









































































































<p style="text-align: center;">Adrenaline Junkie 5</p> <p style="text-align: center;">Crazy Bastard</p> <p>Characters with Fighting equal to or greater than Adrenaline Junkie's current Fighting cannot be declared as interceptors against him.</p> <p><i>Even by Jammer standards, these guys are wacked!</i></p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">Arcanotechnician 1</p> <p style="text-align: center;">Buro Scientist</p> <p>Turn Arcanotechnician, toast a Character in your smoked pile, and choose a card in your smoked pile :: Return that card to your hand.</p> <p style="text-align: center;"> 2   </p>	<p style="text-align: center;">Atourina Baktiari 4</p> <p style="text-align: center;">Fire Mastermind</p> <p>Unique. When Atourina Baktiari is damaged by an interceptor, you may inflict 1 damage on all other Characters controlled by that interceptor's controller.</p> <p style="text-align: center;"> 3  </p>	<p style="text-align: center;">Avenging Thunder</p> <p style="text-align: center;">Event</p> <p>One-Shot. Play in response to an opponent seizing or burning for victory a Site you control. Choose a Character that damaged that Site this turn :: Gain Power equal to that Character's cost and toast it.</p> <p><i>Foes forget the Thunder King's vast sorcerous power.</i></p> <p style="text-align: center;"> 0</p>
<p style="text-align: center;">Arcanorat 3</p> <p style="text-align: center;">Hideous Monster</p> <p>Ambush. Ceases attacking when no other Characters are attacking.</p> <p><i>"As promised, the Buro defenses were offline. However, we didn't expect the rats."</i></p> <p style="text-align: center;">  2 </p>	<p style="text-align: center;">Art of War</p> <p style="text-align: center;">Edge</p> <p>Your hand size is increased by 2. When the player to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, the player to your left takes control of Art of War.</p> <p>----</p> <p>ERRATA: reprint is missing Unique (NW2 FAQ)</p> <p style="text-align: center;">0</p>	<p style="text-align: center;">Avenging Fire</p> <p style="text-align: center;">State</p> <p>Limited. Play on a Site controlled by an opponent when that opponent seizes or burns a Site you control. At the start of each player's turn, inflict 1 damage on each Character and Site at this location.</p> <p><i>Li Ting's ire is more controlled than his brother's, but no less final.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Back for Seconds</p> <p style="text-align: center;">Event</p> <p>Unturn target Character.</p> <p><i>"Okay pal, this time the gloves are off!"</i></p> <p style="text-align: center;"> 1</p>






























<p style="text-align: center;">Big Red Button</p> <p style="text-align: center;">Event</p> <p>Smoke all non-Edge ✖ cards you own. Inflict X damage on all Characters and Sites at the location of any card smoked in this manner. X= the number of ✖ resources required and provided by the smoked cards at that location.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Bite of the Jellyfish</p> <p style="text-align: center;">Event</p> <p>Play when a Feng Shui Site is burned. Steal all the Power of the player who burned that Site. (This includes any Power gained by burning for Power.)</p> <p><i>The Ascended always have a contingency plan. You won't know your part until it's too late.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><0> Blood Fields (5)</p> <p style="text-align: center;">Netherworld Battleground Site</p> <p>Unique. Once per turn, if Blood Fields is in your front row, you may copy the rules text of target Site controlled by an opponent to Blood Fields until the end of the turn. Any player who seizes Blood Fields gains 2 Power.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Bounty</p> <p style="text-align: center;">Killer Edge</p> <p>Limited. When one or more Characters you control with Assassinate smoke a Character that is the target of their attack during combat, you gain Power equal to half (round up) the target's cost.</p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;"><2> Biomass Reprocessing Center (PAP) (9) Netherworld Site</p> <p>Unique. Turn a Scientist Character you control and target a Cyborg or Abomination Character :: Target gains +1 Fighting until the end of the turn.</p> <p><i>Safe behind guns, walls, and sensors, the Architects prepared to reshape the Netherworld in their image.</i></p> <p style="text-align: center;">  3</p>	<p style="text-align: center;">Blood and Thunder</p> <p style="text-align: center;">Event</p> <p>Play during an attack. Until the end of the attack, all attackers you control inflict +1 damage, and all Thunder attackers cannot have their damaged reduced or redirected, and inflict an additional +1 damage.</p> <p><i>Huan Ken does not go to war halfheartedly.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;"><1> Blue Senshi Chamber (6)</p> <p style="text-align: center;">Netherworld Site</p> <p>Unique. When this card enters play, choose a designator. Turn during your Main Shot :: Change the chosen designator. Turn when you declare an attack :: Target Character cannot be intercepted by Characters with the chosen designator until the end of the attack.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Brain Fire</p> <p style="text-align: center;">Event</p> <p>Play in response to an Event. Choose an equal number of new and different legal targets for that Event :: These targets replace the original targets of that Event.</p> <p style="text-align: center;"> 0</p>

