Shadowfist card list

from Limited to Flashpoint

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This card list is intended solely as an aid to Shadowfist players and collectors. It is based on the work of Chris Quenelle and Stephen D'Angelo. Comments or corrections should be addressed to me. Shadowfist, its cards, and its cards' texts are owned by Daedalus Entertainment, with whom I have no affiliation.

Limited Edition and Netherworld cards have a gold foil stamped Ting-Ting. Flashpoint cards have a gold foil stamped Buro Blue Spear. Standard cards have no stamp.

Key to symbols:

Resource Symbols						Expansion & Rarity					
a	=	Ascended	C	=	Chi	L(*)	=	Limited	*(X)	=	Extra-common
d	=	Dragons	H	=	High-Tech	S(*)	=	Standard	*(C)	=	Common
e	=	Eaters of the Lotus	M	=	Magic	LS(*)	=	Limited and Standard	*(U)	=	Uncommon
f	=	Architects of the Flesh				NW(*)	=	Netherworld	*(R)	=	Rare
g	=	Guiding Hand				FP(*)	=	Flashpoint			
j	=	Jammers									
m	=	Four Monarchs									

Resource symbols in card texts appear in braces

A "2" appended to the rarity symbol indicates card is twice as common as others of its class

Feng Shui Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Ancestral Sanctuary *Netherworld Feng Shui Site*		1	4		**Limited.** If one of your feng shui sites is seized or burned, you may immediately play this site faceup at no cost. Gain 5 Power if an opponent forces you to discard Ancestral Sanctuary.	Margaret Organ-Kean *NW(U2)*
Ancestral Tomb *Feng Shui Site*		1	5		Ancestral Tomb's Body is increased by the number of characters in your smoked pile. While Ancestral Tomb has damage counters on it, it does not count toward fulfilling its controller's victory conditions.	Kaja & Phil Foglio *LS(X)*
Ancient Temple *Feng Shui Site*		1	5		Any character that is intercepted while attacking Ancient Temple inflicts no damage on Ancient Temple.	Kumi Yamashita *LS(X)*
Auspicious Termites *Feng Shui Site*		1	5		Cannot be burned. If smoked, Auspicious Termites returns to its owner's hand.	Ken Meyer Jr. *LS(X2)*
Birdhouse Cafe *Feng Shui Site*		1	7		If, at the end of your turn, an opponent is at least as close to fulfilling victory conditions as you are, characters that participated in attacks you declared this turn unturn.	Melissa Benson *FP(C)*
Blessed Orchard *Feng Shui Site*		1	7		Whenever a player declares an attack on Blessed Orchard, transfer 1 Power from his or her pool to yours. *Soil fed by cherry blossoms absorbs hostile energies.*	Richard Thomas *LS(X)*
Cave Network *Feng Shui Site*		1	6		If an attack is declared against Cave Network when you have no characters in play, you may turn Cave Network to play a character with a cost of 3 or less at no cost. You may play a character in this manner during an opponent's turn.	Edward Beard, Jr. *LS(X2)*
City Park *Feng Shui Site*		1	8		City Park heals at the end of the turn it is revealed. You may put City Park into play face up at no cost when a site you control is burned.	Douglas Shuler *FP(C)*
City Square *Feng Shui Site*		1	6		**Unique.** Turn to redirect the damage inflicted on target site from a single source to any site you control.	Ken Meyer Jr. *LS(R)*
Curio Shop *Feng Shui Site*		1	7		Takes no damage from cards that have a cost of 1 that are controlled or played by an opponent. *"You've gotta have good chi to keep this much crockery intact."*	Phil Foglio *FP(C)*
Dragon Mountain *Feng Shui Site*		1	7		**Unique. Toughness: 1.** *The dragon is hidden in the land. Its scales say, "Do not act."*	Bryon Wackwitz *LS(R)*
Family Home *Feng Shui Site*		1	5		Generates an additional point of Power if the Power of the player to your left is greater than yours.	Ken Meyer Jr. *LS(X)*
Family Restaurant *Feng Shui Site*		1	4		**Regenerates.** Body is reduced to 0 if damaged by a Hood card.	Mark Poole *LS(X)*
Festival Circle *Feng Shui Site*		1	6		Turn Festival Circle when it is in your front row and inflict 2 points of damage on it to cancel an Event that targets characters you control. Damage may only be removed from Festival Circle when it is seized.	Nicola Leonard *NW(C)*

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Feng Shui Sites (continued)

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Field of Tentacles *Netherworld Feng Shui Site*		1	8		Turn and maintain to cancel the effects of target non-feng shui site controlled by an opponent. Treat target site's rules text as if it were blank. Target site can still generate Power. *"Tentacles coming up through the floorboards can really drive down property values."*	Mark Tedin *NW(C)*
Fortress of Shadow *Feng Shui Site*		1	8		If Fortress of Shadow is seized or burned by an opponent who controls more Power-generating sites than you, you gain Power equal to the highest cost among the characters who attacked the site this turn.	Margaret Organ-Kean *NW(C)*
Fox Pass *Feng Shui Site*		1	5		**Limited.** Turn to change the target of target attacking character's attack to any character or front-row site you control. Erratum: **Limited.** Turn to change one attacking character's target to a character or front-row site you control.	Heather Bruton *LS(R2)*
Garden of Bronze *Netherworld Feng Shui Site*		1	8		Gain 3 Power when an opponent burns one of your other feng shui sites for Power. *"It's both an art installation and a chi-feedback resonance enhancer, Johnny."*	Nicola Leonard *NW(C)*
Grove of Willows *Feng Shui Site*		1	6		If Grove of Willows is revealed due to damage inflicted in an attack, you gain Power equal to the number of characters that attacked it.	Rob Alexander *LS(X)*
Hallowed Earth *Feng Shui Site*		1	6		If Hallowed Earth is seized or burned by a player who controls more feng shui sites than you, you gain Power equal to the number of feng shui sites he or she controls.	Mark Poole *LS(X)*
The Hanging Coffins *Feng Shui Site*		1	6		**Unique.** Turn to give target character **Tactics** until the end of the turn. *Some of the greatest generals in history are buried here.*	Mike Raabe *LS(R)*
Heart of the Rainforest *Feng Shui Site*		1	8		Heart of the Rainforest gains +2 Body for each State it is the subject of.	Heather Bruton *FP(C)*
Hidden Sanctuary *Feng Shui Site*		1	7		**Limited.** At the end of an attack you declared, you may remove X points of damage from each character you choose that participated in the attack. X = the number of Sanctuaries you control.	Heather Hudson *FP(C2)*
House of Mirrors *Netherworld Feng Shui Site*		1	6		If an opponent controls more Power-generating sites than you, you may play a feng shui site at a cost 1 less than normal. Effects of multiple Houses of Mirrors are not cumulative.	Melissa Benson *NW(C)*
Inner Sanctum *Feng Shui Site*		1	11		Once Inner Sanctum has been revealed, you may not place new feng shui sites into its column. *Too great a chi flow can be as hazardous as too little.*	Jeff Menges *LS(X2)*
Jagged Cliffs *Feng Shui Site*		1	8		If Jagged Cliff's Body is reduced to zero, all characters at its location suffer 3 points of damage. *"The main thing I learned that day was that getting caught in a rockfall can be extremely painful to your health."*	Edward Beard, Jr. *LS(X)*
Kinoshita House *Feng Shui Site*		1	4		**Unique.** Turn to unturn target attacking character. Target attacking character inflicts and receives no damage during this attack. Erratum: **Unique.** Turn to unturn target attacking character. Target character is removed from the attack. *The sublime meditation cottage of the great ninja leader Kinoshita retains the essence of his spirit.*	Kumi Yamashita *LS(R)*
Lily Pond *Feng Shui Site*		1	4		Turn to switch the location of Lily Pond with any other feng shui site you control. This may change which site is targeted by an attack.	Nicola Leonard *LS(X)*
Locksley Station *Netherworld Feng Shui Site*		1	5		**Unique.** If Locksley Station is in your front row, turn and maintain it to take control of target non-feng shui site. *"The train stays put, but the station moves around. Kind of like an optical collision."*	Susan Stejskal *NW(R)*
Marsh *Feng Shui Site*		1	8		Takes no damage from any character that is the subject of a vehicle state. *"When I get out of this mess, I'm gonna have some stern words with the weasel who called this an all-terrain vehicle."*	Mike Trapp *LS(X)*
Monkey House *Netherworld Feng Shui Site*		1	7		**Limited.** If an opponent controls more Power-generating sites than you, you may turn Monkey House to discard a feng shui site that is neither **Unique** nor **Limited**. You then gain 1 Power.	Richard Thomas *NW(U2)*
Mountain Retreat *Feng Shui Site*		1	6		Once Mountain Retreat has been revealed, it can't be damaged by more than two characters in an attack. The defending player decides which two characters inflicting damage actually do so.	Melissa Benson *LS(X)*
Mourning Tree *Feng Shui Site*		1	8		**Unique.** Any player who attacks Mourning Tree may not declare any subsequent attacks this turn.	Bryon Wackwitz *LS(R)*

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Feng Shui Sites (continued)

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Night Market *Feng Shui Site*		1	8		**Limited.** In response to an opponent playing an Event during your turn, turn Night Market to gain Power equal to the cost of that Event.	Anthony Waters *FP(C)*
Peacock Summit *Feng Shui Site*		1	6		Peacock Summit gains +2 Body for each different faction in your resource pool.	Rob Alexander *FP(C)*
Perpetual Motion Machine *Netherworld Feng Shui Site*		1	7		You may discard an additional card of your choice whenever you discard. *"If it's impossible in the real world, you can bet it exists somewhere in the Inner Kingdom."*	Daniel Gelon *NW(C)*
Pinball Hall *Netherworld Feng Shui Site*		1	8		If this site is seized or burned, or if it is smoked by an Event card played by an opponent, you may inflict 6 points of damage on any character in play. *You don't wanna be the triple-flipper light-up.*	Quinton Hoover *NW(C)*
Proving Ground *Feng Shui Site*		0	6		Proving Ground is turned when it is revealed. Turn to play a character at -2 cost. Multiple Proving Grounds cannot reduce the cost of the same character. Erratum: When Proving Grounds is first revealed, turn Proving Grounds for no effect. Turn Proving Grounds to play a character at -2 cost. Multiple Proving Grounds cannot reduce the cost of the same character.	John T. Snyder *LS(U2)*
Rainforest Grove *Feng Shui Site*		1	7		**Limited.** Characters you control gain +1 Fighting until the end of the attack when they turn to attack a target controlled by a player who controls more cards than you.	Rob Alexander *FP(C)*
Rainforest River *Feng Shui Site*		1	8		You may play Rainforest River face up into a location that contains a single face-up feng shui site. Rainforest River becomes the new front-row site. The other site moves to the back row. *"I swear there was a road here yesterday."*	Douglas Shuler *FP(U)*
Rainforest Temple *Feng Shui Site*		1	8		Turn Rainforest Temple to remove up to two damage counters from it and inflict the damage on another site you control that has a Body of 3 or more.	Rob Alexander *FP(C)*
The Red Lantern Tavern *Feng Shui Site*		1	7		**Unique.** Turn to give target character **Assassinate** against turned characters until the end of the turn. *Madam Yuan's notorious establishment sold pleasure and murder in equal measure.*	April Lee *L(R) S(R2)*
Ring of Gates *Netherworld Feng Shui Site*		1	6		Turn to cancel an effect that would return a card or cards to one or more players' hands. *The Netherworld is the land of dead ends.*	Richard Thomas *NW(C)*
Rust Garden *Netherworld Feng Shui Site*		1	7		If an opponent seizes or burns Rust Garden, inflict 2 points of damage on every other site he or she controls. *"Right after we blew it up, we found old mufflers in the Sacred Grove and a junked robot in the Lily Pond."*	Matt Wilson *NW(C)*
Sacred Ground *Feng Shui Site*		1	9		*"I still remember the first feng shui site I attuned to, back like it was yesterday. Back when I didn't know squat about the secret war."*	NéNé Thomas *LS(X)*
Sacred Heart Hospital *Feng Shui Site*		1	6		**Unique.** Turn Sacred Heart Hospital to heal target character. *Secret warriors spend a lot of time in hospitals.*	Heather Bruton *LS(R)*
Sampan Village *Feng Shui Site*		1	7		When an attack targeting Sampan Village ends, you may place each character that attacked the site at a location of your choice on its controller's side.	Diana Vick *FP(C2)*
Stone Garden *Feng Shui Site*		1	6		Turn to remove one damage counter from target site. *An artist in harmony with the earth can channel and focus chi.*	Nicola Leonard *LS(X2)*
Turtle Beach *Feng Shui Site*		1	6		**Unique.** Turn Turtle Beach to redirect damage done to target character from a single source to Turtle Beach. *When protection becomes sacrifice, how much can the land withstand?*	Jeff Menges *LS(R)*
Turtle Island *Feng Shui Site*		1	8		Turtle Island cannot be damaged or removed from play by Events played by opponents. Cannot be burned.	Rob Alexander *FP(C)*
Wall of a Thousand Eyes *Netherworld Feng Shui Site*		1	7		Characters attacking sites you control cannot use **Ambush**, **Stealth**, **Superleap** or **Tactics**. *"The place wouldn't be half as creepy if the freaking eyes would just blink in unison."*	Dennis Detwiller *NW(C)*
Whirlpool of Blood *Netherworld Feng Shui Site*		1	5		Turn to cancel an effect generated by the turning of a feng shui site. *"When the pirates pushed us in, we found out it wasn't real blood. But by that point being grossed out was the least of our worries."*	Randy Gallegos *NW(C)*

Unaligned Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Cheap Punks *Mercenary Hoods*	2	2		Anytime during any turn in which Cheap Punks are smoked, you may play a single Hood card or a single Rabble card at -1 cost.	Susan Van Camp *FP(C2)*
Dark Traveler *Netherworld Hero*	2	2		Dark Traveler's Fighting score is increased by 2 for each feng shui site in your smoked pile.	Anson Maddocks *NW(C)*
The Displaced *Netherworld Rabble*	1	1		If The Displaced are smoked, you may toast a card in an opponent's smoked pile. If an opponent forces you to discard The Displaced, you may smoke any card that opponent controls.	Richard Kane Ferguson *NW(C)*
The Faceless *Netherworld Rabble*	2	2		You may take control of States on characters or sites damaged by The Faceless in combat and place the States on any legal subject. Erratum: If The Faceless damage a character or site in combat, you may immediately take control of any States on the character or site and place the States on any legal subject.	Susan Van Camp *NW(C)*
Jimmy Wai *Netherworld Mastermind*	2	2		**Unique.** Turn to cancel an effect that is being maintained by a card that turned and maintained. *He has a way of getting favors out of people.*	Heather Hudson *NW(R)*
The Losers *Netherworld Rabble*	2	1		If The Losers are a legal target or subject of an Event or State being played on a card you control, you may turn The Losers to make them the target or subject.	Richard Thomas *NW(C)*
Luis Camacho *Vengeful Hood*	4	2		**Unique.** Gains +1 Fighting for each Hood card in your smoked pile. *He puts the* u *in "unforgiving."*	L. A. Williams *LS(R)*
Mooks *Mercenary Hoods*	1	1		*Stupid, brutal punks are something the world never seems to run out of.*	Ron Rousselle *LS(X)*
Mysterious Stranger *Netherworld Outcast*	3	2		The controller of a character who intercepts Mysterious Stranger loses all Power. *Don't ask us; even we don't know.*	Richard Kane Ferguson *LS(U)*
Nine Cuts *Mercenary Assassin*	4	2		**Unique. Assassinate.** *"I don't discriminate. I'll whack any target, accept any currency."*	Richard Thomas *LS(R)*
White Ninja *Assassin*	5	3		**Unique. Stealth. Ambush.** *She is known only by the distinctive sword wound she leaves in her victims.*	Kaja Foglio *LS(R)*
White Ninja *Assassin*	6	7		**Unique. Stealth. Ambush.** Special abilities of any character or site targeted by White Ninja in an attack are canceled until the end of the turn.	Kaja Foglio *FP(Promo)*
Yakuza Enforcer *Killer Hood*	3	4		Yakuza Enforcer takes no damage from cards you own. You may not redirect damage to Yakuza Enforcer. *"Traitors deserve no mercy."*	Melissa Benson *FP(C)*
Ze Botelho *Lodge Outcast*	3	3		**Unique. Toughness: 2** against {a} characters. While Ze Botelho is in play, any card with an {a} symbol in its resource conditions has its cost increased by 1.	Heather Bruton *NW(R)*

