this KJ may burn X P'o counters to gain X presses for the remainder of that combat. If this KJ has more P'o counters than total Chi, it must burn an additional Chi to untap during any Methuselah's minion phase.

Divination

[ACT]: +1 stealth action.

Move three cards from your ash heap to the bottom of your library.

Restore the Dharmic Balance

[ACT]: +1 stealth action. Rite.

Put this card on the acting KJ. The KJ with this card cannot have its capacity altered by minion cards. You may burn this card during your influence phase to move up to two Chi from this KJ to a younger KJ in your uncontrolled region.

Running Monkey

[ACT]

Place this card on a KJ with a capacity of 3 or below. This KJ cannot call or vote in referendums, and has +1 stealth on undirected actions.

Sage

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. Put a P'o counter on this card every time this KJ plays a card that requires a Dharma. This KJ may burn X P'o counters from this card to gain +X intercept on an action that requires a Sect, Clan, Title or Dharma. If this KJ has more P'o counters than total Chi, it cannot block political actions and cannot cast votes in a referendum.

Scarlet Cycle

[ACT]

Put this card on the acting KJ. The KJ with this card hunts at -2 stealth, but receives an additional 2 Chi if successful. Any Methuselah may burn a Frenzy card from their hand as a master phase action to do two unpreventable damage to this KJ. Burn this card if this KJ enters torpor.

Second Breath, the

[ACT]: +1 stealth action.

Remove a card from your ash heap from the game to move the top card of your crypt to your uncontrolled region. If the chosen card was a mortal ally, you may move 1 blood to a KJ in your uncontrolled region. If the chosen card was a dhampyr ally, this action is at an additional +1 stealth.

Slave

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. This KJ cannot bleed for any more than 1. Put a P'o counter on this card every time this KJ takes a bleed action that is unsuccessful. If this vampire is in torpor, you may burn X P'o counters to gain X blood from the blood bank. If this vampire has more P'o counters than total Chi, it has -1 stealth on directed actions.

Soul's Reconciliation

[ACT]: +1 stealth action.

Burn a P'o card on a KJ that you control. If this action is successful, the acting KJ untaps during your discard phase.

Stoking the Demon's Fury

[ACT]: Rite

Add a counter to a P'o card on this KJ, or search your library or ash heap for a P'o card and put it into your hand (discarding down to maximum hand size afterward).

Vitalist

[ACT]: P'o. A KJ may have only one P'o card.

Put this card on the acting KJ. Put a P'o counter on this card every time this KJ successfully performs a recruit or employ action. This KJ may burn X P'o counters from this card to gain +X intercept on an action that requires a Discipline. If this KJ has more P'o counters than total Chi, it cannot play cards in combat that require a Discipline.

ACTION MODIFIERS

Osmosis

[AM]

Only playable by a KJ with capacity greater than 7 who has completed a successful hunt action. This KJ steals a blood or life from a minion controlled by your predator and untaps.

Parental Acknowledgment

[AM] [0/2/0]: Requires a KJ.

Only usable when an action to recruit a dhampyr is successful. Put this card on the dhampyr and add an additional life. If this dhampyr is burnt in combat, move this card to the opposing minion. The acting KJ may enter combat with that minion as a D action.

Ride the Dragon's Tongue

[AM] [0/2/0]: Chi Travel.

Only usable as an action is announced. If this action is blocked, this KJ may burn 1 Chi during the resulting combat to end combat as a strike.

Ritual Mastery

[AM] [0/1/0]

Only playable by a KJ who has played a Rite card. Put this card on the acting KJ. The KJ with this card has +1 stealth on Rite actions. You may burn this card to move 2 Chi to the acting vampire.

Serpent-borne

[AM] [0/2/0]: Requires a ready KJ.

Choose a Discipline that this KJ possesses at basic level. For the remainder of the action, this KJ may play cards as if they possessed the superior level of that Discipline.

Stolen Breath

[AM]

Only playable by a KJ with capacity greater than 4 who has completed a successful hunt action. This KJ gains an additional blood and untaps.

Two-Fang Serpent Plan

[AM]

Only usable during an action which would have the acting KJ enter combat with a vampire. This action is at +1 stealth, and this KJ has +1 strength for the remainder of the action.

Your Laws Mean Nothing

[AM]

Only usable during a blood hunt when a vampire successfully diablerizes a KJ, or a KJ diablerizes a vampire. Cancel the blood hunt.

ALLIES

Blood Court Messenger

[ALLY] [2P]: dhampyr, 1 strength, 0 bleed, 2 life.

Blood Court Messenger may play cards requiring Blood Shintai. You may tap the Messenger during a political action to give the acting KJ +1 stealth.

Golden Lion Warrior

[ALLY] [2P]: dhampyr, 2 strength, 0 bleed, 3 life.

Golden Lion Warrior may burn 1 life to gain +1 strength for the remainder of the current combat.

