

Shaolin Showdown

Expansion to Shadowfist

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Key:

Promo cards are shown in bold italic text.

Rare cards are shown in bold text.

Uncommon cards are shown in italicized text.

Common cards are shown in normal text.

a = Ascended, **d** = Dragons, **e** = Eaters of the Lotus, **f** = Architects of the Flesh

g = Guiding Hand, **j** = Jammers, **m** = Four Monarchs

C = Chi, **H** = High-Tech, **M** = Magic

Some cards have entries (LS, NW, FP) to indicate that they are simply reprints of cards from earlier expansions.

Some cards have the entry "NEW" to indicate that while it has the same name as a previously printed card, it really is a new one.

Rule Cards:

		Card Name
		<i>Rules Card - 1 of 2</i>
		<i>Rules Card - 2 of 2</i>

Feng Shui Sites:

		Card Name	Power	Body	Ability
		Dragon Mountain LS	1	7	Unique. <i>Toughness: 1.</i>
		Four Sorrows Island	1	6	Unique. Cannot be healed except when seized. Except during an attack on this card, turn and inflict 2 damage on this card, and target a Character :: Target may not intercept until the end of the turn.
		Hartwell Iron Works	1	6	Unique. When any Character enters combat with this card, inflict 1 damage on that Character. (Before combat damage is dealt.)
		Heaven's Peak	1	8	Unique. You may draw a card when an opponent turns a Character to change location or to generate an effect.
		Plains of Ash	1	6	Unique. Toast 2 cards from your smoked pile :: Plains of Ash gains +1 Body until you lose control of it.
		<i>Primeval Forest</i>	2	6	Limited. Generates no Power while damaged or in your back row.
		<i>Temple of the Monkey King</i>	1	8	Turn and target a Character attacking a card at this location :: Until the end of the turn, cancel target's effects and rules text.
		Ancient Monument	1	12	Inflict 1 damage on this Site when an attack is declared against it.
		Forgotten Shrine	1	6	Turn and maintain and target an opponent's Site :: That Site takes two damage when it is turned.
		Market Square	1	4	Gain 1 Power when an attack is declared against this card.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Two Dragons Inn	2		1	7	Unique. At the end of each player's turn, that player loses one Power if he or she controls any Characters and did not declare an attack.
<i>Sliding Paper Walls</i>	0		0	3	Battleground Site. Cannot be seized. Any damage in excess of this Site's Body is inflicted on the Site behind it. Turn to swap the positions of this Site and a Site at an adjacent location when an attack is declared on that Site, changing the target of the attack.

States

Card Name	Cost	Ability
Elephant Gun	2	Weapon. Subject Character inflicts +5 damage.
Sword of the Master	2	Unique. Subject Character gains +3 Fighting. When subject enters combat with a Character, all Fighting and damage bonuses on that Character are canceled until the end of combat.
<i>Three Sectional Staff</i>	1	Weapon. Subject Character inflicts +1 damage, or +2 if it has the designator <i>Martial</i> . When subject enters combat, flip a coin. Heads: subject inflicts an additional +1 damage this combat, and flip again.
Tiger Hook Swords	1	Weapon. Subject Character inflicts +2 damage. If subject is a <i>Swordsman</i> , draw a card when subject smokes a Character by inflicting combat damage.

Magic Resource (Unaligned)

Events

Card Name	Cost	Ability
Larcenous Mist ^[2]	LS 0 MM	Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Primus	4	MM	Master of Paradox	7	Unique.

Chi Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Ancient Grove	LS	2	CC	1	5

