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<p style="text-align: center;"><b>Akani Hideo</b> 2</p> <p style="text-align: center;">Ice Steward</p> <p><b>Unique.</b> Your effects cannot be canceled by opponents.</p> <p><i>He keeps the Ice Pagoda running smoothly.</i></p> <p style="text-align: center;">  2 </p>	<p style="text-align: center;"><b>Armies of the Monarchs</b></p> <p style="text-align: center;">Edge</p> <p>All <b>Unique</b> Characters inflict -1 damage. All your non-<b>Unique</b> Characters inflict +1 damage.</p> <p><i>No matter how good your kung fu, if all your enemies come at you at once, you're done for!</i></p> <p style="text-align: center;">  2</p>	<p style="text-align: center;"><b>Ashes of the Fallen</b></p> <p style="text-align: center;">Event</p> <p>Toast a non-<b>Unique</b> Character in your smoked pile to return a  Event to your hand.</p> <p><i>The lessons of defeat are the harshest.</i></p> <p style="text-align: center;">   0</p>	<p style="text-align: center;">&lt;0&gt; <b>Battle Arena</b> (6)</p> <p style="text-align: center;">Battleground Site</p> <p>Any player who seizes this Site gains 1 Power. While this Site is in your front row, all Characters you control gain both <b>Toughness: 1</b> and +1 damage while in a <b>Faceoff</b>.</p> <p style="text-align: center;">1</p>

























<p style="text-align: center;"><b>Bei Tairong</b>      4</p> <p style="text-align: center;">Lodge Traitor</p> <p><b>Unique. Superleap.</b> +1 damage to cards controlled by a player with  in his or her pool.</p> <p><i>She couldn't take what the Lodge had become.</i></p> <p style="text-align: center;">  <b>3</b>       </p>	<p style="text-align: center;"><b>Bio-Salvage</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> Put a counter on this card when an opponent smokes a Character you control. Remove 3 counters :: Gain 1 Power.</p> <p><i>Waste not, want not.</i></p> <p style="text-align: center;">  <b>1</b></p>	<p style="text-align: center;"><b>Black Ops Team</b>      6</p> <p style="text-align: center;">Buro Assassins</p> <p>When Black Ops Team enters play, except during an attack, it must enter a <b>Faceoff</b> with an opponent's Character if possible. Heal Black Ops Team at the end of a <b>Faceoff</b> it wins.</p> <p style="text-align: center;">   <b>4</b>      </p>	<p style="text-align: center;"><b>Blow Things Up!</b></p> <p style="text-align: center;">Event</p> <p>Smoke target Site.</p> <p><i>It's not just a motto, it's a lifestyle.</i></p> <p style="text-align: center;"> <b>2</b></p>
<p style="text-align: center;"><b>Big Bruiser (PAP)</b>      5</p> <p style="text-align: center;">Kicker of Butts</p> <p><b>Toughness: 2.</b> +3 Fighting while not the subject of a State.</p> <p><i>"Was that supposed to hurt?"</i></p> <p style="text-align: center;">  <b>5</b>      </p>	<p style="text-align: center;"><b>Black Market Connections</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> Toast your deck if you play or seize a <b>Limited</b> or <b>Unique</b> Site, or if one you own is revealed. When an opponent reveals or turns a <b>Limited</b> or <b>Unique</b> Site, turn to either draw four cards or gain two Power.</p> <p style="text-align: center;">  <b>1</b></p>	<p style="text-align: center;"><b>Blood Lust</b></p> <p style="text-align: center;">Event</p> <p><b>Limited.</b> Gain Power equal to the number of damaged Characters controlled by opponents.</p> <p><i>The warriors of the Monarchs revel in the blood of their foes.</i></p> <p style="text-align: center;"> <b>0</b></p>	<p style="text-align: center;"><b>BoBo Splitter</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> Sacrifice to inflict 1 damage on every Character at subject Character's location. <b>Reload:</b>    <b>1</b></p> <p><i>"It's all fun and games until somebody loses a head."</i></p> <p style="text-align: center;"> <b>0</b></p>









