

SEIRYU



♥	95
♣	8
♠	4
♠	5
♠	5

✦ **SACRED BEAST:** Will always activate first on initiative, is immune to negative conditions and can ♣ through any kind of creature.

✦ **CELESTIAL SKILL:** If the special track reaches 3, activates another card when ending the first activation.

✦ **DESTRUCTIVE PATH:** Causes 2 ♠ when crossing enemies and 2 ♠ if ending his ♣ over them, pushing them 2 squares (once per activation).

✦ **BUBBLE:** When an enemy has ♠ (only one per enemy), gains -2 ♠ and receives 2 ♠ when activating. Remove ♠ if the target removes 1 ♠ from their supply until the end of the combat.

① **ISOLATION (+ ♥):** ♣ adjacent and ✕ with +1 ♠ and adds ♠ to the target. If the target already had ♠, swap to another enemy with no ♠ (- ♥) up to ♠ 4. Pushes the target 3 squares.

② **SWIFT AND LETHAL (+ ♠):** ♣ adjacent and ✕ up to 2 targets with ♠ 2 separate rolls. Swap ♠ to "-1 ♠" and "-1 ♠" to ♠. If it deals ♠, pushes the target 3 squares.

③ **TSUNAMI (- ♥):** ♣ adjacent, ✕ with -2 ♠ and then activates the previous sequence with -2 ♠.

④ **CYCLONE (- ♥):** ♣ adjacent and ✕. Discard the highest value ✕ dice from his enemies this round. If it deals 3+ ♠, provokes ♠ and ♠. ♣ away 4 squares.

⑤ **AQUATIC WHIRLWIND (- ♠):** ♣ adjacent, ✕ and if it deals ♠, engulfs the target. Place the target miniature on Seiryu's base. The target ♣ with the dragon and is dealt 2 ♠ for each square moved by Seiryu.

While inside the whirlwind, the target ✕ Seiryu ignoring his ♠, receives 5 ♠ at the end of each round and may spend 3 ♠ and pass ♠ (6) to be freed to an adjacent square.

SEIRYU



♥	73
♣	8
♠	4
♠	4
♠	3

- ✦ **SACRED BEAST:** Will always activate first on initiative, is immune to negative conditions and can ♣ through any kind of creature.
 - ✦ **CELESTIAL SKILL:** If it reaches 3, performs 1 additional activation at the end of the current one with -2 ♠ to its attacks.
 - ✦ **DESTRUCTIVE PATH:** Causes 1 ♠ when crossing enemies and 1 ♠ if ending his ♣ over them, pushing them 1 square (once per activation).
 - ♠ **BUBBLE:** When an enemy has ♠, gains -2 ♠ when activating. Remove ♠ if the target removes 1 ♠ from their supply until the end of the combat.
- 1 ISOLATION (+ ♥):** ♣ adjacent and ✕. Adds ♠ to the target. If the target already had ♠, swap to another enemy with no ♠ (- ♥) up to ♠ 4. Pushes the target 2 squares.
 - 2 SWIFT AND LETHAL (+ ♠):** ♣ adjacent and ✕ up to 2 targets with 2 different ♠ rolls. Swap ♠ to "-1 ♠". If it deals ♠, pushes the target 2 squares.
 - 3 TSUNAMI (- ♥):** ♣ adjacent, ✕ with -3 ♠ and then activates the previous sequence with -3 ♠.
 - 4 CYCLONE (- ♥):** ♣ adjacent and ✕. Discard the highest value ✕ dice from his enemies this round. If it deals 3+ ♠, provokes ♠. ♣ away 3 squares.
 - 5 AQUATIC WHIRLWIND (- ♠):** ♣ adjacent, ✕ and if it deals ♠, engulfs the target. Place the target miniature on Seiryu's base. The target ♣ with the dragon and receives 1 ♠ for each square moved by Seiryu. While inside the whirlwind, the target ✕ Seiryu ignoring his ♠, receives 4 ♠ at the end of each round and may spend 2 ♠ and pass ♠ (6) to be freed to an adjacent square.