Unaligned Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Drug Lab *Hood Site*	1	1	6		**Limited.** Drug Lab is smoked if damaged by a Cop card. *There's always been a brisk business selling fools their own destruction.*	John T. Snyder *LS(R2)*
Forty-Story Inferno *Battleground Site*	0	0	5		If Forty-Story Inferno is in your front row, an opponent who is as at least as close to fulfilling victory conditions as you are may not declare more interceptors than the number of characters you are currently attacking with. Any player who seizes this site gains 2 Power.	Ron Spencer *FP(U2)*
The Home Front *Battleground Site*	1	0	3		If The Home Front is in your front row, your sites gain +2 Body. Any player who seizes this site gains 2 Power.	Mark Poole *FP(U)*
Killing Ground *Battleground Site*	0	0	5		If Killing Ground is in your front row, all characters you control inflict +1 damage on intercepting characters and you may play non-**Unique** 0-cost non-feng shui sites even if you have already played a site that turn. Any player who seizes this site gains 2 Power.	Mike Raabe *FP(C2)*
Police Station *Site*	1	0	10		Turn and maintain Police Station to give target Cop character +2 Fighting or turn to inflict 2 points of damage on target Hood character or site.	Mike Trapp *LS(R2)*
Portal in Tower Square *Battleground Site*	0	0	5		**Unique.** If Portal in Tower Square is in your front row, you may turn and maintain it to target 2 characters. Target characters may not turn to change location. Any player who seizes this site gains 3 Power.	Mark Tedin *FP(U)*

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Unaligned Sites (continued)

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Secret Headquarters *Site*	3	2	10		**Limited.** All sites you control take 2 points of damage if Secret Headquarters is smoked. *If we told you about it, it wouldn't be a secret, would it?*	Mike Trapp *LS(R2)*
Sniper Nest *Battleground Site*	0	0	4		If Sniper Nest is in your front row, you may turn it to inflict 2 points of damage on a character that has just turned to change location. Any player who seizes this site gains 1 Power.	Randy Gallegos *FP(C)*
Trade Center *Site*	3	2	9		Feng shui sites to the immediate right and left of Trade Center generate no Power. *"Old Mr. Tsang told me that it would cut off my chi, but I couldn't exactly cancel a billion-dollar contract, could I?"*	Mark Poole *LS(C)*

Unaligned States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Attack Helicopter *State*	3		**Vehicle.** Subject character gains **Mobility**, **Tactics**, and +2 Fighting. *The airborne vehicle of choice for pocket-sized wars.*	Jeff Menges *LS(U2)*
Elevator to the Netherworld *State*	1		**Unique.** Play on a front-row site. Turn to give target character at subject site's location **Independent** until end of turn. *"If you got enough chi happening, you can see the* special *button."*	Anthony Waters *NW(R)*
Explosives *State*	1		Play on any unturned character. When subject character damages a site in combat, you may sacrifice Explosives to inflict an additional 5 points of damage on the site. Erratum: Play on an unturned character. You may sacrifice Explosives during an attack to give the subject character +5 damage against the first site it is in combat with during the attack. *Ka-BOOOOMM!*	Dan Frazier *LS(U2)*
Grenade Launcher *State*	1		**Weapon.** Controlling character inflicts +3 damage on characters with vehicles or sites. *Grenades are much more effective in the movies than in real life. This ain't real life.*	Brian Snoddy *LS(U2)*
Motorcycle *State*	0		**Vehicle.** Turn Motorcycle to change location of controlling character. *"It wasn't a Harley, but considering I had about a dozen hopping vampires on my case, I decided not to be finicky."*	John T. Snyder *LS(C)*
Netherworld Passageway *State*	2		Play on any site. All characters located in front of subject site gain **Mobility**. Subject site is considered to be a Netherworld site in addition to any other designators.	Liz Danforth *LS(C)*
Pump-Action Shotgun *State*	1		**Weapon.** Turn to have subject character inflict +3 damage for the duration of the turn. Pump-Action Shotgun unturns if a **Unique** character you control is smoked by an opponent. *"This time..." KA-CHINK "...I'm going for a little redemption action."*	Drew Tucker *FP(C2)*
Really Big Gun *State*	1		**Weapon.** Controlling character inflicts +2 damage. *A persuasive member of any debating team.*	Brian Snoddy *LS(C)*
Speed Boat *State*	2		**Vehicle.** Controlling character gains **Mobility** and **Tactics**. *Slice through the waters like a high-octane razor blade.*	Mike Trapp *LS(C)*
Sports Car *State*	2		**Vehicle.** Controlling character gains **Toughness: 1** and **Mobility**. *It ain't action till you've got a bunch of cars rolling over and catching fire and stuff.*	Mike Trapp *LS(C)*
Throwing Star *State*	1		**Weapon.** Play on any character. When in combat, and after combat damage is dealt, subject character can inflict 1 point of damage on any character at its location. Erratum: **Weapon.** After surviving combat with another character, subject character may inflict 1 point of damage on any character at its location.	Kumi Yamashita *LS(U)*
Water Sword *State*	1		**Weapon. Unique.** Subject character gains +1 Fighting. If subject character is smoked, return Water Sword to your hand instead of placing it in the smoked pile.	April Lee *LS(R)*

Unaligned Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Art of War *Edge*	0		**Unique.** Your hand size increases by 2. When the opponent to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, control of Art of War shifts to the opponents to your left.	Melissa Benson *FP(U)*
The Rackets *Hood Edge*	3		Comes into play turned. Turn during your turn to take 1 Power from target player's pool and add it to your own.	John T. Snyder *LS(R)*

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Unaligned Edges (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Safehouse *Edge*	4		Turn and maintain; no attacks can be declared against target character.	Andi Rusu *LS(R)*

Chi Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Alchemist's Lair *Site*	2	1	5	CC	*"You do not fool me, young one. Immortality is what you seek. It is what they all seek."*	Margaret Organ-Kean *LS(C)*
Ancient Grove *Site*	2	1	5	CC	*"These bamboo shoots are the mirror of your soul, warrior. When you understand why, you will find the path to mastery."*	NéNé Thomas *LS(C)*

Chi Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Blade Palm *Event*	CC 2		Return target card to its owner's hand. Does not affect Event cards. *When a chi master whips out the Blade Palm, stand back. Stand way far back.*	Diana Vick *LS(U)*
Dark's Soft Whisper *Event*	C 0		Play immediately after you have made an unsuccessful attack and when an opponent is closer to fulfilling victory conditions than you are, or is one feng shui site away from victory. You gain 2 Power.	Heather Hudson *FP(U2)*
Dawn of the Righteous *Event*	C 1		Remove up to six damage counters from the cards you control. *Light always returns to shine upon the one wise enough to wait for it.*	Jesper Myrfors *LS(C)*
Healing Earth *Event*	C 0		Remove a number of damage counters from the cards you control up to the number of {C} resources in your pool. *The regenerative powers of the earth are triggered by the transcendent soul.*	Nicola Leonard *LS(C)*
Invincible Chi *Event*	CCC 1		Play during your turn. When you play Invincible Chi, choose one of the following card types: States, Edges, or sites. The effects and special abilities of all cards of that type are canceled until the end of the turn.	Douglas Shuler *FP(U2)*
Return to the Center *Event*	C 1		All States and non-damage tokens on target card are smoked. *Quan Lo's Principle of Principles: "Find the center within yourself; this you can never lose."*	Julie Baroh *LS(U2)*
Violet Meditation *Event*	C 0		**Limited.** Play at the start of your turn. No other cards generate Power during your establishing shot. Instead, Violet Meditation generates Power equal to the number of Edges and Power-generating sites controlled by target opponent.	Douglas Shuler *NW(C)*
Wing of the Crane *Event*	CCC 1		Smoke target character. If the character is still in the smoked pile at the end of the next player's turn, it returns to play.	Matt Wilson *FP(U2)*

Chi States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Armored in Life *State*	C 1		Play on any character. Subject character gains **Toughness: 1**. *"Master your internal energy, warrior, and use it to make your flesh harder than the sturdiest shield."*	L. A. Williams *LS(C)*
Claw of the Tiger *State*	CCC 1		Play on any character. Before combat damage is dealt, Claw of the Tiger inflicts 1 point of damage on all characters in combat with subject character.	L. A. Williams *LS(U)*
Contract of the Fox *State*	C 2		Play on any character. Turn Contract of the Fox to unturn subject character. *The fox symbolizes swiftness, the unexpected, and reckless bravado.*	Mike Raabe *LS(U)*
Death Touch *State*	C 2		Play on any character. Any character in combat with subject character is smoked. Does not affect characters with {M} or {H} in their resource conditions.	Bryon Wackwitz *LS(R)*
Dim Mak *State*	C 1		Play on any character. Subject character gains +1 Fighting. Damage inflicted by subject character is not reduced by Toughness.	April Lee *LS(U)*
Drunken Stance *State*	CC 1		Any intercepting character with a Fighting score of 2 or less that is about to enter combat with subject character returns to its owner's hand. *Few have the discipline to master complete dissolution.*	Douglas Shuler *FP(C)*
Flying Windmill Kick *State*	C 2		Whenever subject character inflicts damage in combat, flip a coin twice. For each result of heads, double the damage the character inflicts. *"Ki"—thwackthwackthwack—"YAH!!"*	Douglas Shuler *FP(C2)*
Fortuitous Chi *State*	CCC 2		Play on a character you control. Subject character and all characters you control sharing a designator with it may not be damaged or removed from play by Events played by opponents, nor can these characters turn to attack characters.	Drew Tucker *FP(C)*
Fortune of the Turtle *State*	C 1		Play on any character. Subject character is not affected by Event cards played by your opponents. *The turtle symbolizes protection, caution, and forethought.*	Jeff Menges *LS(U)*
The Fox Outfoxed *State*	C 2		All Power subject card generates or creates goes into your pool. May not be played on a feng shui site. *You taste prosperity. Your foe tastes air.*	Diana Vick *NW(U)*

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Chi States (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Hands Without Shadow *State*	C 0		Play on any character. In combat, subject character may inflict enough damage to reduce its opponent's Fighting score to 1 instead of inflicting its regular damage.	Edward Beard, Jr. (Mis-credited on card.) *LS(C)*
Rain of Fury *State*	C 0		Subject character gains +1 Fighting whenever an opponent plays an Event during your turn. Bonus is lost if subject character or Rain of Fury leaves play.	Heather Hudson *FP(U2)*
Shadowfist *State*	CCCC 3		Play on any character. All damage inflicted on subject character by characters in combat is reduced to 0.	Edward Beard, Jr. *LS(R)*
Ultimate Mastery *State*	C 1		Play on any character. For the duration of the attack, subject character gains the special abilities of each character it is in combat with until combat with that character is resolved. Erratum: Subject character gains the special abilities in the rules text of each character it is in combat with until that combat is over. Note: Two versions of this card exist. The other version omits the phrase "For the duration of the attack."	April Lee *LS(R2)*
Whirlwind Strike *State*	C 1		Play on any character. If subject character smokes a character it is intercepting, it may intercept another attacking character once combat is over.	Mike Raabe *LS(C)*

High-Tech Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
RedGlare Chapel *Netherworld Site*	H 2	1	6		**Unique.** Turn to unturn Reverend RedGlare or turn to inflict 1 point of damage on every other turned site in play. *Thanks to its onboard computers, the Reverend's deadly chapel is smarter than he is.*	Anson Maddocks *NW(R)*
Secret Laboratory *Site*	2	1	5	HH	*Access to the latest fruits of the military industrial complex is essential to the serious secret warrior.*	Mike Trapp *LS(C)*

High-Tech Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Orbital Laser Strike *Event*	H 1		Target site takes damage equal to the number of {H} resources in your pool. *It was sold to the public as a purely defensive technology.*	John T. Snyder *LS(C)*
Salvage *Event*	H 1		Return any {H} card in your smoked pile to your hand. *Waste not, want not.*	Jeff Menges *LS(U)*
Satellite Intelligence *Event*	H 1		Target site switches positions with another target site its controller controls. This may change which site is targeted by an attack.	Ron Rousselle *FP(U2)*
Satellite Surveillance *Event*	H 0		You may reveal a number of sites up to the number of {H} resources in your pool. *"The J19 can read a newspaper from orbit. Locating your hideout is kid stuff."*	Mike Kimble *LS(U)*

High-Tech States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Combat Aircar *State*	HH 4		**Vehicle.** User gains **Mobility**, **Tactics**, and +4 Fighting. *Their phased grav stabilizers give them the maneuverability needed for surgical operations.*	Mike Trapp *LS(U)*
Desire Manipulator *State*	H 0		Play on a character. If subject character is controlled by an opponent and has not turned to attack at the end of its controller's turn, you gain 1 Power. *It implants new loyalties on the subconscious level.*	John T. Snyder *NW(U)*
Disintegrator Ray *State*	HH 1		**Weapon.** Subject character gains +1 Fighting. If subject character inflicts enough damage to smoke a character, subject character toasts that character instead.	Quinton Hoover *LS(U)*
Floating Fortress *State*	HHHH 6		**Vehicle.** Subject character gains **Mobility** and +8 Fighting. *It took a dozen Floating Fortresses less than an hour to level all of Acapulco.*	Ron Rousselle *L(R) S(R2)*
Fusion Rifle *State*	H 1		**Weapon.** Turn Fusion Rifle to inflict 2 points of damage on any target at subject's location. *They still haven't got any fusion power plants on-line, but the armament spin-offs are kicking.*	Brian Snoddy *LS(U)*
Fusion Tank *State*	H 4		**Vehicle.** Subject character gains **Mobility** and +4 Fighting. *"I survived the Dallas Uprising. I'll never forget the sight of the fusion tanks rolling down Commerce Street."*	Mike Trapp *LS(U)*
Havoc Suit *State*	H 2		**Weapon.** Add half the number of {H} resources in your pool, rounded down, to subject character's Fighting score.	Brian Snoddy *LS(C)*
Hover Tank *State*	HH 3		**Vehicle.** Subject character gains +3 Fighting, **Mobility**, and **Tactics**. When subject character turns to attack, you may choose one character in play to be unable to intercept subject character.	Brian Snoddy *FP(C)*
IKTV Rebroadcast Link *Netherworld State*	H 2		Turn IKTV Rebroadcast Link and flip a coin. Heads: subject site unturns. Tails: each opponent gains 1 power. *IKTV News: Always dramatic! Sometimes reliable.*	Rob Alexander *NW(U)*
MegaTank *State*	HHH 5		**Vehicle.** Subject character gains +7 Fighting and **Toughness: 2**. Subject character cannot be damaged or removed from play by {f} Events. *The only commuter vehicle you can drive on both sidewalks.*	Jeff Menges *FP(U)*
Robot Arm *State*	H 2		Play on any character. Subject character gains +2 Fighting and **Toughness: 1** against damage inflicted by characters.	Brian Snoddy *LS(U)*

High-Tech Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
CAT Tactics *Edge*	HH 0		If an opponent ends his or her turn without declaring an attack, put a counter on CAT **Tactics**. Remove X counters to give target character +X Fighting until the end of the turn. Remove all such counters from CAT **Tactics** at the end of your turn.	Kaja Foglio *FP(U)*
Doomsday Device *Edge*	HHH 2		**Unique.** Gain 1 Power whenever an opponent declares interception against an attack you declare. If Doomsday Device leaves play, toast a card in your burned-for-victory pile.	Douglas Chaffee *FP(U)*

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High-Tech Edges (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Smart Missile *Edge*	H 1		Comes into play turned. Turn and sacrifice to inflict 6 points of damage on target turned site, or on target character that is the subject of a vehicle State.	Edward Beard, Jr. *FP(C)*
Supercomputer *Edge*	HH 2		**Unique.** When you draw cards during your establishing shot, you may choose to draw 3 cards instead of the number of cards you would ordinarily draw.	Drew Tucker *FP(U)*
Tank Warfare *Edge*	H 1		You may play Tank States from your smoked pile at -1 cost. Tank characters or characters that are the subject of Tank States may not turn to attack sites if two or more players control such characters.	Douglas Chaffee *FP(U2)*

Magic Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Anomaly Spirit *Sorcerous Construct*	MM 2	2	M	Whenever a new column begins in an opponent's site structure, Anomaly Spirit gains +1 Fighting until it leaves play.	Anson Maddocks *FP(U)*
Eugene Fo *Sorcerous Hood*	5	6	M	**Unique.** At the end of each turn, you may remove one damage counter from Eugene Fo for each Hood card in play. He takes no damage from Cop and Police cards.	L. A. Williams *NW(R)*
Mirror Dancer *Netherworld Spirit*	M 2	2	M	During an attack you declare, if Mirror Dancer damages a site in combat that has the same name as a site you control, you may seize that site.	Nicola Leonard *FP(U)*

Magic Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Alchemist's Lair *Site*	2	1	5	MM	*"You were right, old man. The power of immortality is what I sought—and the misery of duality is what I found."*	Margaret Organ-Kean *FP(C)*
Illusory Bridge *Site*	M 0	0	3		May be placed in any legal position on an opponent's side. *Many have died defending it, yet it does not truly exist.*	Mike Raabe *LS(C)*