States

Card Name	Cost	Ability
<i>Fortune of the Turtle</i>	LS	1 C
<i>The Fox Outfoxed</i>	NW	2 C
<i>Legacy of the Master</i>	0 C	Play on a Character you control. When subject leaves play, you may place all States on subject that you control, other than "Legacy of the Master", onto a Character you control.
<i>Path of the Clever Fox</i>	2 CCC	Schtick. Turn when subject Character is at a location controlled by an opponent :: Steal one Power from that opponent. You may substitute <i>Ascended for Chi</i> when playing this card on a Transformed or Lodge Character.
<i>Path of the Healthy Tiger</i>	1 CC	Subject Character gains <i>Guts</i> while it has more than two damage on it. You may substitute <i>Ascended for Chi</i> when playing this card on a Transformed or Lodge Character.
<i>Path of the Lurking Rat</i>	1 CC	Subject Character may attack back-row Sites. The rules text of any Site targeted by subject in an attack is canceled until the end of the attack. You may substitute <i>Ascended for Chi</i> when playing this card on a Transformed or Lodge Character.
<i>Path of the Raging Bear</i>	2 CC	Not cumulative. Subject Character gains <i>Toughness: X</i> . X = the number of damage counters on subject. You may substitute <i>Ascended for Chi</i> when playing this card on a Transformed or Lodge Character.
<i>Point Blockage</i>	1 CC	Schtick. Play on a Character without <i>Superleap</i> . Turn to inflict 1 damage on any Character at subject's location. Turn that Character, and it does not return during its controller's next Establishing Shot .
<i>Walk of a Thousand Steps</i>	2 CC	Not cumulative. Subject Character takes -X damage from any source. X = half the damage inflicted, rounded up.
<i>Butterfly Swords</i>	1 C	Weapon. Subject Character inflicts +3 damage.
<i>King on the Water</i>	0 CC	Sacrifice <i>King on the Water</i> and target a Character :: Target Character may not intercept subject Character until the end of the turn.
<i>Path of the Praying Mantis</i>	1 CC	Subject Character takes no damage from opponents' 1-cost cards, and inflicts +2 damage on Characters. You may substitute <i>Ascended for Chi</i> when playing this card on a Transformed or Lodge Character.
<i>Path of the Storm Turtle</i>	0 CC	Not cumulative. Subject Character gains <i>Toughness: 1</i> against cards that are not <i>Chi</i> or <i>Magic</i> , and are not the subject of a <i>Chi</i> or <i>Magic</i> State. You may substitute <i>Ascended for Chi</i> when playing this card on a Transformed or Lodge Character.

Events

Card Name	Cost	Ability
<i>Invincible Chi</i>	FP	1 CCC
<i>Dark's Soft Whisper</i>	FP	0 C
<i>Healing Earth</i>	LS	0 C
<i>Shaking the Mountain</i>	1 CC	1 CC

Architects of the Flesh

Edges

Card Name	Cost	Ability
<i>Reinvigoration Process</i> ⁽²⁾ LS	1 f	Turn to play an Abomination Character from your smoked pile.

Events

Card Name	Cost	Ability
Geoscan Report	1 ff	Limited. Target a Site controlled by an opponent. Reveal that Site. Characters you control inflict +2 damage on that Site until the end of the turn.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Commander Corliss	2 fff	f	TacOps Officer	6	Unique. Can only be played at any time during an opponent's Main Shot. You do not generate any Power during your next Establishing Shot after you play this card.
Hermes	1 ff	fM	Purist Agent	1	Unique. Turn to draw 1 card, or 3 cards if "Malachi" is in play.
<i>TacOps Troopers</i>	4 ff	f	BuroMil Elite	6	Tactics. TacOps Troopers gains <i>Mobility</i> while there is a Battleground Site in play.

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Opium Den</i>	2 aa	a	1	5	Hood Site. Limited. Turn and maintain to give target Character -2 damage while it is not attacking.
Manchu Garrison	2	a	1	5	Turn to give a <i>Manchu</i> or <i>Soldier</i> Character +1 Fighting until the end of the turn.

