



Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Anomaly Spirit	Sorcerous Construct	Neutral	◆◆ 2 / ◆	2			Whenever a new column begins in an opponent's site structure, Anomaly Spirit gains +1 Fighting until it leaves play.	U	FP
Bandit Chief	Hood Scum	Neutral	2	3			Bandit Chief inflicts no combat damage on Characters with Fighting higher than his Fighting.	U	TW
Big Daddy Voodoo	Hood Sorcerer	Neutral	4 / ◆	5			Unique. Once each turn, you may spend damage counters on him as if they were Power while playing Hood cards.	R	BCL
Cassandra	Netherworld Seer	Neutral	2	2			Unique. 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.	U	RW
Chaos Spirit	Volatile Construct	Neutral	◆◆ 2 / ◆	2			At the end of each player's turn, you must inflict 2 damage on a card the player to his or her left controls.	C	DF
Cheap Punks	Mercenary Hoods	Neutral	2	2			Any time during any turn in which Cheap Punks are smoked, you may play a single Hood card or single Rabble card at -1 cost.	C2	FP
Claws	Unkillable Hood Bruiser	Neutral	6	9			Unique. Toughness: 2. Play if you control a Hood card. Not affected by Stealth, Assassinate, or Operation Events. Characters lose Ambush until the end of combat when they enter combat with Claws.	R	BCL
Da Boys	Hood Enforcers	Neutral	4	X			X= the number of cards controlled by target opponent at the time Da Boys enter play.	C	BCL
Dark Traveler	Netherworld Hero	Neutral	2	2			Dark Traveler's Fighting score is increased by 2 for each feng shui site in your smoked pile.	C	NW
Dark Traveler	Netherworld Hero	Neutral	2	2			+2 Fighting for each Feng Shui Site in your smoked pile.	C2	RW
Duodenum of Yang Luo	Demon Entrails	Neutral	◆◆◆◆ 4 / ◆	8			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.	R	N2
Eugene Fo	Sorcerous Hood	Neutral	5 / ◆	6			Unique. At the end of each turn, you may remove one damage counter from Eugene Fo for each Hood card in play. He takes no damage from Cop and Police cards.	R	NW
Hsiung-nu Mercenaries	Hired Killers	Neutral	2	3			Uncopyable. Guts. When you have no Power, smoke Hsiung-nu Mercenaries.	C	TW
Jimmy Wai	Netherworld Mastermind	Neutral	2	2			Unique. Turn to cancel an effect that is being maintained by a card that turned and maintained. ERRATA: Turn to cancel a turn-and-maintain ability. (OmniFAQ 8/10/2007)	R	NW
Jui Szu	Outmaneuvered Empress	Neutral	3	2			Unique. All ⊗ cards are +1 cost. Turn and maintain to take control of a Feng Shui Site you own that is controlled by an opponent.	R	TW
Luis Camacho	Vengeful Hood	Neutral	4	2			Unique. Gains +1 Fighting for each Hood in your smoked pile.	R	Ltd
Lusignan the Fool	Mysterious Jester	Neutral	3 / ◆◆	4			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.	R	N2
Lusignan's Automaton	Sorcerous Jester	Neutral	◆◆ 4 / ◆	6			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.	R	N2
Man With No Name	Mysterious Stranger	Neutral	2	2			Unique. Turn to draw a card. Turn to add a faction resource of your choice to your pool until the end of the turn.	R	N2
Marauder Gang	Renegade Cyborgs	Neutral	✱ 2 / ✱	3			At the end of your turn, smoke this card if it did not attack this turn.	C	DF
Marauder Lord	Ruthless Cyborg	Neutral	✱✱ 4 / ✱	5			When Marauder Lord turns to attack, he gains +1 Fighting until he leaves play.	U	DF
Mirror Dancer	Netherworld Spirit	Neutral	◆ 2 / ◆	2			During an attack you declare, if Mirror Dancer damages a site in combat that has the same name as a site you control, you may seize that site.	U	FP
Mooks	Mercenary Hoods	Neutral	1	1			(no text)	VC	Ltd
Mr. Simms	Hood Lieutenant	Neutral	2	2			Unique. Once per turn, you may redirect damage inflicted by a non-Character source on a card you control to any Character controlled by the player who controlled the source of the damage.	R	BCL
Mysterious Stranger	Netherworld Outcast	Neutral	3	2			The controller of a character who intercepts Mysterious Stranger loses all power.	U	Ltd
Nine Cuts	Mercenary Assassin	Neutral	4	2			Unique. Assassinate.	R	Ltd
Nine Cuts (PAP)	Shadowy Assassin	Neutral	3	3			Unique. Assassinate. When Nine Cuts inflicts combat damage on a Character, smoke that Character.	P	Promo
Ninja Six	Enigmatic Agent	Neutral	3	4			Unique. Stealth. At the start of your turn you may add or remove a designator from Ninja Six until the beginning of your next turn.	R3	RW
Noriko Watson	Razor Girl	Neutral	✱✱ 4 / ✱	4			Unique. Ambush. +2 damage to Sites. While intercepting, this card inflicts its combat damage at the same time an attacker with Ambush would.	P	Promo
Reverend Zebediah Paine	Demon Hunter	Neutral	3	4			Unique. Cannot be sacrificed. Assassinate against Demon Characters. Pay 2 Power to return him to play. You cannot return "Reverend Zebediah Paine" to play more than once per turn.	U	RW
Shung Dai	Guardian Monk	Neutral	4 / ⊕	5			Unique. Toughness: 1. Cannot be intercepted by Characters with a cost of 3 or less.	R3	7M
The Big Boss	Hood Mastermind	Neutral	4	5			Unique. During your Main Shot, you may play one State, Site, Edge, or Character from your smoked pile if it has the designator Hood .	R	BCL
The Displaced	Netherworld Rabble	Neutral	1	1			If The Displaced are smoked, you may toast a card in an opponent's smoked pile. If an opponent forces you to discard The Displaced, you may smoke any card that opponent controls.	C	NW

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The Displaced	Netherworld Rabble	Neutral	1	1			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.	C	N2
The Dis-Timed	Netherworld Rabble	Neutral	2	2			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.	C	N2
The Faceless	Netherworld Rabble	Neutral	2	2			You may take control of States on characters or sites damaged by The Faceless in combat and place the States on any legal subject. 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 Faceless leave play. (YotD rulebook & Z-Man FAQ 1)	C	NW
The Ickies	Netherworld Rabble	Neutral	1	1			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.	C2	RW
The Losers	Netherworld Rabble	Neutral	2	1			If The Losers are a legal target or subject of an Event or State being played on a card you control, you may turn The Losers to make them the target or subject.	C	NW
White Ninja	Assassin	Neutral	5	3			Unique. Ambush. Stealth.	R	Ltd
White Ninja (PAP)	Assassin	Neutral	6	7			Unique. Ambush. Stealth. Special abilities of any character or site targeted by White Ninja in an attack are cancelled until the end of the turn.	P	FP
White Ninja (PAP)	Assassin	Neutral	6	7			Unique. Ambush. Stealth. The rules text of any Character or Site targeted by White Ninja in an attack is canceled until the end of the turn.	P	Promo
White Ninja (PAP)	Assassin	Neutral	6	7			Unique. Ambush. Stealth. The target of this card's attack is canceled until the end of the turn.	P	Promo
Yakuza Enforcer	Killer Hood	Neutral	3	4			Yakuza Enforcer takes no damage from cards you own. You may not redirect damage to Yakuza Enforcer.	C	FP
Yakuza Enforcer	Killer Hood	Neutral	3	4			Yakuza Enforcer takes no damage from cards you own. You cannot redirect damage to Yakuza Enforcer.	C2	RW
Ze Botelho	Lodge Outcast	Neutral	3	3			Unique. Toughness: 2 against  characters. While Ze Botelho is in play, any card with an  symbol in its resource conditions has its cost increased by 1.	R	NW
Zino the Greek	Netherworld Information Broker	Neutral	1	1			Unique. 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.	R3	RW

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Art of War	Edge	Neutral	0				Unique. Your hand size increases by 2. When the opponent to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, control of Art of War shifts to the opponent to your left.	U	FP
Art of War	Edge	Neutral	0				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. ERRATA: reprint is missing Unique (NW2 FAQ)	U	N2
CAT Tactics	Edge	Neutral	*** 0				If an opponent ends his or her turn without declaring an attack, put a counter on CAT Tactics. Remove X counters to give target character +X Fighting until end of turn. Remove all such counters from CAT Tactics at the end of your turn.	U	FP
Doomsday Device	Edge	Neutral	*** 2				Unique. Gain 1 Power whenever an opponent declares interception against an attack you declare. If Doomsday Device leaves play, toast a card in your burned-for-victory pile.	U	FP
I Ching	Edge	Neutral	◆ 1				Turn to look at the top 3 cards of any one player's deck and arrange them in whatever order you wish.	R	Ltd
Magnum Justice	Cop Edge	Neutral	1				Limited. Turn and maintain to give target Cop Character +3 damage against Characters.	U	BCL
Safehouse	Edge	Neutral	4				Turn and maintain; no attacks can be declared against target character.	R	Ltd
Secret Wisdom of the Ancients	Edge	Neutral	☠ 1				Turn to place any number of ☠ Events and ☠ States from your hand face-up on the table. You may play these cards as if they were in your hand, but cannot discard them. Toast all these face-up cards when this card leaves play.	U	2FT
Smart Missile	Edge	Neutral	* 1				Comes into play turned. Turn and sacrifice to inflict 6 points of damage on target turned site, or on target character that is the subject of a vehicle State.	C	FP
Smart Missile	Edge	Neutral	* 1				Enters play turned. Turn and sacrifice to inflict 6 damage on target turned Site or target Character that is the subject of a Vehicle .	U	DF
Soul Maze	Edge	Neutral	◆◆ 1				Turn to cause two characters in combat to swap, for the duration of the combat, their special abilities and the special abilities of any cards played on them. ERRATA: Prior to combat, turn to swap, until the end of combat, the rules text of two Characters about to enter combat with each other and the rules text of any States they are the subject of. (OmniFAQ 8/10/2007 and YotD rulebook)	R	Ltd
Spirit Frenzy	Edge	Neutral	◆◆ 2				You may turn a ◆ character to do 1 point of damage to a character than has just been damaged.	R2	Ltd
Spirit Guardian	Edge	Neutral	◆◆ 2				Limited. Turn when an opponent smokes a Character you control to inflict 2 damage on a Character he or she controls.	U	DF
Stand Together	Edge	Neutral	1				Limited. 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.	U	RW
Supercomputer	Edge	Neutral	*** 2				Unique. When you draw cards during your establishing shot, you may choose to draw 3 cards instead of the number of cards you would ordinarily draw.	U	FP
Supercomputer	Edge	Neutral	*** 2				Unique. During your draw phase, you may choose to draw 3 cards instead of the number of cards you would ordinarily draw.	U	N2
Tank Warfare	Edge	Neutral	* 1				You may play Tank States from your smoked pile at -1 cost. Tank characters or characters that are the subject of tank states may not turn to attack sites if two or more players control such characters. ERRATA: Tank Characters and Characters that are the subject of Tank States cannot turn to attack Sites if two or more players control such Characters. Turn to play a Tank State from your smoked pile at -1 cost. (OmniFAQ 8/10/2007)	U2	FP
Tank Warfare	Edge	Neutral	* 1				You may play Tank States from your smoked pile at -1 cost. Tank Characters and Characters that are the subject of Tank States cannot turn to attack Sites if two or more players control such Characters. ERRATA: Must turn the card to generate the effect (Kii-Yaaaah! issue 5, April 2004)	F	10kB
The Hungry	Edge	Neutral	◆◆ 1				Gain 3 Power whenever you burn a site for victory. All your characters and sites suffer 2 points of damage if The Hungry leaves play. ERRATA: When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When The Hungry leaves play, inflict 2 damage on all Sites you control and all Characters you control. (YotD-097)	U	Ltd
The Hungry v2	Edge	Neutral	◆◆ 1				When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When The Hungry leaves play, inflict 2 damage on all Sites you control and all Characters you control.	F	YotD
The Rackets	Hood Edge	Neutral	3				Comes into play turned. Turn during your turn to take 1 Power from target player's pool and add it to your own.	U	Ltd
The Ruby Eye	Edge	Neutral	◆◆ 0				Unique. Your Characters cannot have their damage reduced or the target of their attacks changed. Pay 1 Power at the start of your Main Shot or toast this card.	U	2FT

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Big Red Button	Event	Neutral	*** 0				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.	U	N2
Blade Palm	Event	Neutral	☯ 2				Return target card to its owner's hand. Does not affect Event cards.	U	Ltd
Blade Palm	Event	Neutral	☯ 2				Return target card to its owner's hand.	F	YotD
Blade Palm	Event	Neutral	☯ 2				Return target card to its owner's hand.	F	10kB
Blade Palm (AltArt)	Event	Neutral	☯ 2				Return target card to owner's hand.	P	Promo
Buddha's Palm	Event	Neutral	☯ 0				Target a Character that is about to enter combat with a Character you control and toast the top X cards of your deck :: Inflict X damage on target. X= the number of ☯ resources in your pool.	U	7M
Cloud Walking	Event	Neutral	◆ 0				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.	C	N2
Curse of Discord	Event	Neutral	◆ 1				Target two interceptors :: Inflict damage on each equal to the other's Fighting.	C	S&SG
Curtain of Fullness	Event	Neutral	◆ 0				Target player must discard three cards at random from his or her hand.	U	Ltd
Curtain of Fullness	Event	Neutral	◆ 0				Target player must discard three cards at random.	C	7M
Dark's Soft Whisper	Event	Neutral	☯ 0				Play immediately after you have made an unsuccessful attack and when an opponent is closer to fulfilling victory conditions than you are, or is one feng shui site away from victory. You gain 2 Power.	U2	FP
Dark's Soft Whisper	Event	Neutral	☯ 0				Play when an attack you declared fails and an opponent is one Feng Shui Site away from victory or closer to victory than you. Gain 2 Power.	C2	SS
Dawn of the Righteous	Event	Neutral	☯ 1				Remove up to six damage counters from cards you control.	C	Ltd
Discerning Fire	Event	Neutral	◆ X				Smoke X target cards that share a designator other than "Netherworld." X must be greater than one. Power-generating sites are not legal targets.	C	NW
Discerning Fire	Event	Neutral	◆ X				Smoke X target cards that share a designator other than Netherworld . X must be greater than one. Power-generating Sites are not legal targets.	F	YotD
Discerning Fire	Event	Neutral	◆ X				Smoke X target cards that share a designator other than Netherworld . X must be greater than one. Power-generating Sites are not legal targets.	C	TW
Discerning Fire	Event	Neutral	◆ X				Smoke X target cards that share a designator other than Netherworld . X must be greater than one. Power-generating Sites are not legal targets.	F	10kB
Farseeing Rice Grains	Event	Neutral	◆ 0				You may ignore resource conditions when playing this card by toasting the top 5 cards in your deck :: Discard any number of cards, then draw an equal number of cards.	C	TW
Healing Earth	Event	Neutral	☯ 0				Remove a number of damage counters from the cards you control up to the number of ☯ resources in your pool.	C	Ltd
Healing Earth	Event	Neutral	☯ 0				Remove up to X damage from cards you control. X= the number of ☯ resources in your pool.	C2	SS
Healing Earth	Event	Neutral	☯ 0				Remove up to X damage from cards you control. X= the number of ☯ resources in your pool.	F	10kB
IFF Missiles	Event	Neutral	* 1				Target an opponent :: Inflict 2 damage on each Character that opponent controls who does not share a designator with any other Character that player controls.	C	DF
IKTV Special Report	Event	Neutral	* 0				Limited. Play when an opponent plays a Unique Character, takes control of a Character, or plays a Character at reduced cost :: Gain 2 Power.	C3	RW
Information Warfare	Event	Neutral	*** 1				Play when an opponent declares an attack. Change the target of one attacker to any legal target.	U	RW
Invincible Chi	Event	Neutral	☯☯ 1				Play during your turn. When you play Invincible Chi, choose one of the following types of cards: States, Edges, or sites. The effects and special abilities of all cards of that type are cancelled until the end of the turn.	U2	FP
Invincible Chi	Event	Neutral	☯☯ 1				Play during your turn. Choose States, Edges, or Sites. Cancel the effects and rules text of all cards of that type until the end of the turn.	U2	SS
Killing Rain	Event	Neutral	◆ 1				All sites in play take 2 points of damage.	C	Ltd
Killing Rain	Event	Neutral	◆ 1				Inflict 2 damage on all Sites.	C	7M
Larcenous Mist	Event	Neutral	◆ 0				Any special abilities possessed by target character and any States on target character have no effect for the duration of this turn. Treat the character card and any State cards on it as if their card text were blank. ERRATA: Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank. (SS-056)	U	Ltd
Larcenous Mist v2	Event	Neutral	◆ 0				Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank.	C2	SS
Lateral Reincarnation	Event	Neutral	1				(no text)	P	Promo

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Lateral Reincarnation	Event	Neutral	1				Unique. You must have at least 3 resources of the same type to play this card. Sacrifice a Character and choose a non- Unique Character in an opponent's smoked pile with the same cost or less :: Return the chosen Character to play under your control. ERRATA: delete Unique. (Gavin Edwards posting to Shadowfist Forum 6 Sep 2006)	U	S&SG
Memory Reprocessing	Event	Neutral	◆◆ 1				Toast It. When you play Memory Reprocessing, you may play an Event from target opponent's smoked pile at normal cost, but ignoring resource conditions. The Event goes back into his or her smoked pile. The opponent gains 1 Power.	U	FP
Memory Reprocessing	Event	Neutral	◆◆ 1				Toast It. Immediately play an event from target opponent's smoked pile at normal cost; that player gains 1 Power. ERRATA: reprint is missing the phrase "ignoring resource conditions" (DF FAQ)	U	DF
Orbital Laser Strike	Event	Neutral	* 1				Target site takes damage equal to the number of * resources in your pool.	C	Ltd
Orbital Laser Strike	Event	Neutral	* 1				Inflict X damage on target Site. X= the number of * resources in your pool.	C	DF
Pocket Demon	Event	Neutral	◆ 0				Limited. 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. ERRATA: Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. 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, minus the number of cards in your burned-for-victory pile. (YotD-069)	C	NW
Pocket Demon v2	Event	Neutral	◆ 0				Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. 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, minus the number of cards in your burned-for-victory pile.	F	YotD
Pocket Demon v2	Event	Neutral	◆ 0				Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. 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, minus the number of cards in your burned-for-victory pile.	C	TW
Pocket Demon v2	Event	Neutral	◆ 0				Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. 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, minus the number of cards in your burned-for-victory pile.	F	10kB
Return to the Center	Event	Neutral	☯ 1				All states and non-damage tokens on target card are smoked.	U2	Ltd
Robbing the Kong	Event	Neutral	☯☯ 2				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.	R3	RW
Salvage	Event	Neutral	* 1				Return any * card in your smoked pile to your hand.	U	Ltd
Satellite Intelligence	Event	Neutral	* 1				Target site switches positions with another target site its controller controls. This may change which site is targeted by an attack.	U2	FP
Satellite Intelligence	Event	Neutral	* 1				Swap the positions of two target Sites controlled by the same controller. This may change which Site is targeted by an attack.	F	YotD
Satellite Surveillance	Event	Neutral	* 0				You may reveal a number of sites up to the number of * resources in your pool.	U	Ltd
Scroll of Incantation	Event	Neutral	◆◆ 1				Search through your deck for an Event. Reshuffle your deck afterwards. You must play this Event immediately or it is toasted. ERRATA: Reprint has clarified wording: Immediately search your deck for an Event, then reshuffle. You must immediately either play that Event or toast it. (N2-106)	U	Ltd
Scroll of Incantation	Event	Neutral	◆◆ 1				Immediately search your deck for an Event, then reshuffle. You must immediately either play that Event or toast it.	U	N2
Secret Pact	Event	Neutral	0				One-Shot. 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.	U	RW
Shaking the Mountain	Event	Neutral	☯☯ 1				Turn all Characters and Sites at target location.	C2	SS
Shattering Fire	Event	Neutral	◆ 1				Target character takes damage equal to the number of ◆ resources in your pool.	C	Ltd
Shattering Fire	Event	Neutral	◆ 1				Inflict X damage on target Character. X= the number of ◆ resources in your pool.	F	YotD
Shattering Fire	Event	Neutral	◆ 1				Inflict X damage on target Character. X= the number of ◆ resources in your pool.	C	TW

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Solar Flare	Event	Neutral	1				If you have you may inflict 4 damage on target Character. If you have you may heal 4 damage from target card. If you have you may reveal and/or turn up to 4 target Sites.	C	CS
Spit and Baling Wire	Event	Neutral	0				Return a Vehicle , Weapon , or State in your smoked pile to play on a Character you control. At the end of the turn, toast that State, even if it is in your smoked pile.	C	DF
The Golden Spike	Railroad Event	Neutral	1				One-Shot. Play if you have at least three columns in your Site structure. You may immediately play a card from your smoked pile at no cost, regardless of type.	R	S&SG
The Swords Unite	Event	Neutral	0				Look through your deck for a Sword State, show it to your opponents, put it in your hand, and reshuffle. If the card was "Boundless Heaven Sword" or "Invincible Earth Sword", gain 2 Power if the other is in play.	U	7M
Uprising	Event	Neutral	X				Return to play from your smoked pile one plus one-half of X (round down) Rebel and Rabble Characters that are not Unique . X must be at least 3.	U	RW
Violet Meditation	Event	Neutral	0				Limited. Play at the start of your turn. No other cards generate Power during your establishing shot. Instead, Violet Meditation generates Power equal to the number of Edges and Power-generating sites controlled by target opponent. ERRATA: Limited. 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-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile. (YotD-106)	C	NW
Violet Meditation v2	Event	Neutral	0				Limited. 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-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile.	F	YotD
Violet Meditation v2	Event	Neutral	0				Limited. 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-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile.	C	TW
Wave Disruptor	Event	Neutral	1				Inflict two damage on all opponents' Characters that provide more than 1 resource. Reload: 1.	C2	RW
Willow Step	Event	Neutral	0				Reload: 1. Target a Character that is about to enter combat :: Target gains Toughness: 2 until the end of combat.	U	CS
Wing of the Crane	Event	Neutral	1				Smoke target character. If the character is still in the smoked pile at the end of the next player's turn, it returns to play. ERRATA: Smoke target Character. Return it to play under its owner's control at the end of the next player's turn if it is still in the smoked pile. (7M-121)	U2	FP
Wing of the Crane v2	Event	Neutral	1				Smoke target Character. Return it to play under its owner's control at the end of the next player's turn if it is still in the smoked pile.	C	7M
Year of the Rat	Event	Neutral	2				Play any time, except during an attack, to switch two target player's positions at the gaming table. You may only play a single Year of the Rat card in any game. ERRATA: One-Shot. Play during any Main Shot except during an attack. Target two players :: Switch those players' positions at the gaming table. (YotD rulebook)	U	FP
Yippee-Yi-Yo-Kiii-YAAAAH!	Event	Neutral	0				One-Shot. You must have at least two resources each from two different factions in your pool to play this card. Gain X Power, where X= the number of columns in your Site structure.	U	S&SG

