

Sanguosha Translation 2018 by adrianhoex

1. Sequence of Phase:

Beginning of your turn → Judgment Phase → Draw Phase → Main Phase → Discard Phase → End of Turn

Sequence of Damage Calculation

Deals damage → The target was dealt damage → Loss of health → Effect that triggers after a damage is dealt → Effect that triggers after the damage was received

(If damage is treated as loss of health, effects that triggers after damage is dealt and received will not triggered)

2. Keywords:

1. Play:

To play a card, you announce the card name and target a hero, its effect will trigger and after it resolves, it will enter the discard pile

2. Use:

Whenever a card or effect asks you to use a card, it means you response to that effect by revealing and discards the card you have "used". Its effect will not be triggered

3. Recast:

To recast a card, you discard that card and draw a card from the library

4. Give

To give a card, you pass the card face down to another player, that hero owns that card from onwards

5. Discard

Put the discarded card into graveyard, you can only discard if an effect of a phase or card asked you to

6. Swap

To swap a card, you use the new card to replace the target card and you get the target card

7. Replace

To replace a card, you use the new card to replace the target card and the target card will be discarded

8. Chained

A hero is considered in the chain if the hero card is tapped. Whenever a tapped hero is dealt Fire/Thunder damage, all other tapped heroes received the same amount of damage, then untap the hero cards of all damaged heroes

9. Countered

Whenever a card or effect is countered, ignore all its effect.

10. Perform a judgment

To perform a judgment, that hero flips the top card of the library and reveal it. That card is known as the judgment card. After the judgment effect is resolved, the judgment card will be put into graveyard

11. Brink of death

Whenever a hero health becomes zero, he will enter the brink of death status, starting from the current player, each player may use a "Peach" on him, if he received a "Peach", he gain 1 Health and the game continues. If he does not, he is considered as dead and will be removed from the game

12. Current health

Your hero's current health, will be changed by damaged received and health recover

13. Max health

Your hero maximum health, will not be changed by damage and health recover, but some effects might change it

14. Lost health

Amount of health you have lost, which is max health-current health

15. Treat as (an action or an effect)

If certain criteria is met, this condition will be considered as played a card or triggered an effect

16. Range

Range is the number of players between you and the target player plus 1, For example, if there is one player between you and the target player, the distance between you two is 1
Range can be countered clockwise or counterclockwise

A hero is considered within your range if the range between you and him is 1

17. Attack Range

Your attack range decided if you can "Attack" or some effects or not. All heroes started with 1 attack range, which means they can only attack players within a range of 1 with them. It can be changed by equipping weapons

18. Faction

Faction is the country that the hero belongs to, it can be Wei (Blue), Shu (Red), Wu (Green) and Kingdomless(Grey)

19. Rank

The number on the top left hand corner on the card, range from A to K. Ace is the smallest and K is the largest

20. Suit

The Suit of the card is on the top left hand corner. It can be ♠ (Spade), ♥(Heart), ♦(Diamond), ♣(Club)

21. Color

The color of the card depends on the suit of the card, ♠♣ cards are black while ♥♦ are red, otherwise is colorless

22. Attacker/Defender

Whenever an "Attack" played by a hero targeting another hero, hero who play the attack is the attacker and the target hero is the defender.

23. Winner/Loser

During a clash, the hero who set a card with a higher rank is the winner and the other one is the loser. If the result is a draw, no one win or lose.

24. Identity

The 4 identities are Rebels, Loyalist, Traitor and Emperor

25. Remove from game

Some effects may remove the cards from the game. The removed cards will not count as in library, on the field or in the discard pile.

3. Short form used

- a. Beginning of turn= BOT
- b. End of turn= EOD
- c. +/- (a number)= Increased/Decreased by that number

Basic Cards

1. Attack



Once per main phase, you may play this card to attack any hero within your attack range, that hero may play a “Dodge”, if he does not play a “Dodge”, you deal 1 damage to him

2. Dodge



Whenever a hero plays an ‘Attack’ on you, you may play this card to cancel the ‘Attack’

3. Peach



If this card is played during your main phase, gain 1 health (You cannot gain health exceeding your maximum health”

If any hero is on the brink of death, you may use this card and that hero gain 1 health

4. Wine



Your next "Attack" damage is +1

If you are on the brink of death, you may play this card and gain 1 Life

5. Fire Attack



Once per main phase, you may play this card to attack any hero within your attack range, that hero may play a "Dodge", if he does not play a "Dodge", you deal 1 Fire damage to him

6. Thunder Attack



Once per main phase, you may play this card to attack any hero within your attack range, that hero may play a "Dodge", if he does not play a "Dodge", you deal 1 Thunder damage to him

Tactics Card

1. Barbarians Assault



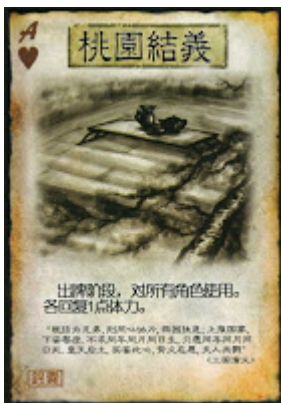
All heroes except you may use an "Attack".
If a hero does not, you deal 1 damage to him

2. Hail of Arrows



All heroes except you may use a
"Dodge". If a hero does not, you deal 1
damage to him

3. Oath of Peach Garden



All heroes gain 1 Health

4. Harvest



Reveal X cards from the top of the Library, where X equals to the number of surviving heroes.

Starting from you, each hero picks a revealed card and put it into his hand

5. Sleight of Hand



Draw two cards

6. Impeccable Plan



Cancel target tactics card effect to a hero or target "Impeccable Plan"

7. Burn Bridges



Discard target equipment or target delay tactics card, or discard a card from target hero's hand

8. Duress



Target a hero (except you) equipped with a weapon.

He may play an "Attack" on another target hero. If he does not, put that weapon card into your hand.

9. Duel



Target a hero to start a Duel.

Target hero may discard an attack card, if he does, you may discard an attack card and repeat the process.

The hero who did not discard an attack card is the loser of the duel and the winner deals 1 damage to the loser

10. Plifer



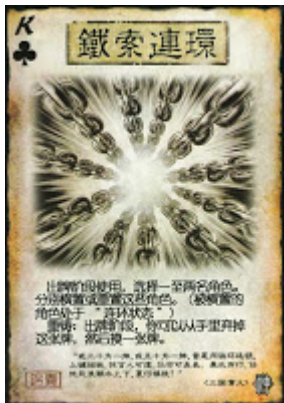
Target a hero within your range (not attack range). You take one card from his hand, equipment zone or judgment zone and put it into your hand

11. Blaze



Target a hero with at least one card in hand. That hero reveal a card from his hand. You may discard a card with the same suit, if you do, you deal 1 damage to him

12. Iron Shackles



Choose up to 2 target heroes, you may tap or untap their hero cards.

Recast: You may discard this card during your turn to draw a card

Delay tactics card

1. Acedia

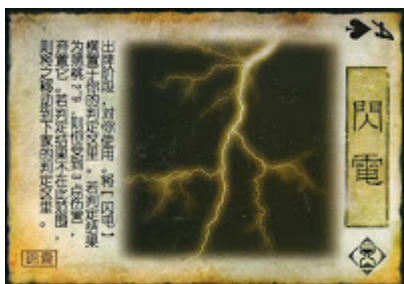


Put this card into your judgment zone when you play it

At the beginning of a hero's turn, if this card is in that hero's judgment zone, he performs a judgment.

If the judgment card is not ♥, that hero skips his next main phase.

2. Lightning Bolt



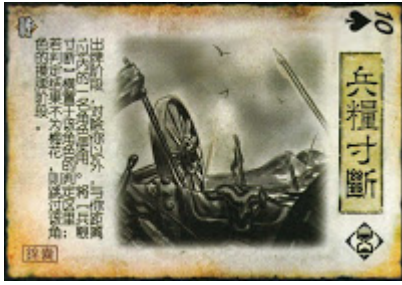
Put this card into your judgment zone when you play it

At the beginning of a hero's turn, if this card is in that hero's judgment zone, he performs a judgment.

If the result of the judgment is ♠2 to ♠9, Lightning Bolt deals 3 thunder damage to him, otherwise move this card to the judgment zone of the next hero on the right hand side.

If this card's effect is cancelled, move it to the next hero's judgment zone instead.

3. Rations Depleted



Put this card into the judgment zone of target hero within your range.

At the beginning of a hero's draw phase, if this card is in that player's judgment zone, he performs a judgment.

If the result of the judgment is not ♣, he skips his draw phase.

Equipment cards

Weapons

1. Zhuge Crossbow



Attack Range: 1

Effect: During your main phase, you may play any number of “Attack”

2. Sword of Blue Steel



Attack Range: 2

Effect: (Passive) Whenever you play an “Attack” on a hero, ignore the effect of armor equipped on that hero

3. Frost Blade



Attack Range: 2

Effect: Whenever your "Attack" deals damage to a hero, you may prevent that damage. If you do, choose 2 cards in that hero's hand or equipment zone and discard them.

4. Twin Swords



Attack Range: 2

Effect: Whenever you target a hero of the opposite gender with an "Attack", that hero choose one of the following:

1. Discard a card from his hand
2. You draw a card

5. Azure Dragon Crescent Blade



Attack Range: 3

Effect:

Whenever your "Attack" is canceled by a "Dodge" by target hero, you may play another "Attack" targeting the same hero.