Events

Card Name	Cost	Ability
<i>Contingency Plans</i>	0 aaa	Limited. Play when a Feng Shui Site you control is seized or burned :: Play a Feng Shui Site face-up at no cost.
<i>Lodge Politics</i> FP	1 a	Take control of target <i>Ascended</i> card that is not a <i>Lodge</i> character.
<i>Spider vs. Mantis</i>	1 aa	Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may look at the top 5 cards of the loser's deck, put one card on the bottom, and return the others in any order.
<i>Tiger vs. Crane</i>	1 aa	Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may inflict 1 damage on up to 3 different cards controlled by the loser.
<i>Year of the Snake</i>	3 aaa	One-Shot. Play when you are attacking a Site :: Change the target of all your attackers to any one legal card.
Faked Death LS	0 a	Return a Character from your smoked pile to your hand.
Realpolitik LS	1 a	Smoke target Edge or State.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
The Eastern King <small>NEW</small>	7 aaaa	a	Lodge Mastermind	11	Unique. Uncopyable. Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target Lodge Character until the target leaves play or the end of the turn.
General Senggelingqin	4 aaa	a	Manchu Military Mastermind	7	Unique. Tactics. Once during your Main Shot, you may sacrifice a Soldier Character to play a Commandant, Colonel, or Officer Character from your hand or smoked pile at -X cost. X = the cost of the sacrificed Character.
Juan "El Tigre" Velasquez	5 aaa	a	Lodge Killer	6	Unique. Stealth. Superleap.
Kinoshita	5 aaaa	aa	Lodge Chairperson	7	Unique. Stealth. Assassinate. Pay 1 Power during your Main Shot to turn target Character.
"Monkey" Chang	5 aa	C	Transformed Martial Artist	7	Unique. When "Monkey" Chang turns to attack, you may choose two Characters in play :: Those Characters cannot intercept him during this attack.
Mr. X <small>LS</small>	3 aa	a	Lodge Mastermind	1	Unique. Turn and maintain to take control of a Character with a cost no greater than 3.
Natraj Thalnasser	6 aaaa	a	Lodge Warlord	8	Unique. Guts. Cannot be healed by other cards. Except at the end of a turn, Natraj Thalnasser is not smoked if his Fighting is 0.
Rachel McShane	5 aaa	a	Lodge Enforcer	8	Unique. Rachel McShane is not affected by opponents' effects that are generated by turning a card.
Señor Ocho	5 aaa	a	Lodge Assassin	7	Unique. Assassinate. Ambush while attacking Unique Characters.
Shinobu Yashida <small>NW</small>	4 aaa	a	Pledged Master	7	Unique. Inflicts +3 damage on Characters with Fighting of 8 or more.
The Unspoken Name <small>LS</small>	3 aaaaa	aa	Lodge Chairperson	6	Unique. Cannot turn to attack. Turn to give Stealth until end of turn to any number of Characters whose total cost does not exceed 7.
Yen Song	4 aaa	ag	Shaolin Traitor	6	Unique. Stealth. Not affected by Superleap .
<i>Charge of the Rhino</i>	4 aa	a	Lodge Enforcer	6	When Charge of the Rhino smokes a Character by inflicting combat damage, you may inflict 1 damage on any card at its location.
<i>Fist of the Bear</i> <small>NEW</small>	4 aa	a	Lodge Enforcer	6	Toughness: 1.
<i>Manchu Bureaucrat</i>	1 a	a	Corrupt Official	1	All effects that target Edges you control are canceled. Turn and sacrifice to return an Edge from your smoked pile to your hand.
<i>Might of the Elephant</i> <small>LS</small>	4	a	Lodge Enforcer	X	X = the number of <i>Ascended</i> resources in your pool.
<i>Web of the Spider</i> <small>NEW</small>	2 a	a	Lodge Mastermind	2	Gain 1 Power when an opponent plays a card at reduced cost.
<i>Coil of the Snake</i>	3 aa	a	Lodge Assassin	4	Stealth. When you turn Coil of the Snake to attack, you may discard and draw a card.
<i>Jade Wheel Society</i>	1	a	Secret Society	1	Sacrifice Jade Wheel Society, except during an attack, to discard up to two cards.
<i>Manchu Officer</i>	3 a	a	Military Commandant	4	Once each turn, unturn Manchu Officer when any player plays a Soldier, Manchu, or Commandant card.
<i>Manchu Soldiers</i>	1	a	Imperial Pawns	1	No Max. +1 Fighting if you control a General Character.
<i>Order of the Wheel</i>	2	a	Secret Society	2	Sacrifice Order of the Wheel, except during an attack, to draw up to two cards.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Dragon Dojo	2	d	1	5	You may draw a card when you play a <i>Student</i> , <i>Master</i> , or <i>Teacher</i> Character at this location. This effect is not cumulative.

States

Card Name	Cost	Ability
<i>Charmed Life</i> LS	1 d	Subject Character is not affected by effects that would smoke it. Subject can still be smoked due to damage.