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Ancestral Sanctuary	Netherworld Feng Shui Site	Neutral			4	1	Limited. If one of your feng shui sites is seized or burned, you may immediately play this site face up at no cost. Gain 5 Power if an opponent forces you to discard Ancestral Sanctuary.	U2	NW
Ancestral Tomb	Feng Shui Site	Neutral			5	1	Ancestral Tomb's body is increased by the number of characters in your smoked pile. While Ancestral Tomb has damage counters on it, it does not count toward fulfilling it's controller's victory conditions.	VC	Ltd
Ancient Monument	Feng Shui Site	Neutral			12	1	Inflict 1 damage on this Site when an attack is declared against it.	C2	SS
Ancient Temple	Feng Shui Site	Neutral			5	1	Any character that is intercepted while attacking Ancient Temple inflicts no damage on Ancient Temple.	VC	Ltd
Arctic Fortress	Feng Shui Site	Neutral			8	1	Takes no damage from Characters that are the subject of States.	U	CS
Auspicious Termites	Feng Shui Site	Neutral			5	1	Cannot be burned. If smoked, Auspicious Termites returns to its owner's hand.	VC2	Ltd
Aztec Pyramid	Feng Shui Site	Neutral			6	1	At the end of the turn, if this card is unturned and there is no coin on it, flip a coin and leave it on this card. At any time a player has to flip a coin, you may immediately remove the coin on this card, and its result is the result of the flip. Turn to remove the coin on this card.	U	2FT
Big Red Barn	Feng Shui Site	Neutral			7	1	+2 Body for each Character you control.	C	S&SG
Bird Sanctuary	Feng Shui Site	Neutral			6	1	Limited. Cannot be healed except when seized. Once each turn, you may inflict 1 damage on this card when an opponent smokes a Character you control that is not a 1-cost foundation :: Gain 1 Power.	F	10kB
Birdhouse Cafe	Feng Shui Site	Neutral			7	1	If, at the end of your turn, an opponent is at least as close to fulfilling victory conditions as you are, characters that participated in attacks this turn unturn.	C	FP
Birdhouse Cafe	Feng Shui Site	Neutral			7	1	At the end of your turn, if any opponent is at least as close to victory as you are, unturn all Characters that participated in attacks this turn.	F	YotD
Birdhouse Cafe	Feng Shui Site	Neutral			7	1	At the end of your turn, if any opponent is at least as close to victory as you are, unturn all Characters that attacked during the turn.	F	10kB
Blessed Orchard	Feng Shui Site	Neutral			7	1	Whenever a player declares an attack on Blessed Orchard, transfer 1 Power from his or her pool to yours.	VC	Ltd
Blessed Orchard	Feng Shui Site	Neutral			7	1	When an opponent declares an attack that targets Blessed Orchard, you may steal 1 Power from that opponent.	F	YotD
Booby-Trapped Tomb	Feng Shui Site	Neutral			8	1	When this Site is revealed, you may inflict 3 damage on target Character at its location.	C	2FT
Boot Hill	Feng Shui Site	Neutral			7	1	Limited. If any opponent is closer to victory than you, turn and discard a Character that is not a foundation :: Gain 1 Power.	U	S&SG
Bountiful Fields	Feng Shui Site	Neutral			8	1	Once per turn when you play a State, you may draw a card.	U	S&SG
Cataract Gorge	Feng Shui Site	Neutral			7	1	Unique. Turn to give target Character Independent until the end of the turn.	R	DF
Cave Network	Feng Shui Site	Neutral			6	1	If an attack is declared against Cave Network when you have no characters in play, you may turn Cave Network to play a character with a cost of 3 or less at no cost. You may play a character in this manner during an opponent's turn.	VC2	Ltd
Cave Network	Feng Shui Site	Neutral			6	1	If you control no Characters when an attack is declared against Cave Network, you may turn Cave Network to play a Character with a cost of 3 or less at no cost.	F	YotD
Cave Network	Feng Shui Site	Neutral			6	1	If you control no Characters when an attack is declared against Cave Network, you may turn Cave Network to play a Character with a cost of 3 or less at no cost.	F	10kB
City Hospital	Feng Shui Site	Neutral			8	1	Turn to remove 1 damage from a Character. Unturn this card when a Character you control is smoked.	F	10kB
City Park	Feng Shui Site	Neutral			8	1	City Park heals at the end of the turn it is revealed. You may put City Park into play face up at no cost when a site you control is burned. ERRATA: Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn. (10kB-029)	C	FP
City Park	Feng Shui Site	Neutral			8	1	Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost. ERRATA: Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn. (10kB-029)	F	YotD
City Park v2	Feng Shui Site	Neutral			8	1	Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn.	F	10kB
City Square	Feng Shui Site	Neutral			6	1	Unique. Turn to redirect the damage inflicted on target site from a single source to any site you control.	R	Ltd
City Square	Feng Shui Site	Neutral			6	1	Unique. Turn to redirect the damage inflicted by a single source on target Site to any Site you control.	F	YotD
City Square	Feng Shui Site	Neutral			6	1	Unique. Turn to redirect the damage inflicted by a single source on target Site to any Site you control.	F	10kB
Coral Reef	Feng Shui Site	Neutral			8	1	Turn when you declare an attack :: Draw a card, then discard a card. This ability is not cumulative.	C	DF
Curio Shop	Feng Shui Site	Neutral			7	1	Takes no damage from cards that have a cost of 1 that are controlled or played by an opponent.	C	FP
Curio Shop	Feng Shui Site	Neutral			7	1	Takes no damage from cards that have a cost of 1 that are controlled or played by an opponent.	F	YotD
Curio Shop	Feng Shui Site	Neutral			7	1	Takes no damage from opponents' cards that have a cost of 1.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Desolate Ridge	Feng Shui Site	Neutral			6	1	Limited. Turn in response to an Event to inflict 2 damage on target Site or Character controlled by the player who played that Event.	U	TW
Devil's Mountain	Feng Shui Site	Neutral			6	1	Unique. Turn to redirect all damage inflicted on a Site by a single source to a Character you control.	R	S&SG
Diamond Beach	Netherworld Feng Shui Site	Neutral			5	1	Toughness: 2.	C2	RW
Disco	Feng Shui Site	Neutral			8	1	Limited. Immediately choose a designator when this Site is revealed or seized. Turn when an opponent plays a card with that designator to gain 1 Power.	C	BCL
Donner Lake	Feng Shui Site	Neutral			6	1	Unique. At the beginning of your Main Shot, all Characters at this location gain +1 Fighting until they leave play and you must sacrifice a Character at this location.	R	S&SG
Dragon Graveyard	Netherworld Feng Shui Site	Neutral			8	1	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.	C2	RW
Dragon Mountain	Feng Shui Site	Neutral			7	1	Unique. Toughness: 1.	R	Ltd
Dragon Mountain	Feng Shui Site	Neutral			7	1	Unique. Toughness: 1.	R	SS
Eagle Mountain	Feng Shui Site	Neutral			6	1	No effect if Eagle Mountain is not in your front row. When Characters at this location turn to attack, they gain Toughness: 1 until the end of the attack. Instead, when Eagle Mountain is revealed during an attack, Characters that were at this location when they turned to attack gain Toughness: 1 until the end of the attack.	C	TW
Escher Hotel	Netherworld Feng Shui Site	Neutral			8	1	Unique. 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.	R3	RW
Family Home	Feng Shui Site	Neutral			5	1	Generates an additional point of Power if the Power of the player to your left is greater than yours.	VC	Ltd
Family Home	Feng Shui Site	Neutral			5	1	Generates an additional Power if the player to your left has more Power than you.	F	10kB
Family Restaurant	Feng Shui Site	Neutral			4	1	Regenerates. Body is reduced to 0 if damaged by a Hood card.	VC	Ltd
Festival Circle	Feng Shui Site	Neutral			6	1	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.	C	NW
Festival Circle	Feng Shui Site	Neutral			6	1	Damage may only be removed from Festival Circle when it is seized. If Festival Circle is in your front row, turn and inflict 2 damage on it in response to an Event that targets one or more Characters you control :: Cancel that Event.	F	YotD
Festival Circle	Feng Shui Site	Neutral			6	1	Cannot be healed except when seized. If Festival Circle is in your front row, turn and inflict 2 damage on it in response to an Event that targets one or more Characters you control :: Cancel that Event.	F	10kB
Field of Tentacles	Netherworld Feng Shui Site	Neutral			8	1	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. ERRATA: Reprint has clarified wording: Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent. (YotD-031)	C	NW
Field of Tentacles	Netherworld Feng Shui Site	Neutral			8	1	Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent.	F	YotD
Field of Tentacles	Netherworld Feng Shui Site	Neutral			8	1	Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent. ERRATA: card from Lotus deck is missing Netherworld in subtitle (Shadowfist.com)	F	10kB
Fireworks Factory	Feng Shui Site	Neutral			7	1	When an opponent reduces Fireworks Factory's Body to 0, you may smoke a Character that opponent controls if he or she is now closer to victory than you.	F	10kB
Floating Restaurant	Feng Shui Site	Neutral			8	1	When an opponent plays an Event, you may remove 1 damage from any card you control.	F	YotD
Floating Restaurant	Feng Shui Site	Neutral			8	1	When an opponent plays an Event, you may remove 1 damage from any card you control.	F	10kB
Forgotten Shrine	Feng Shui Site	Neutral			6	1	Turn and maintain and target an opponent's Site :: That Site takes two damage when it is turned.	C2	SS
Forgotten Temple	Feng Shui Site	Neutral			7	1	Limited. Turn at the end of any opponent's turn in which at least one card you own was smoked :: Gain 1 Power.	U	CS
Fortress of Shadow	Feng Shui Site	Neutral			8	1	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.	C	NW
Four Sorrows Island	Feng Shui Site	Neutral			6	1	Unique. Cannot be healed except when seized. Except during an attack on this card, turn and inflict 2 damage on it and target a Character :: Target may not intercept until the end of the turn.	R	SS
Fox Pass	Feng Shui Site	Neutral			5	1	Limited. Turn to change the target of target attacking character's attack to any character or front-row site you control. ERRATA: Unique. Turn to change one attacker's target to any Character or front-row Site you control. (YotD-035)	R2	Ltd
Fox Pass v2	Feng Shui Site	Neutral			5	1	Unique. Turn to change one attacker's target to any Character or front-row Site you control.	F	YotD

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Fox Pass v2	Feng Shui Site	Neutral			5	1	Unique. Turn to change one attacker's target to any Character or front-row Site you control.	F	10kB
Gambling House	Feng Shui Site	Neutral			6	1	Limited. If any opponent controls at least two cards that share a designator, you may turn this card during your Main Shot to gain 1 Power.	F	YotD
Gambling House	Feng Shui Site	Neutral			6	1	Limited. If any opponent controls at least two cards that share a designator, you may turn this card during your Main Shot to gain 1 Power.	F	10kB
Garden of Bronze	Netherworld Feng Shui Site	Neutral			8	1	Gain 3 Power whenever an opponent burns one of your other feng shui sites for Power.	C	NW
Garden of Bronze	Netherworld Feng Shui Site	Neutral			8	1	Gain 3 Power when an opponent burns one of your other Feng Shui Sites for Power. ERRATA: card from Purist deck is missing Netherworld in subtitle (Not officially recognized yet)	F	10kB
Golden Mile	Feng Shui Site	Neutral			8	1	Unique. Turn to gain 1 Power when an opponent spends 3 or more Power at one time.	F	10kB
Grizzly Pass	Feng Shui Site	Neutral			7	1	+5 Body while no two cards you control have the same title.	C	TW
Grove of Willows	Feng Shui Site	Neutral			6	1	If Grove of Willows is revealed due to damage inflicted in an attack, you gain Power equal to the number of characters that attacked it.	VC	Ltd
Hall of Portals	Netherworld Feng Shui Site	Neutral			8	1	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.	C	N2
Hallowed Earth	Feng Shui Site	Neutral			6	1	If Hallowed Earth is seized or burned by a player who controls more feng shui sites than you, you gain power equal to the number of feng shui sites he or she controls.	VC	Ltd
Hartwell Iron Works	Feng Shui Site	Neutral			6	1	Unique. When any Character enters combat with this card, inflict 1 damage on that Character. (Before combat damage is dealt.)	R	SS
Heart of the Rainforest	Feng Shui Site	Neutral			8	1	Heart of the Rainforest gains +2 Body for each State it is the subject of.	C	FP
Heaven's Peak	Feng Shui Site	Neutral			8	1	Unique. You may draw a card when an opponent turns a Character to change location or to generate an effect.	R	SS
Hidden Sanctuary	Feng Shui Site	Neutral			7	1	Limited. At the end of an attack you declared, you may remove X points of damage from each character you choose that participated in the attack. X = the number of Sanctuaries you control.	C2	FP
Hidden Sanctuary	Feng Shui Site	Neutral			7	1	Limited. At the end of an attack you declared, you may remove up to X damage from each Character that attacked. X = the number of Sanctuary cards you control.	F	10kB
Hidden Tomb	Feng Shui Site	Neutral			8	1	You may play States on Hidden Tomb at -1 cost.	C	2FT
Hot Springs	Feng Shui Site	Neutral			6	1	Turn and maintain and target a Character :: Target takes no damage from Sites, and is not affected by effects generated by other Sites.	C	DF
House of Mirrors	Netherworld Feng Shui Site	Neutral			6	1	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.	C	NW
Hydroponic Garden	Martian Feng Shui Site	Neutral			7	1	When this card is seized or burned, gain 1 Power and you may play a Feng Shui Site face-up at no cost. ERRATA: When an opponent seizes or burns this card, gain 1 Power and you may play a Feng Shui Site face-up at no cost. (OmniFAQ 8/10/2007)	C	CS
Identity Chop Shop	Feng Shui Site	Neutral			8	1	Limited. Turn and maintain to give or remove a designator of your choice from target Character you control. (This is not considered to change a card's title.)	U	DF
Inner Sanctum	Feng Shui Site	Neutral			11	1	Once Inner Sanctum has been revealed, you may not place new feng shui sites into its column.	VC2	Ltd
Inner Sanctum	Feng Shui Site	Neutral			11	1	If Inner Sanctum is revealed, you may not place another Feng Shui Site at this location.	F	YotD
Inner Sanctum	Feng Shui Site	Neutral			11	1	If Inner Sanctum is revealed, you may not place another Feng Shui Site at its location.	F	10kB
Jade Palace of the Dragon King	Feng Shui Site	Neutral			5	1	Unique. You may remove one damage from any card you control when a Character is smoked.	R3	7M
Jade Valley	Feng Shui Site	Neutral			7	1	Limited. Unless you are closer to victory than all opponents, Jade Valley generates +1 Power and gains +4 Body if any opponent controls a Feng Shui Site you own or has a Feng Shui Site you own in his or her burned-for-victory pile.	F	YotD
Jade Valley	Feng Shui Site	Neutral			7	1	Limited. While any Feng Shui Site you own is controlled by an opponent or in an opponent's burned-for-victory pile, and you are not closer to victory than all opponents, Jade Valley generates +1 Power and gains +4 Body.	F	10kB
Jagged Cliffs	Feng Shui Site	Neutral			8	1	If Jagged Cliffs's Body is reduced to 0, all characters at its location suffer 3 points of damage.	VC	Ltd
Jagged Cliffs	Feng Shui Site	Neutral			8	1	When Jagged Cliff's Body is reduced to 0, inflict 3 damage on all Characters at its location.	F	YotD
Kinoshita House	Feng Shui Site	Neutral			4	1	Unique. Turn to unturn target attacking character. Target attacking character inflicts and receives no damage during this attack. ERRATA: Unique. Turn to unturn target attacker. That attacker ceases attacking. (YotD-055)	R	Ltd
Kinoshita House v2	Feng Shui Site	Neutral			4	1	Unique. Turn to unturn target attacker. That attacker ceases attacking.	F	YotD

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Kinoshita House v2	Feng Shui Site	Neutral			4	1	Unique. Turn to unturn target attacker. That attacker ceases attacking.	F	10kB
Kinoshita House of Pancakes (AltArt)	Feng Shui Site	Neutral			4	1	Unique. Turn to unturn target attacker. That attacker ceases attacking. This card is considered to have the same title as "Kinoshita House".	P	Promo
LaGrange Four	Orbital Feng Shui Site	Neutral			4	1	Unique. Turn :: Unturn target non-attacking Character.	R	CS
Lily Pond	Feng Shui Site	Neutral			4	1	Turn to switch the location of Lily Pond with any other feng shui site you control. This may change which site is targeted by an attack.	VC	Ltd
Locksley Station	Netherworld Feng Shui Site	Neutral			5	1	Unique. If Locksley Station is in your front row, turn and maintain it to take control of target non-feng shui site.	R	NW
Mah-Jongg Parlor	Feng Shui Site	Neutral			7	1	Limited. Turn and pay one Power :: Put a counter on this card. Turn and remove all counters from this card :: Gain Power equal to twice the number of counters removed.	U	S&SG
Market Square	Feng Shui Site	Neutral			4	1	Gain 1 Power when an attack is declared against this card.	C2	SS
Marsh	Feng Shui Site	Neutral			8	1	Takes no damage from any character that is the subject of a vehicle state.	VC	Ltd
Maze of Stairs	Netherworld Feng Shui Site	Neutral			5	1	Takes no combat damage when only one Character enters combat with it.	C	N2
Möbius Gardens	Netherworld Feng Shui Site	Neutral			7	1	When one or more opponents generate or gain Power from an Event played by an opponent, you gain 1 Power.	C	TW
Monkey House	Netherworld Feng Shui Site	Neutral			7	1	Limited. If an opponent controls more Power-generating sites than you, you may turn Monkey House to discard a feng shui site that is neither Unique or Limited . You then gain 1 Power.	U2	NW
Monkey House	Netherworld Feng Shui Site	Neutral			7	1	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.	U	N2
Moon Base	Feng Shui Site	Neutral			7	1	Turn :: Inflict 1 damage on target attacker.	C	CS
Mount Makarakomburu	Feng Shui Site	Neutral	3		8	2	Unique. Cannot be burned. Mount Makarakomburu can be the target of attacks while in the back row.	R	DF
Mountain Fortress	Feng Shui Site	Neutral			5	1	Turn and maintain to give target Character +X Fighting. X= the amount of damage on this card.	U	7M
Mountain Retreat	Feng Shui Site	Neutral			6	1	Once Mountain Retreat has been revealed, it can't be damaged by more than 2 characters in an attack. The defending player decides which 2 characters inflicting damage actually do so.	VC	Ltd
Mourning Tree	Feng Shui Site	Neutral			8	1	Unique. Any player who attacks Mourning Tree may not declare any subsequent attacks this turn.	R	Ltd
Night Market	Feng Shui Site	Neutral			8	1	Limited. In response to an opponent playing an Event during your turn, turn Night Market to gain Power equal to the cost of that Event.	C	FP
Night Market	Feng Shui Site	Neutral			8	1	Limited. Turn during your turn in response to an opponent's Event :: Gain Power equal to that Event's cost.	F	10kB
Nightclub	Feng Shui Site	Neutral			7	1	Turn to inflict 1 damage on target interceptor.	F	10kB
Nine Dragon Temple	Feng Shui Site	Neutral			7	1	When an opponent reduces Nine Dragon Temple's Body to 0, you gain 3 Power if that opponent is now closer to victory than you.	F	YotD
Nine Dragon Temple	Feng Shui Site	Neutral			7	1	When an opponent reduces Nine Dragon Temple's Body to 0, gain 3 Power if that opponent is now closer to victory than you.	F	10kB
Obsidian Mountain	Feng Shui Site	Neutral			13	1	When this card is damaged, inflict 1 damage on all Sites you control other than "Obsidian Mountain".	C	N2
Ominous Swamp	Netherworld Feng Shui Site	Neutral			7	1	+6 Body while in your front row with no Site behind it. You must pay +1 Power when playing a Site behind this one.	C	N2
Palace of Virtual Light	Feng Shui Site	Neutral			9	1	Unique. Turn and discard your hand :: Gain 1 Power.	R	CS
Peacock Summit	Feng Shui Site	Neutral			6	1	Peacock Summit gains +2 Body for each different faction in your resource pool.	C	FP
Peacock Summit	Feng Shui Site	Neutral			6	1	+2 Body for each different faction resource in your pool.	U	RW
Perpetual Motion Machine	Netherworld Feng Shui Site	Neutral			7	1	You may discard an additional card of your choice whenever you discard.	C	NW
Perpetual Motion Machine	Netherworld Feng Shui Site	Neutral			7	1	You may discard an additional card of your choice whenever you discard.	F	YotD
Petroglyphs	Feng Shui Site	Neutral			7	1	Turn in response to an effect that redirects damage or changes a target :: Cancel that effect.	C	TW
Phlogiston Mine	Netherworld Feng Shui Site	Neutral			6	1	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.	U	N2
Pinball Arcade	Feng Shui Site	Neutral			6	1	When an attack you declared succeeds, turn to inflict 1 damage on any card in play.	C	BCL
Pinball Hall	Netherworld Feng Shui Site	Neutral			8	1	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.	C	NW
Plains of Ash	Feng Shui Site	Neutral			6	1	Unique. Toast 2 cards from your smoked pile :: Plains of Ash gains +1 Body until you lose control of it.	R	SS
Primeval Forest	Feng Shui Site	Neutral			6	2	Limited. Generates no Power while damaged or in your back row.	U2	SS
Proving Ground	Feng Shui Site	Neutral			6	0	Proving Ground is turned when it is revealed. Turn to play a character at -2 cost. Multiple Proving Grounds cannot reduce the cost of the same character. ERRATA: Reprint has clarified wording: 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. (N2-096)	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Proving Ground	Feng Shui Site	Neutral			6	0	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.	U	N2
Puzzle Garden	Feng Shui Site	Neutral			8	1	No Character inflicts more than 3 damage on Puzzle Garden.	C	TW
Rainforest Grove	Feng Shui Site	Neutral			7	1	Limited. Characters you control gain +1 Fighting until the end of the attack when they turn to attack a target controlled by a player who controls more cards than you.	C	FP
Rainforest River	Feng Shui Site	Neutral			8	1	You may play Rainforest River face up into a location that contains a single face-up feng shui site. Rainforest River becomes the new front site and the other site moves to the back row.	U	FP
Rainforest Ruins	Feng Shui Site	Neutral			8	1	+2 Body for each opponent who is closer to victory than you. You may play this card face up at -1 cost for each opponent who is closer to victory than you.	U	CS
Rainforest Temple	Feng Shui Site	Neutral			8	1	Turn Rainforest Temple to remove up to two damage counters from it and inflict the damage on another site you control that has a Body of 3 or more.	C	FP
Ring of Gates	Netherworld Feng Shui Site	Neutral			6	1	Turn to cancel an effect that would return a card or cards to one or more player's hands.	C	NW
Ring of Gates	Netherworld Feng Shui Site	Neutral			6	1	Turn to cancel an effect that would return one or more cards to any players' hands.	C	N2
Roller Rink	Feng Shui Site	Neutral			6	1	Turn to return to your hand a Character in your smoked pile whose cost is less than the amount of damage on this card.	C	BCL
Rust Garden	Netherworld Feng Shui Site	Neutral			7	1	If an opponent seizes or burns Rust Garden, inflict 2 points of damage on every other site he or she controls.	C	NW
Rust Garden	Netherworld Feng Shui Site	Neutral			7	1	If an opponent seizes or burns Rust Garden, inflict 2 damage on every other Site he or she controls.	F	10kB
Sacred Ground	Feng Shui Site	Neutral			9	1	(no text)	VC	Ltd
Sacred Heart Hospital	Feng Shui Site	Neutral			6	1	Unique. Turn Sacred Heart Hospital to heal target character.	R	Ltd
Sacred Heart Hospital	Feng Shui Site	Neutral			6	1	Unique. Turn to heal target Character.	F	YotD
Sacred Heart Hospital (AltArt)	Feng Shui Site	Neutral			6	1	Unique. Turn :: Heal target Character.	P	Promo
Sampan Village	Feng Shui Site	Neutral			7	1	When an attack targeting Sampan Village ends, you may place each character that attacked the site at a location of your choice on its controller's side.	C2	FP
Smiling Heaven Lake	Feng Shui Site	Neutral			8	1	Turn and choose a resource you have in your pool :: Play a Character ignoring one of the chosen resource conditions.	C	TW
Stone Dolmens	Feng Shui Site	Neutral			8	1	Turn to smoke a State on a card you own.	C2	RW
Stone Garden	Feng Shui Site	Neutral			6	1	Turn to remove 1 damage counter from target site.	VC2	Ltd
Stone Garden	Feng Shui Site	Neutral			6	1	Turn to remove 1 damage from target Site.	F	YotD
Stone Garden	Feng Shui Site	Neutral			6	1	Turn to remove 1 damage from target Site.	F	10kB
Stone Spirals	Netherworld Feng Shui Site	Neutral			8	1	Gain 1 Power when an opponent plays a card at a reduced cost due to a card he or she controls.	C2	RW
Sunless Sea Ruins	Netherworld Feng Shui Site	Neutral			10	1	Your hand size is increased by 1. You cannot discard cards during your Establishing Shot unless you skip Power generation.	U	N2
Tangram Alley	Netherworld Feng Shui Site	Neutral			7	1	+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.	U	N2
Temple of Celestial Mercy	Feng Shui Site	Neutral			7	1	Unique. Your hand size is increased by 2	F	10kB
Temple of the Angry Spirits	Feng Shui Site	Neutral			8	1	Unique. Temple of the Angry Spirits inflicts combat damage on Characters as if it had Fighting equal to its current Body.	U	TW
Temple of the Monkey King	Feng Shui Site	Neutral			8	1	Turn and target a Character attacking a card at this location :: Until the end of the turn, cancel target's effects and rules text.	U2	SS
The Blue Moon Club	Feng Shui Site	Neutral			7	1	Unique. When a Character inflicts combat damage on this card, inflict 2 damage on that Character. Turn to place a counter on this card. Turn and remove X counters to gain one-half (round down) X Power.	U	2FT
The Hanging Coffins	Feng Shui Site	Neutral			6	1	Unique. Turn to give target character Tactics until the end of the turn.	R	Ltd
The Iron Palace	Secret Feng Shui Site	Neutral			7	1	Unique. Turn and maintain :: Target Character gains Toughness: 1 .	R	CS
The Pinnacles	Feng Shui Site	Neutral			8	1	Unique. Place a counter on this card at the end of a successful attack you declared. Remove 3 counters :: Gain 1 Power.	R	DF
The Red Lantern Tavern	Feng Shui Site	Neutral			7	1	Unique. Turn to give target character Assassinate against turned characters until the end of the turn.	R	Ltd
The Steam Laundry Company	Feng Shui Site	Neutral			5	1	Unique. Turn to heal a non- Unique Site.	R	S&SG
Thousand Sword Mountain	Feng Shui Site	Neutral			7	1	Unique. Once during your turn, you may spend one damage on this card as if it were Power to play a Character or State.	U	7M
Turtle Beach	Feng Shui Site	Neutral			6	1	Unique. Turn Turtle Beach to redirect the damage to target character from a single source to Turtle Beach.	R	Ltd
Turtle Beach	Feng Shui Site	Neutral			6	1	Unique. Turn to redirect the damage inflicted by a single source on target Character to Turtle Beach.	F	YotD
Turtle Beach	Feng Shui Site	Neutral			6	1	Unique. Turn to redirect the damage inflicted by a single source on target Character to Turtle Beach.	F	10kB
Turtle Island	Feng Shui Site	Neutral			8	1	Turtle Island cannot be damaged or removed from play by Events played by opponents. Cannot be burned.	C	FP
Turtle Island	Feng Shui Site	Neutral			8	1	Cannot be damaged or removed from play by opponents' Events. Cannot be burned.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
University Library	Feng Shui Site	Neutral			7	1	Turn :: Put a card from your hand face-up on this card. You may play it as if it were in your hand, but cannot discard it, and it is not in play. Toast the face-up card when you lose control of University Library or when you use this ability again.	C	S&SG
Wall of a Thousand Eyes	Netherworld Feng Shui Site	Neutral			7	1	Characters attacking sites you control cannot use Ambush, Stealth, Superleap, or Tactics.	C	NW
Wall of a Thousand Eyes	Netherworld Feng Shui Site	Neutral			7	1	Characters attacking Sites you control cannot use Ambush, Stealth, Superleap, or Tactics.	C	7M
Waterfall Sanctuary	Feng Shui Site	Neutral			7	1	Turn to smoke a State on a Character at this location. If you controlled the Character at that time, you may draw a card.	C	N2
Whirlpool of Blood	Netherworld Feng Shui Site	Neutral			5	1	Turn to cancel an effect generated by the turning of a feng shui site.	C	NW
Whirlpool of Blood (AltArt)	Netherworld Feng Shui Site	Neutral			5	1	Turn to cancel an effect generated or maintained by the turning of a Feng Shui Site.	C	TW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Alchemist's Lair	Site	Neutral	2 / ๓๓		5	1	(no text)	C	Ltd
Alchemist's Lair (PAP)	Site	Neutral	2 / ๔๔		5	1	(no text)	C	FP
Alchemist's Lair (PAP)	Site	Neutral	2 / ๔๔		5	1	(no text)	C	DF
Ancient Grove	Site	Neutral	2 / ๓๓		5	1	(no text)	C	Ltd
Ancient Grove	Site	Neutral	2 / ๓๓		5	1	(no text)	C2	SS
Bandit Hideout	Battleground Site	Neutral	0		5	0	If Bandit Hideout is in your front row, you may turn Bandit Hideout in response to the end of a successful attack you declared to gain 1 Power. You may not turn more than one Bandit Hideout in response to the same attack.	U	TW
Battle Arena	Battleground Site	Neutral	1		6	0	Any player who seizes this Site gains 1 Power. While this Site is in your front row, all Characters you control gain both Toughness: 1 and +1 damage while in a Faceoff.	U	RW
Blood Fields	Netherworld Battleground Site	Neutral	1		5	0	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.	U	N2
Car Wash	Site	Neutral	2		7	1	Turn to heal a Character that is the subject of a Vehicle.	U	BCL
Casbah	Site	Neutral	2		5	1	If this Site is in your front row when an opponent plays a 0-cost Event, you may steal 1 Power from him or her.	U	2FT
Chop Shop	Hood Site	Neutral	2		6	1	Sacrifice a Vehicle and turn to gain Power equal to the Vehicle's cost.	U	BCL
Drug Lab	Hood Site	Neutral	1		6	1	Limited. Drug Lab is smoked if damaged by a Cop card.	R2	Ltd
Drug Lab	Hood Site	Neutral	1		6	1	Limited. Smoke Drug Lab when it is damaged by a Cop card.	F	10kB
Exile Village	Battleground Site	Neutral	1		6	0	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.	U	RW
Forty-Story Inferno	Battleground Site	Neutral	0		5	0	If Forty-Story Inferno is in your front row, an opponent who is at least as close to fulfilling victory conditions as you are may not declare more interceptors than the number of characters you are currently attacking with. Any player who seizes this site gains 2 Power ERRATA: Only works during attacks you declare (Z-Man FAQ 1)	U2	FP
Hideout	Site	Neutral	0		4	0	Attacks cannot be declared against Characters at this location unless you control no other legal targets.	U	S&SG
Hot Zone	Wasteland Site	Neutral	2		4	1	Turn and maintain :: Cancel target Site.	U	CS
Illusory Bridge	Site	Neutral	๔ 0		3	0	May be placed in any legal position on an opponent's side. ERRATA: Place in an opponent's site structure. That opponent controls Illusory Bridge. (YotD rulebook)	C	Ltd
Killing Ground	Battleground Site	Neutral	0		5	0	If Killing Ground is in your front row, all characters you control inflict +1 damage on intercepting characters, and you may play non- Unique 0-cost non-feng shui sites even if you have already played a site that turn. Any player who seizes this site gains 2 Power.	C2	FP
Killing Ground	Battleground Site	Neutral	0		5	0	Any player who seizes this site gains 2 Power. If Killing Ground is in your front row, all of your Characters inflict +1 damage on interceptors, and you may play non- Unique 0-cost non-Feng Shui Sites even if you have already played a Site during your turn.	C	DF
Lusignan's Tower	Netherworld Site	Neutral	2		8	1	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.	R	N2
Motor Pool	Site	Neutral	2		5	1	Generates no Power while turned. Turn to play a Vehicle on a Character you control at -2 cost.	U	DF
Netherworld Portal	Battleground Site	Neutral	1		5	0	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.	U	N2
No Man's Land	Battleground Site	Neutral	1		5	0	Any player who seizes this Site gains 2 Power. If this card is in your front row, turn and maintain and target a Character :: That Character's damage cannot be reduced or redirected by opponents.	C	DF
Police Station	Site	Neutral	1		10	0	Turn and maintain Police Station to give target Cop character +2 Fighting, or turn to inflict 2 points of damage on target Hood character or site. ERRATA: Turn and maintain Police Station to give target Cop Character +2 Fighting, or turn to inflict 2 damage on target Hood Character or Hood Site. (RW-078)	R2	Ltd
Police Station v2	Site	Neutral	1		10	0	Turn and maintain Police Station to give target Cop Character +2 Fighting, or turn to inflict 2 damage on target Hood Character or Hood Site.	U	RW
Portal in Tower Square	Battleground Site	Neutral	0		5	0	Unique. If Portal in Tower Square is in your front row, you may turn and maintain it to target 2 characters. Target characters may not turn to change location. Any player who seizes this site gains 3 Power.	U	FP
Rebel Camp	Site	Neutral	2		7	1	Once during each attack that targets Rebel Camp, you may play an Event at -1 cost. When any Character you control joins an attack declared by an opponent, turn Rebel Camp to gain 1 Power.	U	TW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
RedGlare Chapel	Netherworld Site	Neutral	* 2		6	1	Unique. Turn to unturn Reverend RedGlare, or turn to inflict 1 point of damage on every other turned site in play.	R	NW
RedGlare Chapel	Netherworld Site	Neutral	* 2		6	1	Unique. Turn to unturn "Reverend RedGlare". Turn to inflict 1 damage on every other turned Site.	R3	RW
Secret Headquarters	Site	Neutral	3		10	2	Limited. All Sites you control take 2 points of damage if Secret Headquarters is smoked.	R2	Ltd
Secret Headquarters (AltArt)	Site	Neutral	3		10	2	Limited. When Secret Headquarters is smoked, inflict 2 damage on all Sites you control.	F	YotD
Secret Laboratory	Site	Neutral	2 / ***		5	1	(no text)	C	Ltd
Secret Laboratory	Site	Neutral	2 / ***		5	1	(no text)	C	DF
Seedy Dive	Hood Site	Neutral	2		5	0	Turn to unturn any number of non- Unique Hood Characters whose total cost is less than or equal to 3.	U	2FT
Sliding Paper Walls	Battleground Site	Neutral	0		3	0	Cannot be seized. Any damage in excess of this Site's Body is inflicted on the Site behind it. Turn to swap the positions of this Site and a Site at an adjacent location when an attack is declared on that Site, changing the target of the attack.	U2	SS
Sniper Nest	Battleground Site	Neutral	0		4	0	If Sniper Nest is in your front row, you may turn it to inflict 2 points of damage on a character that just turned to change location. Any player who seizes this site gains 1 Power.	C	FP
The Bazaar	Netherworld Battleground Site	Neutral	0		5	0	Unique. Any player who seizes this card gains 1 Power. If this Site is in your front row, you may turn it to draw a card, then shuffle one card from your hand into your deck.	P	Promo
The Forest of Fallen Banners	Netherworld Site	Neutral	2		7	1	Unique. Generates no Power if there are Characters at this location. Draw a card when a Character you control is smoked by an opponent.	R4	RW
The Home Front	Battleground Site	Neutral	1		3	0	If The Home Front is in your front row, your sites gain +2 Body. Any player who seizes this site gains 2 Power.	U	FP
The Junkyard	Netherworld Site	Neutral	3 / D♦*		9	1	Unique. Turn the Junkyard during an attack that targets a card at this location :: Play a Character or a Weapon, Vehicle or * State at -1 cost.	P	Promo
Trade Center	Site	Neutral	3		9	2	Feng shui sites to the immediate right and left of Trade Center generate no Power.	C	Ltd
Trade Center	Site	Neutral	3		9	2	Feng Shui Sites to the immediate right and left of this card generate no Power.	C2	RW
Training Camp	Battleground Site	Neutral	1		5	0	Any player who seizes this card gains 2 Power. If Training Camp is in your front row, turn it to return a Soldier Character from your smoked pile to your hand.	U	DF
Two Dragons Inn	Site	Neutral	2		7	1	Unique. At the end of each player's turn, that player loses one Power if he or she controls any Characters and did not declare an attack.	R	SS
Zodiac Lounge	Hood Site	Neutral	2		4	1	Unique. If Zodiac Lounge is in the front row, Characters at its location that turn to attack inflict +1 damage until the end of the attack.	R	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Alabaster Javelin	State	Neutral	◆ 1				Weapon. If subject character is smoked, you may inflict 3 points of damage on any target in play.	U	Ltd
Alabaster Javelin	State	Neutral	◆ 1				Weapon. When subject Character is smoked, you may inflict 3 damage on any target.	F	10kB
Amulet of the Turtle	State	Neutral	◆ 1				Any damage inflicted on subject character is inflicted on Amulet of the Turtle instead. Amulet of the Turtle can sustain damage equal to your ◆ resources before being smoked. ERRATA: Cost 0. Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of ◆ resources in your pool. (YotD-003)	U	Ltd
Amulet of the Turtle v2	State	Neutral	◆ 0				Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of ◆ resources in your pool.	F	YotD
Amulet of the Turtle v2	State	Neutral	◆ 0				Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of ◆ resources in your pool.	F	10kB
Armored in Life	State	Neutral	♠ 1				Play on any character. Subject character gains Toughness: 1 .	C	Ltd
Attack Helicopter	State	Neutral	3				Vehicle. Subject character gains Mobility, Tactics, and +2 Fighting.	U2	Ltd
Big Rig	Truck State	Neutral	1				Vehicle. Subject Character gains Mobility. Redirect damage inflicted on subject to Big Rig. When Big Rig has 4 damage counters on it, immediately smoke it and inflict all excess damage on subject.	C	BCL
Boundless Heaven Sword	State	Neutral	◆◆ 6				Unique. Weapon. This card's cost cannot be reduced, even when returning it to play. Subject Character gains +10 Fighting and its damage cannot be reduced or redirected. Turn to give subject Superleap until the end of the turn.	R3	7M
Butterfly Swords	State	Neutral	♠ 1				Weapon. Subject Character inflicts +3 damage.	C2	SS
Buzzsaw Arm	Brutal Weapon State	Neutral	*** 1				Weapon. Subject Character gains +2 damage. When subject enters combat with a Character, that Character gains -1 Fighting until it leaves play.	U	CS
Celestial Stance	State	Neutral	♠◆ 1				Schtick. Subject Character gains Superleap. Pay 1 Power to inflict 2 damage on target Character at subject's location.	R3	7M
Chi Detachment	State	Neutral	◆◆◆ 1				Play on a Character during any player's Main Shot. Subject provides no resources and its rules text is considered blank.	C2	RW
Claw of the Tiger	State	Neutral	♠♠ 1				Play on any character. Before combat damage is dealt, Claw of the Tiger inflicts 1 point of damage on all characters in combat with subject character.	U	Ltd
Combat Aircar	State	Neutral	*** 4				Vehicle. User gains Mobility, Tactics, and +4 Fighting.	U	Ltd
Contract of the Fox	State	Neutral	♠ 2				Play on any character. Turn Contract of the Fox to unturn subject character.	U	Ltd
Death Touch	State	Neutral	♠ 2				Play on any character. Any character in combat with subject character is smoked. Does not affect characters with ◆ or * in their resource conditions.	R	Ltd
Desire Manipulator	State	Neutral	* 0				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.	U	NW
Dim Mak	State	Neutral	♠ 1				Play on any character. Subject character gains +1 Fighting. Damaged inflicted by subject character is not reduced by Toughness.	U	Ltd
Disguise Kit	State	Neutral	* 0				Play on a non- Unique Character that requires no resources. Characters that require resources cannot intercept subject.	U	2FT
Disintegrator Ray	State	Neutral	*** 1				Weapon. Subject character gains +1 Fighting. If subject character inflicts enough damage to smoke a character, subject character toasts that character instead.	U	Ltd
Disintegrator Ray	State	Neutral	*** 1				Weapon. Subject Character gains +1 Fighting. If subject smokes a Character by inflicting damage, toast that Character instead.	U	2FT
Drunken Stance	State	Neutral	♠♠ 1				Any intercepting characters with a Fighting score of 2 or less that is about to enter combat with subject character is returned to its owner's hand.	C	FP
Electro-Gauntlet	State	Neutral	* 0				Weapon. Play on a Character. This card enters play with 1 counter on it. Put 1 counter on this card at the start of your turn. Turn to put 1 counter on this card. Turn and remove X counters to give subject +X damage until the end of the turn.	C	2FT
Elephant Gun	State	Neutral	2				Weapon. Subject Character inflicts +5 damage.	P	Promo
Elephant Gun	State	Neutral	2				Weapon. Subject Character inflicts +5 damage.	P	Promo
Elevator to the Netherworld	State	Neutral	1				Unique. Play on a front-row site. Turn to give target character at subject site's location Independent until end of turn.	R	NW
Energy Flail	State	Neutral	◆◆ 1				Weapon. Play on a Character. Turn and discard a card :: Inflict X damage on target Character at this location. X= the number of ◆ resources provided and required by the subject.	U	DF