<p>Butterfly Knight 3</p> <p>Thunder Warrior</p> <p>If unturned, Butterfly Knight may attack without turning once during your Main Shot.</p> <p><i>The elite guardians of the Thunder Pagoda</i></p> <p>⊕ 3 ⊕</p>	<p>Claws of Darkness</p> <p>Triumvirate State</p> <p>Weapon. Subject Character gains +1 Fighting. If subject is still in play at the end of any turn in which it smoked one or more Characters by inflicting combat damage, you gain 1 Power.</p> <p><i>It only takes one scratch.</i></p> <p>⊕ 1</p>	<p>Colonel Griffith 3</p> <p>BuroMil Mastermind</p> <p>Unique. Turn and maintain to give target Character +X Fighting and Tactics. X= the total number of resources required and provided by that Character.</p> <p>♁ 3 ♁</p>	<p>Conversion Drone 7</p> <p>Arcanowave Robot</p> <p>Toughness: 1. You cannot burn Sites whose Body is reduced to 0 by this card. When this card smokes a Character in combat, return it to play under your control. Until it leaves play, its rules text is blank, its printed Fighting and cost are 1, and it gains the designator Abomination.</p> <p>♁ 5 ♁</p>
<p>Chiu Fa 4</p> <p>Fire Sorcerer</p> <p>Unique. You may ignore resource conditions when playing Demon Characters. Turn to play a Demon Character at -1 cost.</p> <p><i>Li Ting considers demons a necessary evil.</i></p> <p>⊕ ⊕ 3 ⊕ ✦</p>	<p>Cloud Walking</p> <p>Event</p> <p>Play during an attack :: All Characters gain Mobility for purposes of intercepting that attack. All interceptors gain Toughness:1 until the end of the attack.</p> <p><i>The Netherworld knows no physical laws.</i></p> <p>✦ ✦ 0</p>	<p>Colonel Richtmeyer 3</p> <p>BuroMil Intelligence Officer</p> <p>Unique. Characters you control at this location that have Ambush use the ability when intercepting, as well as attacking. Opponents cannot play Operation or Gambit Events.</p> <p>♁ 3 ♁</p>	<p>Cutting Loose Ends</p> <p>Event</p> <p>One-Shot. Play any time except during an attack :: Each player, beginning with you and proceeding clockwise, may smoke 1 card other than a Feng Shui Site or Unique Character, and toast up to 3 non-Character cards in a single player's smoked pile.</p> <p>✦ 0</p>













<p style="text-align: center;">Dallas Rocket 3</p> <p style="text-align: center;">Fanatic Guerrilla</p> <p>Ambush against PubOrd or Buro Characters. Dallas Rocket inflicts +3 damage on the target of her attack.</p> <p><i>"I was in the Dallas uprisings. This is nothing."</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><1> Darkness Pagoda (PAP) (8)</p> <p style="text-align: center;">Netherworld Site</p> <p>Unique. At the end of any attack you declared, gain 1 Power for each player who controlled interceptors you smoked by inflicting combat damage that attack. Sacrifice a Character and turn to give target Darkness Character +2 Fighting until it leaves play.</p> <p style="text-align: center;">  3  </p>	<p style="text-align: center;">DNA Mage 1</p> <p style="text-align: center;">Occult Scientist</p> <p>Cannot turn to attack.</p> <p><i>He mixes biotech and sorcery, with sinister results.</i></p> <p style="text-align: center;">1   </p>	<p style="text-align: center;">Dr. Curtis Boatman 4</p> <p style="text-align: center;">CDCA Scientist Mastermind</p> <p>Unique. Opponents' Events that target cards you control are +1 cost. At the beginning of each turn, you may copy the rules text of another Arcano or Scientist Character in play onto this card until the end of turn.</p> <p style="text-align: center;">    3     </p>
<p style="text-align: center;">Darkness Falls</p> <p style="text-align: center;">Event</p> <p>Play when an attack is declared. When interceptors are declared during the attack, randomly choose which attacker at their location they intercept. Their controller may choose the order of chains. All illegal interceptors do not intercept at all.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Darkness Warriors 2</p> <p style="text-align: center;">Netherworld Soldiers</p> <p>Sacrifice to gain 1 Power.</p> <p><i>They would willingly die for their Queen, and they do; both on the battlefield and on the altar.</i></p> <p style="text-align: center;">2 </p>	<p style="text-align: center;">Dr. Ally Matthews 2</p> <p style="text-align: center;">Brilliant Scientist</p> <p>Unique. Turn and target a Character or Site with X in its rules text :: Increase or decrease the value of X until the end of the turn by up to half (round down) the number of  resources in your pool. This cannot reduce X below 0.</p> <p style="text-align: center;">   3   </p>	<p style="text-align: center;">Duodenum of Yang Luo 8</p> <p style="text-align: center;">Demon Entrails</p> <p>Unique. Guts. Smoke this card when you control no Netherworld Sites. Cannot be declared as an attacker on a card not at the location of an unrevealed or Netherworld Site.</p> <p style="text-align: center;">    4 </p>