6. Serpent Spear



Attack Range: 3

Effect: Whenever you need to play or discard an "Attack", you may discard 2 cards from your hand instead

7. Rock Cleaving Axe



Attack Range:

Effect: When your “Attack” is cancelled by a “Dodge” play by target hero, you may discard two cards from your hand or equipment zone. If you do, ignore that “Dodge” and deals damage to that hero

8. Heaven Halberd

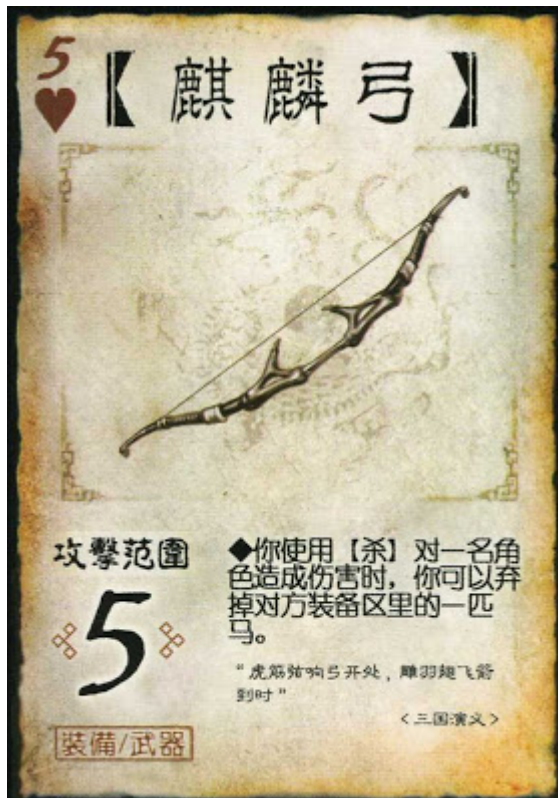


Attack Range: 4

Effect:

Whenever you play an “Attack” targeting a hero, if you have no cards in your hand, you may target up to 2 additional heroes.

9. Kirin Bow



Attack Range: 5

Effect: Whenever your “Attack” deals damage to a target hero, you may discard one of his equipped mounts

10. Ancient Scimitar



Attack Range: 2

Effect: (Passive) Whenever your "Attack" deals damage to a target hero, if he has no cards in hand, that "Attack" damage is increased by 1

11. Vermilion Fan



Attack Range: 4

Effect: You may play your "Attack" as "Fire Attack"

1. Eight Trigrams



Effect:

Whenever you need to play or discard a “Dodge”, you may perform a judgment. If the result is red, you are considered to have played or discarded a “Dodge”

2. Shield of Ren Wang



Effect:

(Passive) Ignore the effects of all black “Attack” targeting you

3. Rattan Armor



Effect:

(Passive): Ignore the effect of “Babarian Assault”, “Hail of Arrows” and normal “Attack” targeting you.

Whenever a source deals fire damage on you, that damage is increased by 1

4. Platinum Lion



Effect:

(Passive) The maximum damage that can dealt to you is 1

When this card leaves your equipment zone, gain 1 health

Mounts

1. Red Hare



Effect:

Your range with other heroes is reduced by 1

2. Da Yuan



Effect:

Your range with other heroes is reduced by 1

3. Zi Xing



Effect:

Your range with other heroes is reduced by 1

4. Di Lu



Effect:

Your range with other heroes is increased by 1

5. Hua Liu



Effect:

Your range with other heroes is increased by 1

6. The Shadow



Effect:

Your range with other heroes is increased by 1

7. Zhua Huang Fei Dian



Effect:

Your range with other heroes is increased by 1

1. Liu Bei



Title: Hero Through Troubled Times

Health/Gender: 4M

Ability:

Kindness: Once per main phase, you may give any number of cards in your hand to another hero. Then that hero cannot receive any “Kindness” cards until the end of the turn.

During your main phase, whenever you give out the second “Kindness” card, you may treat this as playing a basic card

Rouse: (Emperor Ability) Whenever you need to play or use an ‘Attack’, any other Shu heroes can play or use for you

2. Guan Yu (OD)



Title: Bearded Gentleman

Health/Gender:4M

Ability:

Saint Warrior:

You may play or use any red cards from your hand or equipment zone as ‘Attack’.

Your ♦ “Attack” is not limited by attack range

Disown:

Once per main phase, you may discard a card and target another hero. That hero reveals a card from hand.

If the revealed card is black, that hero lost all non-passive abilities till EOT and cannot play or use any cards in hand. Your ♥ “Attack” targeting that hero has +1 damage.

If the revealed card is red, you put that card into your hand, then you may have that hero gain 1 health.

3. Zhang Fei (OD)



Title: A match for ten thousand warriors

Health/Gender:4M

Ability:

Roar:

You may play any number of “Attack” during your turn. As long as you have played an “Attack” during your turn, “Attack” you play during your turn is not limited by attack range.

Substitute:

At your EOT, you may discard all tactic cards and mount cards from your hand and equipment zone. If you do, until the start of your next turn, whenever an “Attack” targets you and did not deal any damage to you, you may put that card into your hand.

(The “Attack” need to be represented by actual cards for you to put in hand)

4. Zhuge Liang



Title: Prime minister who has passed his prime

Health/Gender:3M

Ability:

Stargazing:

At the beginning of the turn, you may look at the top 5 cards of your library,(When surviving heroes are 3 or less, top 3 cards instead of 5) , you may choose to put any number of these cards on top of the library and bottom of the library in any order.

If you put all cards to the bottom of the library, you may use “Stargazing” again at the end of turn.

Empty Fort:

(Passive) When you have no cards in your hand, you cannot be the target of “Attack” or “Duel

5. Zhang Yun



Title: The Young General

Health/Gender: 4M

Ability:

Dragon Courage:

You may play or use "Attack" as "Dodge" and vice versa

Spear of the Cape:

Whenever you play or use a card outside of your turn, you may reveal the top card of the library and target a hero to put that card into his hand. If the revealed card and the card you play or use are different types, you discard a card from hand or equipment zone

6. Ma Chao (OD)



Title: Lone horseman that can outmatch a thousand troops

Health/Gender: 4M

Ability:

Horsemanship:

Your range with other heroes is always reduced by 1

Iron Calvary:

Whenever you play an "Attack" targeting a hero, you may perform a judgment and have that hero lose all non-passive abilities until the end of the turn.

Unless that hero discard a card with the same suit as the judgment card, the "Attack" cannot be responded by "Dodge"

7. Huang Yue Ying



Title: Veiled Heroine

Health/Gender: 3F

Ability:

Gathering Wisdom:

Whenever you play a non-delay tactics card, you may draw a card. If this card is a basic card, you may discard this card and this turn your maximum hand size is increase by 1.

Wondrous Talent:

Ignore range when you play a tactics card.
Other heroes cannot discard your armor and treasure cards in your equipment zone.

1. Sun Quan



Title: Young and Worthy Lord

Health/Gender:4M

Ability:

Balance of Power:

Once per main phase, you may discard any number of card in your hand and equipment zone and draw that many cards. If you discard all cards in your hand this way, draw that many cards plus 1 instead.

Rescue:

(Emperor ability) Whenever other Wu heroes play a "Peach", if they have greater health than you, they can choose to let you gain 1 health instead, then that hero draws a card.

2. Gan Ning (OD)



Title: Pirate with Silk Sails

Health/Gender: 4M

Ability:

Surprise Raid:

During your main phase, you may play any black cards in your hand and equipment zone as “Burn Bridges”

Prestige:

(Limited Ability) Whenever a tactics card target 2 or more heroes, you may prevent any number of heroes to become the target of that card.

3. Lu Meng (OD)



Title: The Rising Underdog

Health/Gender: 4M

Ability:

Self-Restraint:

If you did not play or use any “Attack” during your main phase, you may skip your discard phase

Diligence:

(Awakening Ability) At the beginning of your turn, if the number of cards in your hand is 3 or greater (2 or greater if there are more than 7 heroes in play) than the amount of health you have, you reduce your max health by 1 and gain

“Calculation”

Calculation: Once per main phase, you may look at target hero’s hand and reveal a ♥ card, you may discard that card or put it on top of the library.

4. Huang Gai (OD)



Title: Sacrificing for the Country

Health/Gender:4M

Ability:

Sacrificial Injury:

Once per main phase, you may discard a card from hand or equipment zone and lose 1 health.

False Surrender:

(Passive) Whenever you lose 1 health, you draw 3 cards, then if it is your main phase, ignore range requirements for your red "Attack" , red "Attack" you play cannot be responded by "Dodge" and you may play an additional "Attack" this turn.

5. Zhou Yu (OD)



Title: Wu Viceroy

Health/Gender:3M

Ability:

Dashing Hero:

(Passive) During your drawing phase, draw an additional card. Your hand size is equal to your max health

Sow Discord:

Once per main phase, you may reveal a card from your hand and give it to another hero.

He choose one of the following:

1. Reveal all cards in his hand and discard all cards in his hand and equipment zone with the same color.
2. Lose 1 health.

6. Da Qiao (OD)



Title: Reserved Beauty

Health/Gender:3F

Ability:

National Beauty:

Once per main phase, you may choose one of the following:

1. Treat and play a ♦ card in your hand or equipment zone as “Acedia”
2. Discard a ♦ card in your hand or equipment zone and then discard an “Acedia” in play

After the choice has been made, you draw a card.

Displace:

Whenever you became the target of an “Attack”, you may discard a card from your hand or equipment zone. If you do, choose another target hero (except the attacker) within your attack range, that hero becomes the new target of the “Attack”

7. Lu Xun



Title: The meek scholar with Valiant talents

Health/Gender:3M

Ability:

Humility:

Whenever a delayed tactics card in your judgment zone is triggered or you are targeted by a non-delay tactics card played by another hero, you may remove all cards in your hand from game and put them onto your hero card. At the end of your turn, return all the cards to your hand.

One after another:

Whenever you lose cards in your hand, if you have no cards in your hand, you may target X heroes and each of them draw a card. (X is the number of cards you have lost.)

8. Sun Shang Xiang



Title: Archery Princess

Health/Gender:3F

Ability:

Marriage:

Once per main phase, you may choose a male hero, then discard a card from hand or move an equipment card from you equipment zone to his corresponding equipment zone (Cannot replace equipment). If you do, the hero with greater health draws a card and the one with less health gains 1 health.