<p>&lt;1&gt; <b>Bomb Factory</b> (5)</p> <p>Site</p> <p>Turn and maintain to give target Character +1 damage to Sites.</p> <p><i>With the Monkey House gone, the Jammers went to ground.</i></p> <p>2  </p>	<p><b>Bouncing Benji</b> 1</p> <p>Mass-Produced Abomination</p> <p>+1 damage. <b>Reload:</b> discard a card.</p> <p><i>"Kill all you want. We'll make more."</i></p> <p>  1 </p>	<p><b>Bribery</b></p> <p>Event</p> <p>Give an opponent 1 Power and target a Character he or she controls with a printed numerical Fighting of 5 or less :: Take control of target until the end of the turn.</p> <p><i>Money talks.</i></p> <p>  0</p>	<p><b>Broken Wheel Brigade</b> 2</p> <p>Netherworld Soldiers</p> <p>Discard an Event, State, or Edge to reduce damage inflicted on this card from a single source by 1.</p> <p>2 </p>
<p><b>Bonebreaker Jun</b> 7</p> <p>Thunder Dome Champion</p> <p><b>Unique. Toughness: 1.</b> You may play <b>Faceoff</b> Events at -1 cost. Unturn Bonebreaker Jun at the end of a <b>Faceoff</b> he was involved in.</p> <p><i>Only Huan Ken has defeated him in single combat.</i></p> <p>   4 </p>	<p><b>Brass Monkey</b> 6</p> <p>Simian Automaton</p> <p>Opponents cannot intercept Brass Monkey unless they pay one Power for each interceptor they declare against him. <b>Reload:</b> 2.</p> <p>    4  </p>	<p><b>"Bring It"</b></p> <p>State</p> <p><b>Unique. Schtick.</b> Turn to redirect all damage from a single source to subject Character. Sacrifice to give subject <b>Guts</b> until the end of the turn. <b>Reload:</b> 1</p> <p><i>"Who's first?"</i></p> <p>  1</p>	<p><b>Buddhist Monk</b> 2</p> <p>Martial Artist</p> <p>+X Fighting. X= the number of Power-generating Sites you control minus two. X cannot be less than 0.</p> <p>2  </p>

<p align="center"><b>BuroMil Scout</b> 1</p> <p align="center">Recon Soldier</p> <p>While BuroMil Scout is attacking, other attackers inflict +1 damage.</p> <p align="center"> 1 </p>	<p align="center"><b>Cassandra</b> 2</p> <p align="center">Netherworld Seer</p> <p><b>Unique.</b> Turn to look at the top 5 cards of your deck. You may put as many of these cards as you wish on the bottom of your deck in any order, and return the rest to the top of your deck in any order.</p> <p align="center">2</p>	<p align="center"><b>Chi Detachment</b></p> <p align="center">State</p> <p>Play on a Character during any player's Main Shot. Subject provides no resources and its rules text is considered blank.</p> <p align="center"><i>"Your kung fu is strong. Let's see how you do without it..."</i></p> <p align="center">   1</p>	<p align="center"><b>Contest of Arms</b></p> <p align="center">Event</p> <p><b>Toast It. Faceoff.</b> Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may return an Event from his or her smoked pile to hand.</p> <p align="center"><i>To the victor go the spoils!</i></p> <p align="center"> 1</p>
<p align="center"><b>Butterfly Armor</b></p> <p align="center">Thunder State</p> <p>If subject Character is unturned, it may attack without turning once during your Main Shot. If subject is unturned at the beginning of any player's turn, it takes 2 damage, which cannot be reduced or redirected.</p> <p align="center">   1</p>	<p align="center"><b>Chamberlain</b> 7</p> <p align="center">Skin and Darkness Zealot</p> <p><b>Unique. Assassinate.</b> Heals when a <b>Unique</b> Character is smoked. Once during your Main Shot, if Chamberlain is unturned, he may attack a Character with a Fighting of 5 or higher without turning.</p> <p align="center">   5 </p>	<p align="center"><b>Chizu</b></p> <p align="center">State</p> <p>Play on a <b>Netherworld</b> Site you control. All cards that are  or  have blank rules text while at this location. <b>Reload:</b> 1.</p> <p align="center"><i>You wouldn't think property values in the Netherworld could get worse....</i></p> <p align="center"> 1</p>	<p align="center"><b>Corrupt Bookie</b> 2</p> <p align="center">Pledged Hood Gambler</p> <p>When a <b>Faceoff</b> effect is generated, gain one Power and predict who will win. If your prediction is correct, gain one Power. If incorrect, or if there is no winner, smoke this card.</p> <p align="center"> 2 </p>












