

## Caste's Guardian: Shishi

Spend 1 Action to place a Shishi drone on an adjacent free space. When a shadow enters a space adjacent (even diagonally) to Shishi, you may destroy Shishi and that shadow.





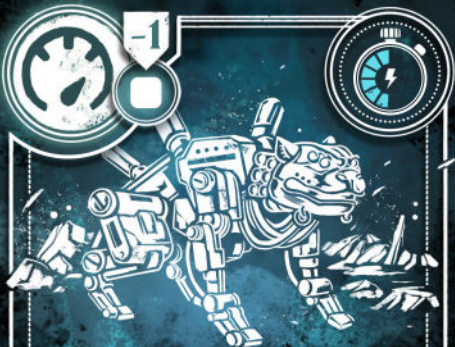
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## Planning Leader

Take 1 lightstream tile from you or from another scout (connected to you by the lightstream) and give it to you or another connected scout.

You may use this effect twice.





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## Caste's Guardian: Yùtù

Spend 1 action and 1 lux to place a Yùtù drone in an adjacent free space. Anytime during the Scout phase, you can destroy Yùtù to flip all the adjacent (even diagonally) lightstream tiles to their bright side.



-1



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-1



## Caste's Guardian: Zhū Què

Spend 1 action and 1 Lux to place a Zhū Què drone in a free space within 3 spaces. When an enemy enters a square adjacent (even diagonally) to Zhū Què, you may reveal every shadow adjacent (even diagonally) to Zhū Què and then destroy Zhū Què.





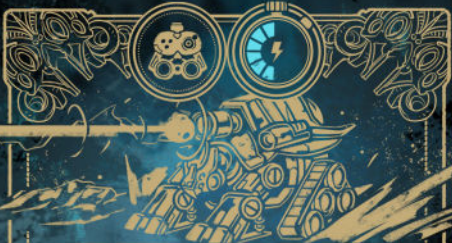
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## Caste's Guardian: Zhū Què

Spend 1 action and 1 Lux to place a Zhū Què drone in a free space within 3 spaces. When an enemy enters a square adjacent (even diagonally) to Zhū Què, you may reveal every shadow adjacent (even diagonally) to Zhū Què and then destroy Zhū Què.





## Caste's Guardian: Xuan Wu

Spend 2 Lux and 1 action to place a Xuan Wu drone on an adjacent space. Xuan Wu has 2 life points (LP) and can attack in a range of 2 spaces dealing 3 damage. Spend 1 action to let Xuan Wu attack 1 enemy.



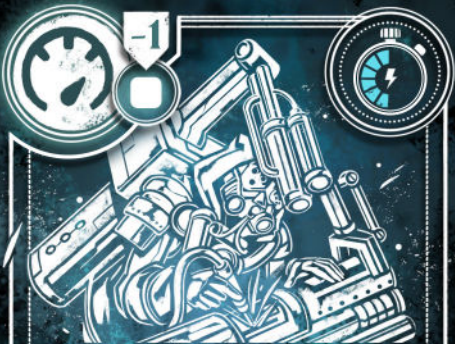
Xuan Wu has 2 free actions



Xuan Wu has 2 free actions, 3 LP and does 4 damage



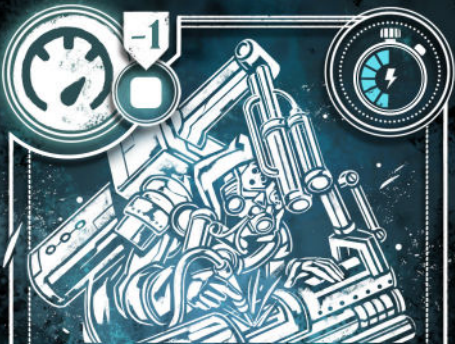
Xuan Wu has 3 free actions, 4 LP, and does 5 damage within 3 spaces



## Walking Workshop

Spend 1 Lux. Another scout (connected to you by the lightstream) may repair a weapon (or lantern) by spending 1 action less than its normal cost.





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## Caste's Guardian: Qing Long

Spend 1 Lux and 1 action to place a Qing Long drone on an adjacent free space. Anytime during the Scout phase, you can destroy Qing Long to inflict X damage divided as you choose among enemies within 2 spaces of Qing Long.



X is 2



X is 4



X is 5