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Explosives	State	Neutral	1				Play on any unturned character. When subject character damages a site in combat, you may sacrifice explosives to inflict an additional 5 points of damage to the site. ERRATA: Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack. (YotD-028)	U2	Ltd
Explosives v2	State	Neutral	1				Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack.	F	YotD
Explosives v2	State	Neutral	1				Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack.	F	10kB
Floating Fortress	State	Neutral	*** 6				Vehicle. Subject character gains Mobility and +8 Fighting.	R	Ltd
Flying Sword Stance	State	Neutral	☉ 0				Not cumulative. Subject Character gains +1 Fighting. Subject gains Superleap against Characters that lack resource conditions.	C	TW
Flying Sword Stance	State	Neutral	☉ 0				Not cumulative. Subject Character gains +1 Fighting. Subject gains Superleap against Characters that lack resource conditions.	F	10kB
Flying Windmill Kick	State	Neutral	☉ 2				Whenever subject character inflicts damage in combat, flip a coin twice. For each result of heads, double the damage the character inflicts.	C2	FP
Fortuitous Chi	State	Neutral	☉☉ 2				Play on a character you control. Subject character and all characters you control sharing a designator with it may not be damaged or removed from play by Events played by opponents, nor can these characters turn to attack characters.	C	FP
Fortuitous Chi	State	Neutral	☉☉ 2				Play on a Character you control. Subject and all characters you control sharing a designator with it cannot turn to attack Characters. They cannot be removed from play by, and take no damage from, opponents' Events.	U	2FT
Fortune of the Turtle	State	Neutral	☉ 1				Play on any character. Subject character is not affected by Event cards played by your opponent.	U	Ltd
Fortune of the Turtle	State	Neutral	☉ 1				Subject Character is not affected by Events played by an opponent.	U2	SS
Fusion Rifle	State	Neutral	* 1				Weapon. Turn Fusion Rifle to inflict 2 points of damage to any target at subject's location. ERRATA: Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location. (N2-044)	U	Ltd
Fusion Rifle v2	State	Neutral	* 1				Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location.	U	N2
Fusion Tank	State	Neutral	* 4				Vehicle. Subject character gains Mobility and +4 Fighting.	U	Ltd
Grenade Launcher	State	Neutral	1				Weapon. Controlling character inflicts +3 damage on characters with vehicles and to sites.	U2	Ltd
Hands Without Shadow	State	Neutral	☉ 0				Play on any character. In combat, subject character may inflict enough damage to reduce its opponent's Fighting score to 1 instead of inflicting its regular damage. ERRATA: Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved. (YotD-043)	C	Ltd
Hands Without Shadow v2	State	Neutral	☉ 0				Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved.	F	YotD
Hands Without Shadow v2	State	Neutral	☉ 0				Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved.	F	10kB
Havoc Suit	State	Neutral	* 2				Weapon. Add half the number of * resources in your pool, rounded down, to subject character's Fighting score. ERRATA: Title: HAVOC Suit (YotD rulebook)	C	Ltd
Heavy Machine Gun	State	Neutral	2				Weapon. Play on a Vehicle. When the subject of that Vehicle enters combat, you may turn this card to inflict 4 damage, divided any way you choose, on Characters at this location. (Before combat damage is dealt.)	U	BCL
Hover Tank	State	Neutral	*** 3				Vehicle. Subject character gains +3 Fighting, Mobility , and Tactics. When subject character turns to attack, you may choose one character in play to be unable to intercept subject character.	C	FP
IKTV Rebroadcast Link	Netherworld State	Neutral	* 2				Turn IKTV Rebroadcast Link and flip a coin. Heads: subject site unturns. Tails: each opponent gains 1 Power.	U	NW
Improvised Weapons	State	Neutral	1				Weapon. Enters play with 1 counter. When subject Character enters combat, place a counter on this card. Subject Character inflicts +X damage. X= the number of counters.	C	CS
Invincible Earth Sword	State	Neutral	☉☉ 6				Unique. Weapon. This card's cost cannot be reduced, even when returning it to play. Subject Character gains +10 Fighting, takes no damage from Sites, and is not affected by Sites' effects. Turn to give subject Toughness: 3 until the end of the turn.	R3	7M

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Invincible Stance	State	Neutral	☉☉♦♦ 1				Schtick. Subject Character gains Toughness: 1 . Pay 1 Power :: Subject gains Toughness: 3 until the end of the turn.	R3	7M
Invisi-Ray	State	Neutral	* 1				Unique. Subject Character cannot be attacked. Reload: Sacrifice a * card.	R3	2FT
Jet Pack	State	Neutral	** 1				Vehicle. Subject Character gains Mobility and +1 Fighting. Turn and flip a coin :: Heads: Subject gains Superleap and +2 Fighting until the end of the turn. Tails: Inflict 3 damage on subject.	C	DF
King on the Water	State	Neutral	☉☉ 0				Sacrifice King on the Water and target a Character :: Target Character may not intercept subject Character until the end of the turn.	C2	SS
Legacy of the Master	State	Neutral	☉ 0				Play on a Character you control. When subject leaves play, you may place all States on subject that you control, other than "Legacy of the Master", onto a Character you control.	U2	SS
Living Legend	State	Neutral	2				Unique. Subject gains +2 Fighting, cannot be taken control of, and its damage cannot be reduced or redirected.	P	Promo
Lunar Sword	State	Neutral	♦♦ 2				Unique. Weapon. Subject Character gains +X Fighting. X= the number of resources required and provided by that Character.	U	7M
Mark IV Fusion Rifle	State	Neutral	*** 1				Weapon. Play on a Character. Unturn this card when an opponent targets a card you control with an Event or Site. Turn to inflict 3 damage to a Character or Site at subject's location.	U	DF
MegaTank	State	Neutral	*** 5				Vehicle. Subject character gains +7 Fighting and Toughness: 2 . Subject character cannot be damaged or removed from play by ⚡ Events.	U	FP
MegaTank	State	Neutral	*** 5				Vehicle. Subject Character gains +7 Fighting and Toughness: 2 . Subject cannot be damaged or removed from play by ⚡ Events.	U	DF
Motorcycle	State	Neutral	0				Vehicle. Turn Motorcycle to change the location of its controlling character.	C	Ltd
Netherworld Passageway	State	Neutral	2				Play on any site. All characters located in front of subject site gain Mobility . Subject site is considered to be a Netherworld site in addition to any other designators.	C	Ltd
Newest Model	State	Neutral	** 0				Not cumulative. The values of all numbers not written as words in the rules text of subject Vehicle or * State are increased by one. Any opponent's effect that would directly remove subject from play smokes Newest Model instead.	C	DF
No Shadow Kick	State	Neutral	☉☉☉ 3				Schtick. When subject Character enters combat with another Character, inflict X damage on that Character. (Before combat damage is dealt.) X= subject's Fighting.	R3	7M
Northern Long Fist	State	Neutral	☉☉ 0				Limited. Schtick. When subject Character enters combat with an interceptor, you may choose to have subject inflict no damage this combat. At the time it would have inflicted combat damage, instead inflict 1 plus that amount on the target of the attack.	U	CS
Nunchuks	State	Neutral	☉☉ 1				Weapon. Turn to inflict 3 damage, divided any way you choose, on Characters at subject Character's location.	C	BCL
Partners	Cop State	Neutral	1				Play on a Cop Character you control and choose another Cop Character. Both Characters gain +1 Fighting. When either Character is smoked, unturn the other, and it gains +1 Fighting until it leaves play.	C	BCL
Path of the Clever Fox	State	Neutral	☉☉☉ 2				Schtick. Turn when subject Character is at a location controlled by an opponent :: Steal one Power from that opponent. You may substitute * for ☉ when playing this card on a Transformed or Lodge Character.	U2	SS
Path of the Healthy Tiger	State	Neutral	☉☉ 1				Subject Character gains Guts while it has more than two damage on it. You may substitute * for ☉ when playing this card on a Transformed or Lodge Character.	U2	SS
Path of the Lurking Rat	State	Neutral	☉☉ 1				Subject Character may attack back-row Sites. The rules text of any Site targeted by subject in an attack is canceled until the end of the attack. You may substitute * for ☉ when playing this card on a Transformed or Lodge Character.	U2	SS
Path of the Praying Mantis	State	Neutral	☉☉ 1				Subject Character takes no damage from opponents' 1-cost cards, and inflicts +2 damage on Characters. You may substitute * for ☉ when playing this card on a Transformed or Lodge Character.	C2	SS
Path of the Raging Bear	State	Neutral	☉☉ 2				Not cumulative. Subject Character gains Toughness: X . X= the number of damage counters on subject. You may substitute * for ☉ when playing this card on a Transformed or Lodge Character.	U2	SS
Path of the Storm Turtle	State	Neutral	☉☉ 0				Not cumulative. Subject Character gains Toughness: 1 against cards that are not ☉ or ♦, and are not the subject of a ☉ or ♦ State. You may substitute * for ☉ when playing this card on a Transformed or Lodge Character.	C2	SS
Phoenix Stance	State	Neutral	☉☉♦♦ 0				Schtick. Subject Character gains Regenerate . Pay 1 Power :: Subject gains Guts until the end of the turn.	R3	7M
Point Blockage	State	Neutral	☉☉ 1				Schtick. Play on a Character without Superleap . Turn to inflict 1 damage on any Character at subject's location. Turn that Character, and it does not unturn during its controller's next Establishing Shot.	U2	SS
Public Enemy No. 1	State	Neutral	1				Unique. Play on a Character, except during an attack. Characters gain Ambush while attacking subject.	P	Promo

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Pump-Action Shotgun	State	Neutral	1				Weapon. Turn to have subject character inflict +3 damage for the duration of the turn. Pump-Action Shotgun returns if a Unique character you control is smoked by an opponent. ERRATA: Subtitle: Gun State (YotD-072)	C2	FP
Pump-Action Shotgun v2	Gun State	Neutral	1				Weapon. When a Unique Character you control is smoked by an opponent, unturn this card. Turn this card :: subject Character inflicts +3 damage until the end of the turn.	F	YotD
Pump-Action Shotgun v2	Gun State	Neutral	1				Weapon. When a Unique Character you control is smoked by an opponent, unturn this card. Turn this card :: subject Character inflicts +3 damage until the end of the turn.	F	10kB
Rain of Fury	State	Neutral	0				Subject character gains +1 Fighting whenever an opponent plays an Event during your turn. Bonus is lost if subject character or Rain of Fury leaves play.	U2	FP
Really Big Gun	State	Neutral	1				Weapon. Controlling character inflicts +2 damage.	C	Ltd
Replacement Parts	State	Neutral	* 1				Remove up to three damage on subject Character when you play this card. Subject gains +1 Fighting and the designator Cyborg .	C	DF
Robot Arm	State	Neutral	* 2				Play on any character. Subject character gains +2 Fighting and Toughness: 1 against damage inflicted by characters.	U	Ltd
Robot Arm (AltArt)	State	Neutral	* 2				Subject Character gains +2 Fighting. Subject gains Toughness: 1 against damage inflicted by Characters.	F	YotD
Scramble Suit	State of the Art Tech	Neutral	** 1				Subject Character cannot be intercepted by Characters controlled by players with cards in their hands. Any player may discard his or her hand when subject turns to attack.	U	CS
Shadowfist	State	Neutral	3				Play on any character. All damage inflicted on subject character by characters in combat is reduced to 0.	R	Ltd
Shadowfist	State	Neutral	3				Play on any Character. Subject takes no combat damage.	F	YotD
Shurikens	State	Neutral	0				Weapon. Play on a Character. Turn to inflict 1 damage on a Character at this location.	C3	S&SG
Six-Gun	State	Neutral	1				Weapon. Play on a Character during any Main Shot. Subject gains +4 damage to Characters.	C	S&SG
Smart Gun	State	Neutral	** 1				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.	C	N2
Solar Sword	State	Neutral	1				Weapon. Subject Character gains +2 damage, or +3 if it is a Sword Character. When a Sword Character you control is smoked, you may return this card to play at no cost.	C	7M
Spear of Destiny	State	Neutral	2				Unique. Weapon. You must have at least 4 faction resources of the same type to play this card. Play on a Character. Turn to cancel, turn, and inflict 1 damage on all Characters and Sites at subject's location.	U	2FT
Speed Boat	State	Neutral	2				Vehicle. Controlling character gains Mobility and Tactics .	C	Ltd
Sports Car	State	Neutral	2				Vehicle. Controlling character gains Toughness: 1 and Mobility .	C	Ltd
Sports Car (PAP)	State	Neutral	1				Vehicle. Subject Character gains Mobility and +2 damage, except against Characters that are the subject of a Vehicle .	F	10kB
Sub-Machine Gun	State	Neutral	1				Weapon. Play on a Character. Turn to inflict 1 damage on all Characters at subject's location, except the subject.	F	10kB
Sword of the Dragon King	State	Neutral	2				Unique. Weapon. Characters and * Characters cannot intercept subject Character. Subject gains +X Fighting. X= one-half (round down) the number of ♦ resources in your pool.	U	TW
Sword of the Master	State	Neutral	2				Unique. Subject Character gains +3 Fighting. When subject enters combat with a Character, all Fighting and damage bonuses on that Character are canceled until the end of combat.	P	Promo
Sword of the Master	State	Neutral	2				Unique. Subject Character gains +3 Fighting. When subject enters combat with a Character, all Fighting and damage bonuses on that Character are canceled until the end of combat.	P	Promo
Tesla Lightning Blaster	Gun State	Neutral	** 0				Weapon. Play on a Character. Turn and pay 1 Power to inflict 4 damage on target Character at subject's location.	C	2FT
Tesla Lightning Cannon	State	Neutral	** 1				Weapon. Turn subject Site and pay 1 Power to inflict X damage on target Character at subject's location. X= the number of * in your pool.	U	2FT
The Celestial Eye	State	Neutral	0				Unique. Schtick. Play on a Character. Turn to place two counters on this card. Remove X counters and turn :: Inflict X damage on all Characters and Sites at target location.	R3	7M
The Fox Outfoxed	State	Neutral	2				All Power subject card generates or creates goes into your pool. May not be played on a feng shui site.	U	NW
The Fox Outfoxed	State	Neutral	2				May not be played on a Feng Shui Site. You gain all Power gained or generated from subject card.	U2	SS
The Hegemeister	Tank State	Neutral	** 3				Unique. Vehicle. Subject Character gains +3 Fighting and Mobility . Subject cannot be intercepted by Characters that are not the subject of a Vehicle .	R	CS
The Ivory Goddess	State	Neutral	1				Unique. Schtick. Play on a Character, except during an attack. Cannot be smoked except by subject leaving play or becoming an illegal subject. The number of Feng Shui Sites you need for victory is reduced by one. Your hand size is increased by one.	R3	2FT
Three Sectional Staff	State	Neutral	1				Weapon. Subject Character inflicts +1 damage, or +2 if it has the designator Martial . When subject enters combat, flip a coin. Heads: subject inflicts an additional +1 damage this combat, and flip again.	U2	SS



Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Throwing Star	State	Neutral	1				Weapon. Play on any character. When in combat, and after combat damage is dealt, subject character can inflict 1 point of damage on any character at its location. ERRATA: Weapon. After surviving combat with another Character, subject Character may inflict 1 damage on any Character at its location. (YotD rulebook)	U	Ltd
Tiger Hook Swords	State	Neutral	1				Weapon. Subject Character inflicts +2 damage. If subject is a Swordsmen , draw a card when subject smokes a Character by inflicting combat damage.	C2	SS
Tommy Gun	State	Neutral	1				Weapon. Play on a Character. Turn this card when an opponent's Character is smoked. Turn to inflict 1 damage on a Character at this location.	C	2FT
Twin Thunder Kick	State	Neutral	᠔᠔ 1				Schtick. Subject Character inflicts +2 damage if it has Superleap . When subject inflicts combat damage on a Character, you may inflict an equal amount of damage on another Character at its location.	U	TW
Ultimate Mastery	State	Neutral	᠔ 1				Play on any character. Subject character gains the special abilities of each character it is in combat with until combat with that character is resolved. ERRATA: Prior to combat, subject Character gains the rules text of each Character it is about to enter combat with until that combat ends. (YotD rulebook)	R2	Ltd
Walk of a Thousand Steps	State	Neutral	᠔᠔ 2				Not cumulative. Subject Character takes -X damage from any source. X= half the damage inflicted, rounded up.	U2	SS
Water Sword	State	Neutral	1				Unique. Weapon. Subject character gains +1 Fighting. If subject character is smoked, return Water Sword to your hand instead of placing it in the smoked pile. ERRATA: Unique. Weapon. Subject Character gains +1 Fighting. When subject Character is smoked, return Water Sword to its owner's hand. (YotD rulebook)	R	Ltd
Whirlwind Strike	State	Neutral	᠔ 1				Play on any character. If subject character smokes a character it is intercepting, it may intercept another attacking character once the combat is over.	C	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Agent Tanaka	CDCA Ninja	Architects	3 / 1	4			Unique. Ambush. Assassinate.	R	S&SG
Alpha Beast	Early Model Abomination	Architects	2 / 1	2			(no text)	VC	Ltd
Andrea Van de Graaf	Purist Sorceress	Architects	4 / 1	5			Unique. During any player's Main Shot, you may play ♦ Events from your smoked pile at +1 cost. Toast any Event you play in this manner.	R	TW
Arcanogardener	CDCA Scientist	Architects	2 / 1	2			When this card enters play, you may inflict one damage each on up to four Sites. Turn and maintain to give a Feng Shui Site you control +3 Body.	C	7M
Arcanomoth	Metamorphic Abomination	Architects	2 / 1	2			If you have 1 before you play this card, you may pay 2 additional Power while doing so to give it +4 Fighting and Toughness: 1 until it leaves play.	C	CS
Arcanorat	Hideous Monster	Architects	2 / 1	3			Ambush. Ceases attacking when no other Characters are attacking.	C	N2
Arcanotechnician	Buro Scientist	Architects	2 / 1	1			Turn Arcanotechnician and toast a character in your smoked pile to return any card in your smoked pile to your hand.	U	Ltd
Arcanotechnician	Buro Scientist	Architects	2 / 1	1			Turn Arcanotechnician, toast a Character in your smoked pile, and choose a card in your smoked pile :: Return that card to your hand.	U	N2
Arcanowave Researcher	Scientist	Architects	1 / 1	1			Turn to force target player to discard a card at random from his or her hand.	U	Ltd
Assassin Bug	Killer Abomination	Architects	1 / 1	1			If Assassin Bug damages a Unique Character, smoke that Character.	U	RW
Assault Drone	Arcanowave Robot	Architects	5 / 1	7			Toughness: 1. Cannot intercept. Assault Drone enters play with four counters on it. Add one counter at the start of your turn. Remove a counter to inflict one damage on any target at this location.	U	DF
Assault Squad	BuroMil Soldiers	Architects	2 / 1	2			Play at no cost when an opponent declares an attack with 2 or more Characters on a card you control. If you do so, this card must intercept the attack.	F	10kB
Beta Beast	Early Model Abomination	Architects	2 / 1	2			Toughness: 1 against Characters who provide only one resource.	C	DF
Black Ops Team	Buro Assassins	Architects	4 / 1	6			When Black Ops Team enters play, except during an attack, it must enter a Faceoff with an opponent's Character if possible. Heal Black Ops Team at the end of a Faceoff it wins.	U	RW
Blood Eagles	Abomination Scouts	Architects	3 / 1	4			When this card turns to attack, you may give another Character Ambush and +1 damage until the end of the attack.	C	S&SG
Blood Reaver	Killer Abomination	Architects	2 / 1	3			Takes no damage from the target of its attack.	F	10kB
BoneChill	Reprogrammed Pawn	Architects	4 / 1	6			When this card enters play, you may immediately toast a Character in an opponent's smoked pile. This card's printed rules text copies that of the toasted Character.	U	S&SG
Bouncing Benji	Mass-Produced Abomination	Architects	1 / 1	1			+1 damage. Reload: discard a card.	C2	RW
Brain Eater	Abomination	Architects	4 / 1	3			Ambush.	U	Ltd
Brain Sucker	Netherworld Abomination	Architects	3 / 1	4			Special abilities of Masterminds are canceled while Brain Sucker is in play.	C	NW
Buro Assassin	Covert Operator	Architects	3 / 1	2			Ambush.	C	Ltd
Buro Official	Vile Bureaucrat	Architects	2 / 1	1			Turn to give Ambush until the end of turn to a character with a play cost of no greater than 3.	U	Ltd
Buro Scientist	Loyal Researcher	Architects	2 / 1	1			Once per turn, when you play a * Event or * State, you may unturn a Character.	U	7M
BuroMil Elite	Perfect Soldiers	Architects	3 / 1	4			Toughness: 1 against Rebels. Gains +1 Fighting while at a location that has a Battleground site in its front row.	C2	FP
BuroMil Grunt	Brutal Soldier	Architects	1 / 1	2			BuroMil Grunt is smoked at the end of the turn he is played. You may play BuroMil Grunt during an attack against you. BuroMil Grunt's abilities cannot be given to another character by any means.	C2	FP
BuroMil Grunt	Brutal Soldier	Architects	1 / 1	2			Uncopyable. You may play BuroMil Grunt during an attack against you. Smoke BuroMil Grunt at the end of the turn he is played.	C	DF
BuroMil Ninja	Shadowy Assassin	Architects	3 / 1	3			Ambush and Assassinate against characters whose controllers also control a turned site.	C2	FP
BuroMil Scout	Recon Soldier	Architects	1 / 1	1			While BuroMil Scout is attacking, other attackers inflict +1 damage.	C2	RW
Capture Squad	Monster Hunters	Architects	3 / 1	3			If Capture Squad damages a Demon or Abomination, you take control of that Demon or Abomination.	U	NW
CDCA Scientist	Overzealous Researcher	Architects	2 / 1	2			When CDCA Scientist is smoked, you may draw up to X cards, then discard up to X cards. X= the number of "CDCA Scientist" cards you control plus the number in your smoked pile.	F	YotD
CDCA Scientist	Overzealous Researcher	Architects	2 / 1	2			When CDCA Scientist is smoked, you may draw up to X cards, then discard up to X cards. You need not discard the same number that you draw. X= the number of "CDCA Scientist" cards you control plus the number in your smoked pile.	F	10kB
CHAR	BuroMil Cyborg	Architects	4 / 1	6			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.	U	NW
CHAR	BuroMil Cyborg	Architects	4 / 1	6			CHAR's combat damage is reduced as its Fighting decreases but cannot be reduced or redirected by any other means. CHAR takes no damage from Fire cards.	F	YotD

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
CHAR	BuroMil Cyborg	Architects	4 / *	6			CHAR's combat damage cannot be reduced or redirected. CHAR takes no damage from Fire cards.	F	10kB
Chi Sucker	Netherworld Abomination	Architects	2 / *	1			When Chi Sucker attacks, it gains +X Fighting. X = the number of Power-generating sites controlled by controller of its target. 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)	C	NW
Colonel Griffith	BuroMil Mastermind	Architects	3 / *	3			Unique. Turn and maintain to give target character +X Fighting and Tactics. X = the total number of that character's resource conditions and resources.	R	FP
Colonel Griffith	BuroMil Mastermind	Architects	3 / *	3			Unique. Turn and maintain to give target Character +X Fighting and Tactics. X= the total number of resources required and provided by that Character.	R	N2
Colonel Richtmeyer	BuroMil Intelligence Officer	Architects	3 / *	3			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.	R	N2
Colonel Wilhelm Reiger	Buro Agent	Architects	2 / *	2			Unique. All Battleground Sites you control gain Toughness: 1. Turn a Battleground Site you control to give target Soldier Character +2 Fighting until the end of the turn.	R3	2FT
Commander Corliss	TacOps Officer	Architects	2 / *	6			Unique. Can only be played at any time during an opponent's Main Shot. You do not generate any Power during your next Establishing Shot after you play this card.	R	SS
Conversion Drone	Arcanowave Robot	Architects	5 / *	7			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.	U	N2
Dan Dammer, Jammer Slammer	Fanatic Cop	Architects	4 / *	6			Unique. Guts. Toughness: 3 against ☠ cards. Not affected by ☠ Events.	P	Promo
Desdemona Deathangel	Abomination	Architects	5 / *	5			Unique. Ambush.	R	Ltd
Desdemona Deathangel (PAP)	Abomination	Architects	5 / *	6			Unique. Ambush. Sacrifice a Character to give Desdemona Deathangel +1 Fighting until the end of the turn.	R	DF
Destroyer Drone	Arcanowave Robot	Architects	5 / *	7			Toughness: 1. Cannot attack Characters. +4 damage against Sites.	U	DF
DNA Mage	Occult Scientist	Architects	1 / *	1			Cannot turn to attack.	C	Ltd
DNA Mage	Occult Scientist	Architects	1 / *	1			Cannot turn to attack.	C	N2
Dr. Ally Matthews	Brilliant Scientist	Architects	3 / *	2			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.	R	N2
Dr. April Mucosa	Mad Scientist	Architects	3 / *	1			Unique. Turn to reduce the damage target character inflicts by 3 until the end of the turn.	R	Ltd
Dr. Celeste Carter	Purist Assassin	Architects	3 / *	3			Unique. Assassinate. +1 Fighting for each ♦ card in play. -1 Fighting for each * card in play.	R	TW
Dr. Curtis Boatman	CDCA Scientist Mastermind	Architects	3 / *	4			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.	R	N2
Dr. Curtis Boatman (PAP)	Corporate Scientist Mastermind	Architects	3 / *	4			Unique. Opponents must pay you 1 Power to declare attackers against your cards. All Arcano and Abomination Characters you control gain +1 Fighting.	R	S&SG
Dr. Jean-Marc Ngubane	Buro Scientist Double Agent	Architects	3 / *	4			Unique. Turn to unturn target Character or turn target Character.	R3	RW
Dr. Klaus Herrbruck	CDCA Scientist	Architects	1 / *	1			Unique. All non-Character, non-Site * cards in your smoked pile have Reload: 1.	R3	2FT
Drop Troopers	BuroMil Cyborgs	Architects	2 / *	3			You may play Drop Troopers at no cost during an attack declared by an opponent who is one Feng Shui Site away from fulfilling victory conditions.	U	FP
Dunwa Saleem	Lodge Traitor	Architects	3 / *	4			Unique. Turn to take control of an character that lacks resource conditions. If Dunwa attacks successfully, you may toast top 2 cards in the deck of the target's controller.	R	FP
Elsa Winterhagen	Supersoldier	Architects	6 / *	10			Unique. You may inflict 3 damage on this card, which cannot be reduced or redirected, to redirect all damage that would be inflicted on her by a single source to any Character that is not the source of the damage.	R3	2FT
Encephalon Screamer	Abomination	Architects	3 / *	2			When Encephalon Screamer turns to attack, inflict 1 point of damage on each unturned character, and on turned sites, at the location of the target of the attack.	C2	FP
Flying Bladder	Netherworld Abomination	Architects	2 / *	2			Can only be intercepted by characters intercepting in chains.	U	NW
Foul Hatchling	Netherworld Abomination	Architects	1 / *	1			If you control Foul Hatchling at the beginning of your turn, it may inflict 1 point of damage on a target site.	C	NW
Gamma Beast	Third-Generation Abomination	Architects	3 / *	2			+1 Fighting for each Abomination in play.	C	S&SG
General Gog	Abomination Mastermind	Architects	5 / *	9			Unique. Tactics. Once per turn when this card uses Tactics , you may unturn it, and the attack is considered to be a success.	R	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
General Olivet	BuroMil Military Mastermind	Architects	4 / 4	6			Unique. Tactics. You may play Soldier , BuroMil , or Military Characters during opponents' turns. May attack during opponents' turns, and Soldier , BuroMil , or Military Characters may attack with him.	R	DF
Genghis X	BuroMil Supersoldier	Architects	5 / 4	8			Unique. Genghis X gains Guts when there are three or more damage counters on him.	R	FP
Genghis X	BuroMil Supersoldier	Architects	5 / 4	8			Unique. Genghis X has Guts while there is at least three damage on him.	F	10kB
Geoffrey Smythe	Cultist Traitor	Architects	2 / 4 ♦	3			Unique. Turn :: Turn target Site, inflict 1 damage on it, and cancel it until the end of the turn.	R	CS
Gnarled Attuner	Netherworld Abomination	Architects	4 / 4	6			Unique. Damage that Gnarled Attuner inflicts in combat can never be removed. ERRATA: Unique. 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)	R	NW
Hermes	Purist Agent	Architects	1 / 4 ♦	1			Unique. Turn to draw 1 card, or 3 cards if "Malachi" is in play.	R	SS
Homo Omega	Buro Cyborg	Architects	6 / 4 ♦♦♦♦	10			Unique. Toughness: 2.	R	Ltd
Homo Omega (PAP)	Buro Cyborg	Architects	6 / 4 ♦♦♦♦	10			Unique. Toughness: 2. Once during each Main Shot, you may return a Weapon State on this card to its owner's hand :: Play a Weapon State with a different title on this card at -X cost. X= the cost of the returned State.	F	YotD
Jason X (PAP)	Brainwashed Supersoldier	Architects	4 / 4 ♦	6			Unique. Guts. The cost of all ♦ Events is increased by 1.	R	DF
Jeroen Becker	Purist Mastermind	Architects	3 / 4 ♦	4			Unique. Your hand size is increased by 3	R	N2
Jessica Ng (PAP)	CDCA Scientist	Architects	3 / 4 ♦	4			Unique. Tactics. In addition to inflicting normal combat damage on a Site, this card may also inflict half as much combat damage (round up) on another Site to the immediate left, right, or behind that Site.	P	Promo
Jigsaw Beast	Modular Abomination	Architects	X / 4 ♦	1			Unique. Ambush. Reload: Sacrifice a ♦ Character. +X Fighting. X must be at least 1.	U	CS
Johann Bonengel	BuroPresident	Architects	3 / 4 ♦	5			Unique. Turn for 2 Power. While Johann is unturned, your opponent cannot play States on cards you control.	R	Ltd
Johann Bonengel	BuroPresident	Architects	3 / 4 ♦	5			Unique. Opponents cannot play States on cards you control while this card is unturned. Turn to gain 2 Power.	R	DF
Johann Bonengel (PAP)	NeoBuroPresident	Architects	3 / 4 ♦	5			Unique. When you play a 1-cost ♦ Character from your hand, and not due to this card, you may immediately play a second 1-cost ♦ Character from your hand or smoked pile at no cost.	R	S&SG
Loyalty Officer	Buro Soldier	Architects	2 / 4	2			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.	C2	RW
Magog	Unstoppable Abomination	Architects	6 / 4 ♦	11			Unique. Guts. When an opponent's Site generates an effect while Magog is attacking, inflict 2 damage on that Site.	F	10kB
Melting Flesh Squad	Unruly Abominations	Architects	3 / 4	5			Guts. Cannot turn to attack unless another ♦ Character with a different title is also attacking.	U	CS
Midnight Whisperer	Abomination	Architects	1 / 4	1			Ambush.	C	Ltd
Midnight Whisperer	Abomination	Architects	1 / 4	1			Ambush.	C	N2
Monster Hunter	Timewalker	Architects	3 / 4	3			Turn and maintain to control a Demon or Spirit.	U	Ltd
Mutoid	Abomination	Architects	4 / 4	4			Guts. Mutoid's damage is increased by the number of damage counters on it.	U	Ltd
Napalm Belcher	Netherworld Abomination	Architects	4 / 4 ♦	4			Toughness: 1. Turn to inflict 2 damage on all Characters and Sites at target location.	U	RW
New Recruits	Netherworld Soldiers	Architects	2 / 4	2			Choose a designator when this card enters play. All Soldier Characters have Toughness: 1 against Characters with that designator.	C	CS
Night Horror	Rogue Abomination	Architects	3 / 4	3			Ambush. Can be played during an opponent's turn. May attack during an opponent's turn.	C	S&SG
Nirmal Yadav	Supersoldier	Architects	4 / 4 ♦	7			Unique. Toughness: 1 when attacking.	R	Ltd
Nirmal Yadav	Supersoldier	Architects	4 / 4 ♦	7			Unique. Toughness: 1 while attacking.	F	CWOS
Paradox Beast	Purist Prototype Construct	Architects	4 / 4 ♦	9			Unique. Your hand size is reduced by 3.	R	N2
Penal Soldiers	BuroMil Conscripts	Architects	3 / 4	6			Must intercept attacks at their location. Cannot attack while you do not control a Colonel , Commandant , or General card.	U	7M
Plasma Trooper	BuroMil Cyborg	Architects	3 / 4 ♦	3			When Plasma Trooper turns to attack, it gains +X Fighting until the end of the attack. X = the number of characters controlled by the controller of its target.	C2	FP
Plasma Trooper	BuroMil Cyborg	Architects	3 / 4 ♦	3			When Plasma Trooper turns to attack, it gains +X Fighting until the end of the attack. X= the number of Characters controlled by the controller of the target of its attack.	F	YotD
Pod Trooper	Abomination in a Can	Architects	1	X			Toast It. X = the number of characters and back-row sites controlled by the opponent to your left. Toast Pod Trooper at the end of the turn it enters play.	C	FP
Prototype X	Abomination	Architects	4 / 4	8			Unique. Prototype X's Fighting score is reduced by the number of ♦ characters in play.	R	Ltd
Prototype X (AltArt)	Abomination	Architects	4 / 4	8			Unique. -1 Fighting for each ♦ Character in play.	F	YotD
PubOrd Officer	Security Cop	Architects	1 / 4	1			(no text)	VC	Ltd
PubOrd Officer	Security Cop	Architects	1 / 4	1			(no text)	F	YotD