<p><b>Dark Traveler</b> 2</p> <p>Netherworld Hero +2 Fighting for each Feng Shui Site in your smoked pile.</p> <p><b>2</b></p>	<p>&lt;1&gt; <b>Diamond Beach</b> (5)</p> <p>Netherworld Feng Shui Site <b>Toughness: 2.</b></p> <p><i>If you have attuned to enough Feng Shui sites in your life, you can shape anything you want - but only within the Netherworld.</i></p>	<p><b>Dr. Timbul Damiri</b> 1</p> <p>Fugue Sorcerer</p> <p><b>Unique.</b> Turn this card and choose another Character :: Sacrifice that Character. If the sacrifice is successful, return the Character to play under its owner's control at the same location. If it was turned, it enters play turned.</p> <p> <b>2</b> </p>	<p><b>Echo Cancellation</b></p> <p>Event</p> <p><b>Limited.</b> Play when an opponent plays a non-Event, non-foundation card with the same title as a card he or she controls or has in his or her smoked pile :: Cancel and smoke the played card.</p> <p> <b>1</b></p>
<p><b>Demonic Plague</b></p> <p>Event</p> <p><b>Limited.</b> Inflict one damage on target Character. During your turn, you may return exactly one "Demonic Plague" to your hand when a Character you control is smoked by an opponent.</p> <p> <b>0</b></p>	<p><b>Dr. Jean-Marc Ngubane</b> 4</p> <p>Buro Scientist Double Agent</p> <p><b>Unique.</b> Turn to unturn target  Character or turn target  Character.</p> <p><i>Sent by Boatman as a spy and an assassin.</i></p> <p> <b>3</b> </p>	<p>&lt;1&gt; <b>Dragon Graveyard</b> (8)</p> <p>Netherworld Feng Shui Site</p> <p>Gain 1 Power when 3 or more combat damage is inflicted on this card. If this card is in your hand when an opponent's effect attempts to look at your hand or force you to discard, you may discard it to cancel that effect and gain 2 Power.</p>	<p>&lt;1&gt; <b>Escher Hotel</b> (8)</p> <p>Netherworld Feng Shui Site</p> <p><b>Unique.</b> All Sites you control are considered to be in the front row. (Back-row Sites are also still considered to be back-row Sites.) This does not allow your back-row Sites other than Escher Hotel to be attacked.</p>









<p style="text-align: center;"><b>Evil Whispers</b></p> <p style="text-align: center;">Event</p> <p><b>Limited.</b> Play when an opponent spends 2 or more Power at one time :: Gain 1 Power.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><b>Fakhir-al-Din</b> 8</p> <p style="text-align: center;">Fire Warlord</p> <p><b>Unique. Toughness: 1</b> against damaged Characters. When Fakhir-al-Din enters play, inflict two damage on all other Characters.</p> <p><i>Li Ting sent him to stop the Dragons.</i></p> <p style="text-align: center;"> 5  1</p>	<p style="text-align: center;"><b>Frag the G!</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> When an opponent's Site becomes turned, inflict 1 damage on it.</p> <p><i>Nik let out a yell, and the rabble stormed the Ice Pavilion.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;"><b>Green Sage</b> 1</p> <p style="text-align: center;">Tough Old Monk</p> <p><b>Toughness: 2.</b> All other Characters you control at this location gain <b>Toughness: 1.</b></p> <p><i>"The willow bends but does not break."</i></p> <p style="text-align: center;"> 3  1</p>
<p>&lt;0&gt; <b>Exile Village</b> (6)</p> <p style="text-align: center;">Battleground Site</p> <p>Any player who seizes this Site gains 1 Power. If this card is in your front row, it generates one Power during your Establishing Shot if you have more different faction resources in your pool than any other player.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;"><b>Fire Sword</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> Subject Character gains +2 Fighting and +2 damage.</p> <p><i>Flames danced on the blade of Fakhir's sword.</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;"><b>Friends in Low Places</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> Gain 1 Power when an opponent plays a 0-cost Event.</p> <p style="text-align: center;">  2</p>	<p style="text-align: center;"><b>Gus Andropolous</b> 3</p> <p style="text-align: center;">IKTV Reporter</p> <p><b>Unique. Independent.</b> When he turns to attack, you may look at the hand of his target's controller. When an opponent looks at your hand or forces you to discard, you may look at that player's hand and force him or her to discard a card.</p> <p style="text-align: center;"> 2  1</p>












