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<p><b>Abysmal Deceiver</b> 2</p> <p>Demon Netherworld Infiltrator</p> <p><b>Unique.</b> Turn to toast a character you own that is controlled by an opponent. You gain Power equal to the character's cost plus 1.</p> <p> 2 </p>	<p><b>Agony Grenade</b></p> <p>State</p> <p><b>Weapon.</b> 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.</p> <p><i>Those arcanowave grenades store your pain and allow you to redirect it at your enemies.</i></p> <p> 1</p>	<p><b>Avenging Thunder</b></p> <p>Event</p> <p>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.</p> <p>----</p> <p>ERRATA: Reprint has clarified wording: <b>One-Shot.</b> 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</p> <p> 0</p>	<p>&lt;1&gt; <b>Biomass Reprocessing Center</b> (6)</p> <p>Netherworld Site</p> <p>Every time one of your attacking characters is smoked you may discard a card and draw a card from your deck.</p> <p><i>They can't explain it yet, but the Architects know that certain arcanowave procedures work best in the Netherworld.</i></p> <p> 2 </p>




















<p><b>Blade Freak</b> 4</p> <p>Netherworld Mercenary</p> <p>When Blade Freak enters play, he may inflict 1 point of damage on any target.</p> <p><i>His business card is six inches of steel.</i></p> <p> 3</p>	<p><b>Brain Fire</b></p> <p>Event</p> <p>Play in response to an Event. Brain Fire changes the target (or targets) of that Event to another legal target (or targets).</p> <p>  0</p>	<p><b>Bronze Sentinel</b> 2</p> <p>Righteous Automaton</p> <p>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.</p> <p> 2 </p>	<p><b>Butterfly Knight</b> 3</p> <p>Thunder Warrior</p> <p>Can make one attack during your turn without turning.</p> <p><i>"Held aloft on gossamer wing / I fight and slay / for my Thunder King."</i></p> <p> 3 </p>
<p><b>Blanket of Darkness</b></p> <p>Netherworld Edge</p> <p><b>Unique.</b> Turn and maintain to reduce the damage target character inflicts by 3.</p> <p> 2</p>	<p><b>Brain Sucker</b> 4</p> <p>Netherworld Abomination</p> <p>Special abilities of Masterminds are canceled while Brain Sucker is in play.</p> <p><i>It's eaten the best ideas of our generation.</i></p> <p> 3  </p>	<p><b>Burn, Baby, Burn!</b></p> <p>Edge</p> <p><b>Limited.</b> At the end of your turn, Burn, Baby, Burn! inflicts 1 point of damage on each damaged site in play.</p> <p> 2</p>	<p><b>Capture Squad</b> 3</p> <p>Monster Hunters</p> <p>If Capture Squad damages a Demon or Abomination, you take control of that Demon or Abomination.</p> <p><i>They do a Marlon Perkins number on slithering demons.</i></p> <p> 3 </p>
















<p style="text-align: center;"><b>CHAR</b> 6</p> <p style="text-align: center;">BuroMil Cyborg</p> <p>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.</p> <p style="text-align: center;">  4 <span style="float: right;"> </span></p>	<p style="text-align: center;">&lt;1&gt; <b>Chimp Shack</b> (5)</p> <p style="text-align: center;">Site</p> <p>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.</p> <p style="text-align: center;"><i>"Dig the MO of your enemy, brothers, and shove it up his snout!"</i></p> <p style="text-align: center;"> 2 <span style="float: right;"></span></p>	<p style="text-align: center;"><b>Counterfeit Heart</b></p> <p style="text-align: center;">Triumvirate Edge</p> <p><b>Unique.</b> No other Edge can become a legal target or subject while Counterfeit Heart is in play.</p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">&lt;1&gt; <b>Darkness Pagoda</b> (8)</p> <p style="text-align: center;">Netherworld Site</p> <p><b>Unique.</b> After you attack, gain X Power. X = the number of intercepting characters smoked by combat damage during the attack.</p> <p style="text-align: center;"><i>The dread sounds of human sacrifice emanate from the Darkness Pagoda.</i></p> <p style="text-align: center;"> 4 <span style="float: right;"></span></p>
<p style="text-align: center;"><b>Chi Sucker</b> 1</p> <p style="text-align: center;">Netherworld Abomination</p> <p>When Chi Sucker attacks, it gains +X Fighting. X = the number of Power-generating sites controlled by controller of its target.</p> <p>----</p> <p>ERRATA: When Chi Sucker turns to attack, it gains +X Fighting until the end of the attack. X= the number of Power-generating Sites controlled by the controller of its target. (YotD rulebook)</p> <p style="text-align: center;"><i>Your feng shui is its idea of breakfast.</i></p> <p style="text-align: center;">   2 <span style="float: right;"></span></p>	<p style="text-align: center;"><b>Claws of Darkness</b></p> <p style="text-align: center;">Triumvirate State</p> <p><b>Weapon.</b> 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.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;"><b>Dark Traveler</b> 2</p> <p style="text-align: center;">Netherworld Hero</p> <p>Dark Traveler's Fighting score is increased by 2 for each feng shui site in your smoked pile.</p> <p style="text-align: center;">2</p>	<p style="text-align: center;"><b>Darkness Priestess</b> 1</p> <p style="text-align: center;">Netherworld Sorceress</p> <p>Gain 1 Power for each card sacrificed or toasted by an opponent.</p> <p>----</p> <p>ERRATA: Subtitle: Netherworld Sorceress (TW-012)</p> <p style="text-align: center;"><i>The Darkness Pagoda gains its power from the bloody ceremonies of these savage ritualists.</i></p> <p style="text-align: center;">1 <span style="float: right;"> </span></p>