<p style="text-align: center;">Entropy is Your Friend</p> <p style="text-align: center;">Edge</p> <p>Limited. When you burn a Site, or when a Site you control is burned, place a counter on this card. Characters you control inflict +X damage on Sites. X= the number of counters on this card.</p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;">Fanaticism</p> <p style="text-align: center;">Edge</p> <p>Limited. When you play this card choose either <i>Ice</i>, <i>Fire</i>, <i>Darkness</i>, or <i>Thunder</i>. All  Characters you control with that designator gain +1 Fighting while you control no  cards with any of the other designators.</p> <p style="text-align: right;">  2</p>	<p style="text-align: center;">Fire Acolytes 1</p> <p style="text-align: center;">Netherworld Disciples</p> <p>When Fire Acolytes are smoked, you may inflict 1 damage on a Character at their location if you control another <i>Fire</i> Character.</p> <p><i>The first step on the path of the Fire Righteous.</i></p> <p style="text-align: right;">1  </p>	<p style="text-align: center;"><1> Fire Pagoda (PAP) (8)</p> <p style="text-align: center;">Netherworld Site</p> <p>Unique. Turn and maintain and target a <i>Fire</i> Character you own :: that Character is not affected by Events played by opponents and is not a legal subject for States played by opponents.</p> <p style="text-align: right;">  3   </p>
<p style="text-align: center;">Expendable Unit</p> <p style="text-align: center;">Event</p> <p>Redirect all damage from one source to a Character you control.</p> <p><i>No one is indispensable when reinforcement troops can be grown in a vat.</i></p> <p style="text-align: right;"> 0</p>	<p style="text-align: center;">Feeding the Fires</p> <p style="text-align: center;">Edge</p> <p>Limited. Place a counter on Feeding the Fires when an attack you declared or joined fails. While playing a <i>Fire</i> card, you may remove any number of these counters to reduce the Power paid by up to two per counter.</p> <p style="text-align: right;">   1</p>	<p style="text-align: center;">Fire Constructs 5</p> <p style="text-align: center;">Netherworld Automatons</p> <p>Takes no damage from <i>Fire</i> cards. +1 damage against Characters. If Fire Constructs attack, only Characters that cannot be damaged by <i>Fire</i> cards may attack with them or join the attack.</p> <p style="text-align: right;">   3 </p>	<p style="text-align: center;">Fire Sled</p> <p style="text-align: center;">Netherworld State</p> <p>Vehicle. Subject Character is not a legal target for effects generated by Sites or Edges. The rules text of any non-<i>Netherworld</i> Site targeted by subject in an attack is canceled until the end of the turn.</p> <p><i>Li Ting employs some of the best geomancers in the business</i></p> <p style="text-align: right;"> 0</p>















<p align="center">Fire Warriors 2</p> <p align="center">Netherworld Soldiers</p> <p>+1 Fighting for each Feng Shui Site you own that is controlled by an opponent or in a burned for victory pile.</p> <p><i>Li Ting's boys are big on vengeance.</i></p> <p align="center">2 </p>	<p align="center">Furious George 9</p> <p align="center">Flying Monkey</p> <p>Unique. Guts. Cannot intercept. If Furious George turns to attack, other Characters you control cannot turn to attack with him.</p> <p><i>He's too much monkey business.</i></p> <p align="center">     5  </p>	<p align="center">General Fung 7</p> <p align="center">Darkness Warrior</p> <p>Unique. Tactics. General Fung inflicts +X damage when attacking. X= the number of Battleground Sites in play.</p> <p align="center">   4 </p>	<p align="center">Going Out in Style</p> <p align="center">Event</p> <p>Play when a Character you control is smoked by combat damage. Toast that Character :: Inflict X damage, divided any way you choose, on Characters at the location the Character was at when smoked. X= the Character's cost.</p> <p><i>Real heroes try not to go down alone.</i></p> <p align="center">  0</p>
<p align="center">Fist of Shadow 2</p> <p align="center">Netherworld Monk</p> <p>Sacrifice Fist of Shadow and target an Edge :: Smoke that Edge and gain 1 Power.</p> <p><i>They strike where you least expect it.</i></p> <p align="center"> 2  </p>	<p align="center">Fusion Rifle v2</p> <p align="center">State</p> <p>Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location.</p> <p><i>They still haven't got any fusion power plants on-line, but the armament spin-offs are kicking.</i></p> <p align="center"> 1</p>	<p align="center"><1> Genocide Lounge (5)</p> <p align="center">Netherworld Site</p> <p>Unique. Cannot be seized. If this card is in your smoked pile at the start of your Main Shot and you control no  Characters, toast it. Otherwise, return it to play. Turn to immediately play a  Event at -1 cost.</p> <p align="center">  2 </p>	<p align="center"><1> Gorilla Encampment (5)</p> <p align="center">Site</p> <p>Sacrifice during an attack that targets a card other than this one :: All Characters you control inflict +2 damage until the end of the attack.</p> <p><i>When the Lotus and Darkness forces arrived, the Jammers were ready for them.</i></p> <p align="center"> 2 </p>