<p style="text-align: center;"><b>Helix Mine</b></p> <p style="text-align: center;">State</p> <p>Subject Character inflicts -1 damage. If this card is in your hand when an opponent's effect attempts to look at your hand or force you to discard, you may discard this card to smoke a Character he or she controls.</p> <p> 0</p>	<p style="text-align: center;"><b>Ice Tiger (PAP)</b> 4</p> <p style="text-align: center;">Netherworld Spirits</p> <p>Prior to combat, you may turn Ice Tiger to inflict 2 damage on a Character that is about to enter combat with another Character you control.</p> <p> 3 </p>	<p style="text-align: center;"><b>Information Warfare</b></p> <p style="text-align: center;">Event</p> <p>Play when an opponent declares an attack. Change the target of one attacker to any legal target.</p> <p><i>"Feint, bluff, and illusion win more wars than force of arms."</i></p> <p>   1</p>	<p style="text-align: center;"><b>Jan Zvireci</b> 3</p> <p style="text-align: center;">Pledged Lackey</p> <p><b>Unique.</b> Turn and choose an opponent, who cannot respond with Events :: Look at that player's hand and remove an Event. Until the end of the turn, you may play that card, ignoring resource conditions. Return it to its owner's hand at end of turn if you did not play it.</p> <p>   3 </p>
<p>&lt;1&gt; <b>Ice Pavilion</b> (7)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p><b>Unique.</b> All Characters at this location gain <b>Regenerate</b>.</p> <p><i>Created by Pi Tui for her wedding ceremony.</i></p> <p>  2  </p>	<p style="text-align: center;"><b>IKTV Special Report</b></p> <p style="text-align: center;">Event</p> <p><b>Limited.</b> Play when an opponent plays a <b>Unique</b> Character, takes control of a Character, or plays a Character at reduced cost :: Gain 2 Power.</p> <p><i>Bringing you the breaking news, or making it up as needed.</i></p> <p> 0</p>	<p style="text-align: center;"><b>"Is That All You Got?"</b></p> <p style="text-align: center;">Event</p> <p>Choose a Character in your smoked pile with a printed numerical Fighting of 5 or less :: Return that Character to play.</p> <p><i>"My turn."</i></p> <p>  1</p>	<p style="text-align: center;"><b>Jormungandr</b> 8</p> <p style="text-align: center;">Reascended Snake</p> <p><b>Unique. Assassinate. Toughness: 2</b> while attacking a target controlled by an opponent with more Power than you. Heals at the beginning of any turn if you have at least 1 Power.</p> <p>      5 </p>















<p style="text-align: center;"><b>Jueding Shelun</b> 6</p> <p style="text-align: center;">Ghost Sorcerer</p> <p><b>Unique.</b> During your Main Shot you may return to play a single one-cost Character that requires or provides resources.</p> <p><i>"Now you will pay!"</i></p> <p style="text-align: center;"></p>	<p style="text-align: center;"><b>Leaping Tiger Troupe</b> 4</p> <p style="text-align: center;">Shaolin Acrobats</p> <p><b>Superleap.</b> Draw a card for every different faction resource in your pool when this card comes into play.</p> <p><i>Acrobats provided entertainment for Pi Tui's guests.</i></p> <p style="text-align: center;"></p>	<p style="text-align: center;"><b>Lodge Machinations</b></p> <p style="text-align: center;">Event</p> <p>Cannot be played during an attack or if you control any <b>Pledged</b> cards. Choose a Power-generating Site you control and an opponent's Site. They must either be both Feng Shui or both non-Feng Shui :: Reveal both Sites. If both Sites are in play, each player takes control of the other's Site. (Place them in any legal position.)</p> <p style="text-align: center;"></p>	<p style="text-align: center;"><b>Mad Scientist</b> 1</p> <p style="text-align: center;">Unorthodox Techie</p> <p>(no text)</p> <p><i>If you haven't done at least one experiment in the middle of a raging thunderstorm, you aren't the real deal.</i></p> <p style="text-align: center;">1 </p>
<p style="text-align: center;"><b>Kauhuhu</b> 8</p> <p style="text-align: center;">Reascended Shark</p> <p><b>Unique. Independent. Mobility.</b> Gains <b>Toughness: 1</b> until the end of the turn when a Character at his location is smoked.</p> <p style="text-align: center;"></p>	<p style="text-align: center;"><b>Little Grasshopper</b> 1</p> <p style="text-align: center;">Energetic Kid</p> <p>You cannot play States on this card. +1 damage while you control any <b>Master</b> Characters.</p> <p><i>The youngest disciples of the Guiding Hand.</i></p> <p style="text-align: center;">1 </p>	<p style="text-align: center;"><b>Loyalty Officer</b> 2</p> <p style="text-align: center;">Buro Soldier</p> <p>Characters you control cannot have the target of their attack changed. You may discard this card to cancel an effect that would take control of any Characters you control.</p> <p style="text-align: center;">2 </p>	<p style="text-align: center;"><b>Mano a Mano</b></p> <p style="text-align: center;">Event</p> <p><b>Faceoff.</b> Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may inflict X damage on any Character controlled by the loser. X = the printed Fighting of the winner's Character.</p> <p style="text-align: center;"></p>






