<p style="text-align: center;"><b>Death Shadow</b>      2</p> <p style="text-align: center;">Netherworld Mercenary</p> <p><b>Unique.</b> Takes no damage from characters that intercept her.</p> <p><i>"I shall slide through your blows as a shadow darts across a wall."</i></p> <p style="text-align: center;">  3</p>	<p style="text-align: center;"><b>Demolitions Expert</b>      1</p> <p style="text-align: center;">Rebel Supporter</p> <p>Turn to give target character +3 damage against sites until end of turn.</p> <p><i>"You want things blow up? I give you things blow up."</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;"><b>Discerning Fire</b></p> <p style="text-align: center;">Event</p> <p>Smoke X target cards that share a designator other than "Netherworld." X must be greater than one. Power-generating sites are not legal targets.</p> <p style="text-align: center;">  X</p>	<p style="text-align: center;"><b>Elevator to the Netherworld</b></p> <p style="text-align: center;">State</p> <p><b>Unique.</b> Play on a front-row site. Turn to give target character at subject site's location <b>Independent</b> until end of turn.</p> <p><i>"If you got enough chi happening, you can see the _special_ button."</i></p> <p style="text-align: center;">1</p>
<p style="text-align: center;"><b>Death-O-Rama</b></p> <p style="text-align: center;">Event</p> <p>Play during an attack. All characters inflict +2 damage on characters during the attack.</p> <p><i>Lisa shouldn't have taken the extra propane tanks to the rendezvous.</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;"><b>Desire Manipulator</b></p> <p style="text-align: center;">State</p> <p>Play on a character. If subject character is controlled by an opponent and has not turned to attack by the end of its controller's turn, you gain 1 Power.</p> <p><i>It implants new loyalties on the subconscious level.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><b>Doomed Lackey</b>      1</p> <p style="text-align: center;">Eunuch Pawn</p> <p>If Doomed Lackey intercepts in a chain, the other interceptors behind him gain <b>Toughness:1</b> against combat damage during that attack.</p> <p style="text-align: center;"> 1 </p>	<p style="text-align: center;"><b>Enchanted Sword</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> 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.</p> <p style="text-align: center;"> 2</p>























<p style="text-align: center;"><b>Entropy is Your Friend</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> 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, where X = the number of counters on this card.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">&lt;1&gt; <b>Festival Circle</b> (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn Festival Circle when it is in your front row and inflict two 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.</p>	<p style="text-align: center;">&lt;1&gt; <b>Fire and Darkness Pavilion</b> (8)</p> <p style="text-align: center;">Triumvirate Site</p> <p><b>Unique. Toughness: 2</b> against damage inflicted by Netherworld cards. You may ignore resource conditions when playing Netherworld Mercenary or Triumvirate cards.</p> <p style="text-align: center;"><i>It houses the Molten Heart.</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;"><b>Fire Martyr</b> 2</p> <p style="text-align: center;">Netherworld Assassin</p> <p>When Fire Martyr turns to attack, he gains +4 Fighting until end of turn.</p> <p style="text-align: center;"><i>Exposure to fire magic has burned away their instinct for self-preservation.</i></p> <p style="text-align: center;">  3 </p>
<p style="text-align: center;"><b>Eugene Fo</b> 6</p> <p style="text-align: center;">Sorcerous Hood</p> <p><b>Unique.</b> 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.</p> <p style="text-align: center;">5 </p>	<p style="text-align: center;">&lt;1&gt; <b>Field of Tentacles</b> (8)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>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.</p> <p style="text-align: center;"><i>Tentacles coming up through the floorboards can really drive down property values.</i></p>	<p style="text-align: center;"><b>Fire Assassin</b> X</p> <p style="text-align: center;">Netherworld Killer</p> <p>Pick an opponent and resource when you play Fire Assassin. X = resources of that type in the opponent's pool. Fire Assassin cannot turn to attack sites.</p> <p style="text-align: center;">----</p> <p>ERRATA: Choose an opponent and a resource type when Fire Assassin enters play. X= the number of resources of that type in that opponent's pool. Fire Assassin cannot turn to attack Sites. (YotD rulebook)</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">&lt;1&gt; <b>Fire Pagoda</b> (8)</p> <p style="text-align: center;">Netherworld Site</p> <p><b>Unique.</b> 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 2  resources for each Fire character you control.</p> <p style="text-align: center;"> 3 </p>