Magic Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Curtain of Fullness *Event*	MM 0		Target player must discard 3 cards at random from his or her hand. *The stars hold a thousand might-have-beens, none to be beheld by mortal eyes.*	Nicola Leonard *LS(U)*
Discerning Fire *Event*	MM X		Smoke **X** target cards that share a designator other than "Netherworld." **X** must be greater than one. Power-generating sites are not legal targets.	Brian Snoddy *NW(C)*
Killing Rain *Event*	M 1		All sites in play take 2 points of damage. *Corruption of the heavens; Corruption of the lake; Misfortune.*	Edward Beard, Jr. *LS(C)*
Larcenous Mist *Event*	MM 0		Any special abilities possessed by target character and any States on target character have no effect for the duration of this turn. Treat the character card and any State cards on it as if their card text were blank.	NéNé Thomas *LS(U)*
Memory Reprocessing *Event*	MM 1		**Toast It.** When you play Memory Reprocessing, you may play an Event from target opponents smoked pile at normal cost, but ignoring resource conditions. The Event goes back into his or her smoked pile. The opponent gains 1 Power.	Anson Maddocks *FP(U)*
Pocket Demon *Event*	M 0		**Limited.** Play at start of your turn. No other card generates Power during your establishing shot this turn. Instead, Pocket Demon generates Power equal to the number of Power-generating sites controlled by target opponent, plus the number of cards in his or her burned-for-victory pile.	Ron Spencer *NW(C)*
Scroll of Incantation *Event*	MM 1		Search through your deck for an Event. Reshuffle your deck afterwards. You must play this Event immediately or it is toasted. *On the scroll is always writ precisely the ritual you need.*	Nicola Leonard *LS(U)*
Shattering Fire *Event*	M 1		Target character takes damage equal to the number of {M} resources in your pool. *The first spell any apprentice sorcerer wishes to learn—with good reason.*	Ron Spencer *LS(C)*
Year of the Rat *Event*	MM 2		Play anytime, except during an attack, to switch two target players' positions at the gaming table. You may only play a single Year of the Rat card in any game.	Anthony Judge *FP(U)*

Magic States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Alabaster Javelin *State*	M 1		**Weapon.** If subject character is smoked, you may inflict 3 points of damage on any target in play. *The provincial official regretted the day he confiscated the alchemist's spear.*	Rob Alexander *LS(U)*
Amulet of the Turtle *State*	M 1		Any damage inflicted on subject character is inflicted on Amulet of the Turtle instead. Amulet of the Turtle can sustain damage equal to your {M} resources before being smoked.	Nicola Leonard *LS(U)*

Magic Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
The Hungry *Edge*	MM 1		Gain 3 Power whenever you burn a site for victory. All your characters and sites suffer 2 points of damage if The Hungry leaves play.	Bryon Wackwitz *LS(U)*
I Ching *Edge*	M 1		Turn to look at the top three cards of any one player's deck and arrange them in whatever order you wish.	Ken Meyer Jr. *LS(R)*
Soul Maze *Edge*	MM 1		Turn to cause two characters in combat to swap, for the duration of the combat, their special abilities and the special abilities of any cards played on them. Erratum: Turn to cause two characters that are about to enter combat with each other to swap the special abilities in their rules text and the special abilities of any States on them for the duration of the combat.	Bryon Wackwitz *LS(R)*
Spirit Frenzy *Edge*	MM 2		You may turn a {M} character to do 1 point of damage to a character that has just been damaged.	Mike Raabe *LS(R2)*

Dragon Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Average Joe *Blue-Collar Hero*	3	2	d	**Toughness: 1.** *"It's up to ordinary folks like you and me to stop these dirtbags, in the name of truth, freedom, and hamburgers with the works."*	Douglas Shuler *LS(X)*
Bao Chou *Avenging Ghost*	ddd 4	X	dM	**Unique. X =** the number of characters in your smoked pile. Cannot turn to heal. Heals when a feng shui site you control is seized or burned.	Heather Hudson *NW(R)*
Big Bruiser *Kicker of Butts*	dd 5	6	d	**Guts. Toughness: 1.** *"Was that supposed to hurt or something?"*	Richard Kane Ferguson *LS(U)*
Bronze Sentinel *Righteous Automaton*	d 2	2	d	During your turn, toast a feng shui site you have in play to increase Bronze Sentinel's Fighting score until the end of the turn by the number of characters in your smoked pile.	Richard Kane Ferguson *NW(C)*
Capoeira Master *Martial Artist*	ddd 4	5	d	Inflicts +3 damage when intercepting. *"I never saw anybody break a jawbone so beautifully."*	Mark Poole *LS(R)*
Chinese Doctor *Wise Physician*	d 1	1	d	Turn to heal target character. *"Lucky they shot you in the head, Jack. Next time they might hit something important."*	Andi Rusu *LS(C)*
Coffee-Stained Cop *Wily Veteran*	d 3	4	d	If Coffee-Stained Cop is smoked by an opponent, all characters you currently control gain +1 Fighting until the end of the turn.	Drew Tucker *FP(U)*
Dragon Adept *Versatile Combatant*	dd 4	5	d	**Independent.** *He's a gourmet cook, an expert at calculus—and can kick you into next week.*	Heather Bruton *LS(U)*
Dragon Fighter *Streetfighter*	4	4	d	**Guts.** *The last honest guy in the wrong part of town.*	Richard Kane Ferguson *LS(C)*
Everyday Hero *Brave Scrapper*	2	2	d	**Guts.** *If justice is to prevail in the secret war, ordinary people all around the world must stand up for what's right.*	Liz Danforth *LS(X)*
Ex-Commando *Dangerous Vet*	dd 3	3	d	Ex-Commando unturns when a weapon State or Gun State is played on him. *Secretly, he's glad peacetime isn't so peaceful.*	Steve Bryant *FP(C)*
Friends of the Dragon *Dragon Supporters*	1	1	d	*"We need to kick some bad-guy butt. Round up your students, Zheng!"*	Douglas Shuler *LS(X)*
Gadgeteer *Resourceful Techie*	d 2	2	dH	Gains +1 Fighting for each {H} card placed on her.	Douglas Shuler *LS(C)*
The Golden Gunman *Magic Hero*	dd 5	8	dM	**Unique. Independent.** The Golden Gunman is not a legal target for Events. If The Golden Gunman turns to attack, no other characters you control can turn to attack with him.	Mark Poole *NW(R)*
Gonzo Journalist *Crazed Reporter*	2	2	d	When Gonzo Journalist turns to attack, you may discard X cards and draw X cards. X = up to the number of factions that your pool and the target's controller's pool have in common.	Ken Meyer Jr. *FP(C2)*
Grease Monkey *Gutsy Mechanic*	d 1	1	d	Turn to play a vehicle State at -1 cost. Turn to heal a character that is the subject of a vehicle State. *"Don't sweat it. There's always parts left over when you streamline the design."*	Anson Maddocks *FP(U2)*
Hacker *Gun-Totin' Techie*	2	2	dH	Anytime Hacker is in your hand when an opponent plays an Event that steals Power from your pool or that toasts a card (or cards) other than itself, cancel that Event and put Hacker into play at no cost.	Mark Tedin *FP(C2)*
Iala Mané *Martial Artist*	dddd 5	8	d	**Unique. Independent.** Can attack during an opponent's turn.	Mark Poole *L(R)*
Jack Donovan *Maverick Cop*	ddd 5	8	d	**Unique. Guts.** If one of your sites is burned while Jack Donovan is in your smoked pile, return Jack Donovan to your hand.	Liz Danforth *L(R)*
Jane Q. Public *Girl Next Door*	d 2	2	d	If Jane Q. Public is smoked by an intercepting character or by an Event played by an opponent, you gain 2 power.	John Matson *FP(C)*
Jason X *Redeemed Supersoldier*	ddd 4	6	df	**Unique. Guts.** The cost of all {f} Events is increased by 1 while Jason X is in play. *"I was Johann Bonengel's personal bodyguard, but all that changed the day I met the Prof."*	Dan Frazier *NW(R)*
Joey Paz *Escrima Master*	ddd 4	6	dC	**Unique. Toughness: 2** against combat damage inflicted by unturned characters and any character whose controller played an Event this turn.	Daniel Gelon *FP(R)*
Johnny Badhair *Wild Man*	ddd 5	7	dj	**Unique. Guts.** Cannot be sacrificed. At the end of a turn in which Johnny Badhair has been smoked, cut your deck to draw a card, and show it to your opponents. If the card is a character that has a resource condition or is a State, return Johnny Badhair to play.	Phil Hale *FP(R)*
Johnny Tso *Heroic Gunman*	ddd 3	4	d	**Unique. Assassinate** against {e} characters. Weapons played on Johnny Tso have no cost.	Edward Beard, Jr. *LS(R)*
Kar Fai *Kung Fu Master*	ddddd 7	11	ddC	**Unique. Guts.** All other {d} characters you control gain **Guts** and +1 Fighting while Kar Fai is in play.	Douglas Shuler *LS(R)*

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Dragon Characters (continued)

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Little Jim *Rebel Abomination*	ddH 6	10	d	**Unique.** Little Jim heals whenever an opponent plays an Event. *"Home is where my friends are."*	Edward Beard, Jr. *FP(R)*
Mad Dog McCroun *Big Bruiser*	ddd 4	6	d	**Unique. Toughness: 1. Guts.** *"I was just another two-bit thug till Kar Fai rescued me from the Death Ring."*	Mark Poole *L(R)*
Marisol *Netherworld Mercenary*	dd 4	6	dM	**Unique.** Marisol cannot be the target of damage redirection effects. All damage inflicted on Marisol by sources other than characters in combat is reduced to zero. <u>Erratum</u>: **Unique.** Damage may not be redirected to Marisol. All damage inflicted on Marisol by sources other than characters in combat is reduced to zero. *Roving fortune wizard gone good.*	Margaret Organ-Kean *NW(R)*
Masked Avenger *Vigilante Hero*	d 3	4	d	Takes no damage from characters with a Fighting score of 1. *Goons are grass. She's the lawnmower.*	NéNé Thomas *LS(U)*
Maverick Cop *Gun-Toting Hero*	d 3	4	d	Takes no damage from Hood characters. *"Let the commissioner scream. I know what needs to get done on these streets."*	NéNé Thomas *LS(U)*
Melissa Aguelera *Commando Vet*	dd 5	7	d	**Unique. Tactics.** Melissa Aguelera's Fighting is increased by the number of players who control Battleground sites. All other characters you control that have **Tactics** gain +2 Fighting.	Heather Hudson *FP(R)*
Netherworld Vet *Portal Crawler*	d 3	4	d	Gains +1 Fighting for each Edge controlled by an opponent.	Rob Alexander *NW(C)*
Old Hermit *Wily Sorcerer*	d 3	2	dCM	Turn Old Hermit and pay 1 Power to unturn any non-character card.	Melissa Benson *LS(U)*
Oscar Balbuena *Karate Cop*	ddd 5	7	d	**Unique.** Oscar Balbuena unturns whenever an attack is declared against you.	John T. Snyder *LS(R)*
The Prof *Netherworld Mastermind*	dd 3	1	ddH	**Unique.** Turn to unturn target character. The Prof is not affected by Event cards that affect cards in play. *The leader of the Dragons is trapped in the Netherworld.*	Kaja Foglio *NW(R)*
Redeemed Assassin *Heroic Killer*	ddd 5	8	d	You can play Redeemed Assassin during an opponent's turn. Redeemed Assassin has **Toughness: 1** for the duration of the turn in which he enters play. <u>Erratum</u>: You can play Redeemed Assassin anytime during an opponent's turn, including during an attack. Redeemed Assassin has **Toughness: 1** for the duration of the turn in which he enters play.	Dennis Detwiller *L(R) S(R2)*
Redeemed Gunman *Reforming Hood*	1	1	d	Cannot intercept. Gains +2 Fighting until end of turn if he turns to attack a turned site. *He's trying—he's trying so hard—to be one of the good guys.*	Melissa Benson *FP(C2)*
Righteous One *Loyal Defender*	d 2	1	d	Any character intercepted by Righteous One while Righteous One is unturned is smoked. <u>Erratum</u>: Any character intercepted by Righteous One while Righteous One is unturned is smoked after combat with Righteous One.	Daniel Gelon *LS(C)*
Ring Fighter *Martial Artist*	3	3	d	*She got tired of fighting for money and decided to use her fists to make a difference in the world.*	Richard Kane Ferguson *LS(X)*
Scrappy Kid *Martial Arts Prodigy*	d 1	1	d	**Independent.** Never inflicts more than 1 point of damage. Cannot be intercepted.	Mark Tedin *FP(U2)*
Serena Ku *Vengeful Hero*	dd 3	4	d	**Unique.** Select a designator when Serena Ku is brought into play. She has **Toughness: 2** and **Ambush** in combat with characters with that designator.	Christopher Rush *NW(R)*
Shamanistic Lieutenant *Magic Cop*	ddd 3	4	dM	Any Demon or Abomination in combat with Shamanistic Lieutenant is toasted before it inflicts its damage.	L. A. Williams *L(R) S(R2)*
Silver Band *Legion of Supporters*	ddd 3	5	d	*Separately, they're pretty good. Together, they're a whirlwind.*	April Lee *LS(U)*
Silver Fist *Cosmopolitan Hero*	ddd 4	6	d	**Independent.** *"She pretended to be in it for the style, but deep down she cared as much as anybody."*	Kaja Foglio *LS(R)*
Silver Jet *Secret Warrior*	dd 5	8	dm	Anytime during any turn in which an Ice character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = cost of that Ice character. <u>Erratum</u>: **Unique.** Anytime during any turn in which an Ice character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = cost of that Ice character.	Melissa Benson *FP(R)*
Stunt Man *Gutsy Hombre*	3	3	d	**Guts.** If an opponent plays an Event during your turn, Stunt Man gains **Independent** until he leaves play.	Randy Gallegos *FP(C)*

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Dragon Characters (continued)

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Ting Ting *Martial Artist*	dd 4	6	ddC	**Unique. Independent.** Increase Ting Ting's Fighting by 2 for each opponent who controls more Power-generating sites than you. Opponents cannot take control of Ting Ting.	Brian Snoddy *NW(R)*
Zheng Yi Quan *Kung Fu Master*	dddd 6	11	dC	**Unique.** *"Kar Fai raised me like a son. He taught me to fight not for him, but for all humankind."*	Melissa Benson *LS(R)*

Dragon Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
House on the Hill *Site*	2	1	5	d	Characters at House on the Hill's location have **Toughness: 1** when intercepting attackers.	Mark Poole *LS(C)*
Kar Fai's Crib *Site*	d 2	1	7	dC	**Unique.** You may play {d} States at -1 cost. Turn to ignore one resource condition when playing a character.	Douglas Shuler *FP(R)*

Dragon Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Array of Stunts *Event*	dd 1		You may change the locations of all your characters to new locations on your side as many columns right or left as you wish.	Heather Hudson *LS(U)*
Assassins in Love *Event*	dd 0		You are now the controller of all Assassins. They come to your side unturned. *They cared only for money—until they saw each other.*	Julie Baroh *LS(R)*
Back for Seconds *Event*	d 1		Unturn target character. *"Okay, pal, this time the gloves are off!"*	NéNé Thomas *LS(C)*
Booby Trap *Event*	d 1		Play when one of your sites is attacked. Target site and all characters at its location suffer 3 points of damage. <u>Erratum</u>: Play on a site you control during an attack on that site. Target site and all characters at its location suffer 3 points of damage. *"I knew we couldn't hold it, so I wired the joint to blow."*	Bryon Wackwitz *LS(C)*
Carnival of Carnage *Event*	d 1		For the duration of this turn, after each character is smoked, you may inflict 1 point of damage on any character in play. Each point of damage inflicted by Carnival of Carnage is a separate source of damage.	Drew Tucker *FP(C2)*
The Crucible *Event*	dd 1		All Demons in play are toasted. *"Funny... the foam that melted demons leave behind is a lot like oven cleaner."*	Richard Kane Ferguson *LS(R2)*
Dirk Wisely's Gambit *Event*	d 0	dH	**Limited.** Play when you turn only one character to attack a target controlled by an opponent who controls four or more cards. If your character succeeds in damaging its target in combat, you gain 2 Power.	Mark Poole *FP(C)*
Fighting Spirit *Event*	d 0		**Toast It.** Return exactly two randomly selected {d} Events to your hand from your smoked pile. If you select two identical Events, they are toasted instead of returned to your hand.	Heather Hudson *FP(C2)*
Final Brawl *Event*	d 0		All characters in play suffer 2 points of damage. Hamlet, Oedipus, Dirty Harry—*the classic stories always end in blood.*	Richard Kane Ferguson *LS(C)*
Flying Kick *Event*	d 1		Target character gains **Superleap** until end of turn. *"Yeah, yeah, we'll give it back to the Hand when we're done with it."*	Margaret Organ-Kean *NW(C)*
Golden Comeback *Event*	d 2		You may take a character from your smoked pile and return it to play. *"It'll take more than nine slugs in the chest to put me down when there are still creeps like you in the world!"*	NéNé Thomas *LS(C)*
Kiii-YAAAH! *Event*	dd 0		Play during your main shot, and only on target opponent who controls three or more Power-generating sites. Take up to 3 Power from target's pool and add it to your own.	Douglas Shuler *NW(C)*
Last Outpost *Event*	d 1		All your characters gain **Toughness: 1** until the end of the turn. *"Looks like there's over fifty of them. Hope you're a good shot, cop."*	L. A. Williams *LS(C)*
Last Stand *Event*	dddd 1		All your characters gain +2 Fighting until the end of the turn if an opponent has more feng shui sites in play than you. *"They got Mané, McCroun, Donovan—but they ain't gettin' us!"*	Anthony Waters *LS(R)*
Let's Book! *Event*	ddd 1		Play during an attack you declared. All attacking characters you control cease attacking. Until the end of the turn, Events played by opponents cannot damage these characters or remove them from play.	Kaja Foglio *FP(U)*
"Now You've Made Us Mad" *Event*	dd 0		Gain 1 Power for each of your characters that is damaged. *Nietzsche said: "That which does not kill us makes us kick more butt." Or something like that.*	Mark Poole *LS(U2)*