Huang Mo, the Hidden Man

[ALLY] [1P]: Unique dhampyr, 1 strength, 0 bleed, 1 life. Infernal.
Huang Mo may bleed at +1 bleed and +1 stealth as a D action. If this action is successful, burn the top 2 cards of your library.

Mao Li Wen

[ALLY] [3P]: Unique dhampyr, 1 strength, 0 bleed, 3 life.
Mao Li Wen may enter combat with a non-mortal minion as a D action. Her melee weapon strikes cannot be dodged. She may burn 1 life to gain +1 bleed.

Strike Force Zero

[ALLY] [3P]: Mortal, 2 strength, 0 bleed, 4 life.
During your master phase, inflict two damage on a ready minion that you control or burn Strike Force Zero. Strike Force Zero may enter combat with a minion as a D action; if that minion is a KJ, this action is at +1 stealth. Strike Force Zero inflicts +2 damage with ranged weapons.

Ti Feng, Child of the Ages

[ALLY] [4P]: Unique dhampyr, 2 strength, 1 bleed, 2 life.
Opposing minion's hand strikes are reduced to 1 damage. Ti Feng may take a +1 stealth action to add 1 life to every other dhampyr in play.

Tien Zunei, Dragon Wizard

[ALLY] [3P]: Unique mage, 2 strength, 1 bleed, 3 life.
Tien has an optional press to continue combat. He may burn an Infernal minion in torpor as a D action.

Yoshitsune

[ALLY] [2P]: Unique wraith, 0 strength, 0 bleed, 2 life.
Yoshitsune is immune to non-aggravated damage. He may take a D action to inflict 2 damage on a tapped minion controlled by your prey.

COMBAT CARDS (NON-SPECIFIC)

Earth and Jade

[COM]
Remove three cards that require Jade Shintai in your ash heap from the game to gain +2 strength for the remainder of the current round of combat. If this minion is a TW, this effect lasts for the remainder of the combat.

Fire and Ghost-Flame

[COM]
Remove three cards that require Ghost-Flame Shintai in your ash heap from the game to prevent two points of non-aggravated damage. If this minion is a DT, you may prevent an additional point of non-aggravated damage.

Follow the Crab's Footsteps

[COM] [0/2/0]: Chi Travel.
Strike: combat ends, only usable at long range. Not usable on the first round of a combat.

Metal and Bone

[COM]
Remove three cards that require Bone Shintai in your ash heap from the game to prevent a point of aggravated damage. If this minion is a SS, the opposing minion has -1 strength for the remainder of the current combat.

Nerve Cluster Strike

[COM] [0/2/0]
Press, only usable by a minion who successfully inflicts more damage than the opposing minion in a round of combat. If another round of combat occurs, this minion gains an optional additional strike. The opposing minion cannot dodge this minion's additional strikes during the next round of combat.

Strength of the Ancestors

[COM] [0/1/0]: Do not replace until after combat. Requires a ready KJ.
Prevent two non-aggravated damage.

Water and Blood

[COM]

Remove three cards that require Blood Shintai in your ash heap from the game to gain two optional presses. If this minion is a RC, he or she gains +1 strength for the remainder of the current combat.

Wood and Flesh

[COM]

Remove three cards that require Flesh Shintai in your ash heap from the game to strike: dodge. If this minion is a TD, you may burn 1 Yang Chi to prevent the opposing minion from gaining any additional strikes for the remainder of the current round of combat.

DHARMA CARDS

Abyssal Knowledge

[AM] [SS]

+1 stealth, only usable on a non-bleeding action.

Ally to Shadow

[REA] [SS]

Only usable by a successfully blocking minion, at the beginning of the first round of combat. If this combatant is ready at the end of this combat, move a card played during this combat from the ash heap to the top of your library.

Autumn Leaves

[REA] [Omen] [SS]

If this SS successfully blocks the current action, this SS may burn 1 blood to cancel a maneuver or press played by the opposing minion during the resulting combat.

Blooming Flowers

[A-MOD] [Omen] [TD]

Only usable when a referendum called by this acting TD causes damage to your prey. This TD gains 2 Chi.

Bonfire

[COM] [Omen] [DT]

Press. If the opposing minion is no longer ready at the end of this combat, you may search your ash heap for a Tenet card and put it into your hand (discard down to maximum hand size).

Brand the Criminal

[ACT] [RC]: Rite.

Put this card on a minion controlled by your prey. Any KJ may enter combat with this minion as a D action. RC gain +1 strength in combat with this minion. Any KJ may burn this card as a D action.

Carved Boulders

[COM] [Omen] [TW]

Press. If another round of combat occurs, this TW gains an optional maneuver.

Cold Winds

[REA] [Omen] [RC]

Not usable when blocking an ally. If this RC is older than the opposing minion, they may burn 2 Chi to gain First Strike for their initial strike during the first round of the resulting combat.

Donning the Necklace of Skulls

[ACT] [TD] [0/2/0]: +1 stealth action. Rite.