Warrior Princess:

Whenever a card is removed from your equipment zone, draw 2 cards

1. Cao Cao (OD)



Title: Martial Emperor of Wei

Health/Gender:4M

Ability:

Villainous Hero:

Whenever you are dealt damage, you may draw a card. Then if the damage is dealt through a card's effect, you put that card into your hand

Escort:

(Emperor ability) Whenever you need to play or use a "Dodge", other Wei heroes can play or use a "Dodge" for you

2. Sima Yi



Title: Ever Watchful Wolf

Health/Gender:3M

Ability:

Retaliation: Whenever a hero deals damage to you, for each damage you have taken, you may put 1 card from his hand or equipment zone into your hand

Demonic talent: Whenever a judgment card is revealed, you may replace that card with a card from your hand or equipment zone

3. Xiahou Dun (OD)



Title: One-eyed warrior

Health/Gender:4M

Ability:

Staunch:

Whenever you are dealt damage, for each damage you have taken, you may perform a judgment.

If the result is red, you deal 1 damage to the source of damage; if the result is black, you discard a card from his hand or equipment zone.

Frugal:

Once per turn, when you gain cards outside of your draw phase, you may reveal any number of cards in your hand and give it to another hero.

For each card type you have revealed, the Hero in his current turn has his maximum hand size plus that amount this turn

4. Zhang Liao (OD)



Title: General of the Vanguard

Health/Gender:4M

Ability:

Ambush:

During your draw phase, you may draw X cards less, then target X heroes

you take a card from each target hero's hand and put them into your hand

5. Xu Chu (OD)



Title: Crazy Tiger

Health/Gender:4M

Ability:

Bare-chested:

At the start of your draw phase, reveal the top 3 cards of the library. You may put all basic cards, “Duel” and weapon cards into your hand and discard the rest. If you do, skip your draw and until the start of your next turn, Damage of your “Attack” and “Duel” is increased by 1.

6. Guo Jia (OD)



Title: The Prophet with an early end

Health/Gender:3M

Ability:

Heaven's Envy:

Whenever your judgment is resolved, you may put that judgment card into your hand

Bestowed Rouse:

Whenever you are dealt damage, for each damage you receive, draw 2 cards. Then you may give a maximum of 2 cards to a maximum of 2 heroes. They put the cards into their hand.

7. Zhen Ji



Title: Unfortunate Beauty

Health/Gender: 3F

Ability:

Gorgeous Beauty:

You may play or use any black cards in your hand as “Dodge”

Goddess of Luo :

At the beginning of your upkeep, you may perform a judgement, if the result is black, put that card into your hand and repeat this process. Cards you get from “Goddess of Luo” this turn do not count towards your hand limit.

1. Hua Tuo (OD)



Title: Miracle Physician

Health/Gender:3M

Ability:

First Aid:

If it is not your turn, you may play red cards in your hand and equipment zone as "Peach"

The Book of Green Vesicle

Once per turn, you may discard a card in hand and target a hero, that hero gains 1 health. If the card you discard is red, you may activate this ability again, but cannot target the same hero.

2. Lu Bu (OD)



Title: Embodiment of Force

Health/Gender: 5M

Ability:

Matchless:

(Passive) If you are the source of an "Attack", the defending player need to respond with 2 "Dodge" instead of one to cancel

If you are involved in a duel, the other player needs to use 2 "Attack" in respond to your "Attack"

Mercenary:

Whenever "Attack" you played dealt damage to another hero, you may take a card from his hand or equipment zone. If the card you take is not an equipment card, that hero draws a card. If the card you take is an equipment card, that hero target another hero, and this is treated as you play a "Duel" against that hero.

3. Diao Chan



Title: Unrivalled dancing princess

Health/Gender: 3M

Ability:

Wedge Driving:

Once per main phase, you may choose 2 male heroes and discard a card from hand or equipment zone. If you do, treat this as one of them play a "Duel" targeting the other. (You choose who is the user and who is the target)

Eclipse:

At the end of your turn, you may draw a card. If you have no cards in your hand, draw 2 cards instead.

4. Hua Xiong



Title: Devil General

Health/Gender: 6M

Ability:

Swagger:

(Passive) Whenever you are dealt damage from an "Attack", if that "Attack" is red, the damage source gains 1 health or draws a card. If it is not red, you draw a card

Wind Expansion

New Mechanic :

1. Limited Ability

Limited ability can only be used ONCE per game

2. Flipping hero cards

Some abilities may require you to flip your hero card, every player start the game with their hero card face up. When your hero card is flipped, flip it face down.

When you begin a turn with your hero card faced down, instead skip that turn and flip your hero card face up

1. Huang Zhong



Title: Old but Strong

Health/Gender: 4M

Ability:

Fearsome Archer:

When you play an "Attack", you may target a hero whose range between you and him is less than the rank of that "Attack"

Whenever you target a hero with an "Attack":

1. If number of cards in his hand is less than or equal to yours, this "Attack" cannot be cancelled by "Dodge"
2. If his current health is greater than or equal to your health, this "Attack" damage is +1

2. Wei Yan



Title: Bloodthirsty Lone wolf

Health/Gender: 4M

Ability:

Violent Spirit:

Whenever you dealt damage to a player within your range, for each damage you dealt, choose one:

1. Gain 1 Health
2. Draw 1 card

Surprise Tactics:

(Limited Ability) During your main phase, you may lose X life, then until the end of your turn, you may use additional X "Attack" and your range with other heroes are reduced by X

3. Xiahou Yuan



Title: Lightning Panther

Health/Gender: 4M

Ability:

Extremespeed:

You may choose up to 3 of the following options:

1. Skip your judgment and draw phase
2. Skip your main phase and discard an equipment card from your hand or equipment zone
3. Skip your discard phase and flip your hero card

For each option you have chosen, treat that as playing an "Attack" targeting a hero, ignore range for these "Attack"

4. Cao Ren



Title: The Great General

Health/Gender: 4M

Ability:

Entrench:

At the end of your turn, you may flip your hero card. If you do, draw 4 cards then discard a card. If the discarded card is equipment, you play that card instead.

Rescue from Siege:

You may play cards in your equipment zone as "Impeccable Plan". When your hero card is flip to face up position, you may discard a card. If you do, you may move a card in target player equipment or judgment zone to another target player's equipment or judgment zone (Cannot replace cards if destination zone already have a card in it)

5. Xiao Qiao



Title: The unconventional beauty

Health/Gender:3F

Ability:

Heavenly Scent:

Whenever you are dealt damage, you may discard a ♥ card. If you do, prevent the damage and target another hero, after that choose one of the following:

1. He takes 1 damage from the original damage source and draw X cards, where X is his lost health and max is 5.
2. He loses 1 health and put your discarded card into his hand.

Youthful Beauty:

(Passive) Your ♠ cards in hand and equipment zone and your ♠ judgement cards are considered as ♥ cards instead.

6. Zhou Tai



Title: Battle Records in Scars

Health/Gender: 4M

Ability:

Undying:

(Passive) Whenever you are on the blink of death, remove a card from the top of the library and put it onto your hero card as "Wound". Then if there are no "Wound" with same rank, you gain 1 Health.

If there are "Wound" with same rank, put the last "Wound" into the graveyard.

If you have "Wound" on your hero card, your hand size is equal to the number of "Wound"

Inspire:

Whenever a card in a hero's hand is discarded or taken by another hero, you may lose 1 life. If you do, that hero draw 2 cards

7. Yu Ji



Title: Priest of Tai Ping

Health/Gender: 3M

Ability:

Bewilder:

Once per turn, you may set a card face down aside and announce a basic card or non-delay tactics card's name. This card is treated as the announced card

Any hero may doubt the names of the announced card and the set card are different, if a hero does, reveal the set card.

If the set card name is different to the announced card, negate the card's effect.

If the set card name is the same as the announced card, heroes who doubted this card gains "Haunted"

Haunted: (Passive) You cannot doubt a card played by "Bewilder", You lose all your abilities except "Haunted" if your health is equal to 1

8. Zhang Zhao



Title: Heaven's General

Health/Gender: 3M

Ability:

Lightning Strike:

Whenever you play or use a "Dodge", you may choose another target hero and perform a judgment:

1. If the result is ♠, you deal 2 damage to him
2. If the result is ♣, you deal 1 damage to him and gain 1 Health

Dark Magic:

Whenever a hero performs a judgment, you may swap the judgment card with a black card in your hand and equipment zone

Amber Sky:

(Emperor ability) Once per other Kingdomless heroes turn, they may give you a "Dodge" or "Lightning Bolt"

Fire Expansion

New Mechanics: Clash

To Clash, choose another target hero, each hero set a card aside and reveal at the same time.

The hero who set a higher rank card wins the clash

Note: The clash can end in a draw, no one win or lose

1. Dian Wei



Title: Ancient Berserker

Health/Gender: 4M

Ability:

Assault:

Once per your main phase, you may lose 1 Life or discard an equipment card, if you do, you deal 1 damage to target hero

2. Xun Yu



Title: Genius Advisor

Health/Gender: 3M

Ability:

Rouse the Tiger:

Once per your main phase, you may clash with a hero with more health than you. If you did not win, that hero deals 1 damage to you

If you win, choose another target hero within the attack range of the loser.

The loser deals 1 damage to that hero.

Eternal Loyalty:

Whenever you are dealt damage, for each damage you receive, choose a target hero and he draw X cards (X is the difference between number of cards in hand and target hero maximum health, max 5)

3. Pang Tong



Title: Young Phoenix

Health/Gender: 3M

Ability:

Shackles:

During your main phase, you may play a ♣ card in your hand as “Iron Shackles” or recast that card

Nirvana:

(Limited Ability) When you are on blink of death, you may discard all cards in your hand, equipment zone and judgement zone, if you do, flip your hero card face up, draw 3 cards and gain 3 life

4. Zhuge Liang (Fire)



Title: Sleeping Dragon

Health/Gender: 3M

Ability:

Eight Trigrams:

(Passive) If you have no armor card in equipment zone, you are considered to have equipped "Eight Trigrams"

Arson:

During your main phase, you may play red cards in your hand as "Blaze"

See Through:

You may play black cards in your hand as "Impeccable Plan"

5. Tai Shi Ci



Title: Ardent and Loyal Warrior

Health/Gender: 4M

Ability:

Righteousness:

Once per your main phase, you may clash with another hero. If you win, until the end of your turn, you can play an additional "Attack", "Attack" you used can target one additional hero and ignore range requirements for your "Attack"

If you did not win, you cannot use "Attack" this turn

6. Pang De



Title: Rider and ride as one

Health/Gender:4M

Ability:

Horsemanship:

Your range with other heroes is always reduced by 1

Fierce Attack:

Whenever you play an "Attack" targeting a hero, you may discard a card from that hero's hand or equipment zone. If the discarded card is an equipment card, this "Attack" cannot be cancelled by "Dodge". Otherwise, that hero put this "Attack" card into their hand

7. Yan Liang & Wen Chou



Title: Tiger and Wolf brothers

Health/Gender: 4M

Ability: Dual Heroes

During your draw phase, you may skip your draw and perform a judgment, reveal the judgment card and put it into your hand.