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Dragon Events (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Old Hermit's Gambit *Event*	dd 0	CM	Play only during your turn in response to an opponent turning a non-character card. You may unturn a target card.	Randy Gallegos *FP(C)*
Slo Mo Vengeance *Event*	d X		During any turn, you may play, at no cost, a total of **X** weapon States or Gun States from your smoked pile onto a character you control. *This is the moment when it all goes down....*	Heather Hudson *FP(C2)*
Surprise, Surprise *Event*	d 0		Play when attacked. Cut your deck and draw a card. Put the card in your hand or discard it, or play it immediately at no cost and regardless of card type. If the card is in play at the end of the turn, toast it.	Quinton Hoover *NW(C)*
Thunder on Thunder *Event*	d 1		All Edges in play are toasted. *Shock upon shock, old advantages are swept away by the storm.*	Nicola Leonard *LS(U)*
Ting Ting's Gambit *Event*	d 0	d	Play Ting Ting's Gambit after an attack you declared fails. For the duration of the turn, you may declare subsequent attacks as if all your characters had the ability **Independent**.	Brian Snoddy *FP(C)*
Victory for the Underdog *Event*	d 1		Cancel and smoke any {f} card. *"I could kick abominations all day long."*	Susan Van Camp *LS(C)*
Who's the Big Man Now?! *Event*	dd 0		**Toast It.** For the duration of the turn, target character's Fighting score is increased by the number of cards controlled by an opponent of your choice. The number of feng shui sites you need for victory is increased by one.	Brian Snoddy *FP(C2)*

Dragon States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Bag Full of Guns *State*	d 2		Play on a character you control. Turn to give +1 Fighting until the end of the turn to all characters you control at subject character's location.	Brian Snoddy *LS(U)*
Baptism of Fire *State*	d 1		Play on any character immediately after subject character has been damaged. Subject character gains +2 Fighting. You may play Baptism of Fire during another player's turn.	L. A. Williams *LS(R2)*
Both Guns Blazing *State*	d 0		Subject character gains +1 Fighting for each weapon State on it. Draw a card when you play a weapon State on subject character. No character may be the subject of more than one Both Guns Blazing.	Melissa Benson *FP(C2)*
Charmed Life *State*	d 1		Play on any character. Subject character is immune to any effects that smoke characters or cards. Character can still be smoked due to damage.	Phil Foglio *LS(U)*
Claw of the Dragon *State*	ddd 2		Subject character gains +2 Fighting and **Guts**. You may play Claw of the Dragon at no cost, and ignoring its resource conditions, when a feng shui site you control is seized or burned.	Ron Rousselle *FP(C)*
Comrades in Arms *State*	d 1		**Limited.** You may ignore resource conditions when playing characters that share a designator with subject character. If you have a Battleground site in your front row, other characters you control that share a designator with subject character gain **Toughness: 1**. *"So we meet again...* this *time as allies."*	Bryon Wackwitz *FP(C2)*
Fists of Legend *State*	d 2		**Unique.** Play on any character. Subject character's Fighting score is increased by the number of **Unique** characters in your smoked pile.	April Lee *LS(R)*
Heroic Conversion *State*	d 0		Play on any character. If subject character attacks you, you take control of it at the end of the turn. *"I have served those butchers all my life! Blind—I have been blind!"*	Edward Beard, Jr. *LS(U)*
Repulsor Beams *State*	d 2		**Limited.** When subject site is attacked, turn subject site to reduce damage that target attacking character inflicts to 0 until the end of the attack. *One of the Prof's most useful inventions.*	Heather Bruton *NW(U)*
Stolen Police Car *State*	dd 0		**Vehicle.** During an attack, you may turn Stolen Police Car and flip a coin. Heads: subject character gains **Superleap** and +2 Fighting until the end of the attack. Tails: return subject character to its owner's hand.	Bryon Wackwitz *FP(C2)*
Training Sequence *State*	d 1		Play on any character. Subject character gains +1 Fighting. Multiple Training Sequence cards can be played on the same character. *Supreme prowess in one montage and a soundtrack tune...*	April Lee *LS(C)*
Undercover *State*	d 1		Play on any character. Subject character can attack back-row sites. Subject can still be blocked by characters at the location it is attacking.	John T. Snyder *LS(U)*

Dragon Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Wind Across Heaven *Edge*	d 2		{e} characters suffer 2 points of damage whenever they become turned.	Richard Thomas *LS(U)*

Guiding Hand Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Chin Ken *Kung Fu Master*	gggg 4	7	gCC	**Unique.** Gains the abilities of each character he is in combat with until combat with that character is resolved.	Douglas Shuler *LS(R)*
Confucian Sage *Font of Wisdom*	g 2	1	gC	Turn Confucian Sage to look at target player's hand. *"The man who knows the enemy's past knows also the enemy's next maneuver."*	Melissa Benson *LS(U)*
Cop on Vacation *Martial Artist*	gg 4	6	g	Cop on Vacation gains **Guts** in combat with cards controlled by opponents who control more cards than you do. *"You were right, Sifu: no badge, no worries."*	Edward Beard, Jr. *FP(U)*
Elderly Monk *Sage*	g 2	1	gC	Draw an additional card whenever you draw cards.	Dennis Detwiller *LS(R)*
Fong Sai Yuk *Martial Artist*	gggg 6	9	gC	**Unique. Superleap.** *His name and deeds would be forever remembered, even by those who knew nothing of the Hand.*	Melissa Benson *LS(R)*
Gardener *Devoted Follower*	g 1	1	gC	Turn to remove two damage counters from target feng shui site.	Nicola Leonard *LS(C)*
The General *Military Mastermind*	gg 4	3	g	**Tactics.** If The General participates in an attack, all attacking characters gain **Tactics** for the duration of the attack.	Richard Thomas *LS(U)*
Golden Candle Society *Secret Society*	1	1	gC	*They have sworn to drive the foreign invader from the proud soil of their native land.*	Margaret Organ-Kean (Misspelled on card.) *LS(X)*
Green Monk *Martial Artist*	g 4	4	gC	**Toughness: 1.** *Quan Lo trained the Green Monks to fight using the Resistance Principle.*	Daniel Gelon *LS(U)*
Instrument of the Hand *Martial Artist*	2	2	gC	*"Even the noodle lady turned out to be a guerrilla fighting against the foreign powers."*	Quinton Hoover *LS(X)*
Kung Fu Student *Fledgling Shaolin*	1	1	g	Has +1 Fighting if a non-**Unique** feng shui site in your front row has a Body of 4 or less.	Douglas Shuler *FP(C2)*
Old Master *Kung Fu Master*	gg 5	5	g	Turn and maintain to give all your {C} characters +1 Fighting.	Richard Kane Ferguson *LS(R)*
One Hundred Names *Legion of Followers*	gg 3	6	g	Cannot turn to attack. *Quan Lo turned dispossessed peasants into a legion ready to defend their land.*	Richard Kane Ferguson *LS(U)*
Orange Monk *Martial Artist*	g 5	3	gC	**Superleap.** Orange Monk gains +1 Fighting for each State that is placed on him.	Melissa Benson *LS(U)*
Quai Li *Spy*	gg 2	1	g	**Unique.** Turn Quai Li to inflict 2 points of damage on any unrevealed site.	Kaja Foglio *LS(R)*
Quan Lo *The Perfect Master*	ggggg 6	6	ggCCC	**Unique.** All {g} characters you control gain **Superleap**.	R. K. Ferguson *LS(R)*
Red Monk *Martial Artist*	g 3	4	gC	Red Monk has **Superleap** if a card you control has been targeted by an Event played by an opponent since Red Monk entered play. *The Red Principle is the Principle of Movement.*	Randy Gallegos *FP(U2)*
Righteous Fist *Martial Artist*	2	2	g	Sacrifice Righteous Fist to smoke a State on a card you own.	Drew Tucker *FP(C2)*
Shan Tsu *Shaolin Master*	gg 5	7	gC	**Unique.** Damage inflicted on Shan Tsu by intercepting characters that have fewer than two resource conditions is reduced to 0. *"You have guts, young warrior. But I have the more powerful kung fu."*	Douglas Shuler *FP(R)*
Shaolin Master *Martial Arts Master*	ggg 5	8	gC	*The guns of the British meant nothing to those who lived all of the Six Principles of Light.*	Richard Kane Ferguson *LS(U)*
Shaolin Monk *Martial Artist*	3	3	gC	+1 damage if you also control a Shaolin Master. *Don't let their passive demeanor mislead you.*	Melissa Benson *LS(X)*
Shaolin Warrior *Martial Artist*	g 1	1	gC	Pay 1 Power to give all Shaolin Warriors you control **Superleap** until the end of the turn.	Ron Spencer *LS(C)*
Shih Ho Kuai *Martial Arts Master*	ggg 3	X	gC	**Unique. X** = the number of {C} resources in your pool.	Edward Beard, Jr. *L(R) S(R2)*
Sun Chen *Legendary Archer*	ggg 5	8	g	**Unique. Superleap.** You may not play States on Sun Chen, but your opponents may.	Melissa Benson *L(R)*
Swordsman *Foot Soldier*	1	1	g	*He fights for the honor of China, and will die for Confucian principles.*	Kaja Foglio *LS(X)*
Tranquil Persuader *Mastermind*	gg 3	1	gC	Turn and maintain to take control of target character. Character comes to your side unturned. Lose control of character if the Power in your pool does not exceed character's play cost.	Kaja Foglio *LS(R)*
Violet Monk *Martial Artist*	gg 3	3	gC	You may seize any non-feng shui site damaged by Violet Monk in combat. Erratum: You may seize any non-feng shui site damaged by Violet Monk in combat in an attack you declared. *"Dirk mispronounced them as 'Violent' Monks. But if the glove fits..."*	Douglas Shuler *NW(U2)*
Virtuous Hood *Martial Artist*	gg 4	6	g	When Virtuous Hood turns to attack, take a point of Power from the pool of the player with the most Power and give it to the player with the least Power.	Phil and Kaja Foglio *FP(U2)*

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Guiding Hand Characters (continued)

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Wandering Monk *Martial Artist*	2	3	g	**Unique.** If you are closer to fulfilling victory conditions than all of your opponents at the end of a turn, Wandering Monk is smoked.	Christopher Rush *FP(U2)*
Wong Fei Hong *Kung Fu Master*	gggg 6	11	gC	**Unique.** *He taught kung fu, medicine, and revolution.*	Chris Rush *LS(R)*
Xiaoyang Yun *Spy Mastermind*	gg 3	3	g	**Unique.** During your turn, opponents may not play Events that require resources you have in your pool. *"No, I know you too well."*	Quinton Hoover *FP(R)*
Yellow Monk *Martial Artist*	g 3	2	gC	Once per turn when damage is inflicted on Yellow Monk, you may redirect 1 point of that damage to any character in play.	Douglas Shuler *NW(U2)*

Guiding Hand Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Green Senshi Chamber *Netherworld Site*	g 2	1	6	g	**Unique.** Turn and inflict X damage on Green Senshi Chamber to give target character **Toughness: X** until end of turn. X cannot exceed 2. *The turtle lends his shell. Prosperity.*	Mike Raabe *NW(R)*
Orange Senshi Chamber *Netherworld Site*	g 2	1	6	g	**Unique.** The cost to play Orange characters is reduced by 1. For each faction among the resources in your pool, your maximum hand size increases by one. *The Principle of Diversity assimilates influences into balm for all.*	John T. Snyder *NW(R)*
Shaolin Sanctuary *Site*	2	1	5	g	Shaolin Sanctuary provides you with one {C} resource for each Shaolin or Monk character you control.	Douglas Shuler *LS(C)*
White Senshi Chamber *Netherworld Site*	g 2	1	6	g	**Unique.** White Senshi Chamber provides {C} {C} for each Senshi Chamber you control. All Senshi Chambers in play gain **Regeneration**. *All Six Principles converge to become the White Principle.*	Susan Stejskal *NW(R)*
Yellow Senshi Chamber *Netherworld Site*	g 2	1	6	g	**Unique.** Turn to redirect 1 point of damage from any source to any target in play. *Balm to friend. Harm to foe. Fortune upon fortune.*	Heather Hudson *NW(R)*

Guiding Hand Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Beneficial Realignment *Event*	g 1		Heal target character or site. *The pendulum swings from woe to weal. Good fortune.*	Julie Baroh *LS(C)*
Blood of the Valiant *Event*	gg 1	g	Play during an attack. Until the end of the attack, target attacking character takes no damage from intercepting characters. *"The road to victory is slick with the blood of the valiant."*	Melissa Benson *FP(C)*
Confucian Stability *Event*	g 1		Cancel and smoke an Event or State as it is being played. Does not affect cards already in play.	Richard Kane Ferguson *LS(C)*
Difficulty at the Beginning *Event*	g 1		Play when an opponent is playing a card. Your opponent must pay 1 Power in addition to the card's play cost or the card being played is toasted.	Kaja Foglio *LS(U)*
Heat of Battle *Event*	g 0		Play when attacked by an opponent who controls more Power-generating sites than you. Gain Power equal to the cost of target attacking character. You can only play one Heat of Battle during an attack.	Margaret Organ-Kean *NW(C)*
Into the Light *Event*	g 1		Take any card from your smoked pile and place it into your hand. *The Perfect Master's Principle of Reversal teaches us that great defeat must precede profound victory.*	Kaja Foglio *LS(U)*
Iron and Silk *Event*	g 0		Until the end of the turn, any damage inflicted on subject character when it intercepts characters is reduced to 0. *Embrace the yin principle, and receive your opponents' blows like gifts of honey.*	NéNé Thomas *LS(C)*
Laughter of the Wind *Event*	gg 3		Play immediately after a successful attack. All characters that entered combat with the target of the attack unturn.	Christopher Rush *FP(U)*
Mysterious Return *Event*	gC 1		Bring a character from your smoked pile into play for the purposes of intercepting an attack against you. Return target character to the smoked pile when the combat is over.	Melissa Benson *LS(C)*
Natural Order *Event*	gC 1		Cancel and smoke a {H} card. *The Guiding Hand abhor the technological crutches that support our decadent ways.*	Liz Danforth *LS(C)*
Onslaught of the Turtle *Event*	g 2		All {H} cards are returned to their owners' hands. *The Perfect Master taught that the Turtle Principle is opposed to decadent technology.*	Richard Thomas *LS(U)*

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Guiding Hand Events (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Orange Meditation *Event*	g 0		Target character gains +X Fighting until end of turn, and you may discard up to X cards. X = number of States this character is the subject of when Orange Meditation is played.	Daniel Gelon *FP(C)*
Positive Chi *Event*	gg 1		Each player may take any one card, except a feng shui site, from his or her smoked pile and play it at no cost. Erratum: Each player may take any one card, except a feng shui site or Event, from his or her smoked pile and play it at no cost.	Richard Thomas *LS(U)*
Progress of the Mouse *Event*	g 1		For the duration of this turn, any Power that target player spends goes into your pool. No characters or sites may be played in response to this card.	Nicola Leonard (Misspelled on card.) *LS(U)*
Rigorous Discipline *Event*	g 0		For the duration of this turn, target character gains the special abilities of any character in play. This does not include the effects of States. Erratum: For the duration of this turn, target character gains the special abilities in the rules text of any character in play.	Jeff Menges *LS(C)*
Robust Feng Shui *Event*	gg 2		Redirect any damage done to target feng shui site from a single source to any target in play. *Quan Lo taught the very earth itself the Principle of Redirection.*	Mike Kimble *LS(U)*
Shaolin Surprise *Event*	gg 0		If you don't already control target State, pay 1 Power to take control of it. You may remove target State from its current subject and place it on any legal subject in play. If the original subject is still in play at the end of the turn, the State returns to it.	Anthony Waters *FP(C)*
Shattering Jade *Event*	g 1		All Abominations in play are toasted. *Abominations, equal parts magic and technology, personify everything the Guiding Hand despises.*	Ron Spencer *LS(U)*
Storm of the Just *Event*	g 0		**Limited.** Until end of turn, all characters you control gain +3 Fighting if an opponent who controls more Power-generating sites than you controls a feng shui site you own or has a card you own in his or her burned-for-victory pile.	Randy Gallegos *NW(C)*
Wind on the Mountain *Event*	gg X		Return **X** Event cards of your choice in your smoked pile to your hand. Toast Wind on the Mountain after use.	Liz Danforth *LS(U)*