<p style="text-align: center;"><b>Monkey vs. Robot</b></p> <p style="text-align: center;">Event</p> <p><b>Faceoff.</b> Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may inflict 5 damage on any Site.</p> <p style="text-align: left;"> 1</p>	<p style="text-align: center;"><b>Napalm Belcher</b> 4</p> <p style="text-align: center;">Netherworld Abomination</p> <p><b>Toughness: 1.</b> Turn to inflict 2 damage on all Characters and Sites at target location.</p> <p><i>Designed as living artillery.</i></p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;"><b>Ninja Six</b> 4</p> <p style="text-align: center;">Enigmatic Agent</p> <p><b>Unique. Stealth.</b> At the start of your turn you may add or remove a designator from Ninja Six until the beginning of your next turn.</p> <p style="text-align: left;">3</p>	<p style="text-align: center;"><b>Ogre</b> 3</p> <p style="text-align: center;">Ancient Monster</p> <p>+2 damage to <b>Netherworld</b> Sites. Play at no cost when an opponent steals Power from you or takes control of a Character you own.</p> <p><i>The Lotus' shock troops in the Netherworld.</i></p> <p style="text-align: left;">3 </p>
<p style="text-align: center;"><b>Morphic Spirit</b> 2</p> <p style="text-align: center;">Sorcerous Construct</p> <p><b>Toughness: 1</b> while you have at least two different faction resources in your pool. +1 Fighting if you have three, or +2 Fighting if you have four or more.</p> <p style="text-align: left;">2 </p>	<p style="text-align: center;"><b>Never Surrender</b></p> <p style="text-align: center;">Event</p> <p><b>Limited.</b> Play when an opponent burns a Site you control :: Put this card into your burned-for-victory pile. Gain 3 Power if that opponent is now as close or closer to victory than you.</p> <p style="text-align: left;"> 0</p>	<p style="text-align: center;"><b>Official Harassment</b></p> <p style="text-align: center;">State</p> <p>Play on a Character. Turn and maintain a Character you control :: Turn subject, and it cannot unturn.</p> <p><i>The Lodge doesn't need to have you killed to take you out...</i></p> <p style="text-align: left;"> 0</p>	<p style="text-align: center;"><b>Orange Sage</b> 2</p> <p style="text-align: center;">Wise Monk</p> <p>Turn to return a card that is neither  nor  from your smoked pile to your hand.</p> <p><i>"There is a world beyond China, young one."</i></p> <p style="text-align: left;"> 3 </p>

<p align="center"><b>Ornamental Garden</b></p> <p align="center">State</p> <p>Subject Site generates an additional Power if it is in the front row. Any damage inflicted on subject is doubled.</p> <p><i>They bring good chi, but are fragile.</i></p> <p align="center"> 1</p>	<p align="center"><b>Paradox</b> 2</p> <p align="center">Void Entity</p> <p><b>Unique. Uncopyable.</b> Turn and shuffle Paradox into your deck :: Search your deck and set aside a card. Reshuffle, and put that card on top of your deck.</p> <p><i>It knows everything. It knows nothing.</i></p> <p align="center"> 2</p>	<p align="center">&lt;1&gt; <b>Peacock Summit</b> (6)</p> <p align="center">Feng Shui Site</p> <p>+2 Body for each different faction resource in your pool.</p>	<p align="center"><b>Rebecca Dupress</b> 3</p> <p align="center">Pledged Mastermind</p> <p><b>Unique.</b> You may play States on her at -3 cost. Gain 1 Power when you seize a <b>Netherworld</b> Feng Shui Site.</p> <p align="center"> 3 </p>
<p align="center"><b>Paradigm Recoding</b></p> <p align="center">State</p> <p>You control subject Edge.</p> <p><i>"There is no advantage you can hold that cannot be turned against you."</i></p> <p align="center"> 1</p>	<p align="center">&lt;1&gt; <b>Paradox Garden</b> (5)</p> <p align="center">Site</p> <p>Turn to look at the top card of your deck. You may put it on the bottom.</p> <p><i>"It makes the Möbius Garden seem normal."</i></p> <p align="center">2  1</p>	<p align="center">&lt;0&gt; <b>Police Station v2</b> (10)</p> <p align="center">Site</p> <p>Turn and maintain Police Station to give target <b>Cop</b> Character +2 Fighting, or turn to inflict 2 damage on target <b>Hood</b> Character or <b>Hood</b> Site.</p> <p align="center">1</p>	<p align="center"><b>Red Dragon Troupe</b> 4</p> <p align="center">Sinister Acrobats</p> <p>Cannot be intercepted by damaged Characters.</p> <p><i>Assassins disguised as entertainers.</i></p> <p align="center"> 3 </p>