<p style="text-align: center;">Gorilla Fighter 6</p> <p style="text-align: center;">Flying Monkey</p> <p>Independent. Gorilla Fighter's cost 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.</p> <p style="text-align: center;">   4  </p>	<p style="text-align: center;"><1> Hall of Portals (8)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Turn and maintain and choose a Site :: Characters, whether turned or unturned, at this location and that of the chosen Site, may change location to the other of the two without turning.</p> <p><i>The Netherworld is also the land of new beginnings.</i></p> <p style="text-align: center;">  3  </p>	<p style="text-align: center;">Hiro Asataka 4</p> <p style="text-align: center;">Ninja Hacker</p> <p>Unique. Independent. Turn and maintain and target an opponent's card that has  in its resource conditions and is a Site, Edge, or non-Unique Character :: Take control of that card.</p> <p style="text-align: center;">  3  </p>	<p style="text-align: center;">Ice Commandos 4</p> <p style="text-align: center;">Elite Strike Force</p> <p>Once during your Main Shot, you may play a Weapon or Gun State on Ice Commandos at no cost and ignoring resource conditions.</p> <p><i>Pi Tui has been quietly upgrading her forces.</i></p> <p style="text-align: center;">  3 </p>
<p style="text-align: center;"><1> Green Senshi Chamber (6)</p> <p style="text-align: center;">Netherworld Site</p> <p>Unique. Turn, inflict X damage on Green Senshi Chamber, and target a Character :: That Character gains Toughness: X until the end of the turn. X cannot exceed 2.</p> <p><i>The turtle lends his shell. Prosperity.</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Helix Scrambler</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character gains the designator Abomination. Turn Helix Scrambler to inflict 1 damage on a Character at its location. That Character's rules text is considered blank until the end of the turn.</p> <p><i>Quick and dirty genetic engineering.</i></p> <p style="text-align: center;">   1</p>	<p style="text-align: center;">Hung Hei Kwon 8</p> <p style="text-align: center;">Legendary Martial Artist</p> <p>Unique. Gains +1 Fighting until the end of the attack when each interceptor is declared against him. Once per turn, you may pay 1 Power to cancel an Event that targets him.</p> <p style="text-align: center;">   5  </p>	<p style="text-align: center;">Ice Healer 1</p> <p style="text-align: center;">Netherworld Sorceress</p> <p>When an opponent turns a Character to heal, you may remove one damage from a Character you control.</p> <p style="text-align: center;">1  </p>

<p>Junkyard Crawler 2</p> <p>Netherworld Scavenger</p> <p>Once during your Main Shot, you may look at the bottom card of your deck. Put that card on the top of your deck or toast it.</p> <p><i>"You wouldn't believe the stuff people throw away."</i></p> <p> 2 </p>	<p>King of the Thunder Pagoda (PAP) 12</p> <p>Netherworld Warlord</p> <p>Unique. All Thunder Characters you control gain +1 Fighting. When a player redirects his damage or changes the target of his attack, you may inflict 3 damage on a card that player controls.</p> <p> 6 </p>	<p>Lucius Centares 4</p> <p>Thunder Champion</p> <p>Unique. +1 Fighting for every Thunder Knight Character you control or have in your smoked pile.</p> <p><i>He and the Baron knew no quarter would be given.</i></p> <p> 4 </p>	<p>Lusignan the Fool 4</p> <p>Mysterious Jester</p> <p>Unique. You may draw an additional card during your draw phase. When opponents play Events during your turn, their Events are played into the toasted pile.</p> <p>3 </p>
<p>King of the Fire Pagoda (PAP) 10</p> <p>Netherworld Mastermind</p> <p>Unique. When you declare attackers, you may inflict 1 damage on any card in play, and you may shuffle a Fire Event or Fire State from your smoked pile into your deck.</p> <p> 6 </p>	<p>Low-Rent Cyborg 3</p> <p>Self-Made Man</p> <p>Inflicts +2 damage on Sites.</p> <p><i>"It's amazing what you can do with the right tools and a little duct tape!"</i></p> <p>3 </p>	<p>Lui Man Wai 4</p> <p>Master of the Chambers</p> <p>Unique. +1 Fighting for each Senshi Chamber Site in play. All Senshi Chamber Sites you control gain +2 Body.</p> <p><i>The Hand's Netherworld presence is due to him.</i></p> <p> 3 </p>	<p>Lusignan's Automaton 6</p> <p>Sorcerous Jester</p> <p>Unique. Your hand size is increased by the Power of the player to your left. You may draw a card when an opponent plays an Event during your turn.</p> <p> 4 </p>