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
PubOrd Sniper	Cop	Architects	2 / 1	1			Turn to do 1 point of damage to an attacking character.	C	Ltd
PubOrd Squad	Buro Cops	Architects	3 / 1	3			(no text)	VC	Ltd
Purist	Buro Sorcerer	Architects	2 / 1	1			Turn and maintain Purist to give a feng shui site you control the special abilities of a face-up feng shui site that is controlled by an opponent and that turns (or turns and maintains) to generate its effect.	U	FP
Rapid Response Team	PubOrd Cops	Architects	3 / 1	4			You may play Rapid Response Team during any Main Shot. You may fill your hand to your maximum hand size when Rapid Response Team enters play.	U	7M
Raptor Squad	Blood-Thirsty Abominations	Architects	3 / 1	4			Ambush. If Raptor Squad attacks, it does not unturn during your next Establishing Shot.	C	DF
Rhys Engel	Purist Mastermind	Architects	3 / 1	3			Unique. Once per turn, you may discard a card to look at an opponent's hand or to reveal a feng shui site.	R	FP
Rocket Man	Cyborg	Architects	2 / 1	2			While attacking, Rocket Man gains Toughness: X and +X damage. X= the number of unturned Characters and turned Sites at his target's location.	C	BCL
Rocket Team	Heavily-Armed Soldiers	Architects	2 / 1	2			Turn this card and a Site you control to turn and inflict 2 damage on an opponent's Site.	U	2FT
Security Officers	Corporate Cops	Architects	1 / 1	1			Toughness: 1 while you control any other Cop Characters.	C	CS
Sergeant Blightman	Mutating Soldier	Architects	4 / 1	9			Unique. Inflict 3 points of damage on Sergeant Blightman at the start of each of your turns. Cannot turn to heal. Sergeant Blightman is toasted if he leaves play. ERRATA: Unique. Toast It. Cannot turn to heal. Inflict 3 damage on Sergeant Blightman at the start of your turn. (DF-106)	R	NW
Sergeant Blightman v2	Mutating Soldier	Architects	4 / 1	9			Unique. Toast It. Cannot turn to heal. Inflict 3 damage on Sergeant Blightman at the start of your turn.	R	DF
Simon Draskovic	Cyborg Monster Hunter	Architects	4 / 1	7			Unique. Toughness: 3 against ◆ cards.	R	N2
Spawn of the New Flesh	Unstable Abomination	Architects	3 / 1	X			Unique. Ambush. X = the number of columns in your site structure.	U	FP
Spawn of the New Flesh	Unstable Abomination	Architects	3 / 1	X			Unique. Ambush. X = the number of columns in your Site structure.	U	DF
Squadron-Leader Holz	Retired Soldier	Architects	4 / 1	6			Unique. Takes no damage from cards that provide more than 1 resource.	R	CS
Stormtroopers	Brutal Soldiers	Architects	1 / 1	1			Ambush against Characters that provide more than one resource.	C	2FT
Super Soldier	Fanatic Cop	Architects	4 / 1	5			Guts.	U	Ltd
Superfreak	Abomination	Architects	4 / 1	6			Unique. While attacking, Superfreak inflicts half (round down) its combat damage as if it had Ambush , and the rest normally. Each is considered to be a separate source of damage.	R	BCL
Swarm of Teeth	Abomination Horde	Architects	3 / 1	2			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."	U	N2
TacOps Troopers	BuroMil Elite	Architects	4 / 1	6			Tactics. TacOps Troopers gains Mobility while there is a Battleground Site in play.	U2	SS
Tactical Team	Buro Cops	Architects	4 / 1	6			Can be played during an opponent's turn. ERRATA: May be played any time during an opponent's Main Shot. (YotD rulebook)	R	Ltd
Tank Commander	BuroMil Officer	Architects	3 / 1	4			You may play Tank States on this card at -1 cost. +1 Fighting and Tactics while the subject of a Tank State.	U	DF
Test Subjects	Abominations	Architects	1 / 1	1			(no text)	VC	Ltd
Test Subjects	Abominations	Architects	1 / 1	1			(no text)	F	YotD
Test Subjects	Abominations	Architects	1 / 1	1			(no text)	F	10kB
The Dogs of War	Veteran Soldiers	Architects	3 / 1	4			+1 Fighting while you control a Battleground Site.	C	DF
The Reconstructed	Standard Abominations	Architects	3 / 1	5			(no text)	U	Ltd
The Reconstructed	Standard Abominations	Architects	3 / 1	5			(no text)	F	10kB
Thing with a 1000 Tongues (PAP)	Abhorrent Abomination	Architects	6 / 1	11			Unique. Regenerate. Toughness: 2. At the beginning of your Main Shot, sacrifice another Character. If you cannot, turn this card.	R	DF
Tunneler Drone	Arcanowave Robot	Architects	5 / 1	7			Toughness: 1. May attack back row Sites. The rules text of any Site targeted by Tunneler Drone in an attack is canceled until the end of the attack.	U	DF
Übermensch	Superior Soldier	Architects	4 / 1	6			Gains Toughness: 1 until the end of the turn when a 0-cost card is played.	U	2FT
Undercover Agent	Buro Operative	Architects	3 / 1	3			Gains your choice of Stealth or Ambush when she turns to attack a target controlled by a player who controls a ♣ character.	C	NW
Vivisector	Abomination Scientist	Architects	2 / 1	1			Turn Vivisector to sacrifice a character and gain Power equal to its play cost. ERRATA: Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, you gain Power equal to that Character's cost. (YotD-107)	U	Ltd
Vivisector v2	Abomination Scientist	Architects	2 / 1	1			Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, you gain Power equal to that Character's cost.	F	YotD
Vivisector v2	Abomination Scientist	Architects	2 / 1	1			Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, gain Power equal to that Character's cost.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Arcanowave Reinforcer	Edge	Architects	1 2				All of your characters inflict +1 damage and are considered Abominations. ERRATA: Reprint has clarified wording: All Characters you control inflict +1 damage and gain the designator Abomination . (YotD-004)	U	Ltd
Arcanowave Reinforcer	Edge	Architects	1 2				All Characters you control inflict +1 damage and gain the designator Abomination .	F	YotD
Bio-Salvage	Edge	Architects	1 1				Limited . Put a counter on this card when an opponent smokes a Character you control. Remove 3 counters :: Gain 1 Power.	U	RW
Paradox Cube	Edge	Architects	1 2				Unique . When Paradox Cube enters play, pick a non- Limited Edge in play. Paradox Cube copies the special abilities of that Edge.	U	FP
Probability Manipulator	Edge	Architects	1 4				Unique . Turn to increase or decrease the value of any number on target card by 1 until the end of the turn. You cannot reduce any digit to 0. Does not affect play costs. ERRATA: Cost 2. Unique . Turn to raise or lower by one until the end of the turn any number not written as words on another card. This cannot change a number to zero. (2FT-070)	R	Ltd
Probability Manipulator v2	Edge	Architects	1 2				Unique . Turn to raise or lower by one until the end of the turn any number not written as words on another card. This cannot change a number to zero.	R3	2FT
Reinvigoration Process	Edge	Architects	1 1				You may play Abominations from your smoked pile. ERRATA: Turn to play an Abomination Character from your smoked pile. (SS-103)	U	Ltd
Reinvigoration Process v2	Edge	Architects	1 1				Turn to play an Abomination Character from your smoked pile.	U2	SS
Reinvigoration Seed	Edge	Architects	1 1				When a Character you control is smoked, you must sacrifice exactly one "Reinvigoration Seed" :: Return that Character to play turned.	C	S&SG
Repression	Edge	Architects	1 2				When you play this card, choose a designator that has not been chosen for another "Repression" in play. All Characters with that designator gain -1 Fighting.	U	2FT
Rise of the NeoBuro	Edge	Architects	1 1				Limited . Turn and put two cards from your hand on the bottom of your deck :: Draw three cards.	U	S&SG
Scorched Earth	Edge	Architects	1 1				Limited . Place a counter on Scorched Earth when you burn a site or when a site you control is burned. Your hand size increases by the number of counters on Scorched Earth.	U2	FP
Seed of the New Flesh	Edge	Architects	1 2				Each player must spend 1 Power at the start of each of his or her turns or one  card of his or her choice that he or she controls is smoked.	U	Ltd
We Have the Technology	Edge	Architects	1 2				Limited . Place a counter on this card at the end of your turn. You may spend these counters as if they were Power while playing non-Character  cards.	U	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Abominable Wave	Event	Architects	1 * 1				Cancel and smoke a D card.	C	Ltd
Aerial Bombardment	Event	Architects	1 1				Inflict X damage, divided any way you choose, on Characters controlled by an opponent. You may not inflict more than 3 damage on any Character. X= the number of one type of resource in that player's pool.	C	7M
Arcanovirus	Event	Architects	1 1 1				Target a Character with a printed numerical Fighting of 5 or less :: Smoke target. Alternately, pay 2 additional Power :: Smoke all Characters with a printed numerical Fighting of 5 or less.	U	S&SG
Arcanowave Pulse	Event	Architects	1 1				Cancel and smoke a 1 card.	U	Ltd
Artillery Strike	Event	Architects	1 1 1				Discard X 1 cards to do two times X damage to target Character or Site. Reload: discard 1 card at random.	C2	RW
Blitzkrieg	Event	Architects	1 1 1				Limited. Unturn all attacking Soldier Characters.	U	2FT
Bzzzzt!	Event	Architects	1 1 2				Target non- Unique character is toasted.	U	FP
Cellular Reinvigoration	Event	Architects	1 1				Until the end of the turn, target character gains Guts and is not smoked when damage inflicted on it equals or exceeds its Fighting score. ERRATA: Until the end of the turn, target Character gains Guts and is not smoked if its Fighting is 0. (DF-017)	U	Ltd
Cellular Reinvigoration v2	Event	Architects	1 1				Until the end of the turn, target Character gains Guts and is not smoked if its Fighting is 0.	C	DF
Code Red	Event	Architects	1 1				Play immediately after you have been attacked. You may launch an attack. Characters that have attacked you this turn cannot intercept this attack.	C	Ltd
Dangerous Experiment	Event	Architects	1 1 1 1 0				You gain 5 Power. The opponent to your left may toast one card of his or her choice that you control. ERRATA: Limited. Toast It. You gain 5 Power, and the opponent to your left may immediately toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile. (YotD-022)	R	Ltd
Dangerous Experiment v2	Event	Architects	1 1 1 1 0				Limited. Toast It. You gain 5 Power, and the opponent to your left may immediately toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.	F	YotD
Dangerous Experiment v2	Event	Architects	1 1 1 1 0				Limited. Toast It. You gain 5 Power, and the opponent to your left may toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.	F	10kB
Disinformation Packet	Event	Architects	1 1 2				Play, except during an attack, to move target back-row site to create a new location with it to the right of all current locations on its controller's side.	U2	FP
Evacuation: 2066	Event	Architects	1 1 0				Sacrifice X Characters :: Unturn X Characters.	U	S&SG
Expendable Unit	Event	Architects	1 0				Redirect all damage from one source to any character you control.	C	Ltd
Expendable Unit	Event	Architects	1 0				Redirect all damage from one source to a Character you control.	C	N2
Fire in the Sky	Event	Architects	1 1				Sacrifice a Character to smoke target Character.	C	BCL
Geoscan Report	Event	Architects	1 1 1				Limited. Target a Site controlled by an opponent. Reveal that Site. Characters you control inflict +2 damage on that Site until the end of the turn.	C2	SS
Howling for Blood	Event	Architects	1 1				Play during an attack :: Target Character gains +X damage and Toughness: X until the end of the attack. X= 1, or 2 if target is an Abomination .	C	CS
Imprisoned	Event	Architects	1 1				Target character is returned to its owner's hand.	C	Ltd
Imprisoned	Event	Architects	1 1				Return target Character to its owner's hand.	C	N2
Napalm Sunrise	Event	Architects	1 1 2				Play only during your turn. Inflict 2 points of damage on each character and site at target location.	C2	FP
Napalm Sunrise	Event	Architects	1 1 2				Play during your turn. Inflict 2 damage on each Character and Site at target location.	C	BCL
Nerve Gas	Event	Architects	1 1				Target character is smoked. Does not affect characters with 1 or 1 in their play costs.	C	Ltd
Nerve Gas	Event	Architects	1 1				Smoke target Character. Does not affect Characters with 1 or 1 resource conditions.	F	YotD
Nerve Gas	Event	Architects	1 1				Smoke target Character. Does not affect Characters with 1 or 1 resource conditions.	F	10kB
Neutron Bomb	Event	Architects	1 1 1 3				All characters in play are smoked.	U	Ltd
Neutron Bomb	Event	Architects	1 1 1 3				Smoke all Characters.	F	YotD
Neutron Bomb	Event	Architects	1 1 1 3				Smoke all Characters.	F	10kB
Police State	Event	Architects	1 1				Cancel and smoke a 1 card.	U	Ltd
PubOrd Raid	Event	Architects	1 0				Play only during your turn. All characters at target location become turned.	C	Ltd
Sinister Research	Event	Architects	1 1 2				Toast It. Toast any number of Scientist Characters you control or have in your smoked pile to return an equal number of cards from your smoked pile to your hand.	P	Promo
State of Emergency	Event	Architects	1 1				Limited. Draw a number of cards necessary to fill your hand to six cards.	U	Ltd
State of Emergency	Event	Architects	1 1				Limited. Fill your hand to six cards.	U	2FT
Superior Technology	Event	Architects	1 1				All your characters inflict +1 damage until the end of the turn.	C	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Total War	Event	Architects	1 0				Play in response to an opponent turning a character to attack. All unturned characters controlled by that opponent become turned and join the attack. No characters can turn in response to Total War.	U2	FP
Uncontrolled Mutation	Event	Architects	1 1				Not cumulative. Double target Character's Fighting until the end of the turn. Smoke target at the end of the turn.	C	7M
Vivisection Agenda	Event	Architects	1 0				Limited. Until the end of the turn, gain 1 Power when you sacrifice a card.	U	DF
War of Attrition	Event	Architects	1 1				Every player chooses a Character he or she controls if possible :: Smoke those Characters.	U	RW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Crèche of the New Flesh	Feng Shui Site	Architects	2 / 2 ♦ ♦ *		7	1	You must play Crèche of the New Flesh face up and at the printed cost rather than the normal cost to play a feng shui site.	C	FP
Rabenfels Castle	Feng Shui Site	Architects	2 / 2		9	1	Unique. Turn and maintain to give all Sites at target location Toughness: 1.	R3	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Abominable Lab	Site	Architects	2 / 1		5	1	Abominable Lab provides you with one * resource for each Buro or PubOrd character you control.	C	Ltd
Abominable Lab	Site	Architects	2 / 1		5	1	Abominable Lab provides one * resource for each Buro Character and each PubOrd Character you control.	F	YotD
Abominable Lab	Site	Architects	2 / 1		5	1	Abominable Lab provides one * resource for each Buro Character and each PubOrd Character you control.	F	10kB
Arcanoseed	Battleground Site	Architects	1 0		4	0	If Arcanoseed is in your front row, you may turn it when you declare an attack to give target character Ambush against the first character it is in combat with during the attack. Any player who seizes this site gains 2 Power.	U	FP
Arcanotower 2056	Site	Architects	1 1 4 / 1		8	2	Unique. Cannot be seized. Reduces the number of Feng Shui sites you need for victory by one. Toughness: 2 against damage that is not inflicted by Unique characters. If Arcanotower 2056 is smoked, you do not generate Power during your next establishing shot.	R2	FP
Arcanotower Now	Site	Architects	1 1 3 / 1		8	1	Unique. Cannot be seized. Reduces the number of feng shui sites you need for victory by one. Opponents must pay 1 Power, in addition to the normal cost, to play a State card on a card you control.	R2	FP
Biomass Reprocessing Center	Netherworld Site	Architects	1 2 / 1		6	1	Every time one of your attacking characters is smoked you may discard a card and draw a card from your deck.	U	NW
Biomass Reprocessing Center (PAP)	Netherworld Site	Architects	1 1 1 3 / 1 1		9	2	Unique. Turn a Scientist Character you control and target a Cyborg or Abomination Character :: Target gains +1 Fighting until the end of the turn.	R	N2
Fortress Omega	Site	Architects	1 1 1 3 / 1 1		12	1	Unique. Toughness: 1. When a non- Unique Character enters combat with this Site, inflict 1 damage on that Character. (Before combat damage is dealt.) Turn to play a Cyborg or Drone Character at -1 cost.	R	DF
Guard Tower	Battleground Site	Architects	1 0		5	0	Any player who seizes this Site gains 1 Power. If this Site is in your front row, turn and maintain and target a Character :: While intercepting, target inflicts its combat damage at the same time that an attacker with Ambush would.	C	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Agony Grenade	State	Architects	1				Weapon. When you declare an attack with subject character, sacrifice Agony Grenade to choose X characters that may not intercept subject. X = number of damage counters on subject.	U	NW
Arcanoleech	State	Architects	1				Limited. Play on an opponent's front-row Feng Shui Site. When subject generates Power for an opponent, this card generates one Power for you.	U	7M
Arcanostriker	State	Architects	2				Vehicle. Subject character gains Tactics and +2 Fighting and cannot be intercepted by characters with a Fighting score of 2 or less. If Arcanostriker is smoked, inflict 6 points of damage on subject character.	U	FP
Arcanotank	State	Architects	3				Vehicle. Subject character gains +3 Fighting and Toughness: 1. Turn Arcanotank to inflict 1 point of damage on all characters at Arcanotank's location.	U2	FP
Arcanotank	State	Architects	3				Vehicle. Subject Character gains +3 Fighting and Toughness: 1. Turn Arcanotank to inflict 1 damage on all Characters at Arcanotank's location.	F	10kB
Arcanoworms	State	Architects	2				Inflict 2 points of damage on subject site whenever a character is smoked at its location.	U	FP
BK97 Attack Chopper	State	Architects	2				Vehicle. Subject Character gains +3 Fighting. Damage subject inflicts cannot be reduced.	C	DF
Brain Bug EQ3200	State	Architects	1				Play on any character. At the beginning of each of your turns, you may look at subject character's controller's hand or reveal one of his or her sites. Subject character is smoked if Brain Bug EQ3200 leaves play.	R	Ltd
Brain Tap Rifle	State	Architects	1				Weapon. Play on a Character. Turn to inflict 1 damage on target Character. You may look at target's controller's hand or reveal a Site he or she controls.	C	7M
Buro Blue Spear	Gun State	Architects	1				Weapon. Subject Character gains +1 Fighting. Turn to inflict 1 damage on target Character at this location.	C	DF
Buro Godhammer	State	Architects	1				Weapon. Subject character inflicts +3 damage.	C2	FP
Buro Godhammer (AltArt)	State	Architects	1				Weapon. Subject Character inflicts +3 damage.	F	YotD
Buro Godhammer (AltArt)	State	Architects	1				Weapon. Subject Character inflicts +3 damage.	F	10kB
BuroMil "Savage"	Tank State	Architects	4				Vehicle. Subject Character gains Mobility , +6 Fighting and Toughness: 1.	U	DF
Combat Veteran	State	Architects	1				Play on a Soldier , Military , or Trooper Character you control. Turn a Battleground Site you control to give subject +1 Fighting until the end of turn.	U	DF
Eisenriese	State	Architects	2				Vehicle. Subject Character gains +1 Fighting, Toughness: 1 , and +3 damage to Sites.	C	2FT
Frenzy Engine	Arcanowave State	Architects	1				Play on a Site. When you declare attackers, any that were at this location gain +1 damage until the end of the attack.	U	CS
Helix Chewer	State	Architects	0				Play on any character. Any damage that subject character inflicts in combat is reduced by 1. If subject character leaves play, Helix Chewer returns to your hand.	C	Ltd
Helix Chewer	State	Architects	0				Play on any Character. Reduce the combat damage inflicted by subject by 1. When subject leaves play, Helix Chewer returns to its owner's hand.	F	YotD
Helix Mine	State	Architects	0				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.	C2	RW
Helix Rethread	State	Architects	0				Play on a character controlled by one of your opponents. If subject character is smoked, you gain 1 power.	C	Ltd
Helix Rethread	State	Architects	0				Play on a Character controlled by an opponent. When subject is smoked, you gain 1 Power.	F	YotD
Helix Rethread	State	Architects	0				Play on a Character controlled by an opponent. When subject is smoked, you gain 1 Power.	F	10kB
Helix Scrambler	State	Architects	1				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.	C	N2
Nanovirus	State	Architects	0				Subject Character cannot be healed. Inflict 2 damage on subject at the start of its controller's turn.	C	CS
Neural Stimulator	Arcanowave State	Architects	1				Schlick. Turn while subject Character is attacking to give subject Ambush against the next Character it is in combat with during this attack.	C	7M
Panzer X	Tank State	Architects	2				Vehicle. Subject Character gains +2 Fighting and Toughness: 1. Turn :: Inflict 2 damage on the target of subject's attack.	U	CS
Personality Shard	State	Architects	1				Play on a Character, and choose an opponent's Character :: Subject gains the other Character's rules text.	C	S&SG
Resistance is Futile	State	Architects	1 / 1				Limited. Play on a front-row site controlled by an opponent. Characters you control inflict +1 damage at subject site's location. You may play Unique characters that have three or more resource conditions and a cost of 5 or more at -1 cost.	U	FP
Spirit Shield Generator	State	Architects	1				Subject Character gains Toughness: 1. Reduce all non-combat damage inflicted on subject to 0. Damage cannot be redirected to subject.	C	DF
Sucker Rounds	State	Architects	1				Weapon. Subject character's Fighting is increased by the Power in the pool of the opponent to your left.	U	NW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Supersoldier Serum	State	Architects	1 1				Play on an unturned Character during any Main Shot. Subject gains +2 Fighting.	C	2FT
Tracer Implant	Arcanowave State	Architects	0 0				When subject Character turns, it takes 1 damage and you may unturn a Character you control. Smoke this card if you control its subject.	C2	RW
Zeppelin	State	Architects	1 1				Vehicle. Subject Character gains Mobility . Smoke subject when this card leaves play. Turn to inflict 3 damage on target Site at this location, and 1 damage on all Characters other than subject at this location.	C	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Adrienne Hart	Pledged Martial Artist	Ascended	♣♣♣♣ 4 / ♠	8			Unique. No States may be played on Adrienne.	R	Ltd
Adrienne Hart	Pledged Martial Artist	Ascended	♣♣♣♣ 4 / ♠	8			Unique. States cannot be played on Adrienne.	F	CWOS
Anubis	Reascended Jackal	Ascended	♣♣♣♣♣ 5 / ♣♣	7			Unique. Stealth. Gains +1 Fighting until he leaves play when any Character is smoked.	R	CS
Arachnae	Reascended Spider	Ascended	♣♣♣♣♣ 4 / ♠	7			Unique. Assassinate. Regenerate.	R	DF
Athena	Reascended Owl Mastermind	Ascended	♣♣♣♣ 4 / ♣♣	3			Unique. Your hand size is increased by 3. +X Fighting. X= the number of ♣ in your pool.	R3	2FT
Bad Colonel	Pledged Hood Warlord	Ascended	♣ 2 / ♠	2			Turn and maintain to take control of a Soldier. All Soldiers you control gain the designator "Hood" and inflict +1 damage.	U	FP
Bad Colonel	Pledged Hood Warlord	Ascended	♣ 2 / ♠	2			Turn and maintain to take control of a Soldier card. All Soldiers you control gain the designator Hood and +1 damage.	U	2FT
Black Helicopter Squad	Pledged Agents	Ascended	1 / ♠	1			+2 damage. Cannot be declared as an attacker unless a Unique Character is also attacking.	C	CS
Blade Freak	Netherworld Mercenary	Ascended	♣ 3	4			When Blade Freak enters play, he may inflict 1 point of damage on any target.	U	NW
Bleys Fontaine	Lodge Enforcer	Ascended	♣♣♣♣ 4 / ♠	6			Unique. Cannot be declared as a single attacker. Once during your Main Shot, you may target a location :: All cards at that location become turned.	F	10kB
Broken Wheel Brigade	Netherworld Soldiers	Ascended	2 / ♠	2			Discard an Event, State, or Edge to reduce damage inflicted on this card from a single source by 1.	C2	RW
Cabinet Minister	Pledged Politician	Ascended	♣ 1 / ♠	1			Turn and maintain to control or cancel target Edge. If target Edge leaves play while under your control, Cabinet Minister is smoked.	C	Ltd
Captain Liu	Pledged Cop Mastermind	Ascended	♣♣♣♣ 5 / ♠	8			Unique. Tactics. All Cop Characters you control gain Toughness: 1 .	F	10kB
Charge of the Rhino	Lodge Enforcer	Ascended	♣♣♣ 4 / ♠	6			When Charge of the Rhino smokes a Character by inflicting combat damage, you may inflict 1 damage on any card at its location.	U2	SS
Church Official	Pledged Operative	Ascended	♣♣♣♣ 2 / ♠	1			Turn and pay 1 Power to cancel and smoke any ♠ card as it is played.	U	Ltd
Cobra Clan Stalkers	Transformed Animals	Ascended	♣♣♣ 3 / ♠	3			Stealth. +2 damage while you have Power.	C	7M
Coil of the Snake	Lodge Assassin	Ascended	♣♣♣ 3 / ♠	4			Stealth. When you turn Coil of the Snake to attack, you may discard and draw a card.	C2	SS
Corrupt Bookie	Pledged Hood Gambler	Ascended	♣ 2 / ♠	2			When a Faceoff 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.	U	RW
Corrupt Land Agent	Pledged Flim-Flam Man	Ascended	♣ 1 / ♠	1			Turn when an opponent plays a Site :: Gain 1 Power.	C	S&SG
Coyote Clan Scavengers	Transformed Animals	Ascended	2 / ♠	2			Ambush against Characters with resource conditions.	C	S&SG
Death Shadow	Netherworld Mercenary	Ascended	♣♣ 3	2			Unique. Takes no damage from characters that intercept her.	R	NW
Draco	Lodge Enforcer	Ascended	♣♣♣♣♣ 6 / ♠	12			Unique.	R	Ltd
Draco (PAP)	Lodge Enforcer	Ascended	♣♣♣♣♣ 6 / ♠	12			Unique. Discard a Lodge Character other than "Draco" in response to an Event that targets a card you control or would smoke a card you control :: Cancel that Event.	F	YotD
Dunwa Saleem (PAP)	Prophet of the Reascension	Ascended	♣♣♣ 3 / ♣♣	4			Unique. Generates 1 Power during your Establishing Shot if you control another ♣ card. Once during your turn, you may look through your deck for a Reascended Character, show it to your opponents, and put it in your hand.	R	DF
Femme Fatale	Sinister Seductress	Ascended	♣ 2 / ♠	2			Turn during an attack on a card you control. Target Character controlled by an opponent gains Mobility until the end of the attack, and must be declared as an interceptor if possible.	U	2FT
Fist of the Bear	Lodge Enforcer	Ascended	♣♣♣ 4 / ♠	6			(no text)	U	Ltd
Fist of the Bear (PAP)	Lodge Enforcer	Ascended	♣♣♣ 4 / ♠	6			Toughness: 1.	U2	SS
Freelance Platoon	Abandoned Pledged Agents	Ascended	♣ 2 / ♠	2			Stealth. When this card damages the target of its attack, you may draw a card.	C	CS
Frenzy of the Shark	Lodge Killers	Ascended	♣♣♣ 4 / ♠	6			Toughness: 1 against damaged Characters. +X Fighting. X= the number of damaged Characters in play.	U	S&SG
G-Man	Pledged Agent	Ascended	♣ 3 / ♠	4			+1 Fighting for each card in opponents' burned-for-victory piles.	C	2FT
Gangsters	Hood Muscle	Ascended	1 / ♠	1			+1 damage to Characters.	C	2FT
General Senggelinqin	Manchu Military Mastermind	Ascended	♣♣♣♣ 4 / ♠	7			Unique. Tactics. Once during your Main Shot, you may sacrifice a Soldier Character to play a Commandant , Colonel , or Officer Character from your hand or smoked pile at -X cost. X= the cost of the sacrificed Character.	R	SS
Grey Mountain	Transformed Elephant Chieftain	Ascended	♣♣♣♣ 4 / ♠	4			Unique. Toughness: 2. +1 Fighting for each Transformed and Lodge card in play. Mobility while a Transformed or Lodge card is the target of an attack.	R3	7M
Gruff Lieutenant	Pledged Cop	Ascended	♣ 1 / ♠	1			Stealth.	C	Ltd
Gruff Lieutenant	Pledged Cop	Ascended	♣ 1 / ♠	1			Stealth.	F	10kB
Gun Moll	Dishy Hood	Ascended	♣♣♣ 2 / ♠	2			Turn and maintain and target a Character :: Steal 1 Power from target's controller at the beginning of his or her Main Shot. (Cards may be played in response to the theft.) Target cannot attack this card.	C	2FT
Gunslinger	Pledged Assassin	Ascended	♣ 3 / ♠	3			Turn to enter a Faceoff with target Character. The winner gains 1 Power.	C	S&SG