Events

Card Name	Cost	Res.	Ability
<i>"Time to Kick Ass!"</i>	0 dd		Play when an attack is declared against a card you control :: Unturn all your Characters.
Carnival of Carnage FP	1 d		Until the end of the turn, when any Character is smoked, you may inflict 1 damage on any Character in play. Each damage inflicted by Carnival of Carnage is considered a separate source of damage.
Flying Kick NW	1 d		Target Character gains <i>Superleap</i> until end of turn.
"I Will Avenge You!"	1 dd		Limited. Play when a Character you control is smoked by an attacker or Event controlled by an opponent. Search through your deck for a Character. Show that card to your opponents and put it into your hand. Reshuffle.
Kiii-YAAAHH! NW	0 dd		Play during your Main Shot. Steal up to 3 Power from target opponent who controls three or more Power-generating Sites.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Big Mack	4 ddd	d	Bar-Room Brawler	6	Unique. <i>Toughness: 1.</i> Inflicts +3 damage on Sites.
Doctor Shen	5 dd	dC	Martial Artist	7	Unique. <i>Toughness: 1.</i> At the end of combat, you may heal up to one damage from any other Character for each combat damage he inflicted on a Character.
Iala Mané <small>NEW</small>	4 ddd	dC	Blind Master	3	Unique. Iala Mané can attack during an opponent's turn. All <i>Dragon</i> characters you control gain +1 Fighting and <i>Independent</i> .
Katie Kincaid	4 dd	d	Gunfighter	6	Unique. If Katie Kincaid is the subject of a <i>Gun State</i> , flip a coin when she enters combat. Heads: She gains <i>Ambush</i> until the end of combat.
Six Bottles Hwang	4 dd	dC	Drunken Master	6	Unique. No player may declare interceptors against Six Bottles Hwang. Opponents may discard 3 cards at random while he is attacking to be able to declare interceptors against him until the end of the attack.
Zheng Yi Quan <small>NEW</small>	4 dddd	dC	Kung Fu Master	10	Unique. <i>Guts.</i> All <i>Student</i> Characters you control gain +1 Fighting.
<i>Jenny Zheng</i>	2 ddd	dC	Promising Student	2	Unique. <i>Superleap.</i>
<i>Novice Students</i>	3 dd	d	Fledgling Martial Artists	4	Generates 1 Power during your Establishing Shot while damaged.
<i>Peking Opera Troupe</i>	3 dd	d	Kung Fu Acrobats	4	Gains <i>Superleap</i> while you control another <i>Acrobat</i> Character or an opponent controls a card you own.
Chinese Doctor <small>LS</small>	1 d	d	Wise Physician	1	Turn to heal target Character. ERRATA: This card provides a <i>Dragon</i> resource.
Old Uncle	3 dd	d	Martial Artist	4	When you turn this card to attack, you may draw 2 cards. This effect is not cumulative.
Sifu	3 d	d	Martial Arts Teacher	4	All <i>Student</i> Characters you control inflict +1 damage.
Student of the Dragon	1	d	Martial Artist	1	<i>Independent.</i> If a card at this location is attacked, Student of the Dragon must be declared as an interceptor.

Eaters of the Lotus

Edges

Card Name	Cost	Ability
<i>Underworld Contract</i>	0 eee	Limited. Place a counter on Underworld Contract when an attack declared against you fails. Turn and remove X counters to play a Demon card at -X cost.

States

Card Name	Cost	Ability
Larcenous Fog	2 eM	Play on a Site. Treat subject's rules text as if it were blank.

Events

Card Name	Cost	Ability
<i>Infernal Plot</i>	3 eee	One-Shot. Play during your Main Shot. Target opponent discards his or her hand. Choose X cards from that player's smoked pile and put them in his or her hand. X = the number of cards discarded.
<i>Rend Chi</i>	1 eeM	Remove X damage from target Character you control and inflict X damage on an opponent's Character at target's location. X = all damage on target.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Lai Kuang	5 ee	eM	Eunuch Sorcerer	8	Unique. When an opponent smokes Lai Kuang, you may play a Demon Character at -3 cost.
Malachi	1 ee	eM	Purist Agent	1	Unique. Turn to inflict 1 damage on any Character in play, or 3 damage if "Hermes" is in play.
Poison Clan Killers	6 eeee		Mercenary Assassins	10	Unique. If Poison Clan Killers are unturned, they may attack a Character without turning once during your Main Shot.
<i>Feng Kan</i>	4 eeM	eM	Wind Demon	5	You may play Feng Kan at -1 cost for each opponent who controls more Characters than you do.
<i>Li Yu</i>	4 eeM	e	Fire Demon	6	No affected by opponents' 0-cost Events, States and Edges.
<i>Shui Yu</i>	4 ee	eM	Water Demon	6	When an interceptor inflicts combat damage on Shui Yu, all other Characters currently intercepting Shui Yu that share a faction resource with that interceptor inflict no damage until the end of the attack.
<i>Ti Kan</i>	3 eeM	e	Metal Demon	5	Toughness: 1 against <i>High-Tech</i> cards. +1 damage against <i>High-Tech</i> cards.