Guiding Hand States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Power of the Great *State*	gg 2		Play on any feng shui site you control. At the beginning of each of your turns, place one counter on Power of the Great for each Mastermind you control. The number of feng shui sites you need for victory is reduced by one for every four counters on Power of the Great.	Diana Vick *LS(R)*
Thunder on the Mountain *State*	g 1		Play on a site you control. All m cards come into play turned. Erratum: Play on a site you control. All {f} cards come into play turned. *The unwise bird flies high, and is brought down by the vengeance of the sky.*	Mike Raabe *LS(U)*

Guiding Hand Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Fire in the Lake *Edge*	gg 3		Gain 1 Power whenever an attack is declared against your side.	Heather Bruton *LS(U)*
Hill of the Turtle *Edge*	g 2		Each player must spend 1 Power at the start of each of his or her turns or one {H} card of his or her choice that he or she controls is smoked.	Nicola Leonard *LS(C/U)*
Shield of Pure Soul *Edge*	gC 0		**Limited.** If a site you control is seized or burned, you gain 1 Power and may search through your deck and select a card. Reshuffle your deck and place the card selected on top of the deck.	Mike Kimble *NW(U)*
Shifting Tao *Edge*	gg 1		Whenever an opponent declares an attack against your side, you may remove one damage counter from cards you control for each character participating in the attack.	Margaret Organ-Kean (Misspelled on card.) *LS(U)*

Eaters of the Lotus Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Abysmal Absorber *Netherworld Demon*	eM 3	3	e	When Abysmal Absorber smokes a character in combat, toast the character instead and increase Abysmal Absorber's Fighting by 1.	Bryon Wackwitz *NW(U)*
Abysmal Daughter *Vampiric Demon*	eeM 4	1	e	**Unique.** Place one damage counter on a site of your choice whenever a character is smoked.	Kaja Foglio *LS(R)*
Abysmal Deceiver *Demon Netherworld Infiltrator*	e 2	2	e	**Unique.** Turn to toast a character you own that is controlled by an opponent. You gain Power equal to the character's cost plus 1.	Ron Rousselle *NW(U)*
Abysmal Horror *Demon*	eM 3	4	e	**Regenerates.** *Gao Zhang decrees: "We shall corrupt the very elements, make them homes for the spirits of destruction!"*	Rob Alexander *LS(C)*
Abysmal Prince *Demon Bureaucrat Mastermind*	eeM 3	4	e	Turn and maintain to target an Edge. Target Edge can be affected by any effect that damages characters but cannot be attacked by characters and has no location. Target edge is smoked if it sustains 2 points of damage.	Bryon Wackwitz *NW(U2)*
Abysmal Spirit *Ghost Assassin*	e 3	2	eM	**Assassinate.** *Her victims loved her most intensely at the moment she began to rend their flesh.*	Susan Van Camp *LS(U)*
Big Brother Tsien *Demon Hood*	2	2	e	**Unique.** Once per turn, you may pay 1 Power to give Big Brother Tsien +3 Fighting until the end of the turn.	Edward Beard, Jr. *LS(R)*
Bloody Horde *Demon Trouble*	3	3	e	Bloody Horde's Fighting score is increased by the number of other Demon Hordes you control plus the number of Demon Hordes in your smoked pile.	Ron Spencer *FP(C2)*
Claw of Fury *Shadowy Assassin*	2	2	e	**Assassinate.** Anytime Claw of Fury is in your hand when an opponent targets *you* (as opposed to one of your cards or locations) with an Event, you may put Claw of Fury into play at no cost.	Drew Tucker *FP(C2)*
Destroyer *Demon Martial Artist*	ee 4	4	e	**Unique.** Cannot be sacrificed. If Destroyer is in your smoked pile at the start of your turn, Destroyer returns to play.	Christopher Rush *FP(U)*
Doomed Lackey *Eunuch Pawn*	e 1	1	e	If Doomed Lackey intercepts in a chain the other interceptors behind him gain **Toughness: 1** against combat damage during that attack.	Diana Vick *NW(C)*
Eunuch Underling *Sorcerous Bureaucrat*	2	2	eM	*These attendants to the Emperor are the outer edges of a sorcerous conspiracy that rules ancient China.*	Kaja Foglio *LS(X)*
Evil Twin *Sinister Sibling*	e 3	*	e	When Evil Twin is played, choose any character in play. Evil Twin takes on the Fighting score*, name, subtitle, and abilities of that character, but not its resources and resource conditions. Erratum: When Evil Twin enters play, choose any character in play. Evil Twin takes on the Fighting score, designators, and abilities of that character, but not its resources and resource conditions.	Kaja Foglio *LS(R)*
Gao Zhang *Center of the Lotus*	eeeee 6	10	eeMMM	**Unique.** Turn Gao Zhang to change the target of an Event card.	Melissa Benson *LS(R)*
Ghost Assassin *Deadly Spirit*	eM 3	3	e	Toast a character in your smoked pile to give Ghost Assassin that character's special abilities until the end of the turn.	Rob Alexander *NW(U)*
Ghostly Seducer *Demon Sorceress*	eM 4	1	eM	Turn to send any turned character back to its owner's hand. *"I thought she was my lost Anita, but she was not even human."*	Susan Alexander *LS(R)*
Gibbering Horror *Disgusting Demon*	eM 3	X	e	**X** = the number of Events in the smoked pile of the opponent to your left. *Sound and fury, signifying death.*	Richard Thomas *FP(U)*
Gnarled Horror *Demon*	eM 2	1	e	Any character damaged by Gnarled Horror is smoked. Does not affect characters with vehicle States.	Mark Tedin *LS(U)*
Gnarled Marauder *Demon*	eM 3	3	e	Any damage Gnarled Marauder inflicts on a site in an attack is also inflicted on the back-row site behind that site. Erratum: Any combat damage Gnarled Marauder inflicts on a site in an attack is also inflicted on the back-row site behind that site, and counts as combat damage inflicted in an attack.	Quinton Hoover *LS(U2)*
Hopping Vampire *Ancient Monsters*	4	4	e	*"Your basic East Asian bloodsucker. You'd think having to hop everywhere would slow them down, but it doesn't."*	L. A. Williams *LS(C)*
Imperial Guard *Ancient Cop*	e 2	1	e	Imperial Guard's Fighting is increased by the number of Eunuchs you control.	Mark Poole *LS(U)*
Jueding Bao-Fude *Eunuch Sorcerer*	eee 4	5	eM	**Unique.** Turn to inflict 3 points of damage on a target **Unique** character or target **Unique** site. *His list of grudges is six feet long.*	Heather Bruton *NW(R)*
Jueding Shelun *Eunuch Sorcerer*	eee 5	8	eM	**Unique.** You may turn any card in play when Jueding Shelun smokes a character in combat.	Mark Poole *L(R)*

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Eaters of the Lotus Characters (continued)

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Kan Li *Martial Artist*	eee 4	7	e	**Unique.** You may smoke any States on characters in combat with Kan Li, before combat is resolved. *"You defy the Lotus. Prepare to die."*	Daniel Gelon *L(R) S(R2)*
Kun Kan *Earth Demon*	eM 4	5	e	**Regenerates.** Kun Kan's Fighting score is increased by the number of feng shui sites in your burned-for-victory pile.	Edward Beard, Jr. *LS(U)*
Mother of Corruption *Demon Queen*	eeee 5	13		**Unique.** Cannot be turned to attack. Cannot be healed.	Daniel Gelon *LS(R)*
Purist Sorcerer *Buro Infiltrator*	ee 2	2	eM	Turn Purist Sorcerer to inflict 1 point of damage on target character. Turn and maintain Purist Sorcerer to control target Buro character.	Dennis Detwiller *FP(U2)*
Shadow Creeper *Eunuch Assassin*	e 1	1	e	**Assassinate.** *He acts like just another foolish courtier, but there is murder in his heart.*	Quinton Hoover *LS(C)*
Shadowy Horror *Demon*	3	3	e	**Regenerates.** *"I ain't found a bullet yet that will put a permanent hole in these things."*	Jesper Myrfors *LS(X)*
Sinister Priest *Macabre Sorcerer*	1	1	eM	*These loathsome wanderers make the peasantry pay to exorcise spirits they themselves have summoned.*	Phil Foglio *LS(X)*
Snake Man *Demon*	eeM 4	4	e	Snake Man heals at the end of each turn. *These underworld denizens are often mistaken for transformed animals.*	L. A. Williams *LS(R)*
Sung Hi *Demon Buro Infiltrator*	eM 2	2	e	**Unique.** Turn to cancel an {f} Event or smoke an {f} State. *They're new to the secret war, so the Lotus are building their intelligence operation.*	Phil Foglio *NW(R)*
Tanbi Guiawu *Giant Demon*	eeeM 5	9	e	**Unique.** If Tanbi Guiawu has not participated in an attack during your turn, it is smoked at the end of your turn. *Without fresh food, it returns to the Underworld.*	Anthony Waters *NW(R)*
Thing with 1000 Tongues *Disgusting Demon*	eMMM 6	9	e	**Unique.** Sacrifice a character to give Thing With a 1000 Tongues **Toughness: 3** until end of turn. *"It's feeding time; toss a priest into the cage."*	Jesper Myrfors *L(R)*
Thorns of the Lotus *Fanatical Archers*	2	2	e	*They care not what their cause is, only that they can without question shed their blood for it.*	Rob Alexander *LS(X)*
Tomb Spirit *Supernatural Creature*	ee 3	1	e	Toast one of the characters in your smoked pile to give Tomb Spirit +2 Fighting until the end of the turn.	Ron Spencer *LS(R)*
Vassals of the Lotus *Ancient Hoods*	1	1	e	*Bandits and ruffians serve corrupt Lotus officials to slake their lust for gold.*	Mark Poole *LS(X)*
Vile Prodigy *Infant Demon*	eM 2	2	e	**Regeneration.** Gains +1 Fighting at the end of any turn during which it damages its target in an attack. The Fighting bonus lasts until Vile Prodigy leaves play.	Anson Maddocks *FP(C)*
Walker of the Purple Twilight *Eunuch Sorcerer*	ee 5	6	eMM	Whenever Walker of the Purple Twilight damages a feng shui site in an attack, you may inflict 2 points of damage on any target in play.	Anthony Waters *LS(U)*
Walking Corpses *Undead Servitors*	e 2	4	e	Cannot turn to change location and cannot be healed. *They weren't buried properly, so now they're back.*	Daniel Gelon *LS(C)*
White Disciple *Eunuch Sorcerer*	e 2	2	eM	Turn White Disciple and inflict 1 point of damage on White Disciple to inflict 2 points of damage on any target. *In China, white is the color of death.*	L. A. Williams *LS(C)*
Wu Ta-Hsi *Eunuch Pledged Infiltrator*	e 2	2	e	**Unique.** Turn to cancel an {a} Event or to smoke an {a} State or an {a} Edge. *His squeaky voice should have been a tip-off.*	Susan Van Camp *NW(R)*
Xiu Xie Jiang *Triumvirate Infiltrator*	e 2	2	e	**Unique.** Turn to redirect damage inflicted on a character by a single source to a Darkness, Fire, Pledged or Triumvirate character controlled by an opponent.	Edward Beard, Jr. *NW(R)*

Eaters of the Lotus Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Guiyu Zui *Netherworld Demon Site*	ee 3	1	9	e	**Unique.** Turn to look at the top three cards in your deck. Discard as many of the three as you choose. Shuffle any remaining cards and place them atop your deck. *The entranceway from the Netherworld to the Underworld is itself a gigantic demon.*	Jesper Myrfors *NW(R)*
Infernal Temple *Site*	2	1	5	e	Infernal Temple provides one {M} resource for each Demon you control. *Long through the night, the unearthly cries of tormented spirits echoed through the countryside.*	Anthony Waters *LS(C)*

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Eaters of the Lotus Sites (continued)

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Registry of the Damned *Site*	eeM 1	0	4		**Limited.** Place a counter on this site when an opponent plays a 0-cost Event. During your turn, you may turn Registry of the Damned and remove a number of counters equal to the cost of a character in Registry of the Damned's owner's smoked pile to put that character into play in your control. Character gains the designator "Ghost."	Rob Alexander *FP(U)*

Eaters of the Lotus Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Banish *Event*	e 2		All {d} characters in play return to their owners' hands. *"Begone, gnats! Your impudence annoys us!"*	Jeff Menges *L(R) S(R2)*
Cyclone of Knives *Event*	e 0		You may look through your deck and toast up to five cards of your choice. Reshuffle your deck afterwards. *The eunuchs do not hesitate to cut away that which they do not need.*	Drew Tucker *FP(U)*
Dance of the Centipede *Event*	e 1		Cancel and turn target card. <u>Erratum</u>: Cancel effect generated by turning target card OR turn target card—target card cannot be turned in response. *The Centipede Dance, with its many thirsty blades, stopped even the bravest champions in their tracks.*	Richard Thomas *LS(C)*
Glimpse of the Abyss *Event*	eee 0		**Toast It.** You gain X Power. X = the number of feng shui sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of feng shui sites you need for victory is increased by one.	Randy Gallegos *FP(U2)*
Inauspicious Reburial *Event*	e 1		You may toast a number of characters of your choice in an opponent's smoked pile up to the number of {e} resources in your pool.	Ron Spencer *LS(C)*
Infernal Plague *Event*	e 1		All characters positioned at target location suffer 1 point of damage. *"Shudder, mewling fools, at the incalculable wrath of the Infernal Plague!"*	Daniel Gelon *LS(U)*
Necromantic Conspiracy *Event*	e 2		Search target opponent's deck. Remove up to four cards that have the same title and that also have a resource condition. You may only play Necromantic Conspiracy once per game. Reshuffle. <u>Erratum</u>: Search target opponent's deck. Toast up to four cards that have the same title and that also have a resource condition. You may only play a single Necromantic Conspiracy card in any game. Reshuffle.	Anthony Waters *NW(U)*
Shifting Loyalties *Event*	ee 2		You become the controller of all Mercenary and all Pledged characters in play. They come to your side unturned. *Sorcerous influence can override any noble impulse.*	Phil Foglio *LS(R)*
Tortured Memories *Event*	e 2		Take control of target character until the end of the turn. Character comes to your side unturned. *"I saw Keung's head rise before me. Then he told me to blow up the MacMillan Building."*	Susan Alexander *LS(C)*

Eaters of the Lotus States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Deathtrap *State*	e 1		Play on any site. Characters that attack subject site suffer 1 point of damage before they damage subject site, but after combat with intercepting characters is resolved.	Richard Thomas *LS(C)*
The Demon Within *State*	eM 2		Play on any character. Subject character's Fighting score is increased by 2. Character is now a Demon. If this card is played on a character that is already a Demon, that character is smoked.	Heather Hudson *LS(C)*
Flying Guillotine *State*	e 0		**Weapon.** If subject character smokes a character in combat, you may inflict 2 points of damage on any other character at its location.	Dennis Detwiller *LS(R2)*
Inexorable Corruption *State*	e 0		Play on any character or site. Subject character or site takes 1 point of damage at the beginning of each of your turns. Damage counters on subject card cannot be removed by any means.	Daniel Gelon *LS(C)*
Poison Needles *State*	ee 2		Play on any card. Subject's controller must pay 1 Power at the end of each of his or her turns or subject is smoked.	Melissa Benson *LS(U)*
Sphere of Defilement *State*	e 2		Play on any site. Whenever subject site is turned, it and all other sites on its controlling player's side suffer 1 point of damage.	Rob Alexander *LS(U)*
Sword of Biting *State*	e 1		**Weapon.** If subject character is smoked in combat, Sword of Biting inflicts 4 damage on each character subject was in combat with. Sword of Biting then goes to the smoked pile.	Anson Maddocks *LS(C)*
Theft of Fortune *State*	e 1		Play on any Edge. At the beginning of each of your turns, you may inflict 1 point of damage on any card that subject Edge's controller also controls.	Dennis Detwiller *LS(R)*

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Eaters of the Lotus States (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Vampiric Touch *State*	ee 2		Play on any character. Place a counter on Vampiric Touch whenever a character is smoked. Subject character gains +1 Fighting for each counter on Vampiric Touch. Subject character is smoked at the end of a turn if no characters were smoked during that turn.	Heather Hudson *LS(U)*
Veiling of the Light *State*	eM 2		Play on any feng shui site. Subject site does not count towards a player's feng shui site total for victory purposes.	Rob Alexander *LS(U)*

Eaters of the Lotus Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Chains of Bone *Edge*	e 2		{a} cards do not unturn during their controller's establishing shot.	Ron Spencer *LS(U)*
Feast of Souls *Edge*	e 4		Gain 1 Power whenever a character you control is smoked. If this card leaves play, the player to your left gains all the Power in your pool.	Susan Van Camp *LS(R)*
Flood on the Mountain *Edge*	e 2		{d} characters suffer 1 point of damage at the start of each of your turns.	Jeff Menges *LS(U)*
Imperial Boon *Edge*	e 4		**Limited.** You may turn any Eunuch you control for 1 Power. If you control Gao Zhang, you may turn him for 2 Power. All Eunuchs you control are smoked if Imperial Boon leaves play.	Heather Hudson *LS(R)*
Underworld Presence *Edge*	e 1		No character may turn to heal itself. *Sometimes the dead get tired of waiting.*	Susan Stejskal *FP(U)*