<p style="text-align: center;"><b>Fire Warriors</b> 2</p> <p style="text-align: center;">Netherworld Soldiers</p> <p>Gains +1 Fighting for each feng shui site you own that is controlled by an opponent or that is in a burned-for-victory pile.</p> <p><i>Li Ting's boys are big on vengeance.</i></p> <p style="text-align: center;"><b>2</b> </p>	<p style="text-align: center;"><b>Flying Crescent</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> 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.</p> <p style="text-align: center;"> <b>1</b></p>	<p style="text-align: center;"><b>&lt;1&gt; Fortress of Shadow (8)</b></p> <p style="text-align: center;">Feng Shui Site</p> <p>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 characters who attack the site this turn.</p> <p style="text-align: center;"></p>	<p style="text-align: center;"><b>Furious George</b> 9</p> <p style="text-align: center;">Flying Monkey</p> <p><b>Unique. Guts.</b> Cannot intercept. If Furious George turns to attack, no other characters you control can turn to attack with him.</p> <p><i>He's too much monkey business.</i></p> <p style="text-align: center;">     <b>5</b>  </p>
<p style="text-align: center;"><b>Flying Bladder</b> 2</p> <p style="text-align: center;">Netherworld Abomination</p> <p>Can only be intercepted by characters intercepting in chains.</p> <p><i>There are some Things That Man Just Doesn't Want To Know.</i></p> <p style="text-align: center;">   <b>2</b> </p>	<p style="text-align: center;"><b>Flying Kick</b></p> <p style="text-align: center;">Event</p> <p>Target character gains <b>Superleap</b> until end of turn.</p> <p><i>"Yeah, yeah, we'll give it back to the Hand when we're done with it."</i></p> <p style="text-align: center;"> <b>1</b></p>	<p style="text-align: center;"><b>Foul Hatchling</b> 1</p> <p style="text-align: center;">Netherworld Abomination</p> <p>If you control Foul Hatchling at the beginning of your turn, it may inflict 1 point of damage on a target site.</p> <p><i>Kill it before it grows.</i></p> <p style="text-align: center;"> <b>1</b> </p>	<p style="text-align: center;"><b>&lt;1&gt; Garden of Bronze (8)</b></p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Gain 3 Power whenever an opponent burns one of your other feng shui sites for Power.</p> <p><i>It's both an art installation and chi-feedback resonance enhancer, Johnny.</i></p>














<p style="text-align: center;"><b>Gearhead</b> 2</p> <p style="text-align: center;">Netherworld Saboteur</p> <p>After Gearhead damages a site in an attack, inflict 2 points of damage on each of the site's controller's turned sites.</p> <p><i>Their slogan: "Lean, mean, sand in the Vaseline."</i></p> <p style="text-align: center;"> 2  </p>	<p style="text-align: center;"><b>Gnarled Attuner</b> 6</p> <p style="text-align: center;">Netherworld Abomination</p> <p><b>Unique.</b> Damage that Gnarled Attuner inflicts in combat can never be removed.</p> <p>----</p> <p>ERRATA: <b>Unique.</b> Combat damage inflicted by Gnarled Attuner cannot be removed by any means other than the damaged card leaving play (regardless of whether Gnarled Attuner remains in play or not). (YotD rulebook)</p> <p><i>So far the Architects have produced only one of these thines. in their Netherworld lab.</i></p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;">&lt;1&gt; <b>Green Senshi Chamber</b> (6)</p> <p style="text-align: center;">Netherworld Site</p> <p><b>Unique.</b> Turn and inflict X damage on Green Senshi Chamber to give target character <b>Toughness: X</b> until end of 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;">&lt;1&gt; <b>Guiyu Zui</b> (9)</p> <p style="text-align: center;">Netherworld Demon Site</p> <p><b>Unique.</b> 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.</p> <p><i>The entranceway from the Netherworld to the Underworld is itself a gigantic demon.</i></p> <p style="text-align: center;">  3 </p>
<p style="text-align: center;"><b>Ghost Assassin</b> 3</p> <p style="text-align: center;">Deadly Spirit</p> <p>Toast a character in your smoked pile to give Ghost Assassin that character's special abilities until the end of the turn.</p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;"><b>Gorilla Warfare</b></p> <p style="text-align: center;">Triumvirate Edge</p> <p><b>Limited.</b> When you target a site with an attack, combat damage in excess of the site's Body is inflicted on the site behind it. Gorilla Warfare is the source of this damage.</p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;"><b>Grenade Posse</b> 1</p> <p style="text-align: center;">Netherworld Punks</p> <p>Turn to inflict 1 point of damage on all characters at target location. Grenade Posse is not a legal subject of weapon States.</p> <p><i>"Fore!"</i></p> <p style="text-align: center;">  2 </p>	<p style="text-align: center;"><b>Gunrunner</b> 3</p> <p style="text-align: center;">Netherworld Hood</p> <p><b>Ambush</b> against Cops. Turn to move target weapon State from its subject character to another character at the target's location.</p> <p><i>They smuggle weapons from juncture to juncture to fund Jammer operations.</i></p> <p style="text-align: center;"> 3 </p>