Four Monarchs

Edges

Card Name	Cost	Ability
<i>The Inner Fire</i>	0 m	All Fire Characters you control provide <i>Chi</i> , and may not be taken control of by opponents.

States

Card Name	Cost	Res.	Ability
Path of the Fire Righteous	1 m	C	Netherworld State. Play on a Fire Character. Subject gains +1 Fighting, and its damage may not be reduced.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Jiang Xushen	4 mm	mC	Fire Infiltrator	6	Unique. You may inflict 1 damage on any card in play when any player plays a <i>Chi</i> State or <i>Chi</i> Event.
Mouth of the Fire Righteous	5 mmm	mC	Netherworld Master	7	Unique. When Fire Characters at this location turn to attack they gain +1 Fighting until end of turn. Once per turn, you may pay 1 Power to inflict 3 damage on a Character at this location.
Fire Infiltrator	2 m	m	Netherworld Subversive	2	+1 Fighting if you have <i>Chi</i> resources in your pool.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Temple of the Shaolin Dragon	3 ggg	ggC	1	8	Unique. Uncopyable. All <i>Guiding Hand</i> Characters you control gain +1 Fighting. If you have another Feng Shui Site in your front row, players who do not control a <i>Netherworld</i> Site cannot attack this card.

Edges

Card Name	Cost	Ability
Dragon Boat Festival	1 ggg	Limited. Comes into play turned. While this card is unturned, each player's hand size is increased by 2.

States

Card Name	Cost	Ability
<i>18 Bronze Men</i>	2 gg	Limited. Play on a front-row Site. All non- Unique Shaolin, Martial, and Kung Fu Characters you control gain +1 Fighting.
<i>Master Killer</i>	2 ggg	Unique. Subject Character gains +1 Fighting and cannot be intercepted by non- Unique Characters. When subject is smoked by one or more Characters, return Master Killer to play on one of those Characters.

