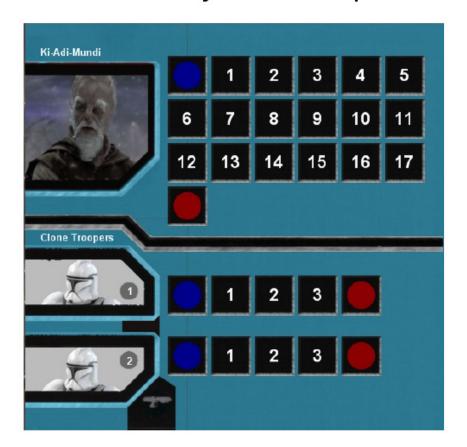
Ki-Adi-Mundi - by Vash the Stampede









Ki-Adi-Mundi is a Cerean Jedi Master who appears in Episodes I, II and III and also in the Clone Wars cartoon series. He serves on the Jedi High Council and is among the highest ranking Jedi, surpassed only by Yoda and Mace Windu. Ki-Adi-Mundi is an extremely wise and stoic Jedi well known for his strong judgment, practical thinking and courage. Of course, he is also an extremely skilled lightsaber duelist and master of the Ataru form with very fast reflexes.

This deck utilizes the discard pile in a unique way, representing Ki-Adi-Mundi going into various trances that augment his combat ability. New mechanics such as these are common to Vash the Stampede's decks and like nearly all of them, the deck's power level is balanced.









Ki-Adi-Mundi JEDI WATCHMAN

Play when attacking or defending.

If a Special or Power Combat card is the top card of your discard pile, you may replace it with anyother card from your discard pile. After this card is played, place it on the bottom of your discard pile.



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HERO OF CEREA

Choose and place up to 3 cards on the bottom of your discard pile. Choose any character. For every card discarded, the chosen character receives 1 damage. After this card is played, place it on the bottom of your discard pile.

Play anytime on your turn.



Ki-Adi-Mund HERO OF CEREA

Play anytime on your turn.

Choose and place up to 3 cards on the bottom of your discard pile. Choose any character. For every card discarded, the chosen character receives 1 damage. After this card is played, place it on the bottom of your discard pile.



BINARY BRAIN INSIGHT

Play anytime on your turn.

Search your draw pile for any 2 cards. Put one in your hand and discard the other. Then shuffle your draw pile. After this card is played, place it on the bottom of your draw pile.



FORCE TRANCE - ENLIGHTENMENT

Play anytime on your turn.

Draw 2 cards. If this card is the top card of your discard pile, you may draw a card before you roll the movement die at the beginning of your turn.



FORCE TRANCE - CLARVOYANCE

Play anytime on your turn.

Choose any player. The chosen player must discard a card at random. If this card is the top card of your discard pile, the chosen player must discard a card before you roll the movement die at the beginning of your turn.