<p><1> Lusignan's Tower (8)</p> <p>Netherworld Site</p> <p>Unique. You may discard an additional card during your discard phase. When an opponent plays an Event during your turn, he or she must discard a card at random.</p> <p><i>"I saw him die, but he was waiting for us there."</i></p> <p>2</p>	<p>Mark of Fire</p> <p>Event</p> <p>Target exactly four Characters and/or Sites :: Inflict 1 damage on each target.</p> <p><i>"Li Ting's idea of equality is everybody on fire at the same time."</i></p> <p> 1</p>	<p>Midnight Whisperer 1</p> <p>Abomination</p> <p>Ambush.</p> <p><i>"I will crawl insssside your sssssoul, and there I will learn the sssssecretsssss that will kill you, my delisssscious prey"</i></p> <p> 1 </p>	<p>Molotov Cocktail Party</p> <p>State</p> <p>Schtick. Play on an unturned Character. Sacrifice this card during an attack :: Subject inflicts +2 damage on Sites until the end of the attack. When subject inflicts combat damage on a Site, inflict an equal amount of damage on any other Site at that location.</p> <p>   1</p>
<p>Man With No Name 2</p> <p>Mysterious Stranger</p> <p>Unique. Turn to draw a card. Turn to add a faction resource of your choice to your pool until the end of the turn.</p> <p><i>"Everything hinges on him", Lusignan said.</i></p> <p>2</p>	<p><1> Maze of Stairs (5)</p> <p>Netherworld Feng Shui Site</p> <p>Takes no combat damage when only one Character enters combat with it.</p> <p><i>"Was that left, down, left, right, up or left, down, right, left, up...? DAMN!!!"</i></p>	<p>Military Commandant 1</p> <p>Pledged Mastermind</p> <p>Turn and maintain and target a Character :: That Character gains +2 Fighting.</p> <p>  2 </p>	<p>Monkey Boy 4</p> <p>Flying Chimp</p> <p>Draw a card when a Battleground Site is played or has its Body reduced to 0.</p> <p><i>"Laugh while you can."</i></p> <p> 3  </p>











<p><1> Monkey House (7)</p> <p>Netherworld Feng Shui Site</p> <p>Limited. If any opponent controls more Power-generating Sites than you, you may turn Monkey House :: Discard a Feng Shui Site that is neither Unique nor Limited. If the discard is successful, you gain 1 Power.</p>	<p><0> Netherworld Portal (5)</p> <p>Battleground Site</p> <p>When this card is played or seized, it may be placed in any player's Site structure, and that player takes control of it. When the player who placed it last attacks a card at this location, he or she may give one attacker Stealth and Assassinate until the end of the attack.</p> <p>1</p>	<p>Ninja Interior Decorators 2</p> <p>Hood Geomancers</p> <p>Stealth. When you declare an attack with Ninja Interior Decorators, you may reveal one Feng Shui Site controlled by the controller of their target.</p> <p>☀ 2 ☀</p>	<p><1> Ominous Swamp (7)</p> <p>Netherworld Feng Shui Site</p> <p>+6 Body while in your front row with no Site behind it. You must pay +1 Power when playing a Site behind this one.</p> <p><i>"Not the sort of place you'd expect to have good chi, but in the Netherworld, it's almost a vacation spot!"</i></p>
<p>Mr. Red 4</p> <p>Backstabbing Bastard</p> <p>Unique. When Mr. Red enters combat with a Site during an attack you did not declare, flip a coin. Heads: if Mr. Red reduces the Site's Body to 0, you may seize the Site.</p> <p>☀ ☀ ☀ 3 ☀</p>	<p>Netherworld Return</p> <p>Event</p> <p>Toast It. Starting with the current player and proceeding clockwise, each player randomly selects a Character in his or her smoked pile and returns it to play.</p> <p><i>They weren't dead - they were just visiting the Netherworld!</i></p> <p>☀ 0</p>	<p><1> Obsidian Mountain (13)</p> <p>Feng Shui Site</p> <p>When this card is damaged, inflict 1 damage on all Sites you control other than "Obsidian Mountain".</p> <p><i>The mountain does not feel the storm, though all around it is laid waste.</i></p>	<p>Once and Future Champion 7</p> <p>Netherworld Hero</p> <p>Unique. Heals 1 damage at the start of your turn. Each time he turns to attack, he gains +1 Fighting and may inflict 1 damage on a Character. Once per turn, you may toast a card when he smokes it in combat.</p> <p>☀ ☀ ☀ ☀ 5 ☀ ☀</p>




















<p><1> Orange Senshi Chamber (6)</p> <p>Netherworld Site</p> <p>Unique. Your hand size increases by 1 for each faction in your resource pool. Orange Characters are -1 cost for all players.</p> <p><i>The Principle of Diversity assimilates influences into balm for all.</i></p> <p> 2 </p>	<p>Paradox Beast 9</p> <p>Purist Prototype Construct</p> <p>Unique. Your hand size is reduced by 3.</p> <p><i>The Purists created this cubist monstrosity to kill Curtis Boatman.</i></p> <p>   4 </p>	<p>Playing Both Ends</p> <p>Event</p> <p>Limited. Play when one opponent declares an attack against another opponent. Predict whether the attack will be successful. At the end of the attack, gain 2 Power if the prediction was correct, otherwise the player who declared the attack may toast a card in your smoked pile.</p> <p>   0</p>	<p>Prisoner of the Monarchs</p> <p>State</p> <p>Subject Character cannot attack, turn or intercept. Subject's controller may toast this card by paying X Power. X= the number of Feng Shui Sites he or she controls plus the number of cards in his or her burned-for-victory pile.</p> <p>  1</p>
<p>Palm of Darkness 2</p> <p>Netherworld Ninja</p> <p>Tactics. The rules text of any Site targeted by Palm of Darkness in an attack is canceled until the end of the turn.</p> <p><i>Knowing your battlefield is the key to victory.</i></p> <p> 2 </p>	<p><1> Phlogiston Mine (6)</p> <p>Netherworld Feng Shui Site</p> <p>Unique. Immediately choose a resource when this card is revealed or seized. Once each time that an opponent plays an Event that requires that resource, you may inflict 1 damage, which may not be redirected or reduced, on this card :: Gain 1 Power.</p>	<p>Portal Jockey 2</p> <p>Redeemed Timewalker</p> <p>Gains Ambush until the end of the turn he enters play. If Portal Jockey is in your hand when an opponent plays a Character at reduced cost, you may play Portal Jockey at no cost.</p> <p>2 </p>	<p><0> Proving Ground (6)</p> <p>Feng Shui Site</p> <p>When Proving Ground is revealed, immediately turn it for no effect. If Proving Ground is face-up, you may turn it to play a Character at -2 cost.</p> <p><i>"So you think your tough, eh? Let's see how tough you really are."</i></p>