Put this card on the acting TD. This TD gets +1 strength in combat with allies and younger minions. During your untap phase you may move 1 Yang Chi from another TD you control to this minion. Any minion may burn this card as an action that costs 3 Chi.

Eight-Petalled Lotus

[A-MOD] [Omen] [RC]

Choose a Discipline. For the remainder of this action, cards requiring this Discipline played by the acting RC cost -1 Chi.

Flexibility

[COM] [TD] [0/1/0]

Strike: dodge, with an optional press.

Floating Candles

[A-MOD] [Omen] [DT]

Choose a Discipline this acting TD has at superior level. For the remainder of this action, combat cards requiring that Discipline have no cost.

Funeral Procession

[A-MOD] [Omen] [SS]

If this action is successful, this acting SS gains 1 Yin Chi.

Glorious Pain

[COM] [DT]

Strike: strength damage. During the press step of this round of combat, you may discard up to 3 cards from your hand to reduce the opponent's hand size by the same number of cards for the remainder of combat.

Holy Sin

[COM] [DT]

Strike: strength+1 damage, and place a counter on a P'o card on this KJ.

Hushed Counsel

[AM/REA] [SS]

Gain 2 votes.

Ice and Snow

[COM] [Omen] [RC]

Press.

Jade Mask

[AM] [Omen] [TW]

Choose a minion type (such as ally, vampire or KJ). For the remainder of this action, that minion type has -1 intercept.

Lightning Strike

[COM] [Omen] [DT]

Gain 1 Chi.

Metamorphosis

[REA] [Omen] [TW]

Choose a Discipline. For the remainder of this action, cards requiring that Discipline cost an additional Chi.

Ossuary

[REA] [Omen] [SS]

+2 intercept, only usable during an action that targets a master card you control.

Pennangallan's Fury

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

D: enter combat with a minion controlled by another Methuselah. If that minion is infernal, this TD has +2 strength for the remainder of the action.

Righteous Destruction

[ACT] [DT]

D: burn a counter on a card controlled by your prey.

Ritual of the Invisible Mask

[ACT] [TW]: Rite.

Put this card on the acting TW. You may burn this card to give this KJ +2 stealth for the remainder of the current action. No KJ may have more than one Ritual of the Invisible Mask.

Ritual Purification

[ACT] [RC]: +1 stealth action. Rite.

Put this card on the acting RC. This RC may prevent one point of damage each combat. This KJ's hand strikes inflict aggravated damage against infernal minions. Burn this card if this KJ goes to torpor.

Roused from Death

[REA] [TW]

Only usable during a bleed action. Untap this reacting minion.

Shining Ice Guardian

[ACT] [RC]

Put this card on the acting KJ. This vampire gets +1 intercept when attempting to block directed actions. Burn this card if this KJ goes to torpor.

Spray of Blood

[COM] [Omen] [TD]

Only usable when damage has been successfully inflicted upon the opposing minion. Gain 1 Chi.

Thousand Lessons, the

[ACT] [TW]: +2 stealth action.

Your hand size is one larger until your next untap phase. Untap this acting minion during your influence phase.

Thunderstorm

[A-MOD] [Omen] [TD]

Choose a Discipline this acting TD has at basic level. For the remainder of this action, this TD may play cards for that Discipline as if he had the superior level.

DIRECTION CARDS

Action and Inaction

[REA][West]

Burn X master cards from your hand to gain +X intercept for the remainder of the current minion phase.

Bitter Harvest

[REA] [East]

Remove up to X retainers and allies in your ash heap from the game to gain X Chi.

Death in Vice

[ACT] [South]

D: Burn a minion in torpor.

Firebird

[ACT] [South]

D: burn a location controlled by your prey, or burn a counter from a Master card controlled by your prey.

Forthright Assault

[ACT] [North]

D: Bleed. The acting KJ may burn X Chi to gain +X stealth, even if this stealth is not yet needed. X cannot be greater than the number of Master cards you control. Any KJ may burn Y Chi to gain +Y intercept, where Y cannot be greater than the number of Master cards that their Methuselah controls.

Harmony

[ACT] [Center]: +X stealth action.

Reveal X cards from your hand and remove them from the game. This KJ gains 1 Chi for each card type burnt (e.g., combat, action, reaction).

Heartlessness

[AM] [North]

+1 bleed. No further action modifiers may be played to increase the bleed for this action.

Mature Success

[AM] [0/1/0] [West]

Only usable when this KJ successfully bleeds your prey for more than 2 pool. Gain 1 pool.

Move Through the Herd

[AM] [East]

Only usable as a recruit or employ action is announced. The cost of the ally or retainer is reduced by 1 (but not below 0).

Prosperity

[ACT] [East]: Unique.

Put this card in play. During your untap phase, you may burn this card if you have the Edge to gain 2 pool.

Pruning the Tree

[ACT] [South]

Burn all minions in torpor with a capacity of 2 or less.

Recovery in Virtue

[ACT] [North]

D: Move a minion in torpor into its controller's ready region.