<p>&lt;1&gt; <b>RedGlare Chapel</b> (6)</p> <p>Netherworld Site</p> <p><b>Unique.</b> Turn to unturn "Reverend RedGlare". Turn to inflict 1 damage on every other turned Site.</p> <p><i>Thanks to its onboard computers, the Reverend's deadly chapel is smarter than he is.</i></p> <p> 2</p>	<p><b>Reverend RedGlare</b> 3</p> <p>Netherworld Mercenary</p> <p><b>Unique.</b> Choose a designator when Reverend RedGlare enters play. Turn to inflict 3 damage on target Character that has the chosen designator.</p> <p> 3</p>	<p><b>Ring of Ice</b></p> <p>State</p> <p><b>Unique. Schtick.</b> Subject Character gains +1 Fighting. Turn to smoke a State on a card you control. If you control "Ring of Silver", turn this card to smoke any State.</p> <p><i>Pi Tui placed the ring on Silver Jet's finger.</i></p> <p> 0</p>	<p><b>Robbing the Kong</b></p> <p>Event</p> <p>Play when you join an attack. If target attacker you control reduces a Feng Shui Site's Body to 0 by inflicting combat damage this attack, you may seize that Site.</p> <p>  2</p>
<p><b>Reluctant Hero</b> 4</p> <p>Netherworld Outcast</p> <p><b>Independent.</b> Once per turn, you may unturn this card when an attack you declared fails.</p> <p><i>"Sometimes you have to get involved."</i></p> <p> 3 </p>	<p><b>Reverend Zebediah Paine</b> 4</p> <p>Demon Hunter</p> <p><b>Unique.</b> Cannot be sacrificed. <b>Assassinate</b> against <b>Demon</b> Characters. Pay 2 Power to return him to play. You cannot return "Reverend Zebediah Paine" to play more than once per turn.</p> <p>3 </p>	<p><b>Ring of Silver</b></p> <p>State</p> <p><b>Unique. Schtick.</b> Turn to give subject Character <b>Guts</b> until the end of the turn. If you control "Ring of Ice", subject gains <b>Guts</b>, and you may turn this card to unturn subject.</p> <p><i>Silver Jet placed the ring on Pi Tui's finger.</i></p> <p> 1</p>	<p><b>Scrappy Kid</b> 1</p> <p>Martial Arts Prodigy</p> <p><b>Independent.</b> Cannot inflict more than 1 damage. Cannot be intercepted.</p> <p> 1 </p>

<p align="center"><b>Secret Pact</b></p> <p align="center">Event</p> <p><b>One-Shot.</b> Play during your Main Shot. You must have at least two resources each from two different factions in your pool to play this card. Draw four cards, gain 2 Power, or return a card from your smoked pile to your hand.</p> <p align="center"><b>0</b></p>	<p align="center"><b>Shamanistic Punk</b> 1</p> <p align="center">Hood Sorcerer</p> <p>+1 damage to <b>Cop</b> and <b>Police</b> cards. -1 damage to <b>Demon</b> and <b>Spirit</b> cards.</p> <p><i>They crave wealth, not wisdom.</i></p> <p align="center"><b>1</b>       </p>	<p align="center"><b>Silver Jet (PAP)</b> 8</p> <p align="center">Secret Warrior</p> <p><b>Unique. Independent. Toughness: 1.</b> When you declare him as an attacker, name a card, which cannot be played in response :: His target's controller must show you his or her hand and discard all cards with that title.</p> <p align="center">  <b>5</b>       </p>	<p align="center"><b>Slo Mo Vengeance</b></p> <p align="center">Event</p> <p>Play X <b>Weapon</b> or <b>Gun</b> States at no cost from your smoked pile onto a Character you control.</p> <p><i>This is the moment when it all goes down...</i></p> <p align="center"> <b>X</b></p>
<p align="center"><b>Secrets of Shaolin</b></p> <p align="center">Event</p> <p>Play during any Main Shot in response to a 0-cost Event :: Cancel that Event.</p> <p><i>The Hand possesses the secret knowledge of the ancients.</i></p> <p align="center"> <b>0</b></p>	<p align="center"><b>Shell Game</b></p> <p align="center">Event</p> <p>Target player reveals the top three cards of his or her deck. The player to his or her left puts one on the bottom of the deck, and target puts the other two into his or her hand.</p> <p><i>The Ascended can give you what you want in such a way that you regret it.</i></p> <p align="center"> <b>0</b></p>	<p align="center"><b>Skin and Darkness Zealots</b> 4</p> <p align="center">Netherworld Horrors</p> <p><b>Assassinate.</b> When Skin and Darkness Zealots enter combat with a Character, treat that Character's rules text as if it were blank until the end of combat.</p> <p align="center">  <b>3</b>      </p>	<p align="center"><b>Snowfall</b></p> <p align="center">Event</p> <p>All Characters cease attacking.</p> <p><i>Pi Tui flew into the air, her arms outstretched. The snow began to fall, and everyone drifted off into gentle slumber.</i></p> <p align="center">  <b>2</b></p>