<p style="text-align: center;">Pulling Strings</p> <p style="text-align: center;">Event</p> <p>One-Shot. Play at the start of your turn if the number of cards in your hand is less than your maximum hand size :: Search your deck for a card and add it to your hand. Reshuffle. Skip the discard and draw phases of this turn.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Queen of the Darkness Pagoda 10</p> <p style="text-align: center;">Netherworld Mastermind</p> <p>Unique. When a Character inflicts damage on Queen of the Darkness Pagoda, immediately toast that Character, even if it has left play.</p> <p><i>Ming I is feared by even the stoutest of warriors.</i></p> <p style="text-align: center;"> 6</p>	<p style="text-align: center;">Raven Li 8</p> <p style="text-align: center;">Lodge Troubleshooter</p> <p>Unique. Stealth. When Raven Li inflicts combat damage on a Site, you may look at its controller's hand and force him or her to discard a card of your choice.</p> <p style="text-align: center;"> 5</p>	<p style="text-align: center;">Red Don 4</p> <p style="text-align: center;">Techie Mastermind</p> <p>Unique. When an opponent generates an effect by turning a card, Red Don may immediately gain all rules text related to that ability until the end of the scene. If the ability is turn and maintain, it lasts as long as Red Don maintains it.</p> <p style="text-align: center;"> 3</p>
<p style="text-align: center;">Purist Sorcerer 2</p> <p style="text-align: center;">Buro Infiltrator</p> <p>Turn Purist Sorcerer to inflict 1 damage on target Character. Turn and maintain to take control of target Buro Character.</p> <p><i>They're slowly infiltrating the CDCA.</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Queen of the Ice Pagoda (PAP) 10</p> <p style="text-align: center;">Netherworld Mastermind</p> <p>Unique. Opponents cannot play States on cards you control. At the start of each player's turn, you may remove one damage from any other card you control. All Ice Characters you control gain +1 Fighting.</p> <p style="text-align: center;"> 6</p>	<p style="text-align: center;">Ravenous Devourer 2</p> <p style="text-align: center;">Hungry Demon</p> <p>Sacrifice a Character :: Ravenous Devourer gains +2 Fighting until the end of the turn.</p> <p><i>"It's always hungry, and not very discriminating"</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;"><1> Red Senshi Chamber (6)</p> <p style="text-align: center;">Netherworld Site</p> <p>Unique. Characters at this location are not affected by Superleap. Turn Red Senshi Chamber during your Main Shot :: You may declare one attack this turn against a back-row Site.</p> <p><i>"The tiger crouches, full of energy and stillness."</i></p> <p style="text-align: center;"> 2</p>

<p><1> Ring of Gates (6)</p> <p>Netherworld Feng Shui Site</p> <p>Turn to cancel an effect that would return one or more cards to any players' hands.</p> <p><i>The Netherworld is the land of dead ends.</i></p>	<p>Simon Draskovic 7</p> <p>Cyborg Monster Hunter</p> <p>Unique. Toughness: 3 against ♦ cards.</p> <p><i>I don't care how big it is, or how many teeth, arms, tongues, spleens, or any other body part it has. I can bring it down.</i></p> <p>♣♣♣♣ 4 ♣</p>	<p>Smart Gun</p> <p>State</p> <p>Weapon. Subject Character inflicts +2 damage. When subject inflicts combat damage on a Character, you may inflict 1 damage on all Characters of your choice that share a designator with that Character.</p> <p><i>"Watch me kill three monsters with two bullets!"</i></p> <p>♣♣ 1</p>	<p>Storm Riders 4</p> <p>Thunder Warriors</p> <p>During an attack that targets a card you control, you may play Storm Riders at -2 cost if you control a Thunder Character, or at normal cost otherwise. At the end of that attack, return Storm Riders to your hand if they are still in play.</p> <p>♣♦ 3 ♣♦</p>
<p>Scroll of Incantation</p> <p>Event</p> <p>Immediately search your deck for an Event, then reshuffle. You must immediately either play that Event or toast it.</p> <p><i>On the scroll is always writ precisely the ritual you need.</i></p> <p>♦♦ 1</p>	<p>Skin and Darkness Ravagers 3</p> <p>Netherworld Horrors</p> <p>Stealth. +2 damage against Characters.</p> <p><i>Malevolent darkness given form and substance.</i></p> <p>♣♣♦ 3 ♣</p>	<p>Spirit Pole</p> <p>Edge</p> <p>Once each Main Shot, you may play a State from your smoked pile onto a card you control. States with a printed cost of 0 are +1 cost when played in this manner. Turn Spirit Pole to play a Pagoda Site at -1 cost.</p> <p>♣♣ 2</p>	<p><1> Sunless Sea Ruins (10)</p> <p>Netherworld Feng Shui Site</p> <p>Your hand size is increased by 1. You cannot discard cards during your Establishing Shot unless you skip Power generation.</p> <p><i>A crumbling testament to a forgotten past.</i></p>