Ascended Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Adrienne Hart *Pledged Martial Artist*	aaaa 4	8	a	**Unique.** No states may be played on Adrienne. *She plunges into battle to forget her forbidden love for the Unspoken Name.*	Ken Meyer Jr. *L(R)*
Bad Colonel *Pledged Hood Warlord*	a 2	2	a	Turn and maintain to take control of a Soldier. All Soldiers you control gain the designator "Hood" and inflict +1 damage. *One of the winners in the war on drugs.*	Mike Kimble *FP(U)*
Blade Freak *Netherworld Mercenary*	a 3	4		When Blade Freak enters play, he may inflict 1 point of damage on any target. *His business card is six inches of steel.*	Bryon Wackwitz *NW(U)*
Cabinet Minister *Pledged Politician*	a 1	1	a	Turn and maintain to control or cancel target Edge. If target Edge leaves play while under your control, Cabinet Minister is smoked.	Andi Rusu *LS(C)*
Church Official *Pledged Operative*	aaa 2	1	a	Turn and pay 1 Power to cancel and smoke any {M} card as it is played.	Heather Hudson *LS(U)*
Death Shadow *Netherworld Mercenary*	aa 3	2		**Unique.** Takes no damage from characters that intercept her. *"I shall slide through your blows as a shadow darts across a wall."*	Kaja Foglio *NW(R)*
Draco *Lodge Enforcer*	aaaa 6	12	a	**Unique.** *The dragon blood in his veins gives him the powers of all transformed animals.*	Mark Poole *LS(R)*
Fist of the Bear *Lodge Enforcer*	aa 4	6	a	*The bear blood that flows in her veins makes her implacable and bold.*	Mark Poole *LS(U)*
Gruff Lieutenant *Pledged Cop*	a 1	1	a	**Stealth.** *The Order of the Wheel recruits high-ranking police officers to keep them hip to action on the streets.*	Douglas Shuler *LS(C)*
Just a Rat *Lodge Survivor*	a 3	3	a	**Stealth.** Inflict 2 points of damage on any character that Just a Rat bypasses using **Stealth**.	Matt Wilson *FP(U2)*
Leatherback *Lodge Survivor*	a 4	5	a	Unturns when an opponent plays a {M} or {H} card. *The Lodge ain't sittin' pretty in 2056.*	Dan Frazier *FP(U)*
Liquidators *Pledged Enforcers*	3	3	a	+1 damage if you also control a Lodge character.	Richard Thomas *LS(X)*
Might of the Elephant *Lodge Enforcer*	4	X	a	**X** = the number of {a} resources in your resource pool.	Mark Poole *LS(U)*
Military Commandant *Pledged Mastermind*	aa 2	1	a	Turn and maintain to give target character +2 Fighting.	Mike Kimble *LS(U2)*
Mountain Warrior *Pledged Survivor*	a 2	2	a	Gains **Ambush** until the end of the turn if an opponent turns a site to use the site's special ability. *The winners rule the world. The losers keep the faith.*	Mike Kimble *FP(C)*
Mr. Big *Hood Mastermind*	a 3	3	a	**Unique.** All other Hoods you control gain +1 Fighting. Turn to unturn a Hood card. When an opponent seizes or burns a site you control, he or she may take control of a Hood card you control.	April Lee *FP(R)*
Mr. X *Lodge Mastermind*	aa 3	1	a	**Unique.** Turn and maintain to control a character with a play cost no greater than 3. It comes to your side unturned. *"I have places to go and people to be."*	Phil Foglio *LS(R)*
Muckraking Journalist *Pledged Operative*	a 2	1	a	Turn and maintain to prevent target character from unturning normally.	Susan Van Camp *LS(U)*
Phillipe Benoit *Pledged Assassin*	aa 4	5	a	**Unique. Stealth.** *"Your pleading for mercy reminds me of a line from Sartre."*	Douglas Shuler *LS(R)*
The Pledged *Loyal Initiates*	1	1	a	*"At the lowest levels, the Order of the Wheel is like the Kiwanis Club. Go a little higher up, and the Colt 1911s come out."*	Ron Rousselle *LS(X)*
Reverend RedGlare *Netherworld Mercenary*	a 3	3		**Unique.** Select a designator when Reverend RedGlare is brought into play. Turn Reverend RedGlare to inflict 3 points of damage on target character bearing that designator.	Anson Maddocks *NW(R)*
Sam Mallory *Lodge Killer*	aaa 5	7	a	**Unique. Toughness: X.** X = number of damage counters on Sam Mallory. *For an unstoppable killer, he's a pretty decent guy.*	Heather Bruton *FP(R)*
Shell of the Tortoise *Lodge Mastermind*	aaa 3	6	a	Cannot turn to attack. Turn to redirect damage done to any feng shui site from a single source to Shell of the Tortoise.	Diana Vick *LS(R)*
Shinobu Yashida *Pledged Master*	aaa 4	7	a	**Unique.** Inflicts +3 damage on characters with Fighting of 8 or more. *"Only you are worthy of my sharpest blows, Wong Fei Hong."*	Daniel Gelon *NW(R)*
Soul of the Shark *Lodge Mastermind*	a 3	2	a	Turn to change the subject of a State as the State is played. You must choose a legal subject with the same controller as the original subject or the State is played on its original subject.	Melissa Benson *LS(U)*
Sting of the Scorpion *Lodge Assassin*	aaa 5	4	a	**Assassinate.** *She retains not only the blood of her ancestors but their poison as well.*	Quinton Hoover *LS(U)*

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Ascended Characters (continued)

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Strike Force *Pledged Commandos*	aaa 6	7	a	**Tactics. Stealth.** *The armies of the world are in fact one force under the command of the Unspoken name.*	Margaret Organ-Kean *LS(R)*
Student of the Bear *Pledged Martial Artist*	1	1	a	*Graduates of the Bear School don't bother with the subtle approach.*	Quinton Hoover *LS(X)*
Student of the Shark *Pledged Hood*	2	2	a	Inflicts +1 damage on damaged characters and damaged sites.	Drew Tucker *FP(C)*
Swat Team *Cop Pawns*	2	2	a	*"Name any place in the world: the Lodge can have an emergency response team there in twenty minutes, tops."*	Mike Kimble *LS(X)*
Swiss Banker *Pledged Financier*	a 2	1	a	Turn for 1 Power. Swiss Banker is smoked if you have no Power in your pool.	L. A. Williams *LS(C)*
Tatsuya Yanai *Lodge Mastermind*	a 3	1	a	**Unique.** Turn Tatsuya Yanai, except during an attack, to switch the locations of any two sites belonging to a single controller.	Anson Maddocks *LS(R)*
Tooth of the Snake *Lodge Assassin*	a 4	4	a	**Stealth.** *The blood of the snake lets him strike fast and true.*	Mike Kimble *LS(U)*
Triumvirate Dealmaker *Pledged Mastermind*	a 2	2	a	Turn to give an attacking character controlled by an opponent +2 Fighting until end of turn. If that character damages its target in the attack, you gain 1 Power. *"Your new terms are...."*	Matt Wilson *NW(U)*
Undercover Cop *Pledged Operative*	a 2	X	a	**Stealth. X** = the number of Cop characters you control. Can attack back-row sites.	Mark Poole *LS(U)*
The Unspoken Name *Lodge Chairperson*	aaaaa 3	6	aa	**Unique.** Cannot turn to attack. Turn to give **Stealth** until the end of the turn to any number of characters whose combined play cost does not exceed 7.	Susan Van Camp *LS(R)*
Vladimir Kovalov *Lodge Mastermind*	aaa 4	7	a	**Unique.** You may discard an additional card at the beginning of your turn. *His wolf soul suits him for the challenges of the new Russia.*	Melissa Benson *LS(R)*
Web of the Spider *Lodge Mastermind*	aaa 3	3	a	Turn, except during an attack, to change the position of target character to any location on its controller's side.	Mark Poole *LS(R)*

Ascended Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Family Estate *Site*	2	1	5	a	Turn to play a Pledged character at -1 cost. Family Estate takes 2 points of damage whenever a Lodge character is smoked.	Andi Rusu *LS(C)*

Ascended Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Bite of the Jellyfish *Event*	a 0		Play after a feng shui site is burned. You gain all the Power in the pool of the player who burned that site, including any Power he or she may have gained from burning for Power.	Brian Snoddy *LS(U)*
Bull Market *Event*	aaa 0		All players gain 5 Power. *When the Unspoken Name sneezes, the Dow Jones index says, "Gesundheit."*	Phil Foglio *LS(R)*
Covert Operation *Event*	a 0		Look at target player's hand. You may force that player to discard one card of your choice. *The Ascended prefer to zap you before you even hit the field.*	Mike Kimble *LS(C)*
Cry of the Forgotten Ancestor *Event*	aa 1		Cancel and smoke target {M} card. *The Lodge was founded in the 11th century with the express purpose of driving magic from the world.*	Mark Poole *LS(U)*
Faked Death *Event*	a 0		Take a character from your smoked pile and return it to your hand. *"You're overexposed, Brother Rooster. Time to pull an Elvis."*	L. A. Williams *LS(C)*
Hostile Takeover *Event*	a 0		Play during an auction. The highest current bidder must give you Power equal to his or her bid. You win the auction.	Mike Kimble *LS(U)*
Lodge Politics *Event*	a 1		You take control of target {a} card. Lodge characters are not legal targets for Lodge Politics. *A thousand years of consensus ends* now.	Melissa Benson *FP(C)*
Mole Network *Event*	a 0		Play only during your turn. Take 1 Power from target player's pool and add it to your own.	Mike Kimble *LS(C)*
Operation Green Strike *Event*	a 1		**Limited.** Play only during your main shot. Inflict 3 points of damage on target non-feng shui site. If Operation Green Strike reduces target site's body to zero, you may seize that site. *"By the time we got back, Kar Fai's crib was crawling with ninjas."*	L. A. Williams *NW(U)*

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Ascended Events (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Operation Killdeer *Event*	a 0		Target character inflicts no damage this turn.	Ron Rousselle *LS(C)*
Realpolitik *Event*	a 1		Smoke target Edge or State. *The Ascended will—and can—do nearly anything to maintain their power over our world.*	Mike Kimble *LS(C)*
Roar of the Beast *Event*	aaaa 4		Cancel and smoke target card. *The Unspoken Name contains his rage for the final confrontation.*	Anthony Waters *LS(R)*
Subterfuge *Event*	aaa 0		For the duration of this turn, target player must pay an additional 1 Power to play any card. No characters or sites may be played in response to this card.	Heather Hudson *LS(U)*
Suicide Mission *Event*	aa 1		Smoke any card in play. Target card's controller may immediately smoke one of your cards of his or her choice. *The Pledge is a promise to do anything for the Unspoken Name—even die.*	Mike Kimble *LS(R2)*
We Know Where You Live *Event*	a 0		Play during your turn to look at target opponent's hand. You may inflict 1 point of damage on any card he or she controls that shares at least one designator with a card in his or her hand. For every three cards damaged in this way you gain 2 Power.	NéNé Thomas *FP(U)*

Ascended States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Marked for Death *State*	a 1		Play on any character. Flip a coin at the start of each of your turns. On a result of heads, subject character is smoked. *"When the Unspoken Name puts an* X *through your picture, you* stay X*-ed."*	Diana Vick *LS(C)*
Seal of the Wheel *State*	aa 2		Play on a character you control. Place one counter on Seal of the Wheel at the beginning of each of your turns. The number of feng shui sites you need for victory is reduced by one for every two counters on Seal of the Wheel. You must still seize or burn your final feng shui site.	Nicola Leonard *L(R) S(R2)*
Security *State*	a 1		Play on any site. Subject site gains +4 Body. *"Remote cameras, electronic sensors, automated machine gun emplacements—all they cost is money, and the Ascended have that to burn."*	Jeff Menges *LS(C)*
Shadowy Mentor *State*	a 3		Play on any character. You control subject character; it comes to your side unturned. Subject character is now considered to be a Pledged character.	Dennis Detwiller *LS(C)*

Ascended Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Monkey King *Edge*	a 2		Turn Monkey King to return any {e} card to its owner's hand.	Phil Foglio *LS(U)*
Open Season *Edge*	a 1		All Assassins, Enforcers, and Killers in play gain **Assassinate**. All characters in play may turn to attack other characters as if they had the ability **Independent**.	Nicola Leonard *FP(U2)*
Paper Trail *Edge*	aaa 2		Gain 1 Power for each card an opponent discards. You cannot gain more than 2 Power a turn in this manner. If Paper Trail leaves play, all of your opponents gain 1 Power.	Mike Raabe *LS(U)*
Political Lock *Edge*	a 2		No character can turn to change location while Political Lock is in play.	Margaret Organ-Kean (Misspelled on card.) *LS(U)*
Soul of the Dragon *Triumvirate Edge*	aa 1		**Limited.** If you reduce a feng shui site's Body to 1 in an attack, you may burn that feng shui site for victory.	Daniel Gelon *NW(U)*
Tomb of the Beast *Edge*	a 2		Each player must spend 1 Power at the start of his or her turns or one {M} card of his or her choice that he or she controls is smoked.	Daniel Gelon *LS(U)*

Architects of the Flesh Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Alpha Beast *Early Model Abomination*	2	2	f	*“The Alpha Beasts were nothing compared to what came later, but they were still terrifying on the battlefield.”*	Mark Tedin *LS(X)*
Arcanotechnician *Buro Scientist*	f 2	1	fMH	Turn Arcanotechnician and toast a character in your smoked pile to return any card in your smoked pile to your hand.	Anson Maddocks *LS(U)*
Arcanowave Researcher *Scientist*	f 1	1	fMH	Turn to force target player to discard a card at random from his or her hand.	Daniel Gelon *LS(U)*
Brain Eater *Abomination*	ff 4	3	f	**Ambush.** *It feeds on gray matter. Hope you're wearing a helmet.*	Daniel Gelon *LS(U2)*
Brain Sucker *Netherworld Abomination*	f 3	4	fH	Special abilities of Masterminds are cancelled while Brain Sucker is in play. *It's eaten the best ideas of our generation.*	L. A. Williams *NW(C)*
Buro Assassin *Covert Operator*	f 3	2	f	**Ambush.** *“That split second when you realize I've crept up on you—that'll be the last split second you get, Consumer.”*	Heather Hudson *LS(C)*
Buro Official *Vile Bureaucrat*	f 2	1	f	Turn to give **Ambush** until the end of the turn to a character with a play cost of no greater than 3.	Douglas Shuler *LS(U)*
BuroMil Elite *Perfect Soldiers*	f 3	4	f	**Toughness: 1** against Rebels. Gains +1 Fighting while at a location that has a Battleground site in its front row. *First in, last out.*	Mike Raabe *FP(C2)*
BuroMil Grunt *Brutal Soldier*	1	2	f	BuroMil Grunt is smoked at the end of the turn he is played. You may play BuroMil Grunt during an attack against you. BuroMil Grunt's abilities cannot be given to another character by any means.	Douglas Shuler *FP(C2)*
BuroMil Ninja *Shadowy Assassin*	f 3	3	f	**Ambush** and **Assassinate** against characters whose controller also controls a turned site. *The Buro calls them “Covert Intrusion Assets.”*	Heather Hudson *FP(C2)*
CHAR *BuroMil Cyborg*	fH 4	6	fH	Damage CHAR inflicts in combat is reduced as his Fighting score decreases but cannot be reduced or redirected by any other means. CHAR takes no damage from Fire cards.	Richard Kane Ferguson *NW(U)*
Capture Squad *Monster Hunters*	f 3	3	f	If Capture Squad damages a Demon or Abomination, you take control of that Demon or Abomination. *They do a Marlon Perkins number on slithering demons.*	Edward Beard, Jr. *NW(U)*
Chi Sucker *Netherworld Abomination*	fMH 2	1	f	When Chi Sucker attacks, it gains +X Fighting. X = the number of Power-generating sites controlled by controller of its target. <u>Erratum</u>: When Chi Sucker attacks, it gains +X Fighting until the end of the attack. X = the number of Power-generating sites controlled by the controller of its target. *Your feng shui is its idea of breakfast.*	Brian Snoddy *NW(C)*
Colonel Griffith *BuroMil Mastermind*	ff 3	3	f	**Unique.** Turn and maintain to give target character +X Fighting and **Tactics**. X = the total number of that character's resource conditions and resources.	Pete Venters *FP(R)*
DNA Mage *Occult Scientist*	1	1	fMH	Cannot turn to attack. *He mixes biotech and sorcery, with sinister results.*	Susan Van Camp *LS(C)*
Desdemona Deathangel *Abomination*	fff 5	5	f	**Unique. Ambush.** *“The people believed she was an incarnation of Kali, goddess of destruction.”*	Anthony Waters *LS(R)*
Dr. April Mucosa *Mad Scientist*	f 3	1	fMHH	**Unique.** Turn to reduce the damage target character inflicts by 3 until the end of the turn.	Dan Frazier *LS(R)*
Drop Troopers *BuroMil Cyborgs*	fff 2	3	f	You may play Drop Troopers at no cost during an attack declared by an opponent who is one feng shui site away from fulfilling victory conditions.	Anson Maddocks *FP(U)*
Dunwa Saleem *Lodge Traitor*	ff 3	2	fa	**Unique.** Turn to take control of an {a} character that lacks resource conditions. If Dunwa attacks successfully, you may toast top 2 cards in the deck of the target's controller.	Matt Wilson *FP(R)*
Encephalon Screamer *Abomination*	3	2	f	When Encephalon Screamer turns to attack, inflict 1 point of damage on each unturned character, and on turned sites, at the location of the target of the attack.	Mark Tedin *FP(C2)*
Flying Bladder *Netherworld Abomination*	fMH 2	2	f	Can only be intercepted by characters intercepting in chains. *There are some Things That Man Just Doesn't Want To Know...*	Christopher Rush *NW(U)*
Foul Hatchling *Netherworld Abomination*	f 1	1	f	If you control Foul Hatchling at the beginning of your turn, it may inflict 1 point of damage on a target site. *Kill it before it grows.*	Phil Foglio *NW(C)*