<p style="text-align: center;"><b>Sonic Reducer</b></p> <p style="text-align: center;">State</p> <p><b>Unique. Weapon.</b> Turn to turn target Character at subject Character's location and inflict X damage to it. X= one-half target's Fighting (round up).</p> <p><i>Ain't no loser!</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><b>Stand Together</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> You must have at least two resources each from two different factions in your pool to play this card. Choose a designator when you play this card. All Characters with that designator gain +1 Fighting.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">&lt;1&gt; <b>Stone Spirals</b> (8)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Gain 1 Power when an opponent plays a card at a reduced cost due to a card he or she controls.</p>	<p style="text-align: center;"><b>The Enemy of My Enemy</b></p> <p style="text-align: center;">Edge</p> <p>Once per turn, you may give an opponent one Power :: Draw two cards.</p> <p><i>The Ascended prefer to have you fight their battles.</i></p> <p style="text-align: center;">  1</p>
<p style="text-align: center;"><b>Spin Doctoring</b></p> <p style="text-align: center;">Edge</p> <p>When a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand.</p> <p>----</p> <p>ERRATA: Only triggers once per turn, the first time a Character is smoked (J.Lighton email to forum 7 Dec 2003)</p> <p style="text-align: center;">   2</p>	<p style="text-align: center;">&lt;1&gt; <b>Stone Dolmens</b> (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn to smoke a State on a card you own.</p> <p><i>A place for rituals of cleansing.</i></p>	<p style="text-align: center;"><b>Ten Thousand Agonies</b> 9</p> <p style="text-align: center;">Demon Lord</p> <p><b>Unique.</b> All damage inflicted on Ten Thousand Agonies is increased by 1.</p> <p><i>Shelun cast his spell and the demon appeared, towering above the Dragons.</i></p> <p style="text-align: center;">    4 </p>	<p style="text-align: center;">&lt;1&gt; <b>The Forest of Fallen Banners</b> (7)</p> <p style="text-align: center;">Netherworld Site</p> <p><b>Unique.</b> Generates no Power if there are Characters at this location. Draw a card when a Character you control is smoked by an opponent.</p> <p><i>An eerie testament to the savagery of mankind.</i></p> <p style="text-align: center;">2</p>

<p style="text-align: center;"><b>The Ickies</b> 1</p> <p style="text-align: center;">Netherworld Rabble</p> <p>At the end of your turn, steal 1 Power from any one opponent who is closer to victory than you. Only one "The Ickies" may trigger each turn.</p> <p><i>They want their IKTV.</i></p> <p style="text-align: center;"><b>1</b></p>	<p style="text-align: center;"><b>"There's Always One More...."</b></p> <p style="text-align: center;">Event</p> <p><b>Toast It.</b> Randomly return a Character from your smoked pile to play.</p> <p><i>"It's like playing Whack-a-Mole."</i></p> <p style="text-align: center;">  <b>1</b></p>	<p style="text-align: center;"><b>Throne of Skulls</b></p> <p style="text-align: center;">Edge</p> <p><b>Unique.</b> Gain 1 Power when a <b>Unique</b> Character is smoked.</p> <p><i>A new skull appears whenever a hero dies.</i></p> <p style="text-align: center;">   <b>1</b></p>	<p style="text-align: center;"><b>Thunder Gladiator</b> 1</p> <p style="text-align: center;">Netherworld Warrior</p> <p>You may substitute  for each resource condition of a <b>Faceoff</b> Event. This card's rules text is still active in your smoked pile.</p> <p style="text-align: center;"><b>1</b> </p>
<p style="text-align: center;"><b>The Orange Principle</b></p> <p style="text-align: center;">Event</p> <p>Shuffle X cards from your hand into your deck :: Draw X+1 cards.</p> <p><i>The principle of diversity brings the blessings of good fortune.</i></p> <p style="text-align: center;">  <b>1</b></p>	<p style="text-align: center;">&lt;2&gt; <b>The Thunder Dome</b> (8)</p> <p style="text-align: center;">Netherworld Site</p> <p><b>Unique.</b> Turn to look through your deck for a <b>Faceoff</b> Event, show it to your opponents, and put it in your hand. Turn to immediately play a <b>Faceoff</b> Event from your smoked pile. That card is considered to be Toast-It.</p> <p style="text-align: center;"> <b>3</b> </p>	<p style="text-align: center;"><b>Thunder Apprentice</b> 1</p> <p style="text-align: center;">Fledgling Sorcerer</p> <p>Turn to give target Character +1 damage until the end of the turn.</p> <p><i>The most junior of Huan Ken's clergy.</i></p> <p style="text-align: center;"> <b>1</b>  </p>	<p style="text-align: center;"><b>Tracer Implant</b></p> <p style="text-align: center;">Arcanowave State</p> <p>When subject Character turns, it takes 1 damage and you may unturn a Character you control. Smoke this card if you control its subject.</p> <p style="text-align: center;"> <b>0</b></p>