<p style="text-align: center;">Suong Xa 6</p> <p style="text-align: center;">Netherworld Hero</p> <p>Unique. Independent. Play at -2 cost when an opponent who controls at least 4 Power-generating Sites plays or seizes a Site. Once per turn, you may inflict 3 damage on Suong Xa to give her Guts until the end of the turn.</p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;">Swarm of Teeth 2</p> <p style="text-align: center;">Abomination Horde</p> <p>Ambush. Cannot be sacrificed. Not a legal subject for States. If this card is in your smoked pile, it is not affected by any effects that would put it in your hand or in play, except that it returns to play when you play a "Swarm of Teeth."</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><1> Tangram Alley (7)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>+X Body. When Tangram Alley is revealed or seized, choose an opponent and a resource. X= the number of that resource in that player's pool. X cannot exceed 7.</p> <p style="text-align: center;"><i>"Everytime we went in there, it was different."</i></p>	<p style="text-align: center;">That Which Does Not Kill Me...</p> <p style="text-align: center;">Event</p> <p>Play when target Character is damaged by a single source. Until the end of the turn, that Character gains Guts and inflicts +X damage. X= the amount of damage inflicted on the Character by that source.</p> <p style="text-align: center;"><i>"...really pisses me off!"</i></p> <p style="text-align: center;"> 0</p>
<p style="text-align: center;">Supercomputer</p> <p style="text-align: center;">Edge</p> <p>Unique. During your draw phase, you may choose to draw 3 cards instead of the number of cards you would ordinarily draw.</p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Swiss Banker 1</p> <p style="text-align: center;">Pledged Financier</p> <p>Turn Swiss Banker to gain 1 Power. When you have no Power, immediately smoke Swiss Banker.</p> <p style="text-align: center;"><i>The Ascended's Netherworld operations require immense resources.</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;"><1> Temple of Boundless Meditation (7)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Unique. Your hand size is increased by 1 for each Senshi Chamber Site in play. Turn and maintain to give target Monk, Master, or Martial Artist Character +3 Fighting.</p> <p style="text-align: center;"><i>It's the Hand's main stronghold in the Netherworld.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">The Baron 6</p> <p style="text-align: center;">Masked Avenger</p> <p>Unique. Ambush and +2 damage against Thunder Characters. When an opponent spends 4 or more power at once, you may play The Baron at -2 cost, or at no cost if an opponent spent 6 or more power at once.</p> <p style="text-align: center;"> 4</p>

<p style="text-align: center;">The Bound 3</p> <p style="text-align: center;">Netherworld Horror</p> <p>Unique. Mobility. +3 damage. Cannot turn to heal. Inflict 1 damage on any Character that enters combat with The Bound if "The Strangled Scream" is in play.</p> <p style="text-align: center;"> 3</p>	<p style="text-align: center;">The Displaced 1</p> <p style="text-align: center;">Netherworld Rabble</p> <p>When The Displaced is smoked, you may toast a card in any opponent's smoked pile. When an opponent forces you to discard The Displaced, you may smoke any card that opponent controls.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">The Golden Gunman 8</p> <p style="text-align: center;">Magic Hero</p> <p>Unique. Independent. Not a legal target for Events. If The Golden Gunman turns to attack, other Characters you control cannot turn to attack with him.</p> <p style="text-align: center;"> 5 </p>	<p style="text-align: center;">The New Heroes</p> <p style="text-align: center;">Edge</p> <p>Unique. All Unique  Characters you control gain Toughness: 1 against combat damage.</p> <p style="text-align: center;"><i>"Do you think they're ready for this?" "No. Nor were we, when it all began."</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">The Burning King 14</p> <p style="text-align: center;">Demon Lord</p> <p>Unique. You cannot play this card or return it to play if you are closest to victory. Any opponent may discard two cards with a combined cost no less than his current Fighting to take control of him.</p> <p style="text-align: center;"> 6</p>	<p style="text-align: center;">The Dis-Timed 2</p> <p style="text-align: center;">Netherworld Rabble</p> <p>Generates 1 Power during your Establishing Shot if you control more Netherworld cards than any opponent. Only one "The Dis-Timed" may generate Power each turn.</p> <p style="text-align: center;">2</p>	<p style="text-align: center;"><2> The Hub (10)</p> <p style="text-align: center;">Netherworld Site</p> <p>Unique. Turn and pay 1 Power to look at target opponent's hand.</p> <p style="text-align: center;"><i>It would have been burned to the ground by now, except that no one can ever find it.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">The Prof 1</p> <p style="text-align: center;">Netherworld Mastermind</p> <p>Unique. Not affected by Events. Turn to unturn target Character.</p> <p style="text-align: center;"><i>The leader of the Dragons is trapped in the Netherworld.</i></p> <p style="text-align: center;"> 3 </p>