<p style="text-align: center;"><b>Heat of Battle</b></p> <p style="text-align: center;">Event</p> <p>Play when attacked by an opponent who controls more Power-generating sites than you. Gain Power equal to the cost of the target attacking character. You can play only one Heat of Battle during an attack.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><b>Ice Courtier</b> 1</p> <p style="text-align: center;">Netherworld Sorceress</p> <p>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.</p> <p style="text-align: center;"> 1  </p>	<p style="text-align: center;"><b>Ice Falcons</b> 1</p> <p style="text-align: center;">Netherworld Spirits</p> <p><b>Independent.</b></p> <p><i>Pi Tui's ferocious pets are as hard to stop as an ice storm.</i></p> <p style="text-align: center;">  1  </p>	<p style="text-align: center;">&lt;1&gt; <b>Ice Pagoda</b> (8)</p> <p style="text-align: center;">Netherworld Site</p> <p><b>Unique.</b> Remove 1 damage counter from each of your cards at the start of your turn.</p> <p><i>Secret warriors with justice in their hearts find solace at the Ice Pagoda.</i></p> <p style="text-align: center;"> 3 </p>
<p style="text-align: center;">&lt;1&gt; <b>House of Mirrors</b> (6)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>If an opponent controls more Power-generating sites than you, you may play a feng shui site at a cost of 1 less than normal. Effects of multiple House of Mirrors are not cumulative.</p>	<p style="text-align: center;"><b>Ice Diadem</b></p> <p style="text-align: center;">State</p> <p>Turn Ice Diadem to heal subject character.</p> <p><i>Pi Tui's healing kiss brushes your forehead.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><b>Ice Healer</b> 1</p> <p style="text-align: center;">Netherworld Sorceress</p> <p>When an opponent turns a character to heal, you may remove one damage counter from a character you control.</p> <p style="text-align: center;">1  </p>	<p style="text-align: center;"><b>Ice Shards</b> 7</p> <p style="text-align: center;">Elite Bodyguards</p> <p><b>Unique.</b> When Ice Shards damages a character in combat, you may smoke any State in play.</p> <p><i>Fear their silk-handled blades.</i></p> <p style="text-align: center;"> 5</p>





































<p style="text-align: center;"><b>Ice Tiger</b> 3</p> <p style="text-align: center;">Netherworld Spirits</p> <p>While Ice Tiger is in play, <b>Unique</b> Ice characters cannot be targeted by attacks.</p> <p><i>The Ice Queen breeds these fierce guardians.</i></p> <p style="text-align: center;"><b>3</b> </p>	<p style="text-align: center;"><b>Jamal Hopkins</b> 1</p> <p style="text-align: center;">Netherworld Mastermind</p> <p><b>Unique.</b> Except during an attack, turn Jamal Hopkins and pay 1 Power to rearrange a player's sites; you cannot change the number of columns in the site structure.</p> <p><i>His memory is a map of the Netherworld.</i></p> <p style="text-align: center;"> <b>2</b> </p>	<p style="text-align: center;"><b>Jimmy Wai</b> 2</p> <p style="text-align: center;">Netherworld Mastermind</p> <p><b>Unique.</b> Turn to cancel an effect that is being maintained by a card that turned and maintained.</p> <p><i>He has a way of getting favors out of people.</i></p> <p style="text-align: center;"><b>2</b></p>	<p style="text-align: center;"><b>Kiii-YAAAAH!</b></p> <p style="text-align: center;">Event</p> <p>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.</p> <p style="text-align: center;">  <b>0</b></p>
<p style="text-align: center;"><b>IKTV Rebroadcast Link</b></p> <p style="text-align: center;">Netherworld State</p> <p>Turn IKTV Rebroadcast Link and flip a coin. Heads: subject site unturns. Tails: each opponent gains 1 Power.</p> <p><i>IKTV News: Always dramatic! Sometimes reliable!</i></p> <p style="text-align: center;"> <b>2</b></p>	<p style="text-align: center;"><b>Jason X</b> 6</p> <p style="text-align: center;">Redeemed Supersoldier</p> <p><b>Unique. Guts.</b> The cost of all  Events is increased by 1 while Jason X is in play.</p> <p><i>"I was Johann Bonengel's personal bodyguard, but all that changed the day I met the Prof."</i></p> <p style="text-align: center;">   <b>4</b>  </p>	<p style="text-align: center;"><b>Jueding Bao-Fude</b> 5</p> <p style="text-align: center;">Eunuch Sorcerer</p> <p><b>Unique.</b> Turn to inflict 3 points of damage on target <b>Unique</b> character or target <b>Unique</b> site.</p> <p><i>His list of grudges is six feet long.</i></p> <p style="text-align: center;">   <b>4</b>  </p>	<p style="text-align: center;"><b>King of the Fire Pagoda</b> 8</p> <p style="text-align: center;">Netherworld Mastermind</p> <p><b>Unique.</b> 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.</p> <p><i>Li Ting is the calmest and most collected of the Four Monarchs. And the most vicious.</i></p> <p style="text-align: center;"> <b>6</b>    </p>


