<p>&lt;2&gt; <b>Trade Center</b> (9)</p> <p>Site</p> <p>Feng Shui Sites to the immediate right and left of this card generate no Power.</p> <p><i>"Old Mr. Tsang told me that it would cut off my chi, but I couldn't exactly cancel a billion-dollar contract, could I?"</i></p> <p>3</p>	<p><b>Two-Face</b> 3</p> <p>Punk Anarchists</p> <p><b>Unique.</b> Turn to take control of exactly two non-<b>Unique</b> Characters you do not control. They must each either cost 1 or neither require nor provide resources.</p> <p>3</p>	<p><b>Verminous Rain</b></p> <p>Event</p> <p>Cancel the effects and rules text of target Site until the end of the turn. <b>Reload:</b> Toast two random cards in your smoked pile.</p> <p><i>Vermin and pestilence bring corruption and ill fortune.</i></p> <p>0</p>	<p><b>Void</b> 4</p> <p>Entropy Spirit</p> <p><b>Unique. Toughness: 1.</b> Once per turn, you may sacrifice a Character to unturn this card. Once per turn, you may toast a Character you control to heal this card.</p> <p>3</p>
<p><b>Transmogrification</b></p> <p>Event</p> <p>Smoke a State on target Character, and inflict X damage on that Character. X= the cost of the State.</p> <p><i>Pi Tui waved her hand and the weapon became an albino python.</i></p> <p>0</p>	<p><b>Uprising</b></p> <p>Event</p> <p>Return to play from your smoked pile one plus one-half of X (round down) <b>Rebel</b> and <b>Rabble</b> Characters that are not <b>Unique</b>. X must be at least 3.</p> <p>X</p>	<p><b>Violence Junkies</b> 5</p> <p>Crazy Rabble</p> <p>When you play Violence Junkies from your hand, sacrifice an unturned Character. Must intercept attacks at their location.</p> <p><i>Dangerous to everyone.</i></p> <p>2</p>	<p><b>Wandering Hero</b> 3</p> <p>Netherworld Ally</p> <p>+1 Fighting for every Character you control that shares one or more designators with one or more cards in play.</p> <p><i>Warriors from forgotten times, looking for a cause.</i></p> <p>3</p>

<p style="text-align: center;"><b>War of Attrition</b></p> <p style="text-align: center;">Event</p> <p>Every player chooses a Character he or she controls if possible :: Smoke those Characters.</p> <p><i>"When I gave the Unspoken Name the latest intelligence from 2063, he laughed for several minutes straight."</i></p> <p> 1</p>	<p style="text-align: center;"><b>Wave Disruptor</b></p> <p style="text-align: center;">Event</p> <p>Inflict two damage on all opponents' Characters that provide more than 1 resource. <b>Reload:</b> 1.</p> <p> 1</p>	<p style="text-align: center;"><b>Xiaoyang Yun</b> 3</p> <p style="text-align: center;">Spy Mastermind</p> <p><b>Unique.</b> During your turn, opponents cannot play Events that require resources in your pool.</p> <p><i>"No, I know you too well."</i></p> <p> 3  1</p>	<p style="text-align: center;"><b>Zino the Greek</b> 1</p> <p style="text-align: center;">Netherworld Information Broker</p> <p><b>Unique.</b> Turn to look at target player's hand. Take one card from that player's hand and put it on top of their deck. That player may pay 1 Power to take control of Zino the Greek.</p> <p>1</p>
<p style="text-align: center;"><b>Wasting Curse</b></p> <p style="text-align: center;">Edge</p> <p>Characters with a cost of 4 or more take 1 damage when they unturn.</p> <p><i>The Lotus sow sorrow and pain with vile maledictions.</i></p> <p> 1</p>	<p style="text-align: center;"><b>Wrath of the Monarchs</b></p> <p style="text-align: center;">Event</p> <p>Cancel and smoke a non-<b>Unique Netherworld</b> card.</p> <p><i>In the Netherworld, it's not wise to anger the Monarchs.</i></p> <p> 1</p>	<p style="text-align: center;"><b>Yakuza Enforcer</b> 4</p> <p style="text-align: center;">Killer Hood</p> <p>Yakuza Enforcer takes no damage from cards you own. You cannot redirect damage to Yakuza Enforcer.</p> <p><i>"Traitors deserve no mercy."</i></p> <p>3</p>	<p style="text-align: center;"><b>Red Wedding Rules Card</b></p> <p>(see card)</p>