Righteous Reflection

[ACT] [Center]

Put this card on the acting KJ. This KJ may take an action to choose X Omen cards from your ash heap and remove them from the game to place X counters on this card. During your untap phase, you may remove X counters from this card to look at the top X cards of your library.

Safekeeping

[REA] [West]

+1 intercept, only usable when an ally is acting.

Turning Inward

[REA] [Center]

For the remainder of the action, your hand size is increased by two and this KJ has -2 intercept.

EQUIPMENT

Causeway Bay, Hong Kong

[EQUIP] [0/1/0]: this equipment represents a unique location when in play.

The KJ with this card may move up to 2 Chi from him or herself to this card during your discard phase. As a master phase action, you may move any amount of Chi from this card to your pool or to another ready KJ you control. If the KJ with this card is a DT, you may move Chi back from this card to this DT as a master phase action.

Cu Chi Tunnels

[EQUIP]: this equipment represents a unique location when in play.

The minion with this location gains +1 stealth on actions to enter combat with non-KJ minions. If the minion with this location is a TD, they gain an additional +1 stealth.

The French Concession, Shanghai

[EQUIP]: this equipment represents a unique location when in play.

The KJ with this card may enter combat with a younger minion as a D action. If the KJ with this card is a SS, they gain an optional maneuver in the resulting combat.

Ideograph of Harmony

[EQUIP]

The minion with this equipment has -1 strength in combat with KJ. KJ have -1 strength in combat with the bearer of this equipment.

Joss Charm

[EQUIP]

Burn this equipment to prevent 1 non-aggravated damage. A dhampyr with a Joss Charm may burn it to prevent all damage from a strike. A minion may have no more than 2 Joss Charms.

Ki Chuan

[EQUIP: Unique]

The KJ with this card gets +1 strength in combat with younger KJ. As a +1 stealth action, this KJ may choose a master card in your ash heap and put it on the top of your library.

Mandarin's Mask

[EQUIP: Unique]

The KJ with this card may burn 1 Chi during an undirected action to gain +1 stealth.

Poisoned Shuriken

[EQUIP]

If the action to equip this equipment is successful, this minion untaps. Strike: burn this equipment to burn 1 Chi from the opposing minion. Usable at long range.

Qianmen District, Beijing

[EQUIP]: this equipment represents a unique location when in play.

If the KJ with this card is untapped, they may burn 1 Chi during a political action to gain 2 votes. If the KJ with this location is a RC, they may use this card when tapped.

Sokkuram Grotto

[EQUIP]: this equipment represents a unique location when in play.

The minion with this location may move 1 Chi to another minion you control as a D action.

Star Shower Blade

[EQUIP: Unique]: Melee Weapon.

Strike: +1 strength damage. This weapon inflicts aggravated damage against KJ.

Tatsuko Sayo (Cursed Blade)

[EQUIP: Unique]: Melee Weapon.

Strike: strength+2 damage. Minions opposing the KJ with this weapon cannot play combat cards that require Dominate, Presence or Obligation. The bearer of this weapon has +1 intercept against actions that do not require a Discipline. At the end of each Methuselah's minion phase, the bearer of this weapon burns 1 Chi if he or she did not enter combat during that minion phase.

The Zero Kilometer, Tokyo

[EQUIP]: this equipment represents a unique location when in play.

The KJ with this card may block any political action attempted by a non-titled minion. If the KJ with this card is a TW, this TW may burn 1 Chi to untap during a political action called by another Methuselah's minion.

EVENTS

Great Leap Outwards

[Event]: Do not replace this card until a KJ enters torpor.

Any KJ may take a +X stealth action to burn a location, where X is the number of Event cards in play. If this action is successful they gain 2 Chi. Any vampire may take an action to enter combat with a tapped KJ.

Shattered Mirror

[Event]

Put X counters on this card, where X is the number of locations in play. Remove a counter from this card during your untap phase. Burn this card when the last counter is removed. Infernal minions have +1 bleed. Any Infernal minion may move 1 blood from their Methuselah's pool to this card as a D action.

MASTER CARDS

Auspicious Wu

[MAS]: Wu.

Tap 5 KJ you control to put this card in play. Put 5 counters on this card. You may remove a counter from this card to give a KJ you control +1 stealth or +1 intercept. Burn this card when the last counter is removed.

Bakemono Plague

[MAS] [2P]

Inflict one unpreventable damage to each tapped minion in play. Only one Bakemono Plague may be played in a game.

Balance in All Matters

[MAS] [TW]

Put this card on a TW you control. That TW gains one level of Equilibrium. [+1 capacity]

Blood Court

[MAS: unique] [1P]: Faction.

Tap this card to give a titled KJ you control 2 additional votes for the remainder of the turn. Burn this card to untap a RC. Tap and burn this card to move 2 blood from the blood bank to a KJ in your uncontrolled region.

Bone Court

[MAS: unique] [1P]: Faction.

Tap this card to increase your hand size by 2 for the remainder of the current action. Burn this card to cancel an action targeting a tapped KJ that you control. Tap and burn this card to give a SS you control +1 stealth for the remainder of the current minion phase.

