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Featured Clans: Dragon, Lion, Mantis
Total of 166 New Cards 50 Common,
50 Uncommon, 60 Rare, 6 Fixed

Booster Display 14710 • Deck Display 14700

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Card Clarifications

Rulebook: The Reaction related to the Naval keyword in the rulebook has received minor, technical errata. It now reads:

Reaction: If you are the Attacker and your current army has more Naval cards than the opposing army, once per battle after engaging, target your Naval Personality. You have the first opportunity to take a Battle action, which must be performed by the targeted Personality or one of his Naval Followers.

The main effect of these errata is to make the Reaction immune to interference by Misdirection, because the targeting is now in the constraints block. It also means that the Naval Personality is performing the Reaction.

Shosuro Adeiko (Samurai Edition) has received errata to her ability as follows:

Reaction: After a battle resolution or another player's trait or action resolves, if its effects destroyed one of your Personalities at Adeiko's location (including Adeiko): Give a target Personality a -3F/-1C token, and an additional -1C token if he is dishonorable.

Shosuro Nikai (Ultimate Clan Pack, Scorpion) has

received technical errata to his ability in order to work in the way intended by his wording: a bowed Personality can now assign to his "ambush."

Ninja Limited: Create a battlefield (not at any province). Assign Nikai to attack there. Assign another player's target unit to defend there, even if its Personality is bowed, and straighten it. Fight a battle there. No other units may move there. After the battle ends, lose 3 Honor.

Test of the Emerald Champion (Samurai Edition) has received technical errata in order to work in the way intended, and understood by most players; if you control no units when you resolve it, you do not gain the additional province.

Target one of your Personalities. Each other player, in turn order, may target one of his Personalities; your Personality challenges each of them immediately after they are targeted. Each duel's winner gains 3 Honor; destroy the loser. If you lost none of these duels, or if there were no duels, remove your Personality from the game; if you removed him, gain a province to the left of your leftmost province.

The version of Sasada printed in Samurai Edition: Banzai is a misprint, not a Most Recent Printing (MRP); she still has the "Even if bowed" clause in her ability from the last MRP.

Notes on cards from The Heavens Will:

Imperial Benefice: If you do not get an attachment, you still put all the cards you looked at on the bottom of your deck.

Bronze Memorial: Cannot produce Gold to pay for the Personality you are discarding.

Bayushi Irishi, Reprimand: These effects depend on the choice being made, not on the effects of the choice actually happening.

Hida Kaoru exp, Shelter for Refugees: The "paying all costs" reminder texts on effects that put a card into play will no longer appear on cards. Players are expected to know the default Samurai Edition rule: Gold and other costs must be paid whenever you put a card into play.

Great Falls Castle: Effectively, its player has an additional Equip ability that is Battle/Open; but specifies that a Weapon must be attached.

Broken Reef Keep, Daidoji Awao: If a personality has Tactician, performs a Tactical action, loses Tactician and then regains it, he is still not allowed to perform another Tactical action that turn.