Until the end of your turn, you may play cards in your hand with opposite colour to the revealed card as “Duel”

8. Yuan Shao



Title: Noble Warlord

Health/Gender: 4M

Ability:

Random Strike:

During your main phase, you may play 2 cards of the same suit in your hand as “Hail of Arrows”

Bloodline:

(Emperor, passive) You maximum hand size is increase by X, where X is 2 times of other surviving kingdomless heroes

1. Xu Huang



Title: Reminiscence of Zhou Ya Fu

Health/Gender: 4M

Ability:

Blockade:

During your main phase, you may play a black card in your hand or black equipment cards as “Rations Depleted”.

If a hero has more or equal number of cards than your hand, ignore range requirement for your “Rations Depleted” targeting him .

Rations Hijack

(Passive) Whenever another hero skips his drawing phase, you draw a card.

2. Cao Pi



Title: The great empire successor

Health/Gender: 3M

Ability:

Unnatural Death:

Whenever a hero is dead, you may put all cards he owns into your hand

Exile:

Whenever you are dealt damage, you may have target hero flip their hero card. If you do, that player draw X cards (X is your lost health)

Exaltation:

(Emperor) Whenever a Wei hero's judgment is resolved, if that judgment card is black, he may let you draw a card

3. Sun Jian



Title: Martial Emperor of Unyielding

Health/Gender: 4M

Ability:

Brave Spirit:

At the beginning of your turn, if you are damaged, you may have target hero other you to perform one of the following options

1. Draw X cards, then discard 1 card from Hand or Equipment zone
2. Draw 1 cards, then discard X card from Hand or Equipment zone

X is the amount of health you have lost

4. Dong Zhuo



Title: Archenemy

Health/Gender: 8M

Ability:

Drown in Wine:

You may play a ♠ card in your hand as "Wine"

Garden of Lust:

(Passive) When Female hero play an "Attack" targeting you, it can only be cancelled by 2 "Dodge" and vice versa

Collapse:

(Passive) At the end of your turn, if you are not the hero with the lowest health, you must either lose 1 life or lose 1 unit of max health

Tyrant:

(Emperor) Whenever other Kingdomless hero deals damage, they may perform a judgment, if the result is black, you gain 1 health

5. Zhu Rong



Title: Queen of Wilds

Health/Gender: 4F

Ability:

Elephant Army:

(Passive) You cannot be the target of “Barbarians Assault”. Whenever a “Barbarians Assault” played by other heroes is resolved and put into graveyard, put it into your hand

Fierce Edge:

Whenever you dealt damage to target hero, you may clash with him.

If you win, you may take 1 card from his hand or equipment zone and put into your hand

6. Meng Huo



Title: King of Southern Barbarians

Health/Gender: 4M

Ability:

Culprit:

(Passive) You cannot be the target of “Barbarians Assault”. You are the damage source of any “Barbarians Assault”.

Resurgence:

During your draw phase, if you are damaged, you may skip your draw and reveal X card from the library (X is equal to the amount of health you lost). For each ♥ cards revealed, discard it and you gain 1 health then put the remaining revealed cards into your hand

7. Jia Xu



Title: Cold-blooded Advisor

Health/Gender: 3M

Ability:

Perfect Murder:

(Passive) During your turn, if a hero is on the brink of death, only you and that hero can use "Peach"

Upheaval:

(Limited) During your main phase, each hero other than you must play an "Attack" targeting another hero within his range or lose 1 health.

Shroud:

You cannot be the target of black tactics card

8. Lu Su



Title: The Maverick Diplomat

Health/Gender: 3M

Ability:

Altruism:

During your draw phase, you may draw 2 additional cards, then if the number of cards in your hand is greater than 5, give half of the cards (rounded down) to another hero with least number of cards in hand

Alliance:

Once per main phase, you may choose 2 target heroes and discard X cards from you hand or equipment zone (X is the difference between the number of cards in the targeted players' hand). If you do, those players exchange the cards in their hands.

Mountain Expansion

New Mechanics:

1. Awakening Ability

Upon meeting the conditions on the hero card, you will gain a new ability

1. Zhang He



Title: The Military Clairvoyant

Health/Gender:4M

Ability:

Flexibility:

During you turn, you may discard a card in your hand to skip one of your turn phases (Except the start of turn and end of turn).

If you skip:

1. Draw Phase: Choose 2 target heroes and take 1 card from their hand into your hand
2. Main Phase: You may move an equipment card to another equipment zone, or move a card in judgement zone to another empty judgment zone (Cannot replace cards if the zone is already occupied)

2. Deng Ai



Title: The Staunch Warrior

Health/Gender: 4M

Ability:

Strategic Farming:

Whenever you play or use a card from your hand, or discard a card from your hand or equipment zone outside your turn, you perform a judgment.

If the result is not ♥, you put the judgment card on your hero card. That card is considered as a “Field”

Your range with other heroes are reduced by X, where X is the number of “Field” you have

Dangerous Exploration:

(Awakening) At the beginning of your turn, if you have 3 or more “Field”, reduce your maximum health by 1 and gain “Blitz”

(Blitz: You may play a “Field” as “Plifer”)

3. Jiang Wei



Title: Dragon's Successor

Health/Gender: 4M

Ability:

Provoke:

Once per your main phase, you may target a hero who can attack you, he must play an "Attack" targeting you. If he does not, you choose and discard 1 card from his hand, equipment zone or judgment zone

Recommence the Legacy:

(Awakening) At the beginning of your turn, if you have no cards in your hand, gain 1 Life or draw 2 cards, then reduce your max health by 1 and gain

"Stargazing"

(**Stargazing:** Refer to Starter Zhuge Liang)

4. Liu Shan



Title: The emperor with no achievements

Health/Gender: 3M

Ability:

Relish:

(Passive) Whenever you become the target of an "Attack", ignore the effect of that "Attack" unless the attacker discards a basic card from his hand

Devolution:

You may skip your main phase, then at the end of your turn, you may discard a card and target a hero. That hero immediately gains an extra turn

Eiron:

(Awakening, Emperor)

At the beginning of your turn, if you have the least health among all heroes, you increase your max health by 1, gain 1 health, then gain "Rouse"

(Rouse: Refer to Starter Liu Bei)

5. Sun Ce



Title: Young Conqueror of Jiangdong

Health/Gender: 4M

Ability:

Ardor:

If you target other heroes with a “Duel” or red “Attack” and vice versa, you may draw a card

Soul Aura:

(Awakening) At the beginning of your turn, If you have exactly 1 Health, reduce your max health by 1, then Gain “Dashing Hero” and “Brave Spirit”.

Hegemony:

(Emperor) Once per other Wu heroes turn, he can clash with you, if he did not win, you can put the 2 clashed cards into your hand

If you have triggered **Soul Aura**, you can refuse this clash

(**Dashing Hero**: Refer to Zhou Yu)

(**Brave Spirit**: Refer to Sun Jian)

6. Zhang Zhao & Zhang Hong



Title: Genius Prime Ministers

Health/Gender: 3M

Ability:

Blunt Advice:

During your main phase, you may put a an equipment card from your hand to other heroes equipment zone (You cannot replace his equipments), then draw 1 card

Solid Governance:

After other heroes discard phase, you may return a card he discarded back to his hand, then you put all the other discarded cards into your hand.

7. Zuo Ci



Title: The Mysterious Transcendent

Health/Gender: 3M

Ability:

Incarnation:

At the beginning of the game, you randomly take 2 unused hero cards as “Incarnation”, then you reveal of the them. You gain 1 ability on that card (Cannot be Awakening, Limited or Emperor ability) Your Gender and Faction becomes that card’s gender and faction.

At the beginning and end of turn, you may change your “Incarnation”

Rebirth:

Whenever you are dealt damage, for each damage you received, acquire 1 “Incarnation” from unused hero cards

8. Cai Wen Ji



Title: Lonely Dame in Foreign lands

Health/Gender: 3F

Ability:

Song of Lament:

Whenever a hero is dealt damage by an "Attack", you may discard a card from your hand or equipment zone then that hero performs a judgment

If the result is:

♥: The hero gains 1 Life

♦: The hero draws 2 cards

♣: The damage source discard 2 cards

♠: The damage source flip his hero card

Sorrow:

(Passive) The hero who killed you lost all abilities for the rest of the game

1. Fa Zheng



Title: Supporter of Shu

Health/Gender: 3M

Ability:

Reciprocation:

Whenever you gain 2 cards from another hero, you may have that hero draw a card.

Whenever you are dealt damage, for each damage, the damage source choose one of the following

1. Give you a card in their hand
2. Lose 1 health

Dazzle:

During your drawing phase, you may skip your draw and target another hero to draw 2 cards, then he play an "Attack" targeting another hero of your choice within his attack range . If he does not, take 2 cards from his hand.

2. Ma Su



Title: The Arrogant Talent

Health/Gender: 3M

Ability:

Talebearer:

Once per you main phase, you may discard a card and choose target hero with the highest health, then you deal 1 damage to him

Subdue the Barbarians:

Whenever you dealt damage to another hero,

You may prevent that damage. If you do, take 1 card from that hero equipment or judgment zone and put it into your hand

3. Xu Shu



Title: Swords to Plowshares

Health/Gender:4M

Ability:

Punishment:

At the end of other heroes turn, if that hero has dealt damage this turn, you may play an “Attack” targeting him.