Calcification

[MAS] [SS]

Put this card on a SS you control. That SS gains one level of Bone Shintai. Once each combat, this KJ may burn 1 Chi to prevent all damage from an aggravated hand strike.

Chi'iu Muh

[MAS] [DT]

Put this card on a DT you control. That DT gains one level of Dragon Tears. This KJ gains 2 votes in a blood hunt called against him.

Cold Mind Meditation

[MAS] [SS]

Put this card on a SS you control. That SS gains one level of Cultivation. When this KJ is acting, younger minions that attempt and fail to block must burn 1 Chi or tap.

Crimson Balance

[MAS: trifle]

Put this card on a KJ you control. They gain +1 stealth when employing retainers. Burn this card if the KJ has more Yin than Yang.

Ebon Balance

[MAS: trifle]

Put this card on a KJ you control. This KJ gains +1 stealth on actions that would allow you to search your library for a card or reveal a card from your library. Burn this card if the KJ has more Yang than Yin.

Elder's Honor

[MAS] [RC]

Put this card on a RC you control. That RC gains one level of Obligation. If this RC is not titled, he or she gains two votes (titled).

Embrace of Death

[MAS] [SS]

Put this card on a SS you control. That SS gains one level of Yin Prana. When this KJ is acting, reaction cards played by tapped minions cost an additional Chi to play.

Embrace of Life

[MAS] [TD]

Put this card on a TD you control. That TD gains one level of Yang Prana. Additional strikes cost this TD one fewer Chi to play.

Enlightenment in Diversity

[MAS] [TW]

Put this card on a TW you control. During any Methuselah's untap phase, this KJ may burn 1 Chi to gain a level of either Yin Prana or Internalize for the remainder of the turn.

Fire Soul

[MAS]: Unique.

Each time this card is tapped, put a counter on it. When it has three counters, burn it. Tap this card to give a KJ +1 strength for the remainder of the current combat. Tap this card to increase your hand size by two for the remainder of the current action. Tap this card to give a press to a KJ you control.

Flame Court

[MAS: unique] [1P]: Faction.

Tap this card during combat to reduce the opposing Methuselah's hand size by one. Burn this card to burn a location controlled by your prey. Tap and burn this card to move 3 blood from the blood bank to a DT in your uncontrolled region.

Flame of Sin

[MAS] [DT]

Put this card on a DT you control. That DT gains one level of Ghost-Flame Shintai. During a bleed action, this KJ may burn 1 Chi to gain +1 intercept.

Flesh Court

[MAS: unique] [1P]: Faction.

Tap this card to give a TD +1 strength for the remainder of the current combat. Burn this card to cancel a combat card as it is played. Tap and burn this card to burn a Faction card controlled by another Methuselah.

Golden Courts

[MAS: unique] [1P]: Faction.

Tap this card to move 1 Yang Chi from a KJ you control to a KJ controlled by another Methuselah. Burn this card to give the acting KJ +1 stealth, only usable during an action that requires a Discipline. Tap and burn this card to burn a minion in torpor.

Golden Lion City

[MAS: unique] [1P]: Faction.

Tap this card to give a dhampyr +1 intercept. Burn this card to give an ally +1 strength. Tap and burn this card to gain 1 pool for every minion type (ally, KJ, vampire) you control.

Gordon Report, the

[MAS: Unique]: Requires a ready vampire.

Put this card in play. Vampires gain +1 intercept when attempting to block a KJ action that does not require a Discipline. Vampires have -1 intercept when attempting to block a KJ action that does require a Discipline. Any minion may burn this card as a D action.

Green Courts

[MAS: unique] [1P]: Faction.

Tap this card to move 1 Yin Chi from a KJ you control to a KJ controlled by another Methuselah. Burn this card to move 1 pool from a KJ in your uncontrolled region to a KJ you control. Tap and burn this card to move 1 Chi to every controlled KJ with a capacity greater than 6.

Half Damned

[MAS: trifle]

Put this card on a dhampyr you control. This dhampyr gets +1 strength and can play cards that require Black Wind. Any KJ can burn this card as a +1 stealth D action.

Harmonious Balance

[MAS: trifle]

Put this card on a KJ you control. Once per combat, this KJ may burn three blood to prevent a point of aggravated damage. If this KJ has an even amount of Chi, aggravated damage in combat from melee weapons is reduced by one.

House Bishamon

[MAS: unique] [1P]: Faction.

Tap this card and burn a pool to gain two votes. Burn this card to increase a melee weapon's strike damage by two. Tap and burn this card to cause the Methuselah with the Edge to burn 2 pool.

House Genji

[MAS: unique] [1P]: Faction.

Tap this card to give an ally -1 stealth for the remainder of the current minion phase. Burn this card to prevent 1 damage to a KJ you control. Tap and burn this card when you control the Edge to gain 2 additional pool.