<p>&lt;1&gt; <b>Locksley Station</b> (5)</p> <p>Netherworld Feng Shui Site</p> <p><b>Unique.</b> If Locksley Station is in your front row, turn and maintain it to take control of target non-feng shui site.</p> <p><i>"The train stays put, but the station moves around. Kind of an optical collision."</i></p>	<p><b>Mad Bomber</b> 1</p> <p>Netherworld Nutcase</p> <p>If Mad Bomber is smoked, inflict 2 points of damage on the front-row site at the location he last occupied.</p> <p><i>He puts the "maniac" in pyromaniac.</i></p> <p>♣ 1 ♣</p>	<p><b>Mark of Fire</b></p> <p>Event</p> <p>Inflict 1 point of damage apiece on any combination of precisely four target characters or sites.</p> <p><i>"Li Ting's idea of equality is everybody on fire at the same time."</i></p> <p>♣ 1</p>	<p>&lt;1&gt; <b>Monkey House</b> (7)</p> <p>Netherworld Feng Shui Site</p> <p><b>Limited.</b> If an opponent controls more Power-generating sites than you, you may turn Monkey House to discard a feng shui site that is neither <b>Unique</b> or <b>Limited</b>. You then gain 1 Power.</p>
<p><b>Lord Shi</b> 5</p> <p>Netherworld Warrior</p> <p><b>Unique.</b> When Lord Shi attacks, he and all characters participating in the attack with him gain +1 Fighting for the duration of the attack.</p> <p>♣ 4 ♣</p>	<p><b>Marisol</b> 6</p> <p>Netherworld Mercenary</p> <p><b>Unique.</b> Marisol cannot be the target of damage redirection effects. All damage inflicted on Marisol by sources other than characters in combat is reduced to 0.</p> <p>----</p> <p>ERRATA: <b>Unique.</b> Damage may not be redirected to Marisol. All non-combat damage inflicted on Marisol is reduced to zero. (YotD rulebook)</p> <p><i>Roving fortune wizard gone good.</i></p> <p>♣ ♣ 4 ♣ ♣</p>	<p><b>Molten Heart</b></p> <p>Triumvirate Edge</p> <p><b>Unique.</b> 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.</p> <p>♣ ♣ ♣ ♣ 3</p>	<p><b>Necromantic Conspiracy</b></p> <p>Event</p> <p>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.</p> <p>----</p> <p>ERRATA: <b>One-Shot.</b> Search target opponent's deck. Toast up to four cards that have the same title and that also have a resource condition. Reshuffle that deck. (YotD rulebook)</p> <p>♣ 2</p>














<p align="center"><b>Netherworld Return</b></p> <p align="center">Event</p> <p>Each player randomly selects a character from his or her smoked pile and returns it to play. Toast Netherworld Return after you play it. ---- ERRATA: Reprint has clarified wording: <b>Toast It</b>. 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. (N2-084)</p> <p><i>They weren't dead - they were just visiting</i></p> <p align="center"> 0</p>	<p align="center"><b>New Manifesto</b></p> <p align="center">Event</p> <p>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.</p> <p><i>The Jammers' whacked-out ideology contains 90% recycled parts.</i></p> <p align="center"> 0</p>	<p align="center">&lt;1&gt; <b>Orange Senshi Chamber</b> (6)</p> <p align="center">Netherworld Site</p> <p><b>Unique.</b> 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.</p> <p><i>The Principle of Diversity assimilates influences into balm for all.</i></p> <p align="center"> 2 </p>	<p align="center">&lt;1&gt; <b>Perpetual Motion Machine</b> (7)</p> <p align="center">Netherworld Feng Shui Site</p> <p>You may discard an additional card of your choice whenever you discard.</p> <p><i>"If it's impossible in the real world, you can bet it exists somewhere in the Inner Kingdom."</i></p>
<p align="center"><b>Netherworld Vet</b> 4</p> <p align="center">Portal Crawler</p> <p>Gains +1 Fighting for each Edge controlled by an opponent.</p> <p align="center"> 3 </p>	<p align="center"><b>Operation Green Strike</b></p> <p align="center">Event</p> <p><b>Limited.</b> 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 0, you may seize that site.</p> <p><i>"By the time we got back, Kar Fai's crib was crawling with ninjas."</i></p> <p align="center"> 1</p>	<p align="center"><b>Orango Tank</b> 9</p> <p align="center">Ground-Assault Monkey</p> <p><b>Unique. Toughness: 1.</b> All characters at location of target that Orango Tank attacks must intercept. Can't turn to heal.</p> <p align="center">    6  </p>	<p align="center">&lt;1&gt; <b>Pinball Hall</b> (8)</p> <p align="center">Netherworld Feng Shui Site</p> <p>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.</p> <p><i>You don't wanna be the triple-flipper light-up.</i></p>