Concentrate:

(Limited Ability) Whenever you dealt damage, if you are damaged, you reduce your max health by 1, then gain “Suggestion”

Suggestion:

Once per main phase, you may announce a card type or a color, then reveal cards from the top of the library until a revealed card match the announcement, then you may give that card to a male hero. Discard all other revealed cards.

4. Wu Guo Tai



Title: Martial Empress of Unyielding

Health/Gender: 3F

Ability:

Amrita:

Once per your main phase, you may choose two target heroes with equipments, if the difference between the number of the equipment is less than X, exchange their equipment (X is your lost health)

Ameliorate:

When a hero is on the brink of death, you may reveal a card from his hand, if that card is a non-basic card, discard it and he gains 1 health.

5. Ling Tong



Title: Fortright and Courageous

Health/Gender: 4M

Ability:

Whirlwind:

Whenever you discard at least 2 cards during your discard phase, or you lose a card in your equipment zone, you may choose up to 2 target heroes and discard up to 2 cards from his/their hand or equipment zone

6. Xu Sheng



Title: The Steel Barricade of Jiang Dong

Health/Gender: 4M

Ability:

Breakthrough:

Whenever you play an “Attack” targeting a hero in your main phase, you may remove X cards from his hand or equipment zone from the game and set aside (X is his current health). If you do, return the cards to his hand at the end of your turn.

7. Cao Zhi



Title: Virtuoso Poet

Health/Gender: 3M

Ability:

Falling Bloom:

Whenever other heroes discard a ♣ card or their ♣ judgment card is put into graveyard, you may put any number of them into your hand

Drunken Quatrain:

Whenever you need to play a "Wine", if your hero card is facing up, you may flip it face down. If you do, you are considered to have played a "Wine".

Whenever you are dealt damage, if your hero card is facing down, you may flip it face up

8. Zhang Chun Hua



Title: Cold-blooded Empress

Health/Gender: 3F

Ability:

Heartless:

All damage dealt by you are consider as loss of health instead. (You will not be the damage source)

Bereavement:

Whenever you have less than X cards in your hand, draw until you have X cards (X is your lost health.)

9. Yu Jin



Title: Mainstay of Wei Military

Health/Gender:4M

Ability:

Commander:

At the beginning of your turn, you may target a hero with the number of cards in hand greater than current health and discard X cards in his hand or equipment zone (X is the difference between cards in his hand and his current health), then you choose one of the following:

1. For each non-equipment cards within the discarded card, you discard a card from his hand or equipment zone
2. That hero draw X cards

10. Chen Gong



Title: Upright and Heroic

Health/Gender: 3M

Ability:

Brilliant Scheme:

Once per your main phase, you may give a equipment card or "Attack" to another target hero, then he can choose one of the following:

1. Considered to have played an "Attack" targeting another hero of your choice (Needs to be within his attack range)
2. Draw a card

Late response:

(Passive) Whenever you are dealt damage outside your turn, Negate all effects of "Attack" and non-delay tactics card targeting you this turn.

11. Gao Shun



Title: Ever-Victorious Warrior

Health/Gender: 4M

Ability:

Fearless Charge:

Once per your main phase, you may clash with another hero, if you win, until end of your turn, you ignore the effect of his armor, ignore range for your cards targeting that hero and you may play any number of "Attack" targeting him.

If you did not win, you cannot play "Attack" until the end of your turn

Alcohol Prohibition:

(Passive) Your "Wine" is considered as "Attack" instead

1. Guan Xing & Zhang Bao



Title: Cubs of the Generals

Health/Gender: 4M

Ability:

Paternal Souls:

During your main phase, you may use 2 cards in your hand as “Attack”. If this “Attack” deals damage, you gain “**Saint Warrior**” and “**Roar**” until the end of turn

(“Saint Warrior”: Refer to Guan Yu)

(“Roar”: Refer to Zhang Fei)

2. Liao Hua



Title: Veteran who have go through the Vicissitudes of Life

Health/Gender: 4M

Ability:

Vanguard:

(Passive) At the beginning of your turn, you gain an extra main phase.

Aspirations:

(Limited) When you are on the brink of death, you may gain X health (X is the number of factions in play). If you do, flip your hero card.

3. Ma Dai



Title: Entrusted during Crisis

Health/Gender: 4M

Ability:

Horsemanship:

Your range with other heroes is always reduced by 1

Sneak Attack:

At the beginning of your upkeep, you may draw a card then discard a card from hand or equipment zone. If you do, you choose a hero within your range and he cannot play or use cards with the same color as your discarded card until the end of turn.

4. Bu Lian Shi



Title: The Uncrowned Queen

Health/Gender:3F

Ability:

Pacify:

Once per your main phase, you may choose 2 heroes with different number of cards in hand, then the hero with less cards in hand draw a card from the one with more cards in hand and reveal it. If the revealed card is not ♠, you draw a card.

Reminiscence:

When you are dead, you may choose a hero other than the killer, that hero draws 3 cards and gain 1 Health

5. Cheng Pu



Title: Loyalist of Three Generations

Health/Gender: 4M

Ability:

Plague Fire:

Whenever you play a normal “Attack”, you may treat this “Attack” as “Fire Attack”. If this attack deals damage, you lose 1 Health.

Your “Fire Attack” can target an additional hero.

Superior Vintage:

At the end of your turn, if you have no “Vintage” on your hero card, you may remove any number of “Attack” in your hand and put onto your hero card as “Vintage”. Whenever a hero is on the brink of death, you may discard a “Vintage”. If you do, that hero is considered to have played a “Wine”

6. Han Dang



Title: Marquis of the Stone City

Health/Gender: 4M

Ability:

Mounted Archer:

Once per main phase, you may discard a card from your hand or equipment zone, if you do, your attack range is infinite until the end of turn. If the discarded card is an equipment card, you may discard a card from another hero's hand or equipment zone.

Problem Solving:

(Limited) During your main phase, you may choose a hero. All heroes that can attack target hero must choose one:

1. Discard a weapon card
2. Target hero draws a card

7. Xun You



Title: The Advisor of Wei

Health/Gender: 3M

Ability:

Contrivance:

Once per your main phase, you may use all your cards in your hand as any non-delay tactics card

Playing Dumb:

Whenever you are dealt damage, you may draw a card and reveal your hand, if all cards in your hand are of the same colour, the damage source discard a card from his hand.

8. Wang Yi



Title: The Elated Heroine

Health/Gender: 3F

Ability:

Chastity:

Whenever you become the target of an “Attack” or non-delay tactics card played by another hero, you may lose 1 health. If you do, ignore the effect of that card and you discard a card from that hero’s hand or equipment zone.

Secret Plan:

At the end of your turn, you may draw X cards, then you may give X cards in your hand to another hero (X is the amount of Life you have lost.)

9. Cao Zhang



Title: Yellow bearded General

Health/Gender:4M

Ability:

Versatile Fighter:

During your draw phase, you may skip your draw and choose 1 of the following:

1. Draw 3 card, until the end of your turn you cannot play or use an "Attack"
2. Draw 1 card, then until end of your turn, you may play an additional "Attack" and ignore range requirement for your "Attack"

10. Zhong Hui



Title: The Audacious Schemer

Health/Gender: 4M

Ability:

Ambition:

Whenever you are dealt damage, for each damage you received, you may draw a card then remove a card from your hand and put onto your hero card as “Power”.

Your hand size is increased by X (X is the number of “Power” on your hero card)

Insurrection:

(Awakening) At the beginning of your upkeep, if you have 3 or more “Power”, you gain 1 health or draw 2 cards, then reduce your max health by 1 and gain “Eradicate”

(**Eradicate:** Once per your main phase , you may discard a “Power” and choose a hero, he draw 2 cards. Then if he has more cards in hand then you, you deal 1 damage to him)

11. Liu Biao



Title: Ruler of Jiang Nan

Health/Gender: 3M

Ability:

Self-Preservation:

During your draw phase, you may draw additional X cards, if you do, cards you play this turn cannot target other heroes. (X is the number of factions in play)

House of Royalty:

(Passive) Your hand size is increased by X. (X is the number of factions in play)

1. Cao Chong



Title: The Benevolent Child Prodigy

Health/Gender: 3M

Ability:

Weight the Elephant:

Whenever you are dealt damage, for each damage, reveal the top 4 cards of the library, you put any number of cards with rank total less than or equal to 13 into your hand.

Benevolence:

Whenever another hero is dealt damage, if his current health is 1, you can flip your hero card and discard an equipment card, then prevent this damage

2. Guo Huai



Title: The Governor of West

Health/Gender: 4M

Ability:

Refined Strategy:

At the end of your main phase, if the number of cards you have played is greater than your health, you may draw 2 cards

3. Man Chong



Title: The Political and Military Strategist

Health/Gender: 3M

Ability:

Torture:

Once per your main phase, you may discard any number of cards in hand and target another hero, he choose one of the following:

1. Discard a card with a different type to your discarded cards from hand or equipment zone.
2. Flip his hero card and draw cards equal to the number of cards you have discarded

Defensive Strategy:

Whenever you are dealt damage, you may reveal a card from your hand. The damage source must discard a card from hand or equipment zone which have a different type to the revealed card. If he does not, you gain 1 Health.

4. Guan Ping



Title: Son of the Saint Warrior

Health/Gender: 4M

Ability:

Dragon Roar:

Whenever a hero play an “Attack” during their main phase, you may discard a card from hand or equipment zone. If you do, that “Attack” does not count towards the turn limit of “Attack”. If that “Attack” is red, you draw a card

5. Jian Yong



Title: The Uninhibited Advisor

Health/Gender: 3M

Ability:

Fine Words:

At the beginning of your main phase, you may clash with another hero

If you win, the next basic or non-delay tactics cards you play can target 1 additional or 1 less hero.

If you did not win, you cannot use tactics card until the end of turn.