Hundred Clouds, the

[MAS]

Choose a KJ you control with a capacity of 10 or more. Remove that KJ from the game, gain 10 pool and tap a minion controlled by your prey.

Hundred Corpse Families

[MAS]: Unique.

Each time this card is tapped, put a counter on it. When it has three counters, burn it. Tap this card to put a counter on a Wu card you control. Tap this card to give two additional votes to a KJ for the remainder of the action. Tap this card to give a titled KJ you control +1 bleed for the remainder of the action.

Hungry Demon's Power

[MAS] [DT]

Put this card on a DT you control. That DT gains one level of Demon Shintai and +1 strength.

Jade Court

[MAS: unique] [1P]: Faction.

Tap this card to look at the top card of your library. Burn this card to give a TW you control +1 intercept and +1 hand size for the remainder of the current minion phase. Tap and burn this card to gain 2 pool.

Kakuri

[MAS: OOT, Unique Realm]

Play this card on a KJ who has inflicted more than 4 damage on an opposing minion in combat. The KJ with this card does not untap as normal. Any minion may burn this card as a D action that costs 4 Chi.

Legacy of the Azure Dragon

[MAS: unique legacy]

West KJ gain +1 bleed. Any minion may burn this card as a D action.

Legacy of the Black Tortoise

[MAS: unique legacy]

North KJ gain an optional press or maneuver during combat. Any minion may burn this card as a D action.

Legacy of the Scarlet Phoenix

[MAS: unique legacy]

South KJ gain +1 strength in combat. Any minion may burn this card as a D action.

Legacy of the White Tiger

[MAS: unique legacy]

East KJ gain +1 stealth on undirected actions. Any minion may burn this card as a D action.

Legacy of the Yellow Emperor

[MAS: unique legacy]

Center KJ gain an additional vote in referendums. Any minion may burn this card as a D action.

Letter from Jin Kai Wai

[MAS: trifle]

Put this card in play. All dhampyrs gain +1 intercept when attempting to block KJ. Any KJ can take an action to burn this card; any dhampyr can attempt to block this action.

Mutability

[MAS] [TD]

Put this card on a TD you control. That TD gains one level of Flesh Shintai [flsh]. Once each combat, this KJ may burn 1 Chi to set range for the current round of combat.

Nature's Changing Forms

[MAS] [TD]

Put this card on a TD you control and choose a Discipline from this list: Tapestry [tap], Ghost-Flame Shintai [gflsh], Black Wind [blw]. This TD gains one level of the chosen Discipline.

New Promise Mandarinate

[MAS] [1P]: Unique.

Tap this card during a bleed action to give your acting KJ +1 bleed, only usable if your prey controls a ready vampire.

Overdue Introductions

[MAS]

Reveal the top card of your crypt to all players and move it to your uncontrolled region. If it is a KJ, you may move up to two blood to it from your blood pool.

Pillars of Heaven

[MAS]: Gain X pool, where X is the number of KJ that you control with a capacity greater than 6. Only one Pillars of Heaven may be played by a Methuselah during a game.

Point of Convergence

[MAS] [TW]

Put this card on a TW you control. That TW gains one level of Jade Shintai. Grapple cards cannot be played against this TW.

Portents

[MAS]

Reveal the top two cards of any Methuselah's library. You may discard one of the revealed cards.

Prestigious Wu

[MAS]: Wu.

As you play this card, tap X KJ you control to put X counters on this card. You may burn X counters from this card to give an acting KJ you control +X votes during a referendum. Burn this card when the last counter is removed.

Shade Walker

[MAS: trifle]

Put this card on a dhampyr you control. Non-KJ minions get -1 intercept when attempting to block this dhampyr.

Shadow Soul

[MAS]: Unique.

Each time this card is tapped, put a counter on it. When it has three counters, burn it. Tap this card to give a KJ +1 stealth on a P'o action. Tap this card to give an Infernal vampire +1 stealth on an undirected action. Tap this card to add a P'o counter to a P'o card on any KJ.

Spirit's Honor

[MAS] [RC]

Put this card on a RC you control. During combat, this RC gains one level of Yang Prana and Tapestry.

Study of the God-Body

[MAS] [RC]

Put this card on a RC you control. Once each minion phase, this RC may burn 1 Chi to gain one level of Blood Shintai or Jade Shintai until the end of the current minion phase.

Turning Wheel, the

[MAS]

During your untap phase, you may put two counters on this card. Any Methuselah may burn 1 pool as a Master phase action to add or remove a counter from this card. When this card has an even number of counters, Infernal vampires have +1 strength. When this card has an odd number of counters, Infernal vampires have -1 bleed. Burn this card if it has no counters on it.

Wave Soul

[MAS]: Unique.

Each time this card is tapped, put a counter on it. When it has three counters, burn it. Tap this card to tap a minion in torpor. Tap this card to force a minion with less than 2 chi or blood to abstain from a referendum. Tap this card when all aggravated damage from a strike against a KJ is prevented to send that KJ to torpor.

Way of Integrity

[MAS]: Unique.