<p style="text-align: center;"><b>Pocket Demon</b></p> <p style="text-align: center;">Event</p> <p><b>Limited.</b> Play at the 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.</p> <p>----</p> <p>ERRATA: <b>Limited.</b> Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><b>Rah Rah Rasputine</b> 6</p> <p style="text-align: center;">Netherworld Cyborg</p> <p><b>Unique.</b> Damage inflicted on Rah Rah Rasputine by Cyborgs and Abominations is reduced to 0.</p> <p style="text-align: center;">  4  </p>	<p style="text-align: center;"><b>Repulsor Beams</b></p> <p style="text-align: center;">State</p> <p><b>Limited.</b> When subject site is attacked, turn subject site to reduce damage that target attacking character inflicts to 0 until the end of the attack.</p> <p style="text-align: center;"><i>One of the Prof's most useful inventions.</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;"><b>Reverend RedGlare</b> 3</p> <p style="text-align: center;">Netherworld Mercenary</p> <p><b>Unique.</b> Select a designator when Reverend RedGlare is brought into play. Turn Reverend RedGlare to inflict 3 points of damage on a target character bearing that designator.</p> <p style="text-align: center;"> 3</p>
<p style="text-align: center;"><b>Queen of the Darkness Pagoda</b> 10</p> <p style="text-align: center;">Netherworld Mastermind</p> <p><b>Unique.</b> Any character that damages her is toasted.</p> <p style="text-align: center;"><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;">&lt;1&gt; <b>RedGlare Chapel</b> (6)</p> <p style="text-align: center;">Netherworld Site</p> <p><b>Unique.</b> Turn to unturn Reverend RedGlare, or turn to inflict 1 point of damage on every other turned site in play.</p> <p style="text-align: center;"><i>Thanks to its onboard computers, the Reverend's deadly chapel is smarter than he is.</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;"><b>Resistance Squad</b> 2</p> <p style="text-align: center;">Techie Guerrillas</p> <p>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.</p> <p>----</p> <p>ERRATA: Reprint has clarified wording: Any time Resistance Squad is in your hand when an opponent attempts to look at your hand or force you to discard a card, you may play Resistance Squad at no cost in response :: Cancel that effect (TW-053)</p> <p style="text-align: center;">2  </p>	<p style="text-align: center;">&lt;1&gt; <b>Ring of Gates</b> (6)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Turn to cancel an effect that would return a card or cards to one or more player's hands.</p> <p style="text-align: center;"><i>The Netherworld is the land of dead ends.</i></p>

<p>&lt;1&gt; <b>Rust Garden</b> (7)</p> <p>Netherworld Feng Shui Site</p> <p>If an opponent seizes or burns Rust Garden, inflict 2 points of damage on every other site he or she controls.</p> <p><i>"Right after we blew it up, we found old mufflers in the Sacred Grove and a junked robot in the Lily Pond."</i></p>	<p><b>Sergeant Blightman</b> 9</p> <p>Mutating Soldier</p> <p><b>Unique.</b> 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.</p> <p>----</p> <p><b>ERRATA: Unique. Toast It.</b> Cannot turn to heal. Inflict 3 damage on Sergeant Blightman at the start of your turn. (DF-106)</p> <p>  <b>4</b> </p>	<p><b>Shields of Darkness</b></p> <p>Triumvirate State</p> <p>Play on a back-row site. Subject site's Body is increased by the number of Triumvirate cards you control.</p> <p><i>One of the contributions of Ming I to the Triumvirate was darkness magic to protect the Molten Heart.</i></p> <p> <b>0</b></p>	<p><b>Sibling Rivalry</b></p> <p>Event</p> <p>Cancel and smoke a  card.</p> <p><i>The Four Monarchs are their own worst enemies.</i></p> <p> <b>1</b></p>
<p><b>Serena Ku</b> 4</p> <p>Vengeful Hero</p> <p><b>Unique.</b> Select a designator when Serena Ku is brought into play. She has <b>Toughness: 2</b> and <b>Ambush</b> in combat with characters with that designator.</p> <p>  <b>3</b> </p>	<p><b>Shield of Pure Soul</b></p> <p>Edge</p> <p><b>Limited.</b> 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.</p> <p>  <b>0</b></p>	<p><b>Shinobu Yashida</b> 7</p> <p>Pledged Master</p> <p><b>Unique.</b> Inflicts +3 damage on characters with Fighting of 8 or more.</p> <p><i>"Only you are worthy of my sharpest blows, Wong Fei Hong."</i></p> <p>   <b>4</b> </p>	<p><b>Soul Diver</b> 1</p> <p>Ice Shaman</p> <p>Turn and maintain to give target character the special abilities of a character in an opponent's smoked pile.</p> <p><i>They are among the few who can travel from the Netherworld to the Underworld.</i></p> <p> <b>2</b>  </p>

