

These cards have been sized to standard game cards, 63mm x 88mm.

88mm.

What may look like a full page image on your screen is actually very small when printed.

If you choose to print multiple

If you choose to print multiple pages per page, you should be able to print 9 cards (pages) per A4 page that will be the correct size to work with most card game protective sleeves.

# The Black Cabal GROUP Elite. Scorpion Clan. Samurai.

Armoured. Melee Weapon.

3 left in group +1♠, 2+ left in group +1♠

## Black Cabal Samurai

GROUP





Elite.

Scorpion Clan. Samurai. Armoured. Melee Weapon.









Test of Honour: Emerald Empire





Test of Honour: Emerald Empire



Test of Honour: Emerald Empire



# Insidious Courtier Courteous. Sincere. Scorpion Clan, Samurai Unarmoured, Tanto,



## Shadow Brand





#### Kagenari. Ninjutsu. Void. Air.

Ongoing: When an enemy warrior takes a **Test**of Wits to attempt to spot this character in
darkness you can force them to re-roll one dice
of your choice.

## Bayushi Shoju



#### Dutiful. Tactician.

Scorpion Clan. Samurai. Clan Champion. Unarmoured. Katana.

Starts with Way of the Scorpion.

Test of Honour: Emerald Empire

# Way of the Scorpion



Ideology. Skulduggery. Air. Earth.

Once per Battle: When an enemy warrior chooses whether to act with honour, dishonour or forgo either, you choose how they act.



### Ferocious Killer





#### Ninjutsu. Kata. Fire. Air.

Once Per Battle: During a melee attack this warrior's Damage bonus is triggered automatically id the Damage roll is successful.





Scorpion Clan. Daimyo. Samurai. Unarmoured. Melee Weapon.

Starts with one Fate card with the Poison keyword, irrespective of element.

### Kirei-ko





Poison. Skulduggery. Earth. Air.

Once Per Battle: When an enemy character reveals a Fate card to use it's ability roll a dice. The enemy warrior sufferers a light wound for each sword rolled