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
"Hammer" Harrison	Hood Bruiser	Ascended	3 / ♣	3			Unique. Takes no damage from Characters whose cost is less than 3.	U	2FT
Hit Squad	Violent Gangsters	Ascended	♣ 1 / ♣	1			Turn :: Turn target Character.	C	CS
Horse Thief	Lodge Operator	Ascended	♣ ♣ 3 / ♣	4			Stealth. When an opponent plays an Event during your turn, gain Power equal to the Power he or she spent.	U	S&SG
Jade Wheel Society	Secret Society	Ascended	1 / ♣	1			Sacrifice Jade Wheel Society, except during an attack, to discard up to two cards.	C2	SS
Jaded Cop	Corrupt Pawn	Ascended	♣ 3 / ♣	3			Not affected by 0 or 1-cost Events.	F	10kB
Jan Zvireci	Pledged Lackey	Ascended	♣ ♣ ♣ 3 / ♣	3			Unique. 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.	R3	RW
John Fenris, the Iron Man	Reascended Wolf Hero	Ascended	♣ ♣ ♣ ♣ ♣ ♣ 6 / ♣ ♣ ♣	10			Unique. Uncopyable. Guts. Toughness: 1. Once per turn, you may copy the printed text of any other Character to this card until the end of the turn.	R3	2FT
Jormungandr	Reascended Snake	Ascended	♣ ♣ ♣ ♣ ♣ 5 / ♣	8			Unique. Assassinate. Toughness: 2 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.	R3	RW
Juan "El Tigre" Velasquez	Lodge Killer	Ascended	♣ ♣ ♣ 5 / ♣	6			Unique. Stealth. Superleap.	R	SS
Just a Rat	Lodge Survivor	Ascended	♣ 3 / ♣	3			Stealth. Inflict 2 points of damage on any character that Just a Rat bypasses using Stealth .	U2	FP
Just a Rat	Lodge Survivor	Ascended	♣ 3 / ♣	3			Stealth. Inflict 2 damage on any Character that Just a Rat bypasses using Stealth .	C	DF
Kauhuhu	Reascended Shark	Ascended	♣ ♣ ♣ ♣ ♣ 5 / ♣	8			Unique. Independent. Mobility. Gains Toughness: 1 until the end of the turn when a Character at his location is smoked.	R3	RW
Kinoshita	Lodge Chairperson	Ascended	♣ ♣ ♣ ♣ 5 / ♣ ♣	7			Unique. Assassinate. Stealth. Pay 1 Power during your Main Shot to turn target Character.	R	SS
Leatherback	Lodge Survivor	Ascended	♣ 4 / ♣	5			Unturns when an opponent plays a ♠ or ♣ card.	U	FP
Leopard Clan Warriors	Transformed Animals	Ascended	♣ ♣ 4 / ♣	5			Once per turn, you may turn a Mountain Site you control to give your choice of Stealth or Ambush to all "Leopard Clan Warriors" until the end of the turn.	U	7M
Liquidators	Pledged Enforcers	Ascended	3 / ♣	3			+1 damage if you also control a Lodge character.	VC	Ltd
Liquidators	Pledged Enforcers	Ascended	3 / ♣	3			+1 damage while you control any Lodge Characters.	F	10kB
Louie the Roach	Lodge Survivor	Ascended	♣ ♣ ♣ 2 / ♣	2			Unique. Toughness: 2.	R	DF
Manchu Bureaucrat	Corrupt Official	Ascended	♣ 1 / ♣	1			All effects that target Edges you control are canceled. Turn and sacrifice to return an Edge from your smoked pile to your hand.	U2	SS
Manchu Officer	Military Commandant	Ascended	♣ 3 / ♣	4			Once each turn, unturn Manchu Officer when any player plays a Soldier , Manchu , or Commandant card.	C2	SS
Manchu Soldiers	Imperial Pawns	Ascended	1 / ♣	1			No Max. +1 Fighting if you control a General Character.	C2	SS
Max Brunner	Pledged Cop	Ascended	♣ ♣ ♣ 4 / ♣	5			Unique. You may treat Cop and Pledged as matching designators.	R	BCL
Might of the Elephant	Lodge Enforcer	Ascended	4 / ♣	X			X = the number of ♣ resources in your resource pool.	U	Ltd
Might of the Elephant	Lodge Enforcer	Ascended	4 / ♣	X			X= the number of ♣ resources in your pool.	U2	SS
Military Commandant	Pledged Mastermind	Ascended	♣ ♣ 2 / ♣	1			Turn and maintain to give target character +2 Fighting.	U2	Ltd
Military Commandant	Pledged Mastermind	Ascended	♣ ♣ 2 / ♣	1			Turn and maintain and target a Character :: That Character gains +2 Fighting.	U	N2
Military Commandant (AltArt)	Pledged Mastermind	Ascended	♣ ♣ 2 / ♣	1			Turn and maintain and target a Character :: that Character gains +2 Fighting.	P	Promo
"Monkey" Chang	Transformed Martial Artist	Ascended	♣ ♣ 5 / ♣	7			Unique. When "Monkey" Chang turns to attack, you may choose two Characters in play :: Those Characters cannot intercept him during this attack.	R	SS
Mountain Warrior	Pledged Survivor	Ascended	♣ 2 / ♣	2			Gains Ambush until the end of the turn if an opponent turns a site to use the site's special ability.	C	FP
Mr. Big	Hood Mastermind	Ascended	♣ 3 / ♣	3			Unique. All other Hoods you control gain +1 Fighting. Turn to unturn a Hood card. When an opponent seizes or burns a site you control, he or she may take control of a Hood card you control.	R	FP
Mr. Red	Backstabbing Bastard	Ascended	♣ ♣ ♣ 3 / ♣	4			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.	R	N2
Mr. X	Lodge Mastermind	Ascended	♣ ♣ 3 / ♣	1			Unique. Turn and maintain to control a character with a play cost no greater than 3. It comes to your side unturned.	R	Ltd
Mr. X	Lodge Mastermind	Ascended	♣ ♣ 3 / ♣	1			Unique. Turn and maintain to take control of a Character with a cost no greater than 3.	R	SS
Muckraking Journalist	Pledged Operative	Ascended	♣ 2 / ♣	1			Turn and maintain to prevent target character from unturning normally.	U	Ltd
Natraj Thalnasser	Lodge Warlord	Ascended	♣ ♣ ♣ ♣ ♣ 6 / ♣	8			Unique. Guts. Cannot be healed by other cards. Except at the end of a turn, Natraj Thalnasser is not smoked if his Fighting is 0.	R	SS
Ninja Interior Decorators	Hood Geomancers	Ascended	♣ 2 / ♣	2			Stealth. When you declare an attack with Ninja Interior Decorators, you may reveal one Feng Shui Site controlled by the controller of their target.	C	N2
Oliver Chen	Pledged Saboteur	Ascended	♣ ♣ ♣ 3 / ♣	4			Unique. When this card inflicts combat damage on a Site, you may look at the top 7 cards of that Site's controller's deck. You may place one of those cards on the bottom of the deck, and rearrange the others in any order.	R	TW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Order of the Wheel	Secret Society	Ascended	2 / ♣	2			Sacrifice Order of the Wheel, except during an attack, to draw up to two cards.	C2	SS
Peacock Clan Warriors	Transformed Animals	Ascended	♣ ♣ ♣ 2 / ♣	2			Tactics. +1 Fighting for each opponent with only one kind of faction resource in his or her pool.	C	7M
Phillipe Benoit	Pledged Assassin	Ascended	♣ ♣ 4 / ♣	5			Unique. Stealth.	R	Ltd
Phillipe Benoit	Pledged Assassin	Ascended	♣ ♣ 4 / ♣	5			Unique. Stealth.	F	10kB
Rachel McShane	Lodge Enforcer	Ascended	♣ ♣ ♣ 5 / ♣	8			Unique. Rachel McShane is not affected by opponents' effects that are generated by turning a card.	R	SS
Rachel McShane	Lodge Enforcer	Ascended	♣ ♣ ♣ 5 / ♣	8			Unique. Rachel McShane is not affected by opponents' effects that are generated by turning a card.	F	10kB
Rainmaker Floyd	Wandering Con Man	Ascended	♣ ♣ ♣ 4 / ♣	6			Unique. Toughness: X. X= the number of columns in your Site structure.	R	S&SG
Rat Clan Spies	Transformed Animals	Ascended	1 / ♣	1			Stealth while you control a Lodge or Transformed Character that requires resources.	C	7M
Rat Fink	Lodge Infiltrator	Ascended	♣ 2 / ♣	2			Stealth. When Rat Fink bypasses an interceptor using Stealth , you may look at the hand of that interceptor's controller and you may force that opponent to discard a card of your choice.	F	YotD
Raven Li	Lodge Troubleshooter	Ascended	♣ ♣ ♣ 5 / ♣	8			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.	R	N2
Reascension Spy	Undercover Salaryman	Ascended	♣ ♣ 3 / ♣	1			Turn and maintain and choose a damaged Character :: Take control of that Character.	U	CS
Rebecca Dupress	Pledged Mastermind	Ascended	♣ ♣ ♣ 3 / ♣ ♣	3			Unique. You may play States on her at -3 cost. Gain 1 Power when you seize a Netherworld Feng Shui Site.	R3	RW
Reverend RedGlare	Netherworld Mercenary	Ascended	♣ 3	3			Unique. 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.	R	NW
Reverend RedGlare	Netherworld Mercenary	Ascended	♣ 3	3			Unique. Choose a designator when Reverend RedGlare enters play. Turn to inflict 3 damage on target Character that has the chosen designator.	R3	RW
Sam Mallory	Lodge Killer	Ascended	♣ ♣ ♣ 5 / ♣	7			Unique. Toughness: X. X = number of damage counters on Sam Mallory	R	FP
Sam Mallory	Lodge Killer	Ascended	♣ ♣ ♣ 5 / ♣	7			Unique. Toughness: X. X= the number of damage counters on Sam Mallory	F	YotD
Señor Ocho	Lodge Assassin	Ascended	♣ ♣ ♣ 5 / ♣	7			Unique. Assassinate. Ambush while attacking Unique Characters.	R	SS
Serena Chase	Transformed Stone Fox	Ascended	♣ ♣ 3 / ♣	4			Unique. Stealth. If she is attacking a card controlled by a player who controls 3 or more Sites, gain 1 Power when she damages her target.	R	BCL
Serket	Reascended Scorpion	Ascended	♣ ♣ ♣ ♣ ♣ 4 / ♣	7			Unique. Opponents cannot declare only one interceptor against Serket. When Serket is intercepted, you choose the order of her interceptors. You may pay 1 Power to inflict 2 damage on any Character intercepting her.	R	DF
Shell of the Tortoise	Lodge Mastermind	Ascended	♣ ♣ ♣ 3 / ♣	6			Cannot turn to attack. Turn to redirect damage done to any feng shui site from a single source to Shell of the Tortoise.	R	Ltd
Shinobu Yashida	Pledged Master	Ascended	♣ ♣ ♣ 4 / ♣	7			Unique. Inflicts +3 damage on characters with Fighting of 8 or more.	R	NW
Shinobu Yashida	Pledged Master	Ascended	♣ ♣ ♣ 4 / ♣	7			Unique. Inflicts +3 damage on Characters with Fighting of 8 or more.	R	SS
Soul of the Shark	Lodge Mastermind	Ascended	♣ 3 / ♣	2			Turn to change the subject of a State as the State is played. You must choose a legal subject with the same controller as the original subject or the State is played on its original subject.	U	Ltd
Sting of the Scorpion	Lodge Assassin	Ascended	♣ ♣ ♣ 5 / ♣	4			Assassinate.	U	Ltd
Sting of the Scorpion (PAP)	Lodge Assassin	Ascended	♣ ♣ 3 / ♣	4			Assassinate. Has Ambush against the target of her attack until the end of the turn she enters play.	F	YotD
Sting of the Scorpion (AltArt)	Lodge Assassin	Ascended	♣ ♣ 3 / ♣	4			Assassinate. Has Ambush against the target of her attack until the end of the turn she enters play.	P	Promo
Strike Force	Pledged Commandos	Ascended	♣ ♣ ♣ 6 / ♣	7			Stealth. Tactics.	R	Ltd
Student of the Bear	Pledged Martial Artist	Ascended	1 / ♣	1			(no text)	VC	Ltd
Student of the Bear	Pledged Martial Artist	Ascended	1 / ♣	1			(no text)	F	YotD
Student of the Bear	Pledged Martial Artist	Ascended	1 / ♣	1			(no text)	F	10kB
Student of the Shark	Pledged Hood	Ascended	2 / ♣	2			Inflicts +1 damage on damaged characters and damaged sites.	C	FP
Student of the Shark	Pledged Hood	Ascended	2 / ♣	2			Inflicts +1 damage on damaged Characters and damaged Sites.	F	YotD
Swat Team	Cop Pawns	Ascended	2 / ♣	2			(no text) ERRATA: title: SWAT Team (YotD rulebook)	VC	Ltd
SWAT Team (PAP)	Cop Pawns	Ascended	2 / ♣	2			Tactics.	F	10kB
Swiss Banker	Pledged Financier	Ascended	♣ 2 / ♣	1			Turn for 1 Power. Swiss Banker is smoked if you have no power in your pool.	C	Ltd
Swiss Banker	Pledged Financier	Ascended	♣ 2 / ♣	1			Turn Swiss Banker to gain 1 Power. When you have no Power, immediately smoke Swiss Banker.	C	N2
Tatsuya Yanai	Lodge Mastermind	Ascended	♣ 3 / ♣	1			Unique. Turn Tatsuya Yanai, except during an attack, to switch the locations of any 2 sites belonging to a single controller.	R	Ltd
Texas Jack Cody	Lodge Ranger	Ascended	♣ ♣ ♣ 5 / ♣	8			Unique. Pay 1 Power prior to combat with target Character intercepting him :: Smoke target.	R	S&SG

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
The Blue Cardinal's Guards	Mercenary Timewalkers	Ascended	☼☼ 4	6			Once during each attack, you may pay 1 Power to give this card Guts, Stealth , or +3 damage until the end of the attack.	U	TW
The Eastern King	Lodge Mastermind	Ascended	☼☼☼☼☼ 7 / ☼	11			(no text) ERRATA: Unique. Uncopyable. Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target Lodge Character until the target leaves play or the end of the turn. (SS-125 - SS FAQ)	P	Promo
The Eastern King	Lodge Mastermind	Ascended	☼☼☼☼☼ 7 / ☼	11			Unique. Uncopyable. Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target Lodge Character until the target leaves play or the end of the turn.	R	SS
The Honorable Earl Mason	Hangin' Judge	Ascended	☼☼ 2 / ☼	2			Unique. Turn, target a Character, and pay that Character's cost :: Smoke target.	R	S&SG
The Man	Lodge Chairperson	Ascended	☼☼☼☼☼☼ 3 / ☼☼	4			Unique. Once during each opponent's Main Shot, you may play an Edge, Character, or Site.	R	BCL
The Pledged	Loyal Initiates	Ascended	1 / ☼	1			(no text)	VC	Ltd
The Pledged	Loyal Initiates	Ascended	1 / ☼	1			(no text)	F	YotD
The Suits	Pledged Agents	Ascended	3 / ☼	3			+2 damage against Unique cards. If you have ☼☼☼☼ in your pool, you may discard this card to look at an opponent's hand.	C	BCL
The Unspoken Name	Lodge Chairperson	Ascended	☼☼☼☼☼☼ 3 / ☼☼	6			Unique. Cannot turn to attack. Turn to give Stealth until the end of turn to any number of characters whose combined play cost does not exceed 7.	R	Ltd
The Unspoken Name	Lodge Chairperson	Ascended	☼☼☼☼☼☼ 3 / ☼☼	6			Unique. Cannot turn to attack. Turn to give Stealth until end of turn to any number of Characters whose total cost does not exceed 7.	R	SS
The Unspoken Name (PAP)	Pledged Renegade	Ascended	☼☼☼☼ 4 / ☼	8			Unique. Uturn this card when an auction occurs.	R	CS
Time Bandits	Netherworld Mercenary Hoods	Ascended	☼ 2	2			If Time Bandits is still in play at the end of any turn in which they inflicted combat damage on the target of an attack, you gain 1 Power if you declared the attack, or 2 Power if an opponent declared the attack.	U	TW
Tooth of the Snake	Lodge Assassin	Ascended	☼ 4 / ☼	4			Stealth.	U	Ltd
Triumvirate Dealmaker	Pledged Mastermind	Ascended	☼ 2 / ☼	2			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.	U	NW
Undercover Cop	Pledged Operative	Ascended	☼ 2 / ☼	X			Stealth. X = the number of Cop characters you control. Can attack back row sites.	U	Ltd
Ursus	Reascended Bear	Ascended	☼☼☼☼☼☼ 5 / ☼	9			Unique. Takes no damage from damaged cards.	R	DF
Vincent "The Jackal" Benilli	Lodge Hood Mastermind	Ascended	☼☼ 4 / ☼	6			Unique. All other Hood Characters you control gain Stealth .	R3	2FT
Vladimir Kovalov	Lodge Mastermind	Ascended	☼☼☼☼ 4 / ☼	7			Unique. You may discard an additional card at the beginning of your turn.	R	Ltd
Web of the Spider	Lodge Mastermind	Ascended	☼☼☼ 3 / ☼	3			Turn, except during an attack, to change the position of target character to any location on its controller's side.	R	Ltd
Web of the Spider (PAP)	Lodge Mastermind	Ascended	☼ 2 / ☼	2			Gain 1 Power when an opponent plays a card at reduced cost.	U2	SS
Wolf Clan Hunters	Transformed Animals	Ascended	2 / ☼	2			+X Fighting while attacking. X= The number of other attacking Transformed Characters.	C	7M
Yen Song	Shaolin Traitor	Ascended	☼☼☼☼ 4 / ☼☼	6			Unique. Stealth. Not affected by Superleap .	R	SS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
200 Guys With Hatchets and Ladders	Edge	Ascended	♣♣ 2				Limited. Smoke all non- Unique Characters you control when this card leaves play. When an opponent plays a Unique Character, you may return up to X 1-cost Characters from your smoked pile to play. X= the Unique Character's cost.	U	7M
Bounty	Killer Edge	Ascended	♣♣ 1				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.	U	N2
Everything Falls Apart	Edge	Ascended	♣♣♣ 0				Limited. When any player declares one or more attackers, he or she gains 1 Power. No player may gain more than 2 Power this way per turn.	U	CS
Fistful of Dollars	Edge	Ascended	♣♣ 1				At the beginning of each opponent's Main Shot, he or she may place a counter on this card to gain 1 Power. Turn and remove X counters :: Gain X Power.	U	S&SG
Gunboat Diplomacy	Edge	Ascended	♣♣♣ 1				Limited. When an opponent turns a non-Character card, you may inflict 1 damage on any card he or she controls.	U	S&SG
Monkey King	Edge	Ascended	♣ 2				Turn Monkey King to return any ♣ card to its owner's hand.	U	Ltd
Night Moves	Edge	Ascended	♣♣♣ 1				Limited. Characters intercepting your Characters inflict -1 damage. All opponents gain 2 Power when this card leaves play.	U	BCL
Open Season	Edge	Ascended	♣ 1				All Assassins, Enforcers, and Killers in play gain Assassinate . All characters in play may turn to attack other characters as if they had the ability Independent .	U2	FP
Paper Trail	Edge	Ascended	♣♣♣ 2				Gain 1 Power for each card an opponent discards. You cannot gain more than 2 Power a turn in this manner. If Paper Trail leaves play, all of your opponents gain 1 Power.	U	Ltd
Paper Trail	Edge	Ascended	♣♣♣ 2				When an opponent discards a card, you gain 1 Power. You cannot gain more than 2 Power per turn from each "Paper Trail." When this card leaves play, all opponents gain 1 Power.	F	YotD
Political Corruption	Edge	Ascended	♣♣ 2				Generates 1 Power if you control at least one Feng Shui Site.	U	BCL
Political Lock	Edge	Ascended	♣ 2				No character can turn to change location while Political Lock is in play.	U	Ltd
Reascension Agenda	Edge	Ascended	♣♣♣ 0				Opponents' Events cannot target more than one of your Characters. Sacrifice :: Return a Character from your smoked pile to your hand.	P	Promo
Secret Plans for World Domination	Edge	Ascended	♣♣ 1				Limited. Smoke this card if a Feng Shui Site you control is seized. When you seize a Feng Shui Site, gain 1 Power and you may search your deck for a card, reshuffle, and put that card on top of your deck.	U	CS
Soul of the Dragon	Triumvirate Edge	Ascended	♣♣ 1				Limited. If you reduce a feng shui site's Body to 1 in an attack, you may burn that site for victory.	U	NW
Spin Doctoring	Edge	Ascended	♣♣♣ 2				When a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand. ERRATA: Once per turn, when a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand. (OmniFAQ 8/10/2007)	U	RW
Spin Doctoring v2	Edge	Ascended	♣♣♣ 2				Once per turn, when a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand.	U	ReRW
The Enemy of My Enemy	Edge	Ascended	♣♣ 1				Once per turn, you may give an opponent one Power :: Draw two cards.	U	RW
Tomb of the Beast	Edge	Ascended	♣ 2				Each player must spend 1 Power at the start of each of his or her turns or one ♠ card of his or her choice that he or she controls is smoked.	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Bite of the Jellyfish	Event	Ascended	☛ 0				Play after a feng shui site is burned. You gain all the Power in the pool of the player who burned that site, including any Power gained from burning for Power.	U	Ltd
Bite of the Jellyfish	Event	Ascended	☛ 0				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.)	U	N2
Bull Market	Event	Ascended	☛☛☛ 0				All players gain 5 Power. ERRATA: Limited . Every player gains 5 Power. (CS-011)	R	Ltd
Bull Market	Event	Ascended	☛☛☛ 0				All players gain 5 Power. ERRATA: Limited . Every player gains 5 Power. (CS-011)	F	YotD
Bull Market	Event	Ascended	☛☛☛ 0				All players gain 5 Power. ERRATA: Limited . Every player gains 5 Power. (CS-011)	F	10kB
Bull Market v2	Event	Ascended	☛☛☛ 0				Limited . Every player gains 5 Power.	U	CS
Competitive Intelligence	Event	Ascended	☛☛☛ 0				Sites may not be turned or revealed in response to Competitive Intelligence :: Look at any number of face-down Feng Shui Sites controlled by opponents. You may reveal and turn any of those Sites.	C	TW
Contingency Plans	Event	Ascended	☛☛☛ 0				Limited . Play when a Feng Shui Site you control is seized or burned :: Play a Feng Shui Site face-up at no cost.	U2	SS
Covert Operation	Event	Ascended	☛ 0				Look at target player's hand. You may force that player to discard one card of your choice. ERRATA: Look at target opponent's hand. You may force that opponent to discard one card of your choice. (YotD-020)	C	Ltd
Covert Operation v2	Event	Ascended	☛ 0				Look at target opponent's hand. You may force that opponent to discard one card of your choice.	F	YotD
Covert Operation (AltArt)	Event	Ascended	☛ 0				Look at target player's hand. You may force that player to discard one card of your choice.	P	Promo
Cry of the Forgotten Ancestor	Event	Ascended	☛☛ 1				Cancel and smoke target ♦ card.	U	Ltd
Cry of the Forgotten Ancestor	Event	Ascended	☛☛ 1				Cancel and smoke target ♦ card.	U	7M
Cutting Loose Ends	Event	Ascended	☛ 0				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.	U	N2
Dirty Tricks	Event	Ascended	☛☛ 0				Target two opponents. Each looks at the other's hand, and must secretly choose a card to force him or her to discard.	U	BCL
Faked Death	Event	Ascended	☛ 0				Take a character from your smoked pile and return it to your hand.	C	Ltd
Faked Death	Event	Ascended	☛ 0				Return a Character from your smoked pile to your hand.	C2	SS
Faked Death	Event	Ascended	☛ 0				Return a Character from your smoked pile to your hand.	F	10kB
Fox On the Run	Event	Ascended	☛☛ 0				Play after an unsuccessful attack. The attack is considered to be a success. You may unturn one Character that was an attacker in that attack.	U	BCL
Hostile Takeover	Event	Ascended	☛ 0				Play during an auction. The highest current bidder must give you Power equal to his or her bid. You win the auction.	U	Ltd
Lodge Machinations	Event	Ascended	☛☛☛ 2				Cannot be played during an attack or if you control any Pledged 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.)	R3	RW
Lodge Politics	Event	Ascended	☛ 1				You take control of target ☛ card. Lodge characters are not legal targets for Lodge Politics.	C	FP
Lodge Politics	Event	Ascended	☛ 1				Take control of target ☛ card that is not a Lodge Character.	U2	SS
Mole Network	Event	Ascended	☛ 0				Play only during your turn. Take 1 Power from target player's pool and add it to your own. ERRATA: Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent. (YotD-060)	C	Ltd
Mole Network v2	Event	Ascended	☛ 0				Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.	F	YotD
Mole Network v2	Event	Ascended	☛ 0				Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.	F	10kB
Moonlight Raid	Event	Ascended	☛☛ 0				Until end of turn, target Character you control gains Stealth and you gain 1 Power when that Character inflicts combat damage on the target of its attack.	C	S&SG
Murder By Night	Event	Ascended	☛☛ 1				Play during any Main Shot :: Discard a card at random and return this card to play as a Character with a printed Fighting of 3, Assassinate , and Toast It . Sacrifice it at the end of the turn. (The Character is not an Event.)	C	2FT
Operation Green Strike	Event	Ascended	☛ 1				Limited . Play only during your main shot. Inflict 3 points of damage on target non-feng shui site. If Operation Green Strike reduces target site's Body to 0, you may seize that site.	U	NW
Operation Killdeer	Event	Ascended	☛ 0				Target character inflicts no damage this turn.	C	Ltd
Operation Killdeer	Event	Ascended	☛ 0				Until the end of the turn, target Character inflicts no damage.	F	YotD
Operation Killdeer	Event	Ascended	☛ 0				Until the end of the turn, target Character inflicts no damage.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Playing Both Ends	Event	Ascended	☼☼☼ 0				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.	C	N2
Pulling Strings	Event	Ascended	☼☼☼☼ 0				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.	U	N2
Realpolitik	Event	Ascended	☼ 1				Smoke target Edge or State.	C	Ltd
Realpolitik	Event	Ascended	☼ 1				Smoke target Edge or State.	C2	SS
Realpolitik	Event	Ascended	☼ 1				Smoke target Edge or State.	F	10kB
Roar of the Beast	Event	Ascended	☼☼☼☼☼ 4				Cancel and smoke target card.	R	Ltd
Shell Game	Event	Ascended	☼ 0				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.	U	RW
Spider vs. Mantis	Event	Ascended	☼☼ 1				Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may look at the top 5 cards of the loser's deck, put one on the bottom, and return the others in any order.	U2	SS
Subterfuge	Event	Ascended	☼☼☼ 0				For the duration of this turn, target player must pay an additional 1 Power to play any card. No characters or sites may be played in response to this card.	U	Ltd
Suicide Mission	Event	Ascended	☼☼ 1				Smoke any card in play. Target card's controller may immediately smoke one of your cards of his or her choice.	R2	Ltd
Suicide Mission	Event	Ascended	☼☼ 1				Target a card :: Smoke that card. That card's controller may immediately smoke any card you control.	F	YotD
Suicide Mission	Event	Ascended	☼☼ 1				Target a card :: Smoke that card. That card's controller may smoke any card you control.	F	10kB
The Lady or the Tiger?	Event	Ascended	☼☼ 1				Target opponent must discard three cards at random. Look at the top five cards of target's deck, and divide them into two piles. Without looking, target may put one pile in his or her hand. Put the other pile on the bottom of the deck in any order.	U	7M
"Throw Me the Idol..."	Event	Ascended	☼ 0				Target opponent may allow you to gain 2 Power. If he or she does, give a Character that player controls +2 Fighting until it leaves play.	U	2FT
Tiger vs. Crane	Event	Ascended	☼☼ 1				Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may inflict 1 damage on up to 3 different cards controlled by the loser.	U2	SS
Ulterior Motives	Event	Ascended	☼☼ 0				Limited. Play if target opponent controls at least one turned non-Character card. You gain one Power, and that opponent may unturn one card he or she controls.	C	TW
We Know Where You Live	Event	Ascended	☼ 0				Play during your turn to look at target opponent's hand. You may inflict 1 point of damage on any card he or she controls that shares at least one designator with a card in his or her hand. For every 3 cards damaged in this way you gain 2 Power.	U	FP
Year of the Snake	Event	Ascended	☼☼☼ 3				One-Shot. Play when you are attacking a Site :: Change the target of all your attackers to any one legal card.	U2	SS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Habbakuk	Floating Feng Shui Site	Ascended	*** 3 / *		7	1	Unique. All Lodge Characters you control gain +2 Fighting. Turn :: Draw 3 cards.	R	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Family Estate	Site	Ascended	2 / ♣		5	1	Turn to play a Pledged character at -1 cost. Family Estate takes 2 points of damage whenever a Lodge character is smoked.	C	Ltd
Family Estate	Site	Ascended	2 / ♣		5	1	Turn to play a Pledged Character at -1 cost. When a Lodge Character is smoked, inflict 2 damage on Family Estate.	F	YotD
Family Estate	Site	Ascended	2 / ♣		5	1	Turn to play a Pledged Character at -1 cost. When a Lodge Character is smoked, inflict 2 damage on Family Estate.	F	10kB
Manchu Garrison	Site	Ascended	2 / ♣		5	1	Turn to give a Manchu or Soldier Character +1 Fighting until the end of the turn.	C2	SS
Nuclear Power Plant	Site	Ascended	♣ 1 / ♣		8	1	Limited. You cannot turn Sites at this location.	U	BCL
Opium Den	Hood Site	Ascended	♣♣ 2 / ♣		5	1	Limited. Turn and maintain to give target Character -2 damage while it is not attacking.	U2	SS
The Hub	Netherworld Site	Ascended	♣♣♣ 3 / ♣		10	2	Unique. Turn and pay 1 Power to look at target opponent's hand.	R	N2