Move up to 2 Chi from a KJ you control to your pool, or vice versa. During your discard phase, control of this card moves to your predator.

Way of Lineage

[MAS]

Until your next untap phase, KJ have -1 intercept when attempting to block older minions, and +1 intercept when attempting to block younger minions. Titled KJ may burn 1 Chi to gain a vote in a referendum called by a KJ.

Way of Obligation

[MAS] [x]

Move up to 3 Chi from each titled KJ you control to your pool. This card costs X, where X is the number of copies of this card in your ash heap.

Way of Origin

[MAS]

Until your next untap phase, KJ have +1 intercept when attempting to block vampires. Any KJ in combat with a vampire may burn 1 Chi to gain +2 strength. Burn this card if a KJ enters combat with another KJ.

Way of Propriety

[MAS]: Unique.

Move up to 1 Chi from a KJ you control to another ready minion. During your discard phase, control of this card moves to your predator.

POLITICAL ACTIONS

Agreement of Three

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

If this referendum is successful, every KJ with a capacity greater than 7 is considered titled.

Blasphemy

[ACT – POL]: Requires a titled KJ. Worth 1 vote.

Choose a non-titled KJ. If this referendum is successful, put this card on that KJ. That KJ is now Akuma (but not Infernal). During any Methuselah's untap phase, any player who controls an Infernal minion may give 5 pool to the Methuselah controlling the KJ with this card to take control of that KJ.

Council of Dragons

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

If this referendum is successful, each titled KJ may burn 1 Chi to gain an additional vote in referendums. KJ with a capacity greater than 7 gain 2 votes for each Chi burnt in this way.

Crowning the Ancestor

[ACT – POL] [0/2/0]: Requires a KJ with capacity greater than 6.

Choose a ready KJ you control with capacity greater than 6. If this referendum is successful, the chosen KJ has +1 bleed and gains an additional vote. [+1 capacity]

Cultural Misunderstanding

[ACT – POL]: Requires a ready KJ or vampire. Worth 1 vote.

Each Methuselah chooses a minion controlled by their prey. If this referendum is successful, the chosen minions take X damage, where X is the number of minion types controlled by their Methuselah.

Heaven's Guidance

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

Choose up to X Methuselaha. If this referendum is successful, each of the chosen Methuselaha has +X hand size. This card may be burnt as a +1 stealth political action.

Heimin

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

Choose a KJ or dhampyr you control. If this referendum is successful, put this card on that minion. That minion has +1 stealth on all non-directed actions, but cannot perform political actions or cast votes in a referendum.

In with the New

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

If this referendum is successful, your predator and prey burn 1 pool, and burn all Faction cards in play.

Interesting Times

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

If this referendum is successful, Methuselaha with an even amount of pool gain 2 pool. Methuselaha on an odd amount of pool lose 1 pool.

Mandate of Hell

[ACT – POL]: Unique. Requires a ready KJ. Worth 1 vote.

Choose a titled KJ. If this referendum is successful, that KJ gains enough Chi from the blood bank to fill them to capacity. Put this card on that KJ. Minions that successfully block this KJ take one unpreventable damage. Any titled KJ may burn this card as a D action.

Out with the Old

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

If this referendum is successful, each Methuselah burns 1 pool. Each Methuselah also burns an additional pool for each Faction card they control.

Prestation Games

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

If this referendum is successful, put this card in play and move X Chi from the acting KJ to this card. X cannot be fewer than the number of minions controlled by your predator. Each time a bleed action is announced by your predator, you may remove 1 counter from this card to reduce that bleed by 1.

Scorched Earth

[ACT – POL]: Requires a ready KJ. Worth 1 vote.

If this referendum is successful, the Methuselah with the most pool burns 3 pool. Each other Methuselah then burns 1 pool. Only one Scorched Earth may be played in a turn.

Tale of Na Kua, the

[ACT – POL]: Requires a ready KJ.

If this referendum is successful, put this card in play. KJ with a capacity greater than 5 may burn 2 Chi during their controller's untap phase to play cards for any Discipline they have at basic level at a superior level. This card may be burnt as a D action.

Xenophobia

[ACT - POL]: Playable by any minion. Worth 1 vote.

If this referendum is successful, each Methuselah burns a pool, and an additional pool for each of the following minion types they control: vampire, KJ, ally.

REACTIONS

Corpse Kissing

[REA]: Only playable by a blocking minion.

If the acting KJ has more Yin Chi than Yang Chi, they cannot maneuver or press for the remainder of the action.

Courtly Affairs

[REA]: Only usable during a political action.

This reacting KJ untaps and attempts to block. This KJ may burn 1 Chi during this action to gain +1 intercept.

Crimson Fever

[REA]: Only playable by a blocking minion.

If the acting KJ has more Yang Chi than Yin Chi, they cannot use equipment or strike: dodge for the remainder of the action.

Diao

[REA]

Burn a Tenet card as it is played, or this KJ burns 2 Chi to burn a Tenet card on the opposing minion.