Events

Card Name	Cost	Res.	Ability
The Dragon Unyielding	0 gggg		Limited. Play when a Unique Character you control smokes a Unique Character by inflicting combat damage :: Gain 3 Power.
<i>Bear vs. Fox</i>	1 gg		Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may play one Event this turn, at no cost and ignoring resource conditions, from the loser's smoked pile.
<i>Eagle vs. Snake</i>	1 gg		Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may draw 3 cards.
<i>Order Out of Chaos</i>	0 ggCC		Limited. Look at the top 5 cards of your deck. You may toast as many of those cards as you wish. Return the remaining cards to the top of your deck in any order.
<i>Positive Chi</i> ⁽²⁾	LS 1 gg		Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost.
<i>Robust Feng Shui</i>	LS 2 gg		Redirect all damage done to target Feng Shui Site by a single source to any target in play.
<i>Sword Dance</i>	1 gg		You may move each Weapon from Characters you control to any other Character you control. All Swordsman Characters who are now the subject of a Sword State gain +1 Fighting until the end of the turn.
<i>Into the Light</i>	LS 1 g		Return one card from your smoked pile to your hand.
<i>Shaolin Surprise</i> ⁽²⁾	FP 0 gg		If you don't control target State, pay 1 Power :: Take control of that State and place it on any legal subject. If the original subject is in play at the end of the turn, return control of the State and place it on the original subject.
<i>Superior Kung Fu</i>	0 gg		Not cumulative. Target a Character that is about to enter combat with a Character with a higher Fighting :: Target gains +2 Fighting until the end of the turn.
"Try My Kung Fu!"	0 gg		Not cumulative. Target Monk, Master, or Martial Character gains +1 Fighting and Toughness: 1 until the end of the turn.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Chen Sho Kung	5 gggg	g	Master Swordsman	6	Unique. Once per turn, you may sacrifice a <i>Sword</i> State on Chen Sho Kung to reduce all damage dealt to him by a single source to 0. All <i>Swordsman</i> Characters you control gain +1 Fighting.
Fong Sai Yuk <small>NEW</small>	6 gggg	gC	Martial Artist	9	Unique. Superleap. The rules text of the back-row Site at the location of the target of Fong Sai Yuk's attack is canceled until the end of the turn.
Gong Wei	4 gg	g	Reformed Bandit	6	Unique. Once during your Main Shot, you may sacrifice a <i>Rebel</i> , <i>Rabble</i> , or <i>Peasant</i> Character to return a <i>Guiding Hand</i> Event from your smoked pile to your hand.
Li Sen-hao	5 ggg	gC	Master of the Mantis Style	8	Unique. Discard a <i>Chi</i> card from your hand :: Remove 1 damage from Li Sen-hao, or Li Sen-hao inflicts +1 damage to Characters until the end of the turn.
Miu Tsui Fa	3 gg	g	Butt-Kicking Mom	3	Unique. +X Fighting. X = the number of damage counters on other <i>Guiding Hand</i> Characters you control.
Old Man Wu	5 gg	gC	Master of the Monkey Style	6	Unique. You may redirect exactly 1 damage from each source that would damage Old Man Wu to any Character in play.
Quan Lo <small>LS</small>	6 ggggg	ggCCC	The Perfect Master	6	Unique. All <i>Guiding Hand</i> Characters you control gain <i>Superleap</i> .
Tong Su Yin	5 ggg	gC	Master of the Snake Style	4	Unique. Tong Su Yin's Fighting is increased by the number of cards in your hand.
Tsung Jin	5 ggg	gC	Master of the Crane Style	7	Unique. When Tsung Jin turns to attack, choose up to X Characters :: The chosen Characters may not intercept Tsung Jin during this attack. X = the number of States on Tsung Jin.
Wei Fong-yi	4 ggg	gC	Master of the Fox Style	7	Unique. When Wei Fong-yi enters combat with a Character, you may choose one State on that Character, and either smoke it or take control of it and place it on Wei Fong-yi.
Yen Fan	4 ggg	ga	Pledged Traitor	6	Unique. Superleap. Not affected by <i>Stealth</i> .
<i>Master Blacksmith</i>	2 gg	g	Industrious Peasant	2	You may ignore resource conditions when playing <i>Sword</i> States. Turn to return a <i>Sword</i> State from your smoked pile to your hand.
Impoverished Monk	2 gg	gC	Dedicated Martial Artist	2	Gains <i>Toughness: 1</i> and <i>Superleap</i> while you have no Power. You may not play non- <i>Chi</i> States on Impoverished Monk.
Instrument of the Hand <small>LS</small>	2	gC	Martial Artist	2	
Master Swordsman	3 gg	gC	Righteous Warrior	4	+1 Fighting while the subject of a <i>Sword</i> State. While the subject of a <i>Weapon</i> , his damage cannot be reduced.
Peasant Agitator	1 g	g	Disgruntled Commoner	1	+1 Fighting while you control any other <i>Peasant</i> Characters.
Peasant Leader	1 gg	g	Disgruntled Commoner	1	Turn and maintain to take control of target Character with Fighting equal to or less than Peasant Leader's.
Peasant Mob	3 gg	g	Angry Rabble	4	Inflicts +2 damage on any Site with a printed Body of 7 or more and -2 damage on any Site with a printed Body of 5 or less, even if the Site is unrevealed.
Shaolin Student	1	g	Fledgling Monk	1	Sacrifice Shaolin Student when an opponent burns a Feng Shui Site you control :: Play a <i>Martial Artist</i> Character at -3 cost.
Swordsman <small>LS</small>	1	g	Foot Soldier	1	

Jammers

Edges

Card Name	Cost	Ability
<i>Mo' Monkeys, Mo' Problems</i>	0 jj	Limited. Draw a card when you play a <i>Monkey, Ape, Chimp, Gorilla, or Simian</i> card.

States

Card Name	Cost	Ability
Homemade Grenade	1 j	Weapon. Sacrifice Homemade Grenade and flip 3 coins :: Inflict one damage on all opponents' Characters at subject Character's location for each Heads.
Sabotage	1 jj	Play on an opponent's Site. Subject cannot be turned.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Koko Chanel	4 jjj	j	Master of the Monkey Style	5	Unique. Not a legal subject for States. Can attack during an opponent's turn. Unturns at the start of the turn of any player who is closer to victory.
<i>Portal Rat</i>	3 jj	j	Netherworld Saboteur	4	You may declare an Edge as the target of an attack. Only "Portal Rat" Characters may attack it, and it is considered to be at your choice of its controller's locations until the end of the attack. Smoke the Edge if combat damage is inflicted on it.
Flying Monkey Squad	3 jjjH	jH	Guerrilla Gorillas	3	<i>Independent. Superleap.</i>