<p align="center"><b>Soul of the Dragon</b></p> <p align="center">Triumvirate Edge</p> <p><b>Limited.</b> If you reduce a feng shui site's Body to 1 in an attack, you may burn that site for victory.</p> <p align="center">  1</p>	<p align="center"><b>Sucker Rounds</b></p> <p align="center">State</p> <p><b>Weapon.</b> Subject character's Fighting is increased by the Power in the pool of the opponent to your left.</p> <p><i>Its shells contain foul demonic spoor.</i></p> <p align="center"> 1</p>	<p align="center"><b>Surprise, Surprise</b></p> <p align="center">Event</p> <p>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.</p> <p align="center"> 0</p>	<p align="center"><b>The Displaced</b> 1</p> <p align="center">Netherworld Rabble</p> <p>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.</p> <p align="center">1</p>
<p align="center"><b>Storm of the Just</b></p> <p align="center">Event</p> <p><b>Limited.</b> 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.</p> <p align="center"> 0</p>	<p align="center"><b>Sung Hi</b> 2</p> <p align="center">Demon Buro Infiltrator</p> <p><b>Unique.</b> Turn to cancel an  Event or smoke an  State.</p> <p><i>They're new to the secret war so the Lotus are building their intelligence operation.</i></p> <p align="center">  2 </p>	<p align="center"><b>Tanbi Guiawu</b> 9</p> <p align="center">Giant Demon</p> <p><b>Unique.</b> If Tanbi Guiawu has not participated in an attack during your turn, it is smoked at the end of your turn.</p> <p><i>Without fresh food, it returns to the Underworld.</i></p> <p align="center">     5 </p>	<p align="center"><b>The Faceless</b> 2</p> <p align="center">Netherworld Rabble</p> <p>You may take control of States on characters or sites damaged by The Faceless in combat and place the States on any legal subject.</p> <p>----</p> <p>ERRATA: When The Faceless inflict combat damage on a Character or Site, you may immediately take control of any States on that card (even if that card is smoked) and place the States on any legal subject. You keep control of the States even if The Facelss leave play. (YotD rulebook &amp; 7-Man FAQ)</p> <p align="center">2</p>

<p><b>The Fox Outfoxed</b></p> <p>State</p> <p>All Power subject card generates or creates goes into your pool. May not be played on a feng shui site.</p> <p><i>You taste prosperity. Your foe tastes air.</i></p> <p> 2</p>	<p><b>The Losers</b> 1</p> <p>Netherworld Rabble</p> <p>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.</p> <p>2</p>	<p>&lt;1&gt; <b>Thunder Pagoda</b> (8)</p> <p>Netherworld Site</p> <p><b>Unique.</b> Characters you control with a Fighting score of 2 or more gain +1 Fighting. You can only declare one attack per turn.</p> <p><i>The Thunder Knights' battle cry contains no consonants.</i></p> <p> 4 </p>	<p><b>Thunder Sword</b></p> <p>State</p> <p><b>Weapon.</b> Subject character gains +4 Fighting and cannot turn to attack sites.</p> <p><i>When you face this sword, it's not the thunder that ends up rolling.</i></p> <p> 2</p>
<p><b>The Golden Gunman</b> 8</p> <p>Magic Hero</p> <p><b>Unique. Independent.</b> 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.</p> <p>  5  </p>	<p><b>The Prof</b> 1</p> <p>Netherworld Mastermind</p> <p><b>Unique.</b> Turn to unturn target character. The Prof is not affected by Event cards that affect cards in play.</p> <p><i>The leader of the Dragons is trapped in the Netherworld.</i></p> <p>  3   </p>	<p><b>Thunder Squire</b> 1</p> <p>Netherworld Warrior</p> <p>Sacrifice Thunder Squire to return a Thunder Knight to play from your smoked pile.</p> <p><i>Someday, they will be full-fledged Thunder Knights.</i></p> <p> 1 </p>	<p><b>Tick...Tick...Tick...</b></p> <p>State</p> <p>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.</p> <p><i>"Cut the red wire...no, the green wire...no, the red wire!"</i></p> <p>  1</p>