<p>The Prof's Gambit</p> <p>Event</p> <p>Play when you are either attacking or being attacked by a player who is closer to victory than you. Target one of his or her Characters :: that Character gains -X Fighting until the end of the turn. X= its current Fighting minus one.</p> <p>  1 </p>	<p><1> The Twisted Gardens (5)</p> <p>Netherworld Demon Site</p> <p>Unique. Toughness: 1. All Demon, Ghost and Spirit cards you control inflict +1 damage. Smoke this card if "Guiyu Zui" leaves play. While you control "Guiyu Zui", this card gains +3 Body.</p> <p>  2 </p>	<p>Thunder Initiate 2</p> <p>Netherworld Sorcerer</p> <p>Turn and target a Thunder attacker :: that Character inflicts +2 damage until the end of the turn.</p> <p><i>For subtle manipulations of sorcery, look elsewhere.</i></p> <p> 2  </p>	<p>Thunder Lance</p> <p>State</p> <p>Weapon. Subject Character inflicts +2 damage. While subject is the only attacker, it gains Ambush.</p> <p><i>If you see the butterfly knights dive, then it's too late to run.</i></p> <p>  2</p>
<p>The Strangled Scream 8</p> <p>Netherworld Horror</p> <p>Unique. Turn, target a Character in an opponent's smoked pile, and pay Power equal to its cost :: Return target to play under your control.</p> <p>   5</p>	<p>Thunder Champion 5</p> <p>Netherworld Commandant</p> <p>When Thunder Champion inflicts 3 or more combat damage on a Feng Shui Site during an attack you declared, you may seize that Site.</p> <p><i>The mightiest of Huan Ken's warriors.</i></p> <p>  4 </p>	<p>Thunder Knights (PAP) 2</p> <p>Netherworld Soldiers</p> <p>No Max. (You may have more than 5 copies of this card in a deck.) When this card is smoked by an opponent, target Thunder Character you control gains +1 Fighting until the end of the turn.</p> <p>2 </p>	<p>Thunder on Thunder</p> <p>Event</p> <p>Toast all Edges.</p> <p><i>The unwise bird flies high, and is brought down by the vengeance of the sky</i></p> <p> 1</p>

<p><1> Thunder Pagoda (PAP) (8)</p> <p>Netherworld Site</p> <p>Unique. Turn when you declare an attack :: Until the end of the attack, either all Thunder attackers gain +1 fighting, or one Thunder attacker gains +1 fighting for each Thunder attacker.</p> <p>⊕ ⊕ 3 ⊕ ✦</p>	<p>Thunder Valkyries 2</p> <p>Warrior Maidens</p> <p>Thunder Valkyries gain +2 Fighting until the end of the turn in which they enter play.</p> <p><i>They're always the first to charge, singing the joys of battle.</i></p> <p>⊕ ⊕ 2 ⊕</p>	<p><1> Waterfall Sanctuary (7)</p> <p>Feng Shui Site</p> <p>Turn to smoke a State on a Character at this location. If you controlled the Character at that time, you may draw a card.</p> <p><i>As you pass beneath the waters, everything is washed away.</i></p> <p>⊕</p>	<p>Wind on the Mountain</p> <p>Event</p> <p>Toast It. Return X Events from your smoked pile to your hand.</p> <p>⊕ ⊕ X</p>
<p>Thunder Squire 1</p> <p>Netherworld Warrior</p> <p>Sacrifice Thunder Squire :: Return a Thunder Knight Character from your smoked pile to play.</p> <p><i>Someday, they will be full-fledged Thunder Knights.</i></p> <p>⊕ 1 ⊕</p>	<p><1> Violet Senshi Chamber (6)</p> <p>Netherworld Site</p> <p>Unique. Turn, target a Character in an opponent's smoked pile and a Character you control :: Your Character gains the rules text of the smoked Character until the end of the turn.</p> <p><i>The fox remembers what has been discarded.</i></p> <p>⊕ 2 ⊕</p>	<p><1> White Senshi Chamber v2 (6)</p> <p>Netherworld Site</p> <p>Unique. Provides ♫♫ for each Senshi Chamber Site you control. All Senshi Chamber Sites gain Regenerate.</p> <p><i>All Six Principles converge to become the White Principle.</i></p> <p>⊕ 2 ⊕</p>	<p>Wu Ming Yi 6</p> <p>Repentant Demon</p> <p>Unique. Regenerate. When Wu Ming Yi smokes a Character in combat, it gains +1 Fighting until it leaves play.</p> <p><i>"Yeah he eats people, but they're the bad guys."</i></p> <p>⊕ ⊕ ⊕ 4 ⊕ ⊕ ✦</p>

<1> **Yellow Senshi** (6)

Chamber (AltArt)

Netherworld Site

Unique. Turn to redirect 1 damage from any source to any target.

Balm to friend. Harm to foe. Fortune upon fortune.

♣ 2

♣