Enter the Dragon Nest

[REA] [0/2/0]: Chi Travel. Requires a ready KJ. Usable by a tapped minion.

Strike: dodge, or cancel a Chi Travel card played by the opposing minion.

Ghost Dancing

[REA] [1/0/0]: Requires a ready KJ.

+X intercept, where X is the number of wraith allies and retainers that you control. If this KJ does not block this action, tap them.

Guanxi

[REA]

Only usable when control of a KJ you control would change. Tap this reacting KJ. Control of that KJ does not change, and that KJ is immune to control-changing effects until your next untap phase.

Harmonious Shield

[REA]: Only usable during an action targeting a card you control.

Untap this reacting KJ.

Heed the Elders

[REA]: Usable by a tapped KJ.

Gain 2 votes, only usable if you have an older, titled vampire.

It'aewon District

[REA]

Only usable when another KJ that you control successfully blocks an action. Move up to three Chi from this KJ to the blocking minion.

Monsoon Rain

[REA]: Only usable by a minion who successfully blocks a directed action.

If this card is played by a KJ, combat cards cost all minions an additional Chi in any resulting combat. If this card is played by a dhampyr, every round of combat is automatically at close range until the end of the current action (skip the Determine Range step).

Orchard Road

[REA]: Only usable during a bleed action.

If this card is played by a KJ, that minion gains +1 intercept. If this card is played by a dhampyr, that dhampyr gains +1 intercept and stays untapped if they successfully block this action.

Read the Heavens

[REA]: Do not replace until the end of the current minion phase.

This reacting KJ untaps and attempts to block. If this block is unsuccessful, they have -1 intercept for the remainder of the current minion phase.

Satori

[REA]

Only usable when this KJ successfully blocks a directed action. Search your library for a Tenet card and put it into your hand. This KJ untaps at the end of the current minion phase.

RETAINERS

Chih-mei Guardian

[RET] Creature with 2 life. Requires a KJ.

The KJ with this retainer gets +1 intercept when attempting to block actions targeting a card you control. You may burn Chih-mei Guardian before range is determined to inflict 1 damage upon the opposing minion.

Scarlet Screen: Yakuza

[RET]: Unique mortal with 1 life.

The minion with this retainer has +1 bleed. If the minion with this card is KJ, you may burn Yakuza during a bleed action to gain +1 stealth.

TENET CARDS

A Thousand Lifetimes

[Tenet] [TW]

Play on a TW who has untapped during any Methuselah's minion phase. Your hand size is increased by two for the remainder of the current minion phase. [+1 capacity]

Consume the Dying

[Tenet] [TD]

Play on an acting TD who has successfully burnt a minion. This TD gains an additional vote in the resulting blood hunt, if any. [+1 capacity]

Correct Imbalance

[Tenet] [TW]

Play on a TW who has successfully burnt a card in play. This TW gains +1 intercept when attempting to block actions targeting a card that you control. [+1 capacity]

Cultured Passion

[Tenet] [DT]

Remove 2 Omen cards in your ash heap to play on a DT you control. Burn 2 counters on that DT's P'o card (if any). [+1 capacity]

Eyes of the Sightless

[Tenet] [TW]

Play on a TW who has successfully blocked an undirected action. This TW gains 1 Chi. The opposing Methuselah's hand is increased by two for the remainder of the action. [+1 capacity]

Guide the Sun

[Tenet] [TD]

Play on a TD who has received aggravated damage. Frenzy cards that target this TD cost an additional pool. [+1 capacity]

Instruct the Errant

[Tenet] [RC]

Play on a RC who has successfully blocked a bleed action that would have resolved for 2 or more bleed. [+1 capacity]

Joy Through Pain

[Tenet] [DT]

Play on a DT who has inflicted more damage than the opposing minion during the current combat. Untap the opposing minion. [+1 capacity]

Look Beyond the Obvious

[Tenet] [SS]

Play on a SS who has successfully intercepted an action. You may look at the top three cards of your library for the remainder of the current minion phase. [+1 capacity]

Maintain Composure

[Tenet] [RC]

Play on a RC who has successfully blocked an action that was at 2 or more stealth. [+1 capacity]

Pillar of Family

[Tenet] [SS]

Play on a SS who has successfully recruited or employed a mortal. This SS gains +1 intercept when attempting to block actions targeting mortal allies or retainers that you control. [+1 capacity]

Precious Gift of Truth

[Tenet] [SS]

Play on a SS who has revealed a card from another Methuselah's hand. This SS gains 1 Chi. Play with an open hand for the remainder of the current minion phase. [+1 capacity]

Protect the Spirits

[Tenet] [TD]

Play on a TD that has successfully employed an ally. [+1 capacity]

Ride the Demon

[Tenet] [DT]

Play on a DT who has burnt a minion in torpor. This DT may add a counter to a P'o card. [+1 capacity]

Straighten the Wicked

[Tenet] [RC]

Play on a RC that has entered combat since your last untap phase. [+1 capacity]