<p style="text-align: center;"><b>Ting Ting</b> 6</p> <p style="text-align: center;">Martial Artist</p> <p><b>Unique. Independent.</b> 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.</p> <p style="text-align: center;">   </p>	<p style="text-align: center;"><b>Tunnel Ganger</b> 2</p> <p style="text-align: center;">Netherworld Hood</p> <p>Characters controlled by a player with 3 or more Power in his or her pool cannot intercept Tunnel Ganger.</p> <p style="text-align: center;"><i>"Well-fed bellies are soft bellies."</i></p> <p style="text-align: center;">   </p>	<p style="text-align: center;"><b>Violet Meditation</b></p> <p style="text-align: center;">Event</p> <p><b>Limited.</b> 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.</p> <p style="text-align: center;">----</p> <p>ERRATA: <b>Limited.</b> Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Violet Meditation generates Power equal to the number of Edges and Power-</p> <p style="text-align: center;">   </p>	<p style="text-align: center;">&lt;1&gt; <b>Wall of a Thousand Eyes</b> (7)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Characters attacking sites you control cannot use <b>Ambush, Stealth, Superleap, or Tactics.</b></p> <p style="text-align: center;"><i>"The place wouldn't be half as creepy if the freaking eyes would just blink in unison."</i></p>
<p style="text-align: center;"><b>Triumvirate Dealmaker</b> 2</p> <p style="text-align: center;">Pledged Mastermind</p> <p>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.</p> <p style="text-align: center;"><i>"Your _new_ terms are..."</i></p> <p style="text-align: center;">   </p>	<p style="text-align: center;"><b>Undercover Agent</b> 3</p> <p style="text-align: center;">Buro Operative</p> <p>Gains your choice of <b>Stealth</b> or <b>Ambush</b> when she turns to attack a target controlled by a player who controls a  character.</p> <p style="text-align: center;"><i>The Jammers have been heavily compromised by Buro intelligence.</i></p> <p style="text-align: center;">   </p>	<p style="text-align: center;"><b>Violet Monk</b> 3</p> <p style="text-align: center;">Martial Artist</p> <p>You may seize any non-feng shui site damaged by Violet Monk in combat.</p> <p style="text-align: center;">----</p> <p>ERRATA: When Violet Monk inflicts combat damage on a non-Feng Shui Site during an attack you declared, you may seize that Site. (YotD rulebook)</p> <p style="text-align: center;"><i>"Dirk mispronounced them as 'Violent' Monks. But if the glove fits..."</i></p> <p style="text-align: center;">   </p>	<p style="text-align: center;">&lt;1&gt; <b>Whirlpool of Blood</b> (5)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Turn to cancel an effect generated by the turning of a feng shui site.</p> <p style="text-align: center;"><i>"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."</i></p>



<p>&lt;1&gt; <b>White Senshi Chamber</b> (6)</p> <p>Netherworld Site</p> <p><b>Unique.</b> White Senshi Chamber provides 2 for each Senshi Chamber you control. All Senshi Chambers in play gain <b>Regeneration</b>.</p> <p>----</p> <p>ERRATA: <b>Unique.</b> Provides 2 for each <b>Senshi Chamber</b> Site you control. All <b>Senshi Chamber</b> Sites gain <b>Regenerate</b>. (N2-142)</p> <p><i>All Six Principles converge to become the White Principle.</i></p> <p>2</p>	<p><b>Xiu Xie Jiang</b> 2</p> <p>Triumvirate Infiltrator</p> <p><b>Unique.</b> Turn to redirect damage inflicted on a character by a single source to a Darkness, Fire, Pledged or Triumvirate character controlled by an opponent.</p> <p>2</p>	<p>&lt;1&gt; <b>Yellow Senshi Chamber</b> (6)</p> <p>Netherworld Site</p> <p><b>Unique.</b> Turn to redirect 1 point of damage from any source to any target in play.</p> <p><i>Balm to friend. Harm to foe. Fortune upon fortune.</i></p> <p>2</p>
<p><b>Wu Ta-Hsi</b> 2</p> <p>Eunuch Pledged Infiltrator</p> <p><b>Unique.</b> Turn to cancel an Event or to smoke an State or an Edge.</p> <p><i>His squeaky voice should have been a tip-off.</i></p> <p>2</p>	<p><b>Yellow Monk</b> 2</p> <p>Martial Artist</p> <p>Once per turn when damage is inflicted on Yellow Monk, you may redirect 1 point of that damage to any character in play.</p> <p>3</p>	<p><b>Ze Botelho</b> 3</p> <p>Lodge Outcast</p> <p><b>Unique. Toughness: 2</b> against characters. While Ze Botelho is in play, any card with an symbol in its resource conditions has its cost increased by 1.</p> <p>3</p>