Indulgence:

Whenever you win a clash, you may put the card with smaller rank to your hand, whenever you did not win a clash, you may put your clash card back to your hand.

6. Liu Feng



Title: The Tragic Foster son

Health/Gender: 4M

Ability:

Framed:

At the beginning of your turn, you may choose up to 2 target heroes. remove one card from each hero's hand or equipment zone from game and put them onto your hero card as "Betrayal". Whenever a player need to play an "Attack" target you, they can discard 2 "Betrayal" instead.

7. Pan Zhang & Ma Zhong



Title: The Nightmare of Ace

Health/Gender:4M

Ability:

Seize Weapon:

Whenever you are dealt damage by an “Attack”, you may discard a card from hand or equipment zone. If you do, put target weapon in the damage source’s equipment zone into your hand.

Backstab:

(Passive)Whenever you deal damage to target hero with an “Attack”, if you are not within his attack range, this “Attack” deals 1 additional damage.

8. Yu Fan



Title: The unrestrained and honest advisor

Health/Gender: 3M

Ability:

Seek Knowledge:

Whenever you discard your card, you may put any number of them on top of the library.

Blunt words:

At the end of your turn, you may target a hero. He draws a card and reveals it. If that card is an equipment card, he plays that card and gain 1 Health.

9. Zhu Ran



Title: The patient commander

Health/Gender: 4M

Ability:

Courage:

During your main phase, you may discard X cards and target another hero within your attack range (X is the number of times of “**Courage**” you have used during this main phase, then trigger the following accordingly.

If X is

- 1: You discard a card in target hero's hand, equipment or judgment zone
- 2: Target hero give you a card in hand or equipment zone to you and you put it into your hand
- 3: You deal 1 damage to target hero
- 4: You and target hero draw 2 cards

10. Empress Fu



Title: Stand aloof from affairs

Health/Gender:3F

Ability:

Anxious Fear:

At the beginning of other heroes' turn, if you are damaged, you may clash with him. If you win, whenever he plays a card this turn, he cannot target hero other than himself.

If you did not win, his range with you becomes 1 until the end of turn.

Plead for help:

Whenever you become the target of an "Attack", you may target another hero other than the attacker and choose one:

1. Give you a "Dodge",
2. Becomes the additional target of that "Attack"

11. Li Ru



Title: Demonic Advisor

Health/Gender: 3M

Ability:

Annihilate:

At the end of your turn, you may deal 1 damage to another target hero with no cards in hand

Exterminate:

Once per your main phase, you may put one black tactics card on top of the library and target another hero, he discard a tactics card, or discard 2 cards from his hand or equipment zone.

Burn the city:

(Limited) During your main phase, you may target every other hero. They must choose one according to turn order.

1. Discard at least X cards from hand or equipment zone (X is the number of cards that the previous hero discarded + 1)
2. You deal 2 fire damage to him

1. Cao Zhen



Title: The Pillar of Wei

Health/Gender: 4M

Ability:

Defense Minister:

At the beginning of other heroes main phase, you may discard a card from your hand with the same color as one of your equipment, if you do, that hero cannot play or use any card with the same color. At the end of that main phase, if he has not play an "Attack", this is treated as you play an "Attack" targeting him.

2. Han Hao & Shi Huan



Title: Commander of Central Army

Health/Gender: 4M

Ability:

Careful Decision:

Whenever your black basic card is discarded and put into a graveyard, you may play it as "Rations depleted" and ignore the range requirements

Courageous Plan:

At the beginning of other heroes' judgment phase, you may discard a card in his judgment zone. If you do, treat this as you have played an "Attack" targeting him. If this "Attack" did not deal any damage, you draw a card

3. Chen Qun



Title: The Role Model of all Courtiers

Health/Gender: 3M

Ability:

Rank Determination:

During your main phase, you may discard a card and choose another hero. (You cannot discard card with same type or target the same hero in one turn). The target hero choose one:

1. Draw X cards
2. Discard X cards from hand or equipment zone

X is equal to the number of times this ability activated this turn.

If the targeted hero is injured, you tapped your own hero card.

Justice and Mercy:

Whenever a hero is flipped face up or tapped, you may let him draw a card

4. Wu Yi



Title: Cavalry of Shu

Health/Gender: 4M

Ability:

Rapid Assault:

(Passive) Whenever you play a card during your turn, decrease your range with other heroes by 1.

During your turn, If your range with all other heroes is 1, you ignore another heroes' armor and your "Attack" can target an additional hero.

5. Zhou Cang



Title: Shu Loyalist

Health/Gender: 4M

Ability:

Loyalty and Bravery:

After your "Attack" effect is resolved, you may give this "Attack" card or "Dodge" played by defending hero to another target hero. A hero who received a red card through this may play an "Attack" targeting a hero within your attack range.

6. Zhang Song



Title: Waiting for a worthy emperor

Health/Gender: 3M

Ability:

Good memory:

At the start of your main phase, you may reveal a card from another hero's hand. Until the end of your turn, whenever you play a card with the same type as the revealed card, you draw a card.

Map offering:

At the start of other heroes' main phase, you may draw 2 cards then give that hero 2 cards in your hand. At the end of that turn, if he did not kill any hero, you lose 1 health.

7. Sun Lu Ban



Title: Henchwoman

Health/Gender: 3F

Ability:

Slander:

Once per your main phase, when you play an "Attack" or black non-delay tactics card targeting a single hero, you may target another hero which can be the target of the played card. He choose one of the following:

1. Give you a card in hand or equipment zone and become the user of the card you play
2. Become the additional target of the card you play.

Arrogant:

Whenever you are dealt damage by a male hero, you may discard an equipment card and reduce that damage by 1.

8. Zhu Huan



Title: Defender of Chung Chou

Health/Gender: 4M

Ability:

Hard Work

If you have the greatest number of cards in hand, you may skip your draw phase

If you have the greatest health among all heroes, you may skip your main phase.

If you have at least one equipment and have the most equipment among all heroes in the equipment zone, you may skip your discard phase.

Suppressing Bandits

At the end of your turn, you may deal 1 damage to X target heroes, where X is the number of phases you have skipped this turn.

9. Gu Yong



Title: Wu's Prime Minister

Health/Gender: 3M

Ability:

Prudent:

During your main phase, you may discard 2 cards from your hand or equipment zone. If you do, draw a card.

In the same spirit:

At the end of your turn, you may reveal your hand. If all the cards are the same color, you may choose X heroes and these heroes draw a card according to turn order. (X is the number of cards in your hand.)

10. Ju Shou



Title: Military Schemer

Health/Gender: 3M

Ability:

Progressive Strategy:

Whenever you play a card during your main phase, if the card you played has the same rank or suit as the previous card you have played this turn, you may draw a card.

Aiming the North:

(Passive) Whenever you are dealt damage, if this is the first time you received damage this turn, you gain 1 health, otherwise you lose 1 health.

11. Lady Cai



Title: Queen of Jin Zhou

Health/Gender: 3F

Ability:

Eavesdrop:

At the end of other heroes' turn, if they have not played a card that target a hero other than themselves this turn, you may choose one of the following:

1. Put a card in his equipment zone into your equipment zone (Cannot replace equipment).
2. Draw a card

Cession:

(Limited) During your main phase, you may give all cards in your equipment zone to another hero, then he choose one of the following:

1. You gain X health
2. Deals 1 damage to X target heroes within his attack range (X is the number of cards you give to him)

1. Cao Rui



Title: The Talented Emperor

Health/Gender: 3M

Ability:

Restoration:

Whenever you are dealt damage, you may target a hero to perform a judgment, if the result is red, he gains 1 health; if the result is black, he draw X cards (X is the amount of damage dealt)

Eagle Eye:

Once per your main phase, you may give all cards in your hand to another hero. If you do, his hand size is increased by 1 and can play an additional "Attack" until the end of his next turn.

Boom and Bust:

(Emperor , Limited) When you are on the brink of death, other Wei heroes may choose to let you gain 1 health according to turn order. If they choose to let you gain health, they take 1 damage after the brink of death is resolved.

2. Cao Xiu



Title: The Talented Cavalry

Health/Gender: 4M

Ability:

Swift Horse:

(Passive) Your range with other heroes are reduced by X (X is your lost health)

Flanking:

Whenever your "Attack" deals damage to target hero, if you equipped a weapon, you may make that hero choose one:

1. Discard X cards from hand (X is the attack range of the weapon), then discard the weapon card
2. Increase the damage of this "Attack" by 1

3. Zhong Yao



Title: The Creator of Block Calligraphy

Health/Gender: 3M

Ability:

Calligraphy Master:

Whenever you need to play a basic card, you may put a non-basic black card on top of the library and treat this as playing that basic card. (You cannot use this ability to play a card that you have already played this turn)

Formulate:

Whenever another hero plays a ♠ card targeting at least one hero during their main phase, you may let one of the target draw a card if no heroes have received damage this turn.

4. Liu Chen



Title: The Patriotic Noble

Health/Gender: 4M

Ability:

Do or Die:

During your main phase, you may discard all cards in your hand and treat this as playing “Duel”, then after that “Duel” is resolved, you and the loser of the duel draw a card. If you drew 2 or more cards via this effect during this phase, you cannot use “Do or Die” until the end of turn.

Save the Emperor:

(Emperor) You may discard a card to use “Rouse” once , Hero who used an “Attack” to response this “Rouse” draw a card.

5. Xiahou Shi



Title: Whispering beauty

Health/Gender: 3F

Ability:

Gather Firewood:

At the end of other heroes turn, if you and him have the same number of cards in hand, you may choose to let both of you draw a card.

Words of Swallow:

During your main phase, you may recast "Attack". At the end of your main phase, if you recast 2 or more "Attack" this phase, you may target a male hero and he draws 2 cards.

6. Zhang Yi



Title: Minority Soldier of Shu

Health/Gender: 4M

Ability:

Pacifying Barbarians:

Once per your main phase, you may target another hero and both of you reveal a card in hand at the same time

If you reveal an "Attack" and he did not reveal a "Dodge": You discard the "Attack" and deals 1 damage to him.