Card List

#	R	Type	Clan	Name
1	U	Event		Claiming The Throne
2	U	Event		Decree of Peace
3	R	Event		Fall of Greatness
4	U	Event		Fortune's Favor
5	R	Event		Offered Gift
6	R	Holding		Bronze Memorial
7	U	Holding		Essate Halls
8	C	Holding		Small Feast
9	C	Holding		Sword Saint Shrine
10	R	Personality	Crab	Hida Kaoru
11	R	Personality	Crab	Hida Ubojig
12	C	Personality	Crab	Hiruma Moshito
13	U	Personality	Crab	Hiruma Tabaron
14	R	Personality	Crab	Kaito Seison
15	C	Personality	Crab	Kumi Tama
16	U	Personality	Crab	Yasuki Takeki
17	U	Personality	Crane	Daidoji Awao
18	R	Personality	Crane	Daidoji Barashi
19	U	Personality	Crane	Doji Hiroami
20	R	Personality	Crane	Rakita Hideo
21	C	Personality	Crane	Rakita Hideshi
22	R	Personality	Crane	Rakita Idzaki
23	U	Personality	Crane	Rakita Tama
24	F	Personality	Dragon	Ritsuki Rai
25	C	Personality	Dragon	Ritsuki Reji
26	R	Personality	Dragon	Miyamoto Akio
27	U	Personality	Dragon	Emori Akeno
28	U	Personality	Dragon	Togashi Chiko
29	C	Personality	Dragon	Togashi Dai
30	R	Personality	Dragon	Togashi Miyoko
31	R	Personality	Lion	Akodo Hijikata
32	F	Personality	Lion	Akodo Shinichi
33	U	Personality	Lion	Akodo Tadatoshi
34	C	Personality	Lion	Ikoma Okita
35	U	Personality	Lion	Kato Yutaro
36	R	Personality	Lion	Matsu Hattetsuy
37	C	Personality	Lion	Matsu Mikuro
38	R	Personality	Mantis	Kitane Hisano
39	U	Personality	Mantis	Moshi Amaranite
40	C	Personality	Mantis	Moshi Mareo
41	F	Personality	Mantis	Tsuruchi Shinsuke
42	U	Personality	Mantis	Tsuruchi Joken
43	R	Personality	Mantis	Yoritomo Saburo
44	F	Personality	Mantis	Yoritomo Tadame
45	U	Personality	Phoenix	Asahia Iwarou
46	R	Personality	Phoenix	Asako Juro
47	C	Personality	Phoenix	Isawa Chishaki
48	R	Personality	Phoenix	Isawa Naki
49	R	Personality	Phoenix	Isawa Ochiai
50	U	Personality	Phoenix	Isawa Ushio
51	C	Personality	Phoenix	Shikis Moroniko
52	C	Personality	Scorpion	Bayushi Gao
53	U	Personality	Scorpion	Bayushi Irishi
54	C	Personality	Scorpion	Bayushi Kasata
55	R	Personality	Scorpion	Bayushi Kurumi
56	R	Personality	Scorpion	Shosuro Hihiko
57	U	Personality	Scorpion	Shosuro Kienon
58	R	Personality	Scorpion	Yogo Koji
59	R	Personality	Spider	Chuda Mishime
60	U	Personality	Spider	Chuda Shikyo
61	C	Personality	Spider	Datotsu Kural
62	R	Personality	Spider	Datotsu Meguro
63	R	Personality	Spider	Datotsu Sentou
64	U	Personality	Spider	Datotsu Shiraki
65	C	Personality	Spider	Masu
66	U	Personality	Unicorn	Iuchi Konyo
67	R	Personality	Unicorn	Moto Suonshin
68	C	Personality	Unicorn	Shimo Asai
69	R	Personality	Unicorn	Shimo Jonyang
70	U	Personality	Unicorn	Shimo Karia
71	C	Personality	Unicorn	Utsuki Isao
72	R	Personality	Unicorn	Utsuki Kohana
73	U	Personality	Shadowlands	Fabiri no Oni
74	C	Personality	Shadowlands	Ghukku
75	R	Personality	Shadowlands	Shikibu no Oni
76	U	Personality	Shadowlands	Rimogen
77	C	Personality	Shadowlands	Kuri
78	U	Personality	Shadowlands	Kurotsuda
79	C	Personality	Shadowlands	Saiko
80	C	Personality	Shadowlands	Unaligned
81	R	Region		Blighted Region
82	C	Region		Fortified Fields
83	R	Region		Folly Site
84	C	Action		Aggressive Landing
85	C	Action		An Assassin's Strike
86	R	Action		Beloved of the Clan
87	U	Action		Decisive Strike
88	U	Action		Defensive Tactics
89	U	Action		Defly Welded
90	R	Action		Desperate Plea
91	U	Action		Discretionary Valor
92	C	Action		Entangling Terrain
93	C	Action		Flame of Truth
94	U	Action		Flanked by Nightmares
95	U	Action		Gentle Blade of Winter
96	R	Action		Hand of Osano-wo
97	R	Action		Hateful Curse
98	R	Action		Ho!d!
99	U	Action		Ho!d!
100	C	Action		Keeping Enemies Close
101	U	Action		Laborer's Elbow
102	C	Action		Let Them Run
103	R	Action		Might of Pacagons
104	R	Action		Mushu Shuzo
105	C	Action		My Altyis Strength
106	R	Action		My Eneivis Mercy
107	U	Action		No Escape
108	R	Action		Old Rivalries
109	R	Action		Only the Well-Trained Listen
110	C	Action		Pack Tactics
111	C	Action		Peaceful Interlude
112	R	Action		Political Influence
113	R	Action		Powerful Blow
114	U	Action		Ramifications
115	C	Action		Regrun and Redeplay
116	C	Action		Reprimand
117	R	Action		Resurgence
118	C	Action		Roaring to Shake Heaven
119	U	Action		Sacred Lands
120	U	Action		Shelter for Refugees
121	R	Action		Silent Rot
122	R	Action		Stalemate
123	U	Action		Stolen Blade
124	C	Action		Strength in Simplicity
125	C	Action		Strength of my Father
126	C	Action		Sublime Peacock Show
127	U	Action		Subtle Reminder
128	U	Action		Swift Darkness
129	R	Action		The Slow Death
130	U	Action		Threat of Execution
131	C	Action		Tiger Climbing Mountain
132	U	Action		Underhanded Attack
133	C	Action		Undermining Command
134	R	Action		Undisputed Death
135	U	Action		Unpleasant Discovery
136	R	Action		Victory March
137	U	Action		Viper Tattoo
138	C	Action		Wary Peare
139	U	Action		Yakamo's End
140	C	Follower		Adepts of Mighty Pokku
141	R	Follower		Chagatalis Legion
142	R	Follower		Dojo Applicants
143	C	Follower		Imperial City Guards
144	R	Follower		Seppen Miharu
145	C	Follower		Traveling Smugglers
146	R	Follower		Veteran Advisor
147	U	Follower		Wakened Dead
148	R	Follower		Wandering Hermit
149	R	Item		Armor of Light
150	C	Item		Blessed Tessen
151	C	Item		Flux
152	R	Item		Footman's Pike
153	R	Item		Katana of Twilight
154	U	Item		Keen Blade
155	C	Item		Ornate Armor
156	R	Item		Skin of the Naga
157	C	Item		Ward of the Kami
158	U	Spell		Consecration
159	U	Spell		Dance of the Kami
160	R	Spell		Seeking the Path
161	U	Spell		The Earth's Wreat
162	R	Spell		Transcendence of Flesh
163	C	Spell		Whack the Soul
164	F	Stronghold	Dragon	Great Falls Castle
165	F	Stronghold	Lion	Venerable Painter of the Moon
166	F	Stronghold	Mantis	Broken Moss Keep