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Architects of the Flesh Characters (continued)

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Genghis X *BuroMil Supersoldier*	ffH 5	8	f	**Unique.** Genghis X has **Guts** when there are three or more damage counters on him. *The name "Jason X" has left a bad taste in his life.*	Jeff Menges *FP(R)*
Gnarled Attuner *Netherworld Abomination*	f 4	6	f	**Unique.** Damage that Gnarled Attuner inflicts in combat can never be removed. *So far the Architects have produced only one of these things, in their Netherworld lab.*	Anson Maddocks *NW(R)*
Homo Omega *Buro Cyborg*	ffff 6	10	fHHH	**Unique. Toughness: 2.** *"I am the future of the species. You are a rival gene pool."*	Mark Tedin *LS(R)*
Johann Bonengel *BuroPresident*	fffff 3	5	ff	**Unique.** Turn for 2 Power. While Johann is unturned, your opponents cannot play States on cards you control.	Dennis Detwiller *LS(R)*
Midnight Whisperer *Abomination*	f 1	1	f	**Ambush.** *"I will crawl insssside your sssssoul, and there I will learn the ssssssecretsssss that will kill you, my delisssscious prey..."*	Susan Van Camp *LS(C)*
Monster Hunter *Timewalker*	f 3	3	f	Turn and maintain to control a demon or spirit.	Anson Maddocks *LS(U)*
Mutoid *Abomination*	ff 4	4	f	**Guts.** Mutoid's damage is increased by the number of damage counters on it. *Its pain is your pain.*	Quinton Hoover *LS(U)*
Nirmal Yadav *Supersoldier*	fff 4	7	fH	**Unique. Toughness: 1** when attacking. *Decorated by Bonengel himself for service to the Buro.*	Dan Frazier *L(R)*
Plasma Trooper *BuroMil Cyborg*	3	3	fH	When Plasma Trooper turns to attack, it gains +X Fighting until the end of the attack. X = the number of characters controlled by the controller of its target.	Rob Alexander *FP(C2)*
Pod Trooper *Abomination in a Can*	f 1	X		**Toast It. X =** the number of characters and backrow sites controlled by the opponent to your left. Toast Pod Trooper at the end of the turn it enters play.	Ron Spencer *FP(C)*
Prototype X *Abomination*	fff 4	8	f	**Unique.** Prototype X's Fighting score is reduced by the number of {C} characters in play.	Brian Snoddy *LS(R)*
PubOrd Officer *Security Cop*	1	1	f	*She's just following orders.*	L. A. Williams *LS(X)*
PubOrd Sniper *Cop*	f 2	1	f	Turn to do 1 point of damage to an attacking character.	Mark Tedin *LS(C)*
PubOrd Squad *Buro Cops*	3	3	f	*The secret police of 2056 ruthlessly enforce the laws of the dictatorial Buro.*	Bryon Wackwitz *LS(X)*
Purist *Buro Sorcerer*	ff 2	1	fM	Turn and maintain Purist to give a feng shui site you control the special abilities of a face-up feng shui site that is controlled by an opponent and that turns (or turns and maintains) to generate its effect.	Dennis Detwiller *FP(U)*
The Reconstructed *Standard Abominations*	fff 3	5	f	*"After they put down the India Insurgency, they became synonymous with terror."*	Anthony Waters *LS(U)*
Rhys Engel *Purist Mastermind*	fff 3	3	feMM	**Unique.** Once per turn, you may discard a card to look at an opponent's hand or to reveal a feng shui site. *"Your soul will be returned to you when your mission is complete."*	Christopher Rush *FP(R)*
Sergeant Blightman *Mutating Soldier*	ff 4	9	f	**Unique.** Inflict 3 points of damage on Sergeant Blightman at the start of each of your turns. Cannot turn to heal. Sergeant Blightman is toasted if he leaves play.	Pete Venters *NW(R)*
Spawn of the New Flesh *Unstable Abomination*	f 3	X	f	**Unique. Ambush. X =** the number of columns in your site structure.	Richard Thomas *FP(U)*
Super Soldier *Fanatic Cop*	ff 4	5	f	**Guts.** *His loyalty is to the tumult of the battlefield.*	Mark Poole *LS(U)*
Tactical Team *Buro Cops*	fff 4	6	f	Can be played during an opponent's turn. Erratum: Can be played anytime during an opponent's turn, including during an attack. *Their motto: "Respond Rapidly; React Decisively."*	Douglas Shuler *LS(R)*
Test Subjects *Abominations*	1	1	fH	*"The plan was to turn demons from the ancient past into supersoldiers. Didn't work too well at first."*	Quinton Hoover *LS(X)*
Undercover Agent *Buro Operative*	3	3	f	Gains your choice of **Stealth** or **Ambush** when she turns to attack a target controlled by a player who controls a {j} character. *The Jammers have been heavily compromised by Buro intelligence.*	Ken Meyer Jr. *NW(C)*
Vivisector *Abomination Scientist*	f 2	1	fH	Turn Vivisector to sacrifice a character and gain Power equal to its play cost.	Anthony Waters *LS(U)*

Architects of the Flesh Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Abominable Lab *Site*	2	1	5	f	Abominable Lab provides you with one {H} resource for each Buro or PubOrd character you control.	Mark Tedin *LS(C)*
Arcanoseed *Battleground Site*	f 0	0	4		If Arcanoseed is in your front row, you may turn it when you declare an attack, to give target character **Ambush** against the first character it is in combat with during the attack. Any player who seizes this site gains 2 Power.	Mark Tedin *FP(U)*
Arcanotower 2056 *Site*	fff 4	2	8	ff	**Unique.** Cannot be seized. Reduces the number of feng shui sites you need for victory by one. **Toughness: 2** against damage that is not inflicted by **Unique** characters. If Arcanotower 2056 is smoked, you do not generate Power during your next establishing shot.	Mark Tedin *FP(R)*
Arcanotower Now *Site*	ff 3	1	8	f	**Unique.** Cannot be seized. Reduces the number of feng shui sites you need for victory by one. Opponents must pay 1 Power, in addition to the normal cost, to play a State on a card you control. *The twisted shape of things to come.*	Mark Tedin *FP(R)*
Biomass Reprocessing Center *Netherworld Site*	f 2	1	6	f	Every time one of your attacking characters is smoked, you may discard a card and draw a card from your deck. *They can't explain it yet, but the Architects know that certain arcanowave procedures work best in the Netherworld.*	Ron Spencer *NW(U)*
Creche of the New Flesh *Feng Shui Site*	f 2	1	7	fMH	You must play Creche of the New Flesh face up, and at the printed cost rather than the normal cost to play a feng shui site.	Nicola Leonard *FP(C)*

Architects of the Flesh Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Abominable Wave *Event*	fH 1		Cancel and smoke a {C} card. *"You have the subtle powers of chi manipulation. I have an entire battalion of slavering, bioengineered ogres howling for blood. Wonder which of us is going to win, hmmm?"*	Mark Tedin *LS(C)*
Arcanowave Pulse *Event*	f 1		Cancel and smoke a {g} card. *The Guiding Hand fights the secret war to erase the Architects from their future. These devices were developed to erase them right back.*	Mark Tedin *LS(U)*
Bzzzzzt! *Event*	ff 2		Target non-**Unique** character is toasted. *The Purists are still a secret society.*	Pete Venters *FP(U)*
Cellular Reinvigoration *Event*	f 1		Until the end of the turn, target character gains **Guts** and is not smoked when damage inflicted on it equals or exceeds its Fighting score.	Mark Tedin *LS(U)*
Code Red *Event*	f 1		Play immediately after you have been attacked. You may launch an attack. Characters that have attacked you this turn cannot intercept this attack.	John T. Snyder *LS(C)*
Dangerous Experiment *Event*	ffff 0		You gain 5 Power. The opponent to your left may toast one card of his or her choice that you control. Erratum: **Limited. Toast It.** You gain 5 Power. The opponent to your left may toast one card of his or her choice that you control. *Pressure from the Buro led to quality-control problems at the CDCA.*	Heather Hudson *LS(R)*
Disinformation Packet *Event*	ff 2		Play, except during an attack, to move target back-row site to create a new location with it to the right of all current locations on its controller's side. *Betrayal starts as a good idea. Then it becomes a habit.*	Matt Wilson *FP(U2)*
Expendable Unit *Event*	f 0		Redirect all damage from one source to any character you control. *No one is indispensable when reinforcement troops can be grown in a vat.*	Susan Van Camp *LS(C)*
Imprisoned *Event*	f 1		Target character is returned to its owner's hand. *"Thank goodness Buro prisons are so poorly built 'cause it's sure easy to get thrown into them."*	Quinton Hoover *LS(C)*
Napalm Sunrise *Event*	ff 2		Play only during your turn. Inflict 2 points of damage on each character and site at target location.	Edward Beard, Jr. *FP(C2)*
Nerve Gas *Event*	f 1		Target character is smoked. Does not affect characters with {M} or {H} in their play costs. *When you journey to the year 2056, always remember to pack a gas mask.*	Dan Frazier *LS(C)*
Neutron Bomb *Event*	ffH 3		All characters in play are smoked. *Mondo death toll with no property value depreciation.*	Dan Frazier *LS(U)*
Police State *Event*	f 1		Cancel and smoke a {d} card. *"As soon as I got the future, I knew freedom was hosed."*	Dennis Detwiller *LS(U)*
PubOrd Raid *Event*	f 0		Play only during your turn. All characters at target location become turned. *"FREEZE! Public Order!"*	Bryon Wackwitz *LS(C)*

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Architects of the Flesh Events (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
State of Emergency *Event*	f 1		**Limited.** Draw a number of cards necessary to fill your hand to six cards. *When faced with insurrection, the Buro has three plans: overwhelming force, overwhelming force, and overwhelming force.*	Dan Frazier *LS(U)*
Superior Technology *Event*	f 1		All your characters inflict +1 damage until the end of the turn. *The Buro maintains its iron grip on the world through its terrifying war machine.*	L. A. Williams *LS(C)*
Total War *Event*	f 0		Play in response to an opponent turning a character to attack. All unturned characters controlled by that opponent become turned and join the attack. No characters can turn in response to Total War.	Susan Van Camp *FP(U2)*

Architects of the Flesh States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Agony Grenade *State*	f 1		**Weapon.** When you declare an attack with subject character, sacrifice Agony Grenade to choose X characters that may not intercept subject. X = number of damage counters on subject. *These arcanowave grenades store your pain and allow you to redirect it at your enemies.*	Mark Tedin *NW(U)*
Arcanostriker *State*	f 2		**Vehicle.** Subject character gains **Tactics** and +2 Fighting and cannot be intercepted by characters with a Fighting score of 2 or less. If Arcanostriker is smoked, inflict 6 points of damage on subject character.	Bryon Wackwitz *FP(U)*
Arcanotank *State*	f 3		**Vehicle.** Subject character gains +3 Fighting and **Toughness: 1**. Turn Arcanotank to inflict 1 point of damage on all characters at Arcanotank's location.	Anson Maddocks *FP(U2)*
Arcanoworms *State*	ff 2		Inflict 2 points of damage on subject site whenever a character is smoked at its location.	Ron Spencer *FP(U)*
Brain Bug EQ3200 *State*	f 1		Play on any character. At the beginning of each of your turns, you may look at subject character's controller's hand or reveal one of his or her sites. Subject is smoked if Brain Bug EQ3200 leaves play.	Dan Frazier *LS(R)*
Buro Godhammer *State*	f 1		**Weapon.** Subject character inflicts +3 damage. *In 2056, God is dead, and the Architects have his hammer.*	Brian Snoddy *FP(C2)*
Helix Chewer *State*	f 0		Play on any character. Any damage that subject character inflicts in combat is reduced by 1. If subject character leaves play, Helix Chewer returns to your hand.	Anthony Waters *LS(C)*
Helix Rethread *State*	f 0		Play on a character controlled by one of your opponents. If subject character is smoked, you gain 1 Power. *"Oops, forgot to have you sign the consent form! Ha ha ha haha!"*	Ron Spencer *LS(C)*
Resistance is Futile! *State*	ff 1	f	**Limited.** Play on a front-row site controlled by an opponent. Characters you control inflict +1 damage at subject site's location. You may play **Unique** characters that have three or more resource conditions and a cost of 5 or more at -1 cost.	Mark Tedin *FP(U)*
Sucker Rounds *State*	f 1		**Weapon.** Subject character's Fighting is increased by the Power in the pool of the opponent to your left. *Its shells contain foul demonic spoor.*	Mike Raabe *NW(U)*

Architects of the Flesh Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Arcanowave Reinforcer *Edge*	ffH 2		All of your characters inflict +1 damage and are considered Abominations. Erratum: All your characters in play inflict +1 damage and are considered Abominations.	Ron Spencer *LS(U)*
Paradox Cube *Edge*	ffM 2		**Unique.** When Paradox Cube enters play, pick a non-**Limited** Edge in play. Paradox Cube copies the special abilities of that Edge. *Many Purists still have all their fingers.*	Dennis Detwiller *FP(U)*
Probability Manipulator *Edge*	ffH 4		**Unique.** Turn to increase or decrease the value of any number on target card by 1 until the end of the turn. You cannot reduce any digit to 0. Does not affect play costs. Erratum: **Unique.** Turn to increase or decrease the value of any number on target card that is in play by 1 until the end of the turn. Probability Manipulator may not change a number to zero. Does not affect costs or numbers expressed as words.	Mike Raabe *LS(R)*
Reinvigoration Process *Edge*	f 1		You may play Abominations from your smoked pile. Erratum: Turn during your turn to play an Abombination from your smoked pile at normal cost.	Mark Tedin (Mis-credited on card.) *LS(U)*
Scorched Earth *Edge*	f 1		**Limited.** Place a counter on Scorched Earth when you burn a site or when a site you control is burned. Your hand size increases by the number of counters on Scorched Earth. *"It ain't over till the Geiger counter stops ticking."*	Randy Gallegos *FP(U)*

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Architects of the Flesh Edges (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Seed of the New Flesh *Edge*	f 2		Each player must spend 1 Power at the start of each of his or her turns or one {C} card of his or her choice that he or she controls is smoked.	Daniel Gelon *LS(U)*