If you did not reveal an "Attack" and he reveals a "Dodge": You discard your revealed card and put a card from his hand or equipment zone into your hand.

Resolution:

(Passive) If your current health is 1, your "Dodge" are treated as "Attack"

7. Sun Xiu



Title: The emperor who tries to save the country

Health/Gender: 3M

Ability:

Hostile Banquet:

Once per your main phase, you may target another hero (He must have at least 1 card in hand or equipment zone) and he choose one of the following:

1. You put all cards from his equipment zone into your hand, then you lose "Hostile Banquet"
2. Target hero discard a card from his hand or equipment zone.

Vitalizing Education:

At the end of your turn, you may choose up to X target heroes. They draw a card according to turn order and then put a card from their hand on top of the library. (X is your current health, If you have lost "Hostile Banquet", X is your max health instead.)

Bound by orders:

(Emperor , Passive) Heroes within your range are treat as within the attack range of other Wu heroes

8. Zhu Zhi



Title: General of National Stability

Health/Gender: 4M

Ability:

Stabilize the country:

Once per your main phase, you may choose another hero, then activate the following effects according to the sequence below

1. If he has the least cards in hand among all heroes, he draws a card
2. If he has the lowest health among all heroes, he gains 1 health.
3. If he has the least card in his equipment zone among all heroes, he play a equipment card from the library randomly.

After this if there is a effect that has not been activate, you activate that effect.

9. Quan Cong



Title: The greedy noble

Health/Gender: 4M

Ability:

Seeking Fame:

Once per every heroes' turn, whenever you deal or was dealt damage, you may choose one of the following:

1. Target hero with more cards in hand than you discard a card in hand
2. Target hero with less card with hand than you draws a card.

10. Gongsun Yuan



Title: The Shady Warlord

Health/Gender: 4M

Ability:

Disloyalty:

Once per your main phase, you may reveal all cards in your hand. If they are not the same color, you discard all cards of one color, then choose X target heroes and put a card from their hand or equipment zone into your hand. (X is the number of cards you discarded.) If you put 2 or more cards into your hand, you lose 1 health.

11. Guo Tu & Feng Ji



Title: The Ferocious Dual

Health/Gender: 3M

Ability:

Reckless Assault:

At the beginning of your main phase, you may draw 2 cards. If you do, your hand size becomes X this turn. (X is the amount of damage you deal this turn.)

Cover up:

Whenever you need to play or use a "Dodge", you may choose to let the current turn hero to draw a card, then if he is not the hero with the largest number of cards in hand, you discard a card from the one with the largest number of cards in hand and treat this as you play or use a "Dodge"

Shadow Expansion

New Mechanics

Transform Ability

- Transform Ability has 2 modes, mode 1 and mode 2. The game with Mode 1. Once activated or trigger, it will swap to mode 2, and when mode 2 is activated or triggered, it will swap back to mode 1 and the loop continues
- You cannot have both modes available to activate at the same time.

1. Yan Yan



Title: Beheaded General

Health/Gender: 4M

Ability:

Refuse to battle

(Transform)

Mode 1: Whenever you become the target of an "Attack" played by another hero, you may let both of you to draw a card, if you do, he cannot play any cards targeting you until the end of turn.

Mode 2: When you play an "Attack" targeting at least one hero, you may put a card from his hand or equipment zone into your hand. If you do, you cannot play cards targeting those heroes until end of turn.

2. Wang Ping



Title: Northern Guardian

Health/Gender: 4M

Ability:

Flying Army

Once per your main phase, you may discard a card from your hand or equipment zone and choose one

1. Target hero with more cards in hand than you gives you a card from his hand or equipment zone
2. Target hero with more equipment than you discard an equipment card

Military Tactics

(Passive) Whenever you use “**Flying Army**”, if you have not targeting that hero with “**Flying Army**” before, you draw 2 cards.

3. Lu Ji



Title: Scholar with promising talent

Health/Gender: 3M

Ability:

Keeping Oranges

(Passive) At the start of the game you gain 3 counters called "Orange".

"Orange": Whenever a hero with orange is dealt damage, prevent that damage, then remove an "Orange". Hero with "Orange" draws an extra card during drawing phase.

Discourtesy

At the start of your main phase, you may lose 1 health or remove an "Orange" to target another hero to gain 1 "Orange"

Organizing theories

At the beginning of your draw phase, if you have no "Orange", you may skip your draw and gain 1 "Orange".

4. Sun Liang



Title: Prince of Kuaiji

Health/Gender: 3M

Ability:

Eradicate

After your discard phase, you may choose one:

1. Target X heroes and they each draw a card according to turn order.
2. Deal 1 damage to any number of heroes with total health equal to X

(X is the number of cards you have discarded during the discard phase.)

Hinder

(Passive) During your main phase, you cannot target heroes that cannot attack you. At the end of your main phase, if the number of cards you played is less than the number of those kind of heroes, you discard a card of one of those heroes' hand or equipment zone

Army Establishment

(Emperor) Whenever other Wu heroes play "Attack" during their main phase, after the "Attack" is resolved, they may give this "Attack" to you, then you may let them draw a card.

5. Wang Ji



Title: Fearless General

Health/Gender: 3M

Ability:

Unusual Tactics

During your turn, whenever you play a basic card or tactics cards targeting at least one hero, you may choose another hero that is not the target of the card you played. If you do, discard a card from that hero's hand or equipment zone and he draws a card.

Movement

At the start of your end phase, you may draw 2 cards. If you do, discard until you have X cards in hand, where X is the number of times you activated “**Unusual Tactics**” this turn.

6. Kuai Yue and Kai Kiang



Title: Excellent Strategists

Health/Gender: 3M

Ability:

Strategic Surrender

Whenever you become the target of cards played by other heroes, you may make target hero with the least cards in hand to draw a card

Temporize

(Transform)

Mode 1: Once per your main phase, you may give a card to target hero with the most cards in hand, then deal 1 damage to him. If he died because of this, you may target a hero, he draws cards until he has 4 cards in hand.

Mode 2: Whenever another hero deals damage to you, you can look into his hand and give a card to him. At the end of that turn, if he did not play or discard that card, you draw cards until you have 4 cards in hand.

7. Xu You



Title: Fickling Advisor

Health/Gender: 3M

Ability:

Plans Ready

(Transform)

Mode 1: Once per your main phase, you can draw a card then discard 2 cards from your hand.

Mode 2: Once per your main phase, you can draw 2 cards then discard a card. If you do, ignore range requirement and play limits for cards you play with same suit as the discarded card until end of turn

Conceited

Whenever you play a card, after the card resolves, if its type was different to the types of card you have played this turn, you may put it on top of the library and draw a card.

Lacking Foresight

(Passive) Whenever you need to draw a card, draw from the bottom of the library instead.

8. Lu Zhi



Title: Pillar of Han

Health/Gender: 3M

Ability:

Excellent Mentor

At the start of the game, you draw a card, then remove a card in hand from the game and put it onto your hero card as “Mission”. At the end of your turn, you may swap a card in your hand with the “Mission”.

Faithful and Honest

(Transform)

Mode 1: Once per your main phase, you may choose another hero within your attack range, then discard X cards with the same colour as “Mission” to deal 1 damage to him. (X is the difference between the current health of you and the target, min 1).

Mode 2: During other player’s turn, whenever a card you played or used enters the discard pile, if that card is the same type as the “Mission”, you may target a hero, that hero draws a card.

Thunder Expansion

New Mechanics

Abandoning a zone

- Some abilities request you to abandon one of your equipment zones, or a judgment zone
- Once Abandoned, you cannot play equipment for that zone as if you have lost it. E.g. After abandoning a weapon zone, you will not be able to equip weapon
- If there is any equipment in the equipment zone when that zone is abandoned, discard that equipment.
- Delayed tactics card cannot enter abandoned Judgement zone, so "Acadia" or "Rations Depleted" cannot target heroes with abandoned judgment zone. When a "Lightning Bolt" is going to move into a hero's judgement zone, if that zone is abandoned, it will skip that hero and move to the next available judgement zone

1. Chen Dao



Title: Admiral of the White Feather

Health/Gender: 4M

Ability:

Past Achievements

Ignore the range requirement for the first card you play in your main phase.

When you play a card in your main phase, you may have that card become unable to respond to (Other heroes cannot play or use cards in response to the card's effect) If you do so, for the rest of the turn you cannot play any cards.

2. Zhuge Zhan



Title: Sacrifice for moral principle

Health/Gender: 3M

Ability:

Sin Discourse

Once per your main phase, you may put 1 card from another hero's hand into your hand, then that hero draws a card.

Once per your main phase, you may put 1 card from another hero's equipment zone into your hand, then that hero draws a card.

Hinge on Father's Deed

(Passive) If there is no armor card in your equipment zone, other heroes with more cards or same number of cards in hand as you cannot play "Attack", "Duel" and "Blaze" targeting you.

3. Zhou Fei



Title: Wu's Crown Princess

Health/Gender: 3F

Ability:

Blessed Marriage

Whenever a card is removed from game, you may target a hero with more cards in hand than you to draw a card.

Whenever a card is return to the game, you may target a hero with less cards in hand than you to discard a card from hand or equipment zone.

Sound of Kong

At the beginning of your upkeep, you may remove any number of cards from your hand or equipment zone from the game and put them onto your hero card. At the end of your turn, play all equipment cards from the removed cards and put rest of the removed cards into your hand.

4. Lu Kang



Title: Pillar of the Country

Health/Gender: 4M

Ability:

Humble

(Passive) Your hero card cannot be tapped, you cannot be the target of delay tactics card, other heroes cannot clash with you.

Dam Destruction

Once per your main phase, you may abandon one of your equipment zone to trigger the corresponding effects.

Weapon: You may play 3 extra "Attack" this turn.

Armor: Draw 3 cards, your hand size this turn is increase by 3

2 Mounts: Ignore range requirement for cards you play this turn

Treasure: You gain "**Gathering Wisdom**" until the end of turn (Refer to starter Huang Yue Ying)

Turning Tides:

(Awakening) At the beginning of your upkeep, if you have abandoned all equipment zones or you have exactly 1 health, you reduce your maximum health by 1, draws cards until the number is equal to your max health, lost "**Dam Destruction**" and gain "**Conciliatory**"

Conciliatory

During your main phase, you may recast equipment cards.

5. Hao Zhao



Title: **Brutal General**

Health/Gender: 4M

Ability:

Defend to the Death

During your end phase, you may choose another hero. At the end of your turn and his next end of turn, he draws or discard cards until he has the same number of cards in hand as yours.

6. Guanqiu Jian



Title: Engraving Conqueror

Health/Gender: 4M

Ability:

Conquer

Whenever you deal damage to another hero, if he has more cards in hand than you, you may remove 1 card from his hand from the game and put onto your hero card as "Glory"

Endeavor

(Awakening) At the beginning of your upkeep, if you have 3 or more "Glory" and there is at least 1 dead hero, you may swap any cards in hand with the "Glory", lose 1 maximum health and gain "Coup d'État"

Coup d'État

During your main phase, you may discard 1 "Glory" to discard a card on the field.

7. Yuan Shu



Title: Emperor of Zhong

Health/Gender: 4M

Ability:

Extravagant

(Passive) During your draw phase, you draw X cards instead of normal draw. (X is the number of surviving factions in play)

During your discard phase,

1. If you have not deal any damage this turn, draws cards until the number is the same as your current health.
2. If you have deal more than 1 damage, your hand size this turn is equal to the amount of loss health.

False Emperor

(Emperor) Whenever you discard during discard phase, for each Kingdomless hero in play, you may give 1 of those cards to them according to turn order.

8. Zhang Xiu



Title: Lance Master of the North

Health/Gender: 4M

Ability:

Trachery

(Limited) During your main phase, you may abandon all your equipment and judgement zones and target another hero. Until the end of this turn you ignore range requirement and play limits for cards targeting that hero, and that hero cannot play or use any cards in hand.

Listen to advice

Whenever you become the target of a tactics card, if there is more than 1 target, you may give a card from your hand or equipment zone to 1 of the targets other than you and draw a card. If you give out an equipment card, draw 2 cards instead.

1. Zhang Xing Cai



Title: Respectful and Lamentable Empress

Health/Gender: 3M

Ability:

Virtuous

Once per other heroes' turn, whenever they discard a basic card, you may draw a card.

Dance of Lance

Once per your main phase, you may perform a judgement, then until the end of your turn, ignore range requirement for "Attack" with rank less than the judgement card and playing "Attack" with rank larger than the judgment card does not count towards the play limit of "Attack".

2. Wu Xian



Title: Empress Mu of Han

Health/Gender: 3M

Ability:

Endless Blessing

At the beginning of your turn, you may choose one:

1. During drawing phase, draw 1 extra card
2. During this turn, whenever you play a red card, you may target 1 extra hero.

If you choose the other option during your next turn, you draw 2 extra card or target 2 extra hero instead, then at the end of the turn, reset this ability.

Abandon the Banquet

At the end of your turn, you may target another hero, that hero put 1 ♥ basic card from the library to his hand, then if he is also the target of this ability last turn, he lost 1 health.

3. Sun Deng



Title: The talented and virtuous crown prince

Health/Gender:4M

Ability:

Rectify:

Once per your main phase, you may target another hero with cards in hand or equipment zone. That hero may remove up to 3 cards (At least 1) in his hand or equipment zone from the game and put them onto your hero card. If he does, at the beginning of your next turn, you put those cards into your hand and that hero draws that many cards.

4. Bu Zhi



Title: Imperial Chancellor of Wu

Health/Gender: 3M

Ability:

Generosity

Whenever you gain or lost at least 2 cards, you may target another hero to draw a card.

Suppressing Rebellion

X times per your main phase, you may target a hero with equipment cards in the equipment zone to draw a card and choose one:

1. You discard one of the equipment
2. Return all equipment to that hero's hand, you deal 1 damage to him

X is the number of surviving rebels in play

5. Cao Ang



Title: Dying for righteousness

Health/Gender: 4M

Ability

Ardent

Whenever a hero within your range becomes the target of an "Attack", you may draw a card. If you do, reveal a card from your hand or equipment zone and give it to him. If the given card is an equipment card, that hero may play it.

6. Zhuge Dan



Title: The Elegy

Health/Gender: 4M

Ability:

Dedication

(Passive) Whenever another hero dies, after the trigger resolve, you gain 1 max health and gain 1 health

Uprising

At the beginning of your upkeep, if you are injured and your max health is greater than the number of heroes in play, you draws cards until number of cards in hand equal to your max health, and gain “**Collapse**” and “**Sovereignty**”

“Collapse”: Refer to Dong Zhuo

“Sovereignty”: (Passive) Whenever your max health is increased or decreased, you draw a card.

7. Liu Xie



Title: Emperor Xian of Han

Health/Gender: 3M

Ability:

Destiny

Whenever you become a target of an "Attack", you may discard 2 cards and draw 2 cards, then if there is only one hero with the greatest health and that hero is not you, he may discard 2 cards and draw 2 cards.

Secret Edict

Once per your main phase, you may give all cards in your hand (At least 1 card) to another hero, then you have that hero clash with another hero of your choice. The winner is consider to play an "Attack" targeting the loser.

8. Cao Jie



Title: Empress Xianmu of Han

Health/Gender: 3M

Ability:

Protect the Seal

Whenever you become the target of an "Attack", you may announce a card name (Each card name can only be announce once in each game). Then the user of the "Attack" may discard the announced card and gain 1 card from your hand or equipment zone. If he did not discard any cards, negate all effects of the "Attack".

Benefiting Civilians

At the end of your turn, you may draw X cards (X is the number of heroes with cards in hand less then his current health value), then reveal X cards in your hand, you may have one of those hero to put one of those cards into his hand, then according to turn order starting from that hero, the remaining heroes put on of those cards into their hand.

1. Dong Yun



Title: Righteous Attendant

Health/Gender: 3M

Ability:

Impartial

At the end of your main phase, you may target a hero whose number of cards in hand is not equal to his current health value to draw a card or discard a card from hand or equipment zone. Then if this equalize the number of cards in hand and current health value, you draw a card and you may give him a card from your hand or equipment zone.

Focus on work

Whenever you become a target of a tactics cards, you may increase or decrease the number of target by 1. (You cannot reduce target number to zero.)

2. Zhuge Jin



Title: Alliance Keeper

Health/Gender: 3M

Ability:

Devotion

At the beginning your draw phase, you may draw 1 less card, then target 2 other heroes and they each draw a card.

Salvation

Before a hero's judgement card is activated, you may let him to look into your hand and choose 1 card. If you do, replace the judgement card with the card he chose.

Play Safe

Outside your turn, whenever you play, use or discard a red card, you may draw a card.

3. Yan Jun



Title: Minister of the Guards

Health/Gender: 3M

Ability:

Tide Observing

At the beginning of your main phase, you may choose one:

1. Until the end of your turn, whenever you play a card with rank larger than the previous card you played this turn, you may draw a card.
2. Until the end of your turn, whenever you play a card with rank smaller than the previous card you played this turn, you may draw a card.

Concession

Once per each hero's turn, when a card you played or used enters the discard pile, you may give that card to another hero with more cards in hand than you. He put that card into his hand.

4. Li Dian



Title: Understanding and Righteous

Health/Gender: 3M

Ability:

Sincerity:

At the beginning of your draw phase, You may look at top 4 cards of the library, then put 2 cards onto the top of the library and the other cards to the bottom of the library in any order.

Not holding grudges:

Whenever you deal damage to or was dealt damage by another hero, for each damage, you may let both of you draw a card.

5. Sima Lang



Title: Reincarnation of Shennong

Health/Gender: 3M

Ability:

Army of the Fiefdom

At the end of a hero's end phase, if the number of cards in hand is less than or equal to 1, he may draw a card and give all cards in hand to you, then you give the same amount of cards back to him and he put those cards into his hand.

Ending Epidemic

Once per your main phase, you may discard X cards from hand or equipment zone, and choose X target hero to gain 1 health. (X is your lost health) If you discarded a black card this way, you lose 1 health.

6. Du Ji



Title: Administrator of Hedong

Health/Gender: 3M

Ability:

Settling the East

Whenever you are dealt damage by another hero, you may have the damage source choose one:

1. Prevent this damage, during this turn discard phase, ♥ cards does not count towards hand limit.
2. Look into the damage source's hand, gain all ♥ cards in his hand and put them into your hand.

Trend Following

At the start of your main phase, if there is no "Reward" on any hero cards, you may remove all ♥ cards from your hand and equipment zone from the game and put them on another hero's card as "Reward". Whenever a hero plays an "Attack" and deals damage to a hero with "Reward", he may put one of the "Reward" into his hand. Whenever a hero with "Reward" dies, you gain all "Reward" and put them into your hand.

7. Liu Yan



Title: Governor of Yi

Health/Gender: 3M

Ability:

Blessed

Whenever you play a non-equipment card targeting a hero or card, if you have no basic cards in hand, you may draw cards equal to the number of targets of the card you have played.

Plotted Independence

During your main phase, you may put a ♦ card into your judgement zone as “Acedia” and gain 1 health. If you have a card in your judgment zone, ignore range requirement and play limit for cards you played targeting a hero within your Attack range.

8. Zhang Lu



Title: Leader of Celestial Masters

Health/Gender: 3M

Ability:

Free Accommodation

At the end of your turn, if you have no "Rice", you may draw 2 cards, then remove 2 cards in your hand and equipment zone from the game and put onto your hero card as "Rice". Whenever you remove the last "Rice" on your hero card, you gain 1 health.

Donate

Whenever you are dealt damage, for each damage you have received, put 1 "Rice" into your hand. Whenever you deal damage to another hero, he may put 1 "Rice" into his hand.

Rice Religion

Whenever a hero's judgement card is revealed and is going to trigger, you may replace that card with 1 "Rice".