Four Monarchs Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Butterfly Knight *Thunder Warrior*	m 3	3	m	Can make one attack during your turn without turning. *"Held aloft on gossamer wing / I fight and slay / for my Thunder King."*	Daniel Gelon *NW(C)*
Darkness Priestess *Netherworld Sorceress*	1	1	mM	Gain 1 Power for each card sacrificed or toasted by an opponent. *The Darkness Pagoda gains its power from the bloody ceremonies of these savage ritualists.*	Ron Spencer *NW(C)*
Fire Assassin *Netherworld Killer*	m 3	X	m	Pick an opponent and a resource when you play Fire Assassin. **X** = resources of that type in the opponent's pool. Fire Assassin cannot turn to attack sites. Erratum: Pick an opponent and a resource when Fire Assassin enters play. **X** = the resources of that type in the opponent's pool. Fire Assassin cannot turn to attack sites.	Rob Alexander *NW(U)*
Fire Martyr *Netherworld Assassin*	mm 3	2	m	When Fire Martyr turns to attack, he gains +4 Fighting until end of turn. *Exposure to fire magic has burned away their instinct for self-preservation.*	Melissa Benson *NW(U)*
Fire Warriors *Netherworld Soldiers*	2	2	m	Gains +1 Fighting for each feng shui site you own that is controlled by an opponent. *Li Ting's boys are big on vengeance.*	Heather Hudson *NW(C)*
Ice Courtier *Netherworld Sorceress*	m 1	1	mM	Turn and maintain to cancel an effect that takes control of a character. If Ice Courtier is in your smoked pile, she may not be toasted.	Crystal Smith *NW(U)*
Ice Falcons *Netherworld Spirits*	mM 1	1	mM	**Independent.** *Pi Tui's ferocious pets are as hard to stop as an ice storm.*	Susan Van Camp *NW(C)*
Ice Healer *Netherworld Sorceress*	1	1	mM	When an opponent turns a character to heal, you may remove one damage counter from a character you control.	Daniel Gelon *NW(C)*
Ice Shards *Elite Bodyguards*	m 5	7		**Unique.** When Ice Shards damages a character in combat, you may smoke any State in play. *Fear their silk-handled blades.*	Kumi Yamashita *NW(R)*
Ice Tiger *Netherworld Spirits*	3	3	m	While Ice Tiger is in play, **Unique** Ice characters cannot be targeted by attacks. *The Ice Queen breeds these fierce guardians.*	Melissa Benson *NW(C)*
Ice Warriors *Netherworld Soldier*	2	2	m	*These brave soldiers of the Inner Kingdom defend the Ice Pagoda and their beloved queen, Pi Tui.*	Heather Hudson *LS(C)*
King of the Fire Pagoda *Netherworld Mastermind*	m 6	8	mMMM	**Unique.** He inflicts 1 point of damage on any target when you play a Fire card or when you turn one or more characters to attack. *Li Ting is the calmest and most collected of the Four Monarchs. And the most vicious.*	Rob Alexander *NW(R)*
King of the Thunder Pagoda *Netherworld Warlord*	6	12	mMM	**Unique.** Any player may take control of King of the Thunder Pagoda at any time by paying 8 Power. All Thunder characters you control gain +1 Fighting.	Melissa Benson *LS(R)*
Lord Shi *Netherworld Warrior*	m 4	5	m	**Unique.** When Lord Shi attacks, he and all characters participating in the attack with him gain +1 Fighting for the duration of the attack.	April Lee *NW(R)*
Queen of the Darkness Pagoda *Netherworld Mastermind*	m 6	10	mMM	**Unique.** Any character that damages her is toasted. *Ming I is feared by even the stoutest of warriors.*	Kaja Foglio *NW(R)*
Queen of the Ice Pagoda *Netherworld Mastermind*	6	10	mMM	**Unique.** Place one damage counter on Queen of the Ice Pagoda to smoke a State on any character you control. All Ice characters you control gain +1 Fighting.	NéNé Thomas *LS(R)*
Soul Diver *Ice Shaman*	m 2	1	mM	Turn and maintain to give target character the special abilities of a character in an opponent's smoked pile. *They are among the few who can travel from the Netherworld to the Underworld.*	Heather Hudson *NW(C)*
Thunder Champion *Netherworld Commandant*	mm 4	5	m	If a feng shui site takes 3 or more points of damage inflicted by Thunder Champion in combat in an attack you declared, you may seize that site.	Heather Bruton *FP(U)*
Thunder Knights *Netherworld Soldier*	2	2	m	There is no limit to the number of Thunder Knights you can have in your deck.	Heather Hudson *LS(C)*
Thunder Squire *Netherworld Warrior*	m 1	1	m	Sacrifice Thunder Squire to return a Thunder Knight to play from your smoked pile. *Someday, they will be full-fledged Thunder Knights.*	Dan Frazier *NW(C)*

Four Monarchs Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Darkness Pagoda *Netherworld Site*	m 4	1	8	m	**Unique.** After you attack, gain X Power. X = the number of intercepting characters smoked by combat damage during the attack. *The dread sounds of human sacrifice emanate from the Darkness Pagoda.*	Mark Tedin *NW(R)*
Fire Pagoda *Netherworld Site*	m 3	1	8	m	**Unique.** Each opponent who starts his or her turn with four or fewer cards in hand must show you his or her hand. Fire Pagoda provides {M} {M} for each Fire character you control.	Anthony Waters *NW(R)*
Fire and Darkness Pavilion *Triumvirate Site*	m 2	1	8	m	**Unique. Toughness: 2** against damage inflicted by Netherworld cards. You may ignore resource conditions when playing Netherworld Mercenary or Triumvirate cards. *It houses the Molten Heart.*	Anthony Waters *NW(R)*
Ice Pagoda *Netherworld Site*	m 3	1	8	m	**Unique.** Remove 1 damage counter from each of your cards at the start of your turn. *Secret warriors with justice in their hearts find solace at the Ice Pagoda.*	Mark Poole *NW(R)*
Thunder Pagoda *Netherworld Site*	m 4	1	8	m	**Unique.** Characters you control with a Fighting score of 2 or more gain +1 Fighting. You can only declare one attack per turn. *The Thunder Knights' battle cry contains no consonants.*	Phil Foglio *NW(R)*

Four Monarchs Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Avenging Thunder *Event*	m 0		Play in response to one of your sites' being burned for victory or seized. Toast a character that damaged the site this turn and gain Power equal to that character's cost. You may only play Avenging Thunder once per game. Erratum: Play in response to one of your sites' being burned for victory or seized. Toast a character that damaged the site this turn and gain Power equal to that character's cost. You may only play any Avenging Thunder card once per game. *Due to his love of fighting, foes tend to forget the Thunder King's vast sorcerous power.*	Doug Chaffee *NW(U)*
Brain Fire *Event*	mm 0		Play in response to an Event. Brain Fire changes the target (or targets) of that Event to another legal target (or targets).	Nicola Leonard *NW(C)*
Mark of Fire *Event*	m 1		Inflict 1 point of damage apiece on any combination of precisely four target characters or sites. *"Li Ting's idea of equality is everybody on fire at the same time."*	John T. Snyder *NW(C)*
Netherworld Return *Event*	m 0		Each player randomly selects a character from his or her smoked pile and returns it to play. Toast Netherworld Return after you play it. *They weren't dead—they were just visiting the Netherworld!*	Mark Poole *NW(U2)*
Sibling Rivalry *Event*	m 1		Cancel and smoke a {m} card. *The Four Monarchs are their own worst enemies.*	April Lee *NW(U2)*

Four Monarchs States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Claws of Darkness *Triumvirate State*	m 1		**Weapon.** Subject character gains +1 Fighting. If subject is still in play at the end of a turn in which it smoked one or more characters in combat, you gain 1 Power.	Heather Bruton *NW(U)*
Enchanted Sword *State*	m 2		**Weapon.** Pick an opponent when you play Enchanted Sword. When that opponent controls more Power-generating sites than you, subject character's Fighting is increased by the number of that opponent's Power-generating sites.	Susan Van Camp *NW(U)*
Fire Sled *Netherworld State*	m 0		**Vehicle.** Subject character is not a legal target for effects generated by sites or Edges. Special abilities of any non-Netherworld site targeted by subject character in an attack are canceled until the end of the attack.	Drew Tucker *FP(C)*
Flying Crescent *State*	m 1		**Weapon.** Whenever subject character engages in combat with an intercepting character, Flying Crescent inflicts 1 point of damage on the target of the subject character's attack.	Ron Rousselle *NW(U)*
Ice Diadem *State*	mM 1		Turn Ice Diadem to heal subject character. *Pi Tui's healing kiss brushes your forehead.*	Diana Vick *NW(U)*
Shields of Darkness *Triumvirate State*	m 0		Play on a back-row site. Subject site's Body is increased by the number of Triumvirate cards you control. *One of the contributions of Ming I to the Triumvirate was darkness magic to protect the Molten Heart.*	Jesper Myrfors *NW(U)*

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Four Monarchs States (continued)

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Thunder Sword *State*	m 2		**Unique. Weapon.** Subject character gains +4 Fighting and cannot turn to attack sites. *When you face this sword, it's not the thunder that ends up rolling.*	Mike Kimble *NW(R)*

Four Monarchs Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Blanket of Darkness *Netherworld Edge*	m 2		**Unique.** Turn and maintain to reduce the damage target character inflicts by 3.	Mike Raabe *NW(R)*
Counterfeit Heart *Triumvirate Edge*	m 2		**Unique.** No other Edge cards can become a legal target or subject while Counterfeit Heart is in play.	April Lee *NW(R)*
Molten Heart *Triumvirate Edge*	mMjH 3		**Unique.** Any site played or seized by an opponent must be placed in his or her front row. Generates 1 Power for each Triumvirate Edge you control.	Christopher Rush *NW(R)*
Spirit Pole *Edge*	mm 2		Once per turn, you may play a State from your smoked pile, at normal cost, on a card you control. When played with Spirit Pole, 0-cost States cost 1. Turn Spirit Pole to play a Pagoda site at -1 cost.	Pete Venters *FP(U)*

Jammer Characters

Title *Subtitle*	Cost	Fight	Res.	Text *Tag*	Artist *Expansion & Rarity*
Battlechimp Potemkin *Subversive Leader*	j 4	5	jH	**Unique.** Turn to unturn any number of {j} characters whose combined play cost does not exceed 4.	Richard Kane Ferguson *LS(R)*
Chimpanzer *Cyborg Monkey Tank*	jH 3	4	j	Characters intercepting as part of a chain cannot intercept Chimpanzer.	Anson Maddocks *FP(C)*
Chromosome Screamer *Escaped Abomination*	H 4	4	j	**Guts.** Inflicts +2 damage against {f} characters and {f} sites.	Anthony Waters *LS(U)*
Dallas Rocket *Fanatic Guerrilla*	j 3	3	j	**Ambush** against PubOrd and Buro characters. Dallas Rocket inflicts +3 damage on the target of her attack.	Mark Poole *FP(C)*
Demolitions Expert *Rebel Supporter*	j 2	1	j	Turn to give target character +3 damage against sites until end of turn. *"You want things blow up? I give you things blow up."*	Bryon Wackwitz *NW(C)*
Dump Warrior *Scavenger / Scrapper*	2	2	jH	You can ignore resource symbols when playing weapons or vehicles on Dump Warrior.	Dan Frazier *LS(C)*
Edge Warrior *Subversive Op*	1	1	j	Cannot be intercepted by Buro, PubOrd, or Cop characters. *She can sniff the whiff of law enforcement at a hundred paces.*	Julie Baroh *LS(C)*
Furious George *Flying Monkey*	jjjH 5	9	jH	**Unique. Guts.** Cannot intercept. If Furious George turns to attack, no other characters you control can turn to attack with him. *He's too much monkey business.*	Richard Kane Ferguson *NW(R)*
Gearhead *Netherworld Saboteur*	j 2	2	jH	After Gearhead damages a site in an attack, inflict 2 points of damage on each of the site's controller's turned sites. *Their slogan: "Lean, mean, sand in the Vaseline."*	Quinton Hoover *NW(U2)*
Gorilla Fighter *Flying Monkey*	jjH 4	6	jH	**Independent.** The cost to play Gorilla Fighter is reduced by the total number of feng shui sites and characters you own that are controlled by opponents or in burned-for-victory piles.	Anson Maddocks *FP(U)*
Grenade Posse *Netherworld Punks*	jH 2	1	j	Turn to inflict 1 point of damage on all characters at target location. Grenade Posse is not a legal subject of weapon states. *"Fore!"*	Heather Hudson *NW(C)*
Gunrunner *Netherworld Hood*	j 3	3	j	**Ambush** against Cops. Turn to move target weapon State from its subject character to another character at the target's location. *They smuggle weapons from juncture to juncture to fund Jammer operations.*	Mark Poole *NW(U)*
Jamal Hopkins *Netherworld Mastermind*	j 2	1	j	**Unique.** Except during an attack, turn Jamal and pay 1 Power to rearrange a player's sites; you cannot change the number of columns in the site structure. *His memory is a map of the Netherworld.*	Ken Meyer Jr. *NW(R)*
Just Another Consumer *Scrappy Rebel*	1	1	j	Gains +1 Fighting until the end of the turn if he turns to attack a site that shares a designator with another site in play.	Diana Vick *FP(C)*
Mad Bomber *Netherworld Nutcase*	j 1	1	j	If Mad Bomber is smoked, inflict 2 points of damage on the front-row site at the location he last occupied. *He puts the "maniac" in pyromaniac.*	Dan Frazier *NW(C)*
Orango Tank *Ground-Assault Monkey*	jjjH 6	9	jH	**Unique. Toughness: 1.** All characters at location of target that Orango Tank attacks must intercept. Cannot turn to heal.	Randy Gallegos *NW(R)*
Portal Jockey *Redeemed Timewalker*	2	2	j	Anytime Portal Jockey is in your hand when an opponent plays a character at reduced cost, you may put Portal Jockey into play at no cost. Has **Ambush** during the turn in which he enters play.	Anthony Waters *FP(C2)*
Rah Rah Rasputine *Netherworld Cyborg*	jH 4	6	jH	**Unique.** Damage inflicted on Rah Rah Rasputine by Cyborgs and Abominations is reduced to 0.	L. A. Williams *NW(R)*
Resistance Squad *Techie Guerrillas*	2	2	jH	If an opponent attempts to look at your hand or force you to discard Resistance Squad, cancel that effect and put Resistance Squad into play at no cost. *"Lookin' for us?"*	Heather Hudson *NW(C)*
Rocket Scientist *Techie Guerrilla*	j 3	4	jH	**Mobility.** If an opponent targets Rocket Scientist with an Event, you may inflict 4 points of damage on a site controlled by that opponent.	Mark Tedin *FP(C)*
Tunnel Ganger *Netherworld Hood*	j 2	2	j	Characters controlled by a player with 3 or more Power in his or her pool cannot intercept Tunnel Ganger. *"Well-fed bellies are soft bellies."*	Richard Kane Ferguson *NW(C)*
$10,000 Man *Jury-Rigged Cyborg*	H 4	6	jH	**Toughness: 1.** Cannot turn to heal. *"We don't have the technology, but what the heck, let's try and rebuild him anyway."*	Dan Frazier *LS(U2)*

Jammer Sites

Title *Subtitle*	Cost	Pow.	Bod.	Res.	Text *Tag*	Artist *Expansion & Rarity*
Chimp Shack *Site*	j 2	1	5	j	You may play Chimp Shack during an attack against you. Turn and maintain to treat Chimp Shack as if it had the rules text of a specific site controlled by an opponent. *"Dig the MO of your enemy, brothers, and shove it up his snout!"*	Ron Spencer *NW(C)*

Jammer Events

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Death-O-Rama *Event*	jj 0		Play during an attack. All characters inflict +2 damage on characters during the attack. *Lisa shouldn't have taken the extra propane tanks to the rendezvous.*	Pete Venters *NW(C)*
Hosed *Event*	j 1		Play during an attack. Until the end of the attack, each attacking character inflicts 1 point of damage on each of its interceptors immediately before entering combat with that interceptor.	Douglas Chaffee *FP(U2)*
In Your Face Again *Event*	j 0		Play only during your turn. Put a random character from your smoked pile into play. This character cannot be sacrificed, and is smoked at the end of the turn if it is still in play.	Heather Hudson *FP(C)*
Monkeywrenching *Event*	j 0		Play during your turn. Turn up to X sites. X = the number of {j} resources in your pool. Sites turned by Monkeywrenching unturn at the end of the turn.	Ron Rousselle *FP(C)*
New Manifesto *Event*	j 0		Discard any number of cards from your hand. If one of your feng shui sites is seized, you may return New Manifesto to your hand from your smoked pile. *The Jammers' whacked-out ideology contains 90% recycled parts.*	Ron Rousselle *NW(C)*
Nuked *Event*	jj 1		Choose an opponent and flip a coin. Heads: smoke a site of your choice controlled by that opponent. Tails: you must flip this coin again, this time for the player sitting to the left of the last player the coin was flipped for. *"Blow Things Up! Blow Things Up! Blow Things— Wait, not that!"*	Nicola Leonard *FP(C)*
Too Much Monkey Business *Event*	j 0		**Limited.** Play anytime during your turn in response to an Event played by an opponent. You may play a character at -2 cost; that character gains **Guts** and **Independent** until the end of the turn.	Richard Thomas *FP(C2)*
"Trust Me, I've Got a Plan" *Event*	jj 1		Play when you declare an attack against a target whose controller is at least as close to fulfilling victory conditions as you are. Attacking characters you control gain **Stealth** until the end of the attack.	Dan Frazier *FP(C)*
The Underground *Event*	jj 1	j	Play when you declare an attack. Pick a designator. Characters with that designator may not intercept this attack.	Julie Baroh *FP(U)*

Jammer States

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Homemade Tank *State*	jH 2		**Vehicle. Toast It.** Subject character gains **Toughness: 1** and +4 Fighting. Flip a coin at the start of each of your turns. Heads: Homemade Tank is toasted.	Dan Frazier *FP(C)*
Tick... Tick... Tick... *State*	jj 1		Play on a front-row site. Flip a coin at the start of your turn. Heads: smoke Tick... Tick... Tick... and inflict 4 points of damage on subject site. *"Cut the red wire... no, the green wire... no, the red wire!"*	Nicola Leonard *NW(U)*

Jammer Edges

Title *Subtitle*	Cost	Res.	Text *Tag*	Artist *Expansion & Rarity*
Burn, Baby, Burn! *Edge*	j 2		**Limited.** At the end of your turn, Burn, Baby Burn! inflicts 1 point of damage on each damaged site in play.	Doug Chaffee *NW(U)*
Entropy Is Your Friend *Edge*	j 1		**Limited.** When you burn a site, or when a site you control is burned, place a counter on this card. When your characters damage sites, they inflict +X damage. X = number of counters on this card.	Anthony Waters *NW(U)*
Gorilla Warfare *Triumvirate Edge*	j 2		**Limited.** When you target a site with an attack, combat damage in excess of the site's Body is inflicted to the site behind it. Gorilla Warfare is the source of this damage.	Pete Venters *NW(R)*