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Feral Regression	State	Ascended	☛☛ 1				Subject Character's rules text is blank. It gains +X Fighting if it is Lodge or Transformed . X= the number of ☛ resources required and provided by subject.	U	CS
Hired Killer	State	Ascended	☛ 1				Schtick . Play on a Hood Character. Turn subject to inflict X damage on target Character. X= subject's cost.	C	2FT
Hydrophobia	State	Ascended	☛ 1				Choose a designator when this card enters play. Subject Character cannot attack or intercept cards with that designator, and cannot change location to that of a card with that designator. (Attacking is not considered to be changing location.)	C	S&SG
Marked for Death	State	Ascended	☛ 1				Play on any character. Flip a coin at the start of each of your turns. On a result of heads, subject character is smoked.	C	Ltd
Master of Disguise	State	Ascended	☛☛ 0				Play on a Character you control and target a Unique Character. Subject is considered to be Unique and to have the same title as target. (Subject also has its own title.)	U	2FT
Official Harassment	State	Ascended	☛ 0				Play on a Character. Turn and maintain a Character you control :: Turn subject, and it cannot unturn.	C2	RW
Seal of the Wheel	State	Ascended	☛☛ 2				Play on a character you control. Place one counter on Seal of the Wheel at the beginning of each of your turns. The number of feng shui sites you need for victory is reduced by one for every two counters on Seal of the Wheel. You still must seize or burn-for-victory your final feng shui site.	R	Ltd
Security	State	Ascended	☛ 1				Play on any site. Subject site gains +4 Body.	C	Ltd
Security	State	Ascended	☛ 1				Subject Site gains +4 Body.	F	10kB
Shadowy Mentor	State	Ascended	☛ 3				Play on any character. You control subject character; it comes onto your side unturned. Subject character is now considered to be a Pledged character. ERRATA: Cost 4 (CS-094)	C	Ltd
Shadowy Mentor	State	Ascended	☛ 3				Play on any Character. You take control of subject Character. Subject gains the designator Pledged . ERRATA: Cost 4 (CS-094)	F	YotD
Shadowy Mentor	State	Ascended	☛ 3				Play on any Character. You take control of subject Character. Subject gains the designator Pledged . ERRATA: Cost 4 (CS-094)	F	10kB
Shadowy Mentor v2	State	Ascended	☛ 4				You control subject Character. Subject gains the designator Pledged .	C	CS
Soul of the Wolf	State	Ascended	☛☛ 1				Subject Character gains Stealth and +1 Fighting	C	CS
Tools Of The Trade	State	Ascended	☛☛ 1				Subject Character gains Assassinate . If subject is a Hood , it gains Stealth and takes no damage from Sites and States.	U	2FT
Walk on the Wild Side	State	Ascended	☛☛ 1				Play on a Lodge or Transformed Character. All damage inflicted on subject by ☛ cards is increased by 1. While attacking, subject gains +2 Fighting and Toughness: 1 .	C	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Average Joe	Blue Collar Hero	Dragons	3 / ♣	2			Toughness: 1.	VC	Ltd
Bao Chou	Avenging Ghost	Dragons	♣♣♣ 4 / ♣♦	X			Unique. X = the number of characters in your smoked pile. Cannot turn to heal. Heals when a feng shui site you control is seized or burned.	R	NW
Bei Tairong	Lodge Traitor	Dragons	♣♣ 3 / ♣♣	4			Unique. Superleap. +1 damage to cards controlled by a player with ♣ in his or her pool.	R3	RW
Big Bruiser	Kicker of Butts	Dragons	♣♣♣ 5 / ♣	6			Guts. Toughness: 1.	U	Ltd
Big Bruiser (PAP)	Kicker of Butts	Dragons	♣♣♣ 5 / ♣	5			Toughness: 2. +3 Fighting while not the subject of a State.	U	RW
Big Mack	Bar-Room Brawler	Dragons	♣♣♣ 4 / ♣	6			Unique. Toughness: 1. Inflicts +3 damage on Sites.	R	SS
Bronze Sentinel	Righteous Automaton	Dragons	♣ 2 / ♣	2			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.	C	NW
Bronze Sentinel	Righteous Automaton	Dragons	♣ 2 / ♣	2			During your Main Shot, toast a Feng Shui Site you control :: Bronze Sentinel gains +X Fighting until the end of the turn. X= the number of Characters in your smoked pile.	F	YotD
Bush Pilot	Rugged Hero	Dragons	2 / ♣	2			Mobility. You may attack back-row Sites if this card is declared as an attacker.	C	CS
Capoeira Master	Martial Artist	Dragons	♣♣♣ 4 / ♣	5			Inflicts +3 damage when intercepting.	R	Ltd
Captain Jake Molloy	Daredevil Pilot	Dragons	♣♣♣ 4 / ♣	6			Unique. Guts. Mobility. When he is targeted by a non-Character card, you may discard a card of the same type to cancel the effect targeting him.	R3	2FT
Cavalry Regiment	Horseback Heroes	Dragons	♣♣♣ 3 / ♣	3			Independent. When you play this card from your hand, you may choose a Character :: Unturn that Character, and it gains Independent until the end of the turn.	C	S&SG
Chinese Doctor	Wise Physician	Dragons	♣ 1 / ♣	1			Turn to heal target character.	C	Ltd
Chinese Doctor	Wise Physician	Dragons	♣ 1	1			Turn to heal target Character. ERRATA: Reprint is missing the resource provision. Still considered to provide 1 ♣. (SS FAQ)	C2	SS
Coffee-Stained Cop	Wily Veteran	Dragons	♣ 3 / ♣	4			If Coffee-Stained Cop is smoked by an opponent, all characters you currently control gain +1 Fighting until the end of the turn.	U	FP
Concourse Godard	Renegade Supersoldier	Dragons	♣♣♣ 5 / ♣♣	9			Unique. Any opponent's effect that would remove this card from play, except by inflicting damage, instead inflicts 3 damage on him.	R	DF
Consumer on the Brink	Disgruntled Everyman	Dragons	♣ 1 / ♣	1			+1 Fighting for each Unique and Limited Site controlled by opponents.	C	DF
David Maxwell	Man About Town	Dragons	♣♣♣ 2 / ♣	2			Unique. Generates one Power during your Establishing Shot. Immediately return "The Nemesis" to its owner's hand when this card enters play.	U	2FT
Dirk Wisely	Man of Action	Dragons	♣♣♣ 3 / ♣♣	4			Unique. Once per turn, you may untturn him at the end of a successful attack in which he was the only attacker.	R	DF
Doctor Shen	Martial Artist	Dragons	♣♣♣ 5 / ♣♦	7			Unique. Toughness: 1. At the end of combat, you may heal one damage from any other Character for each combat damage he inflicted on a Character.	R	SS
Dr. Amanda Snow	Treasure Hunter	Dragons	♣♣♣ 4 / ♣	6			Unique. Guts. Not affected by effects generated by opponents' Sites, and takes no damage from them. Once per turn, you may play a State on her from any player's smoked pile, ignoring resource conditions.	R3	2FT
Dr. John Haynes	Full-Contact Historian	Dragons	♣♣♣ 4 / ♣	6			Unique. Stealth. Toughness: 1. When a card you control is targeted by an Event played by an opponent, that opponent must show you his or her hand, and you may force that opponent to discard one card of your choice.	R	TW
Dragon Adept	Versatile Combatant	Dragons	♣♣ 4 / ♣	5			Independent.	U	Ltd
Dragon Fighter	Streetfighter	Dragons	4 / ♣	4			Guts.	C	Ltd
Everyday Hero	Brave Scrapper	Dragons	2 / ♣	2			Guts.	VC	Ltd
Everyday Hero	Brave Scrapper	Dragons	2 / ♣	2			Guts.	F	10kB
Ex-Commando	Dangerous Vet	Dragons	♣♣♣ 3 / ♣	3			Ex-Commando untturns when a Weapon or Gun State is played on him.	C	FP
Ex-Commando	Dangerous Vet	Dragons	♣♣♣ 3 / ♣	3			Ex-Commando untturns when a Weapon or Gun State is played on him.	F	10kB
Friends of the Dragon	Dragon Supporters	Dragons	1 / ♣	1			(no text) ERRATA: Subtitle: Student Supporters (YotD-036)	VC	Ltd
Friends of the Dragon v2	Student Supporters	Dragons	1 / ♣	1			(no text)	F	YotD
Gadgeteer	Resourceful Techie	Dragons	♣ 2 / ♣♣	2			Gains +1 Fighting for each ♣ card placed on her.	C	Ltd
Gambler	Lucky Bastard	Dragons	♣ 3 / ♣	3			Twice a turn, you may flip a coin :: Heads: this card gains +2 Fighting until the end of the turn. Tails: it takes 1 damage.	C	S&SG
Gonzo Journalist	Crazed Reporter	Dragons	2 / ♣	2			When Gonzo Journalist turns to attack, you may discard X cards and draw X cards. X = up to the number of factions that your pool and target's pool have in common.	C2	FP
Good Ol' Boys	Righteous Rednecks	Dragons	♣ 2 / ♣	2			+1 Fighting for every 3 ♣ resources in your pool.	C	BCL
Grease Monkey	Gutsy Mechanic	Dragons	♣ 1 / ♣	1			Turn to play a vehicle State at -1 cost. Turn to heal a character that is the subject of a vehicle State.	U2	FP

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Gus Andropolous	IKTV Reporter	Dragons	2 / 2	3			Unique. Independent. 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.	R3	RW
Hacker	Gun-Totin' Techie	Dragons	2 / 2	2			Anytime Hacker is in your hand when an opponent plays an Event that steals Power from your pool or that toasts a card (or cards) other than itself, cancel that Event and put Hacker into play at no cost.	C2	FP
Hacker	Gun-Totin' Techie	Dragons	2 / 2	2			Any time Hacker is in your hand when an opponent plays an Event that steals Power from you or that toasts any card other than itself, you may play Hacker at no cost in response :: Cancel that Event.	F	YotD
Hacker	Gun-Totin' Techie	Dragons	2 / 2	2			When an opponent plays an Event that steals Power from you or that toasts any card other than itself, you may play Hacker from your hand at no cost in response :: Cancel that Event.	F	10kB
Heroic Agents	Legion of Supporters	Dragons	3 / 3	4			Cannot attack Characters. When this card is smoked by an opponent, you may steal up to 2 Power from him or her.	U	2FT
Hiro Asataka	Ninja Hacker	Dragons	3 / 3	4			Unique. Independent. Turn and maintain and target an opponent's card that has 2 in its resource conditions and is a Site, Edge, or non- Unique Character :: Take control of that card.	R	N2
Homicide Detective	Jaded Cop	Dragons	4 / 4	6			Cannot be intercepted by Characters whose Fighting is less than the number of cards in their controller's hand. Once per turn, you may pay 1 Power :: All players draw 3 cards.	U	CS
Hoosegow Jackson	Desperate Outlaw	Dragons	0 / 0	4			Unique. Guts. When you play this card, immediately start an auction by bidding exactly one Power. The winning bidder is considered to have played this card.	R	S&SG
Iala Mané	Martial Artist	Dragons	5 / 5	8			Unique. Independent. Can attack during an opponent's turn.	R	Ltd
Iala Mané (PAP)	Blind Master	Dragons	4 / 4	3			Unique. Iala Mané can attack during an opponent's turn. All Characters you control gain +1 Fighting and Independent.	R	SS
Isis Fox	Soul Sister	Dragons	3 / 3	3			Unique. Each time you declare an attack, Isis Fox gains +1 Fighting until she leaves play.	R	BCL
Jack Donovan	Maverick Cop	Dragons	5 / 5	8			Unique. Guts. If one of your sites is burned while Jack Donovan is in your smoked pile, return Jack Donovan to your hand.	R	Ltd
Jack Donovan	Maverick Cop	Dragons	5 / 5	8			Unique. Guts. When one of your sites is burned while Jack Donovan is in your smoked pile, return him to your hand.	F	CWOS
Jack Hades	Motorcycle Daredevil	Dragons	4 / 4	5			Unique. Independent. While the subject of a Vehicle , he gains +1 Fighting, Independent , and Guts . You may sacrifice a Vehicle on him to cancel an Event targeting him that would damage, smoke, or toast him.	R	BCL
Jane Q. Public	Girl Next Door	Dragons	2 / 2	2			If Jane Q. Public is smoked by an intercepting character or by an Event played by an opponent, you gain 2 Power.	C	FP
Jane Q. Public	Girl Next Door	Dragons	2 / 2	2			When Jane Q. Public is smoked by an interceptor or by an Event played by an opponent, you gain 2 Power.	F	YotD
Jason X	Redeemed Supersoldier	Dragons	4 / 4	6			Unique. Guts. The cost of all Events is increased by 1 while Jason X is in play.	R	NW
Jenny Zheng	Promising Student	Dragons	2 / 2	2			Unique. Superleap.	U2	SS
Joey Paz	Escrima Master	Dragons	4 / 4	6			Unique. Toughness: 2 against combat damage inflicted by unturned characters and any character whose controller played an Event this turn.	R	FP
John Tower	One Bad Mother	Dragons	4 / 4	7			Unique. Independent. When an opponent targets John Tower with an effect, you may play one Character in response. You may spend damage counters on him as if they were Power while doing so.	R	BCL
Johnny Badhair	Wild Man	Dragons	5 / 5	7			Unique. Guts. Cannot be sacrificed. At the end of a turn in which Johnny Badhair has been smoked, cut your deck to draw a card and show it to your opponents. If the card is a character with a resource condition, or a State, return Johnny Badhair to play.	R	FP
Johnny Badhair	Wild Man	Dragons	5 / 5	7			Unique. Guts. Cannot be sacrificed. At the end of a turn in which this card was smoked, cut your deck, draw a card, and show it to your opponents. If the card is a State or a Character with a resource condition, return this card to play.	R	DF
Johnny Tso	Heroic Gunman	Dragons	3 / 3	4			Unique. Assassinate against characters. Weapons played on Johnny Tso have no cost.	R	Ltd
Johnny Tso	Heroic Gunman	Dragons	3 / 3	4			Unique. Assassinate against Characters. You may play Weapons on Johnny Tso at no cost.	F	10kB
Julienne Wong	Political Mastermind	Dragons	4 / 4	6			Unique. Toughness: 1 for each different faction resource in your pool.	R	CS
Kar Fai	Kung Fu Master	Dragons	7 / 7	11			Unique. Guts. All other characters you control gain Guts and +1 Fighting while Kar Fai is in play.	R	Ltd
Kar Fai	Kung Fu Master	Dragons	7 / 7	11			Unique. Guts. All other Characters you control gain Guts and +1 Fighting while Kar Fai is in play.	R	TW
Karate Cop	Martial Artist	Dragons	3 / 3	4			Gains +2 damage and Toughness: 1 while any opponent is closer to victory than you.	F	10kB
Katie Kincaid	Gunfighter	Dragons	4 / 4	6			Unique. If Katie Kincaid is the subject of a Gun State, flip a coin when she enters combat. Heads: she gains Ambush until the end of combat.	R	SS
Katie Kincaid (AltArt)	Gunfighter	Dragons	4 / 4	6			Unique. If Katie Kincaid is the subject of a Gun State, flip a coin when she enters combat. Heads: she gains Ambush until the end of combat.	P	Promo

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Lenny Wu	Martial Artist Cop	Dragons	3 / 3	4			Unique. When this card enters combat with a Character, that Character gains -1 Fighting until the end of the turn.	U	CS
Li Han	Kung Fu Prodigy	Dragons	3 / 3	2			Unique. Guts. +1 Fighting for each Character in play.	R	CS
Li Mao	Accidental Hero	Dragons	3 / 3	3			Unique. When an opponent plays an Event, Li Mao gains +1 Fighting until he leaves play. Superleap while his Fighting is greater than 5.	R3	7M
Lin	Moon Sorceress	Dragons	2 / 2	1			Unique. Turn to remove all damage and any States you wish from target Character you own or control. Takes no damage from cards you control. Damage cannot be redirected to Lin.	R3	7M
Little Jim	Rebel Abomination	Dragons	6 / 6	10			Unique. Little Jim heals whenever an opponent plays an Event.	R	FP
Little Jim	Rebel Abomination	Dragons	6 / 6	10			Unique. When an opponent plays an Event, heal Little Jim.	F	YotD
Mad Dog McCroun	Big Bruiser	Dragons	4 / 4	6			Unique. Guts. Toughness: 1.	R	Ltd
Mad Dog McCroun	Big Bruiser	Dragons	4 / 4	6			Unique. Guts. Toughness: 1.	F	CWOS
malloc()	Resurrected Hacker	Dragons	4 / 4	6			Unique. Toughness: 1. Once during your Main Shot, you may choose a resource :: All non-Event cards that require or provide that resource have their rules text blanked until the end of the turn.	R	CS
Marisol	Netherworld Mercenary	Dragons	4 / 4	6			Unique. Marisol cannot be the target of damage redirection effects. All damage inflicted on Marisol by sources other than characters in combat is reduced to 0. ERRATA: Unique. Damage may not be redirected to Marisol. All non-combat damage inflicted on Marisol is reduced to 0. (OmniFAQ 8/10/2007 and YotD rulebook)	R	NW
Masked Avenger	Vigilante Hero	Dragons	3 / 3	4			Takes no damage from characters with a Fighting score of 1.	U	Ltd
Master Bowman	Heroic Archer	Dragons	3 / 3	4			When Master Bowman turns to attack, you may inflict 1 damage on any card at the location of his target.	C	7M
Master Mechanic	Renegade Techie	Dragons	3 / 3	4			Turn during any Main Shot to play a Vehicle from your smoked pile on a card you control at -1 cost.	U	DF
Maverick Cop	Gun-Toting Hero	Dragons	3 / 3	4			Takes no damage from Hood characters.	U	Ltd
Maverick Cop	Gun-Toting Hero	Dragons	3 / 3	4			Takes no damage from Hood Characters.	F	YotD
Maverick Trucker	Blue-Collar Hero	Dragons	3 / 3	3			Guts. Toughness: 1. You may play a Vehicle on Maverick Trucker at -1 cost.	C	BCL
Melissa Aguelera	Commando Vet	Dragons	5 / 5	7			Unique. Tactics. Melissa Aguelera's Fighting is increased by the number of players who control Battleground sites. All other characters you control that have Tactics gain +2 Fighting.	R	FP
Netherworld Vet	Portal Crawler	Dragons	3 / 3	4			Gains +1 Fighting for each Edge controlled by an opponent.	C	NW
Netherworld Vet	Portal Crawler	Dragons	3 / 3	4			+1 Fighting for each Edge controlled by any opponent.	F	YotD
Novice Students	Fledgling Martial Artists	Dragons	3 / 3	4			Generates 1 Power during your Establishing Shot while damaged.	U2	SS
Old Hermit	Wily Sorcerer	Dragons	3 / 3	2			Turn Old Hermit and pay 1 Power to unturn any non-character card.	U	Ltd
Old Uncle	Martial Artist	Dragons	3 / 3	4			When you turn this card to attack, you may draw 2 cards. This effect is not cumulative.	C2	SS
Oscar Balbuena	Karate Cop	Dragons	5 / 5	7			Unique. Oscar Balbuena unturns whenever an attack is declared against you.	R	Ltd
Peking Opera Troupe	Kung Fu Acrobats	Dragons	3 / 3	4			Gains Superleap while you control another Acrobat Character or an opponent controls a card you own.	U2	SS
Ranchers	Cowboy Heroes	Dragons	1 / 1	1			Toughness: 1 while the subject of any Gun States.	C	S&SG
Redeemed Assassin	Heroic Killer	Dragons	5 / 5	8			You can play Redeemed Assassin during an opponent's turn. Redeemed Assassin has Toughness: 1 for the duration of the turn in which he enters play. ERRATA: You may play Redeemed Assassin any time during an opponent's Main Shot. Redeemed Assassin gains Toughness: 1 until the end of the turn in which he enters play. (YotD rulebook)	R	Ltd
Redeemed Gunman	Reforming Hood	Dragons	1 / 1	1			Cannot intercept. Gains +2 Fighting until end of turn if he turns to attack a turned site.	C2	FP
Redeemed Gunman	Reforming Hood	Dragons	1 / 1	1			Cannot intercept. When Redeemed Gunman turns to attack a turned Site, he gains +2 Fighting until the end of the turn.	F	YotD
Redeemed Gunman	Reforming Hood	Dragons	1 / 1	1			Cannot intercept. When Redeemed Gunman turns to attack a turned Site, he gains +2 Fighting until the end of the turn.	F	10kB
Reluctant Hero	Netherworld Outcast	Dragons	3 / 3	4			Independent. Once per turn, you may unturn this card when an attack you declared fails.	C2	RW
Righteous One	Loyal Defender	Dragons	2 / 2	1			Any character intercepted by Righteous One while Righteous One is unturned is smoked. ERRATA: If Righteous One is unturned, smoke any attacker he intercepts when combat ends, regardless of whether Righteous One remains in play or not. (YotD rulebook)	C	Ltd
Ring Fighter	Martial Artist	Dragons	3 / 3	3			(no text)	VC	Ltd
Rookies	Idealistic Cops	Dragons	2 / 2	2			When this card is targeted or smoked by an opponent's non-Character card, you may gain 1 Power or play up to 2 Cop or Police cards at -1 cost.	C	BCL
Scrappy Kid	Martial Arts Prodigy	Dragons	1 / 1	1			Independent. Never inflicts more than 1 point of damage. Cannot be intercepted.	U2	FP
Scrappy Kid	Martial Arts Prodigy	Dragons	1 / 1	1			Independent. Cannot inflict more than 1 damage. Cannot be intercepted.	C2	RW
Senoritas	Three Sisters	Dragons	3 / 3	5			Turn a Gun or Rifle State on this Character to inflict 2 damage on any Character at this location.	U	S&SG

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Serena Ku	Vengeful Hero	Dragons	3 /	4			Unique. Select a designator when Serena Ku is brought into play. She has Toughness: 2 and Ambush in combat with characters with that designator.	R	NW
Shamanistic Lieutenant	Magic Cop	Dragons	3 /	4			Any Demon or Abomination in combat with Shamanistic Lieutenant is toasted before it inflicts its damage.	R	Ltd
Sidekick	Scrappy Teenager	Dragons	2 /	2			Target another Character when this card enters play. Target gains +1 Fighting while this card is in play. When target is smoked, copy target's rules text onto this card until it leaves play.	C	CS
Sifu	Martial Arts Teacher	Dragons	3 /	4			All Student Characters you control inflict +1 damage.	C2	SS
Silver Band	Legion of Supporters	Dragons	3 /	5			(no text)	U	Ltd
Silver Band (AltArt)	Legion of Supporters	Dragons	3 /	5			(no text)	P	Promo
Silver Fist	Cosmopolitan Hero	Dragons	4 /	6			Independent.	R	Ltd
Silver Jet	Secret Warrior	Dragons	5 /	8			Anytime during any turn in which an Ice character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = cost of that Ice character. ERRATA: is Unique (BCL FAQ and Daedalus FAQ 5)	R	FP
Six Bottles Hwang	Drunken Master	Dragons	4 /	6			Unique. No player may declare interceptors against Six Bottles Hwang. Any opponent may discard 3 cards at random while he is attacking to be able to declare interceptors against him until the end of the attack.	R	SS
Smugglers	Black-Market Operators	Dragons	1 /	1			Turn when a Character you control is smoked :: Gain 1 Power.	C	CS
Spencer's Beauties	Foxy Heroines	Dragons	6 /	9			Unique. Guts. Independent. Mobility.	R	BCL
Steven Wu	Zen Gunman	Dragons	5 /	8			Unique. Independent. Cannot have his damage redirected or reduced. Opponents cannot take control of him.	F	10kB
Street Fighter	Martial Artist	Dragons	3 /	3			Guts. Target another Character when Street Fighter enters play. That Character gains +2 Fighting while Street Fighter is in play.	U	BCL
Student of the Dragon	Martial Artist	Dragons	1 /	1			Independent. If a card at this location is attacked, Student of the Dragon must be declared as an interceptor.	C2	SS
Stunt Man	Gutsy Hombre	Dragons	3 /	3			Guts. If an opponent plays an Event during your turn, Stunt Man gains Independent until he leaves play.	C	FP
Suong Xa	Netherworld Hero	Dragons	4 /	6			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.	R	N2
Swift Eagle	Brave Warrior	Dragons	4 /	7			Unique. Independent. Discard a Feng Shui Site to cancel an Event which targets this card.	R	S&SG
Taggart	Streetwise Cop	Dragons	2 /	2			Unique. Independent. When an opponent turns a Site or plays an Event while Taggart is turned, Taggart gains +1 Fighting until he leaves play.	R	BCL
The Golden Gunman	Magic Hero	Dragons	5 /	8			Unique. Independent. The Golden Gunman is not a legal target for Events. If The Golden Gunman turns to attack, no other characters you control can turn to attack with him.	R	NW
The Golden Gunman	Magic Hero	Dragons	5 /	8			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.	R	N2
The Jackson Gang	Heroic Outlaws	Dragons	3 /	5			Unique. When this card damages the target of its attack, steal 1 Power from the target's controller.	U	S&SG
The Nemesis	Masked Avenger	Dragons	5 /	8			Unique. Stealth. Opponents cannot take control of him. Play at -2 cost if you control "David Maxwell". Immediately return "David Maxwell" to its owner's hand when this card enters play.	R3	2FT
The Prof	Netherworld Mastermind	Dragons	3 /	1			Unique. Turn to unturn target character. The Prof is not affected by Event cards that affect cards in play.	R	NW
The Prof	Netherworld Mastermind	Dragons	3 /	1			Unique. Not affected by Events. Turn to unturn target Character.	R	N2
The Seven	Roving Heroes	Dragons	7 /	8			Unique. Independent. Not affected by opponents' Events, Sites, Edges, and States.	R	S&SG
Ting Ting	Martial Artist	Dragons	4 /	6			Unique. Independent. Increase Ting Ting's Fighting by 2 for each opponent who controls more Power-generating sites than you. Opponents cannot take control of Ting Ting.	R	NW
Ting Ting (AltArt)	Martial Artist	Dragons	4 /	6			Unique. Independent. +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of Ting Ting.	F	YotD
Ting Ting (AltArt)	Martial Artist	Dragons	4 /	6			Unique. Independent. +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of Ting Ting.	F	10kB
Ting Ting	Martial Artist	Dragons	4 /	6			Unique. Independent. +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of this card.	P	Promo
Ting Ting's Bandits	Righteous Hoods	Dragons	3 /	4			When this card inflicts combat damage on a Site, the Site's controller reveals a card from his or her hand. You may force him or her to discard either that card, or a random one from the rest of his or her hand. This effect is not cumulative.	C	7M
Tom Donovan	Hard-Boiled Detective	Dragons	3 /	4			Unique. ERRATA: Unique. Toughness: 1. +1 Fighting for each opponent who has Power. (2FT-111)	P	Promo
Tom Donovan	Hard-Boiled Detective	Dragons	3 /	4			Unique. Toughness: 1. +1 Fighting for each opponent who has Power.	R3	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Tricia Kwok	Undercover Cop	Dragons	4 /	6			Unique. Gains Toughness: 1 and +1 Fighting while she is the subject of any Weapon State .	F	YotD
Tricia Kwok	Undercover Cop	Dragons	4 /	6			Unique. Gains Toughness: 1 and +1 Fighting while she is the subject of any Weapon State .	F	10kB
Wandering Hero	Netherworld Ally	Dragons	3 /	3			+1 Fighting for every Character you control that shares one or more designators with one or more cards in play.	U	RW
Wandering Swordsman	Heroic Warrior	Dragons	3 /	3			Independent. +3 damage during any turn in which an attack you declared failed.	U	7M
Wu Bin of Turtle Island	Wandering Sorcerer	Dragons	3 /	4			Unique. Independent. When you play him from your hand, look through your deck for any card and put it in your hand.	R3	7M
Wu Ming Yi	Repentant Demon	Dragons	4 /	6			Unique. Regenerate. When Wu Ming Yi smokes a Character in combat, it gains +1 Fighting until it leaves play.	R	N2
Yosef Halevi	Kabalist Sorcerer	Dragons	3 /	4			Unique. Independent. Twice a turn, you may pay 1 Power to give this card +3 Fighting until the end of the turn.	R	S&SG
Zheng Yi Quan	Kung Fu Master	Dragons	6 /	11			Unique.	R	Ltd
Zheng Yi Quan (PAP)	Kong Fu Master	Dragons	6 /	10			Unique. Guts. All Student Characters you control gain +1 fighting. ERRATA: Kung is misspelled Kong in his subtitle. Play as if it says Kung. (SS FAQ)	R	SS
Zheng Yi Quan (PAP)	Master of the World	Dragons	7 /	10			Unique. Guts. Your opponents cannot generate effects from Feng Shui Sites, but you do so as if you controlled those Sites. (This does not allow you to reveal unrevealed Sites.)	R	CS













Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Pony Express	Edge	Dragons	🐉 1				Limited. When an opponent discards a card, you may choose a Character that this card has not chosen this turn :: That Character gains +1 Fighting until it leaves play.	U	S&SG
The New Heroes	Edge	Dragons	🐉 1				Unique. All Unique 🐉 Characters you control gain Toughness: 1 against combat damage.	U	N2
We Got the Funk	Superfly Edge	Dragons	🐉 2				Unique. Enters play turned. Cannot unturn unless you have six 🐉 in your pool. Gain 3 Power the first time this card unturns. Turn and sacrifice to search through your deck for a Unique 🐉 Character, show it to opponents, and put it into your hand.	U	BCL
Wind Across Heaven	Edge	Dragons	🐉 2				All 🐉 characters suffer 2 points of damage whenever they become turned.	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Array of Stunts	Event	Dragons	☠☠ 1				You may change the locations of all your characters to new locations on your side as many columns left or right as you wish.	U	Ltd
Ashes of the Fallen	Event	Dragons	☠☠☠ 0				Toast a non-Unique Character in your smoked pile to return a ☠ Event to your hand.	C2	RW
Assassins in Love	Event	Dragons	☠☠ 0				You are now the controller of all Assassins. They come to your side unturned.	R	Ltd
Back for Seconds	Event	Dragons	☠ 1				Unturn target character.	C	Ltd
Back for Seconds	Event	Dragons	☠ 1				Unturn target Character.	C	N2
Booby Trap	Event	Dragons	☠ 1				Play when one of your sites is attacked. Target site and all characters at its location suffer 3 points of damage. ERRATA: Play during an attack on a Site you control. Inflict 3 damage on that Site and all Characters at its location. (2FT-007, also YotD rulebook)	C	Ltd
Booby Trap v2	Event	Dragons	☠ 1				Play during an attack on a Site you control. Inflict 3 damage on that Site and all Characters at its location.	C	2FT
Carnival of Carnage	Event	Dragons	☠ 1				For the duration of the turn, after each character is smoked, you may inflict 1 point of damage on any character in play. Each point of damage inflicted by Carnival of Carnage is considered a separate source of damage.	C2	FP
Carnival of Carnage	Event	Dragons	☠ 1				Until the end of the turn, when any Character is smoked, you may inflict 1 damage on any Character in play. Each damage inflicted by Carnival of Carnage is considered a separate source of damage.	C2	SS
Cliffhanger	Event	Dragons	☠☠ 0				Limited. Play when a Unique Character you control that requires resources is smoked by an opponent. Cut your deck and reveal the top card. You may play it at no cost, regardless of type.	U	2FT
Damsel in Distress	Event	Dragons	☠ 1				Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may return a Character with a cost of 3 or less from his or her smoked pile to play.	U	2FT
Dirk Wisely's Gambit	Event	Dragons	☠ 0 / ☠☠				Limited. Play when you turn only one character to attack a target controlled by an opponent who controls four or more cards. If your character succeeds in damaging its target in combat, you gain 2 Power. ERRATA: Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power. (10kB-043)	C	FP
Dirk Wisely's Gambit	Event	Dragons	☠ 0 / ☠☠				Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, you gain 2 Power. ERRATA: Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power. (10kB-043)	F	YotD
Dirk Wisely's Gambit v2	Event	Dragons	☠ 0 / ☠☠				Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power.	F	10kB
Fake Out	Event	Dragons	☠☠☠ 0				Play while you are attacking with more than one Character. Target interceptor ceases intercepting, but its controller may choose to intercept a different attacker with it.	U	DF
Fallen Heroes	Event	Dragons	☠☠☠ 0				Toast a Character in your smoked pile to give target Character +X Fighting until the end of the turn. X= the number of resources required and provided by the toasted Character.	U	DF
Fast as Lightning	Event	Dragons	☠☠ 1				Play during an attack. Target Character has Ambush against the next Character it enters combat with this attack.	C	BCL
Fighting Spirit	Event	Dragons	☠ 0				Toast It. Return exactly two randomly selected ☠ Events to your hand from your smoked pile. If you selected two identical Events, they are toasted instead of returned to your hand. ERRATA: Toast It. Play when you have at least two ☠ Events in your smoked pile :: Select two of them at random. If they have the same title, toast them; otherwise, return them to your hand. (7M-029)	C2	FP
Fighting Spirit v2	Event	Dragons	☠ 0				Toast It. Play when you have at least two ☠ Events in your smoked pile :: Select two of them at random. If they have the same title, toast them; otherwise, return them to your hand.	C	7M
Final Brawl	Event	Dragons	☠ 0				All characters in play suffer 2 points of damage.	C	Ltd
Final Brawl	Event	Dragons	☠ 0				Inflict 2 damage on all Characters.	F	YotD
Final Brawl	Event	Dragons	☠ 0				Inflict 2 damage on all Characters.	F	10kB
Final Sacrifice	Event	Dragons	☠☠☠☠ 0				Play in response to an Event played by an opponent during an attack you declared. Toast an attacker you control whose cost equals or exceeds that Event's cost :: Cancel that Event.	C	TW
Fists of Fury	Event	Dragons	☠ 1				Target an attacker you control. Until the end of the attack, when target inflicts combat damage on a Character, you may inflict an equal amount of damage on another Character at that location.	U	BCL
Flying Kick	Event	Dragons	☠ 1				Target character gains Superleap until end of turn.	C	NW
Flying Kick	Event	Dragons	☠ 1				Target Character gains Superleap until the end of the turn.	C2	SS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Going Out in Style	Event	Dragons	☠☠ 0				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.	U	N2
Golden Comeback	Event	Dragons	☠☠ 2				You may take a character from your smoked pile and return it to play.	C	Ltd
Golden Comeback	Event	Dragons	☠☠ 2				Choose a Character in your smoked pile :: Return that Character to play.	F	YotD
Golden Comeback	Event	Dragons	☠☠ 2				Choose a Character in your smoked pile :: Return that Character to play.	F	10kB
Got My Mojo Working	Event	Dragons	☠☠☠ 1				Play in response to an opponent's Event. Choose a Character that the Event would damage or smoke :: Unturn that Character, and it is not affected by the Event.	C	DF
"I Will Avenge You!"	Event	Dragons	☠☠ 1				Limited. Play when a Character you control is smoked by an attacker or Event controlled by an opponent. Search through your deck for a Character. Show that card to your opponents and put it into your hand. Reshuffle.	C2	SS
"Is That All You Got?"	Event	Dragons	☠☠ 1				Choose a Character in your smoked pile with a printed numerical Fighting of 5 or less :: Return that Character to play.	C2	RW
Just a Scratch	Event	Dragons	☠☠ 0				Heal target Character that has at least 3 damage.	C	S&SG
Kar Fai's Last Stand	Event	Dragons	☠☠ 1				Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner's Character gains Guts and Toughness: 1 until it leaves play.	U	DF
Kar Fai's Legacy	Event	Dragons	☠☠☠ 0				Play when a Unique Character you control is smoked. Toast that Character :: Gain Power equal to half (round up) of that Character's cost.	U	DF
Kiii-YAAA!	Event	Dragons	☠☠ 0				Play during your main shot, and only on target opponent who controls three or more Power-generating sites. Take up to 3 Power from target's pool and add it to your own.	C	NW
Kiii-YAAA!	Event	Dragons	☠☠ 0				Play during your Main Shot. Steal up to 3 Power from target opponent who controls three or more Power-generating Sites.	C2	SS
Last Outpost	Event	Dragons	☠☠ 1				All your characters gain Toughness: 1 until the end of the turn.	C	Ltd
Last Stand	Event	Dragons	☠☠☠☠ 1				All your characters gain +2 Fighting until the end of the turn if an opponent has more feng shui sites in play than you.	R	Ltd
Let's Book!	Event	Dragons	☠☠☠ 1				Play during an attack you declared. All attacking characters you control cease attacking. Until the end of the turn, Events played by opponents cannot damage these characters or remove them from play.	U	FP
Life in the Fast Lane	Event	Dragons	☠☠ 1				Play when a Vehicle leaves play. Inflict 3 damage on all Characters and Sites at the Vehicle's location.	U	BCL
Liquored Up	Event	Dragons	☠☠ 0				Target Character gains Guts until the end of the turn.	C	S&SG
Mano a Mano	Event	Dragons	☠☠ 1				Faceoff. 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.	U	RW
Never Surrender	Event	Dragons	☠☠ 0				Limited. 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.	U	RW
"Now You've Made Us Mad"	Event	Dragons	☠☠ 0				Gain 1 Power for each of your characters that is damaged.	U2	Ltd
"Now You've Made Us Mad"	Event	Dragons	☠☠ 0				Gain 1 Power for each damaged Character you control.	F	10kB
Old Hermit's Gambit	Event	Dragons	☠☠☠ 0 / ♠♦				Play only during your turn in response to an opponent turning a non-character card. You may unturn a target card.	C	FP
Open a Can of Whupass	Event	Dragons	☠☠☠ 0				Limited. Play any time except during an attack. Until the end of the turn, target Character you control gains +X Fighting. X= the number of resources in that Character's resource conditions and resource provisions.	P	Promo
Open a Can of Whupass	Event	Dragons	☠☠☠ 0				Limited. Play any time except during an attack. Until the end of the turn, target Character you control gains +X Fighting. X= the number of resources in that Character's resource conditions and resource provisions.	P	Promo
Out For Blood	Event	Dragons	☠☠ 0				Limited. Play if you have more Characters in your smoked pile than any other player. Toast a Character in your smoked pile :: Gain 2 Power.	C	7M
Slo Mo Vengeance	Event	Dragons	☠☠ X				During any turn, you may play, at no cost, a total of X weapon States from your smoked pile onto a character you control.	C2	FP
Slo Mo Vengeance	Event	Dragons	☠☠ X				Play X Weapon or Gun States at no cost from your smoked pile onto a Character you control.	U	RW
Storming the Gates of Hell	Event	Dragons	☠☠ 1				Limited. Play when you declare an attack. All your attackers gain +2 Fighting until the end of the attack. At the end of the attack, smoke all those Characters.	U	7M
Stunt Driving	Death-Defying Event	Dragons	☠☠ 1				Target Character gains Guts and +2 Fighting until the end of the turn.	C	CS
Surprise, Surprise	Event	Dragons	☠☠ 0				Play when attacked. Cut your deck and draw a card. Put the card in your hand or discard it, or play it immediately at no cost and regardless of card type. If the card is in play at the end of the turn, toast it.	C	NW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Surprise, Surprise	Event	Dragons	☠ 0				Play any time during an attack that targets a card you control. Immediately cut your deck and draw a card. You may put that card in your hand, discard it, or play it at no cost and regardless of card type. At the end of the turn, toast that card if it is in play.	F	YotD
That Which Does Not Kill Me...	Event	Dragons	☠☠ 0				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.	U	N2
The Crucible	Event	Dragons	☠☠☠ 1				All Demons in play are toasted.	R2	Ltd
The Golden Gunman's Gambit	Event	Dragons	☠☠☠ 0 / ⚡				Limited. Play prior to combat between an attacker you control and an interceptor. The attacker unturns and ceases attacking. Inflict X damage on the interceptor. X= half (round up) the attacker's Fighting.	C	2FT
The Prof's Gambit	Event	Dragons	☠☠☠ 1 / ✖				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.	U	N2
Thunder on Thunder	Event	Dragons	☠ 1				All Edges in play are toasted.	U	Ltd
Thunder on Thunder	Event	Dragons	☠ 1				Toast all Edges.	U	N2
"Time to Kick Ass!"	Event	Dragons	☠☠☠ 0				Play when an attack is declared against a card you control :: Unturn all your Characters.	P	Promo
Ting Ting's Gambit	Event	Dragons	☠☠ 0 / ☠				Play Ting Ting's Gambit after an attack you declared fails. For the duration of the turn, you may declare subsequent attacks as if all your characters had the ability Independent .	C	FP
Tough as Nails	Event	Dragons	☠ 0				Target a Character and flip a coin until it comes up heads :: Target gains Toughness: X until the end of the turn. X= the number of flips.	C	2FT
Triumphant Heroes	Event	Dragons	☠☠☠ 0				Return a non- Unique foundation Character from your smoked pile to play.	C	CS
Victory for the Underdog	Event	Dragons	☠ 1				Cancel and smoke any ☠ card.	C	Ltd
Who Wants Some?	Event	Dragons	☠☠☠☠ 0				Limited. The next attack you declare this turn may have any number of targets, provided that you attack each target with at least one Character. The number of Feng Shui Sites you need for victory is increased by one.	U	TW
Who's the Big Man Now?!	Event	Dragons	☠☠☠ 0				Toast It. For the duration of the turn, target character's Fighting score is increased by the number of cards controlled by an opponent of your choice. The number of feng shui sites you need for victory is increased by one.	C2	FP

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Lair of the Nemesis	Secret Feng Shui Site	Dragons	3 /		8	1	Unique. Place a counter on this card at the start of your turn if it is unturned. You may spend counters on this card as if they were Power to play Unique Characters. Turn and maintain to give target Character Toughness: 1.	R3	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Dragon Dojo	Site	Dragons	2 / 		5	1	You may draw a card when you play a Student , Master , or Teacher Character at this location. This effect is not cumulative.	C2	SS
House on the Hill	Site	Dragons	2 / 		5	1	Characters at House on the Hill's location have Toughness: 1 when intercepting attackers.	C	Ltd
House on the Hill	Site	Dragons	2 / 		5	1	Characters at this location gain Toughness: 1 while intercepting.	F	YotD
Kar Fai's Crib	Site	Dragons	 2 /  		7	1	Unique. You may play  States at -1 cost. Turn to ignore one resource condition when playing a character. ERRATA: Unique. You may play  States at -1 cost. Turn to play a Character, ignoring one resource condition. (10kB-097)	R2	FP
Kar Fai's Crib v2	Site	Dragons	 2 /  		7	1	Unique. You may play  States at -1 cost. Turn to play a Character, ignoring one resource condition.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Bag Full of Guns	State	Dragons	2				Play on a character you control. Turn to give +1 Fighting until the end of turn to all characters you control at subject character's location.	U	Ltd
Bag Full of Guns (PAP)	State	Dragons	2				Weapon. Turn to give +2 damage until the end of the turn to all Characters you control at subject Character's location.	F	10kB
Baptism of Fire	State	Dragons	1				Play on any character immediately after subject character has been damaged. Subject character gains +2 Fighting. You may play Baptism of Fire during another player's turn.	R2	Ltd
Baptism of Fire	State	Dragons	1				Play on a Character when damage is inflicted on it. Subject gains +2 Fighting.	U	7M
Big Ass Car	Gas-Guzzling State	Dragons	1				Vehicle. Subject Character gains +1 Fighting. Turn to give subject Mobility and Toughness: 1 until the end of the turn.	C	BCL
Borrowed Nuke	State	Dragons	2				One Shot. Play on an opponent's Site, except during an attack. Subject cannot be seized or burned. If an attack on the subject succeeds, smoke all cards at this location. (Including any attackers.)	R	DF
Both Guns Blazing	State	Dragons	0				Subject character gains +1 Fighting for each weapon State on it. Draw a card when you play a weapon State on subject character. No character may be the subject of more than one Both Guns Blazing.	C2	FP
Both Guns Blazing	State	Dragons	0				Subject Character gains +1 Fighting for each Weapon on it. Draw a card when you play a Weapon on subject. No Character may be the subject of more than one "Both Guns Blazing".	F	10kB
Brick House	State	Dragons	0				Subject Character gains Toughness: 1 .	C	BCL
"Bring It"	State	Dragons	1				Unique. Schtick. Turn to redirect all damage from a single source to subject Character. Sacrifice to give subject Guts until the end of the turn. Reload: 1	R3	RW
Bullwhip	State	Dragons	1				Limited. Weapon. Subject Character gains +1 damage while this is unturned. Turn to turn a Character at subject's location; that Character ceases intercepting.	C	2FT
CB Radio	State	Dragons	0				Schtick. Play on a Character. All Characters you control gain Tactics . Once per turn you may unturn subject when it uses Tactics .	U	BCL
Charmed Life	State	Dragons	1				Play on any character. Subject character is immune to any effects that smoke characters or cards. Character can still be smoked due to damage.	U	Ltd
Charmed Life	State	Dragons	1				Subject Character is not affected by effects that would smoke it. Subject can still be smoked due to damage.	U2	SS
Claw of the Dragon	State	Dragons	2				Subject character gains +2 Fighting and Guts . You may play Claw of the Dragon at no cost, and ignoring resource conditions, when a Feng Shui Site you control is seized or burned.	C	FP
Claw of the Dragon	State	Dragons	2				Subject Character gains +2 Fighting and Guts . When a Feng Shui Site you control is seized or burned, you may play Claw of the Dragon at no cost and ignoring resource conditions.	F	YotD
Comrades in Arms	State	Dragons	1				Limited. You may ignore resource conditions when playing characters that share a designator with subject character. If you have a Battleground site in your front row, other characters you control that share a designator with subject character gain Toughness: 1 .	C2	FP
Fastest Gun in the West	State	Dragons	2				Unique. Subject Character gains Ambush .	U	S&SG
Fists of Legend	State	Dragons	2				Unique. Play on any character. Subject character's Fighting score is increased by the number of Unique characters in your smoked pile.	R	Ltd
Four Mountains Fist	State	Dragons	0				Schtick. Subject Character gains +1 damage. When subject enters combat, you may choose to have it inflict no damage this combat. At the time it would have inflicted combat damage, instead inflict half that amount (round down) on all opponents' Characters at this location. (This is not combat damage.)	U	7M
Heroic Conversion	State	Dragons	0				Play on any character. If subject character attacks you, you take control of it at the end of the turn. ERRATA: Play on any Character. If subject attacks a card you control, at the end of the turn you take control of subject until it leaves play (regardless of whether Heroic Conversion remains in play or not). (YotD rulebook)	U	Ltd
Mask of The Nemesis	Secret Identity State	Dragons	2				Unique. Subject Character gains +2 Fighting and Stealth .	U	2FT
Mobile HQ	State	Dragons	3 / *				Unique. Vehicle. Subject Character gains +3 Fighting and Mobility . If subject is unturned, turn Mobile HQ to heal target Character.	R	DF
Muscle Car	Homemade Tank State	Dragons	2				Vehicle. Subject Character gains +3 Fighting and Guts .	U	CS
Ready For Action	State	Dragons	2				Once per turn, you may unturn subject Character when an attack is declared and subject is not an attacker.	U	7M
Real Bad Cat	State of Mind	Dragons	2				Subject Character gains +3 Fighting and Independent .	U	BCL
Repulsor Beams	State	Dragons	2				Limited. When subject site is attacked, turn subject site to reduce damage that target attacking character inflicts to 0 until the end of the attack.	U	NW
Ring of Silver	State	Dragons	1				Unique. Schtick. Turn to give subject Character Guts until the end of the turn. If you control "Ring of Ice", subject gains Guts , and you may turn this card to unturn subject.	R3	RW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Running Out of Time	State	Dragons	♣ 1				Not cumulative. Play on a Character you control. Subject gains +3 Fighting and cannot be healed. At the end of each turn, inflict 1 damage on subject, which cannot be reduced or redirected.	C	2FT
Stolen Police Car	State	Dragons	♣♣ 0				Vehicle. During an attack, you may turn Stolen Police Car and flip a coin. Heads: subject character gains Superleap and +2 Fighting until the end of the attack. Tails: return subject character to it's owner's hand.	C2	FP
Three Days to Retirement	Cop State	Dragons	♣ 1				Limited. Schtick. All effects that could legally target subject Character must target it if they target any Character you control.	U	CS
Training Sequence	State	Dragons	♣ 1				Play on any character. Subject character gains +1 Fighting. Multiple Training Sequence cards can be played on the same character.	C	Ltd
Undercover	State	Dragons	♣ 1				Play on any character. Subject character can attack back row sites. Subject can still be blocked by characters at the location it is attacking.	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Acupressure Master	Martial Artist	Hand	☯☯ 4 / ☯	6			Toughness: 1. When damage inflicted on this card is reduced by Toughness , you may remove X damage, divided any way you want, from cards in play. X= the amount of damage reduced.	U	CS
Billy Chow	Undercover Shaolin	Hand	☯☯☯☯ 6 / ☯	8			Unique. Superleap. You may cancel an Event by discarding a ☯ card with a cost equal to that of the Event.	R	BCL
Black Belt Rebels	Fanatic Nationalists	Hand	☯ 3 / ☯	4			You may play this card from your smoked pile at -2 cost when an opponent who is closer to victory than you declares an attack on a card you control.	C	CS
Black Flag Rebels	Grim Supporters	Hand	☯☯ 2 / ☯	1			All Rebel, Rabble and Bandit Characters you control gain +1 Fighting.	C	TW
Blue Mandarin	Deceptive Bureaucrat	Hand	☯☯ 1 / ☯	1			Turn and maintain and target a Character. That Character cannot intercept or turn to generate an effect.	C	DF
Blue Monk	Kung Fu Infiltrator	Hand	☯ 3 / ☯	4			Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.	F	YotD
Blue Monk	Kung Fu Infiltrator	Hand	☯ 3 / ☯	4			Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.	U	TW
Blue Monk	Kung Fu Infiltrator	Hand	☯ 3 / ☯	4			Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.	F	10kB
Buddhist Monk	Martial Artist	Hand	2 / ☯	2			+X Fighting. X= the number of Power-generating Sites you control minus two. X cannot be less than 0.	C2	RW
Bulletproof Monk	Martial Artist	Hand	☯☯ 3 / ☯	4			Toughness: 1 while attacking.	F	10kB
Carmen Zhou	Leader of the Swords of Heaven	Hand	☯☯ 2 / ☯	2			Unique. Gains +1 Fighting until she leaves play when a Feng Shui Site is revealed.	U	2FT
Celestials	Chinatown Secret Society	Hand	2 / ☯	2			You may play this card at no cost during an attack by an opponent who is one Feng Shui Site away from victory. +1 Fighting while you control any Unique Characters.	C	S&SG
Chen Sho Kung	Master Swordsman	Hand	☯☯☯☯ 5 / ☯	6			Unique. Once per turn, you may sacrifice a Sword State on Chen Sho Kung to reduce all damage dealt to him by a single source to 0. All Swordsman Characters you control gain +1 Fighting.	R	SS
Cheng Hu Bai	Red Master	Hand	☯☯☯ 4 / ☯	7			Unique. Superleap. Can attack back-row Sites. Cannot be declared as an attacker on front-row Sites.	R	CS
Chin Ken	Kung Fu Master	Hand	☯☯☯☯ 4 / ☯☯	7			Unique. Gains the abilities of each character he is in combat with until combat with that character is resolved.	R	Ltd
Confucian Sage	Font of Wisdom	Hand	☯ 2 / ☯	1			Turn Confucian Sage to look at target player's hand.	U	Ltd
Cop on Vacation	Martial Artist	Hand	☯☯ 4 / ☯	6			Cop on Vacation gains Guts in combat with cards controlled by opponents who control more cards than you do.	U	FP
Derek Han	Martial Artist	Hand	☯☯☯ 6 / ☯	11			Unique. Pay 1 Power to give him Superleap until the end of the turn. Pay 2 Power :: He is not affected by Events until the end of the turn.	F	10kB
Elderly Monk	Sage	Hand	☯ 2 / ☯	1			Draw an additional card whenever you draw cards.	R	Ltd
Exiled Monk	Shaolin Outcast	Hand	☯ 3 / ☯	4			Heal this card at the end of each attack.	C	S&SG
Fatty Cho	Chubby Cop	Hand	☯☯ 2 / ☯	X			Unique. X= the number of cards you discard when you play Fatty Cho. ERRATA: X= the number of cards you discard when Fatty Cho enters play. (OmniFAQ 8/10/2007)	R	BCL
Fist of Freedom	Rebel Martial Artist	Hand	☯☯ 3 / ☯	4			+2 damage against the target of his attack if no interceptors were declared against him this attack.	C	DF
Fist of Shadow	Netherworld Monk	Hand	☯ 2 / ☯	2			Sacrifice Fist of Shadow and target an Edge :: Smoke that Edge and gain 1 Power.	C	N2
Fong Sai Yuk	Martial Artist	Hand	☯☯☯☯ 6 / ☯	9			Unique. Superleap.	R	Ltd
Fong Sai Yuk (PAP)	Martial Artist	Hand	☯☯☯☯ 6 / ☯	9			Unique. Superleap. The rules text of the back-row Site at the location of the target of Fong Sai Yuk's attack is canceled until the end of the turn.	R	SS
Gardener	Devoted Follower	Hand	☯ 1 / ☯	1			Turn to remove 2 damage counters from target feng shui site.	C	Ltd
Gardener	Devoted Follower	Hand	☯ 1 / ☯	1			Turn to remove 2 damage from target Feng Shui Site.	F	YotD
Golden Candle Society	Secret Society	Hand	1 / ☯	1			(no text)	VC	Ltd
Golden Candle Society	Secret Society	Hand	1 / ☯	1			(no text)	F	YotD
Golden Candle Society	Secret Society	Hand	1 / ☯	1			(no text)	F	10kB
Gong Wei	Reformed Bandit	Hand	☯☯ 4 / ☯	6			Unique. Once during your Main Shot, you may sacrifice a Rebel , Rabble , or Peasant Character to return a ☯ Event from your smoked pile to your hand.	R	SS
Green Monk	Martial Artist	Hand	☯ 4 / ☯	4			Toughness: 1.	U	Ltd
Green Sage	Tough Old Monk	Hand	☯☯ 3 / ☯	1			Toughness: 2. All other Characters you control at this location gain Toughness: 1.	U	RW
Hung Hei Kwon	Legendary Martial Artist	Hand	☯☯☯ 5 / ☯	8			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.	R	N2
Impoverished Monk	Dedicated Martial Artist	Hand	☯☯ 2 / ☯	2			Gains Toughness: 1 and Superleap while you have no Power. You may not play non-☯ States on Impoverished Monk.	C2	SS
Instrument of the Hand	Martial Artist	Hand	2 / ☯	2			(no text)	VC	Ltd
Instrument of the Hand	Martial Artist	Hand	2 / ☯	2			(no text)	C2	SS
Instrument of the Hand	Martial Artist	Hand	2 / ☯	2			(no text)	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Iron Hands Ma	Rebel Martial Artist	Hand	☉☉ 2 / ☉	2			Unique. Toughness: 1. +3 damage to Characters.	U	CS
Jade Dragon Monk	Mysterious Martial Artist	Hand	☉☉ 3 / ☉☉	3			Superleap. Once per turn while this card is attacking, you may cancel an Edge or State until the end of the attack.	C	2FT
Jia Baoyu	Lovelorn Shaolin Agent	Hand	☉☉ 2 / ☉☉	2			Unique. Superleap. When he turns to attack, draw three cards if he is the only attacker.	U	S&SG
Kung Fu Student	Fledgling Shaolin	Hand	1 / ☉	1			Has +1 Fighting if a non- Unique feng shui site in your front row has a Body of 4 or less.	C2	FP
Kung Fu Student	Fledgling Shaolin	Hand	1 / ☉	1			+1 Fighting while any non- Unique Feng Shui Site in your front row has a Body of 4 or less.	F	YotD
Kung Fu Student	Fledgling Shaolin	Hand	1 / ☉	1			+1 Fighting while any non- Unique Feng Shui Site in your front row has a Body of 4 or less.	F	10kB
Kwan Lung-Wei	Jade Dragon Master	Hand	☉☉☉ 5 / ☉☉	7			Unique. Not a legal subject for States. Not affected by Events.	R3	2FT
Leaping Tiger Troupe	Shaolin Acrobats	Hand	☉ 4 / ☉	4			Superleap. Draw a card for every different faction resource in your pool when this card comes into play.	U	RW
Leung Mui	The Black Flag	Hand	☉☉☉ 4 / ☉	7			Unique. Independent. When Leung Mui turns to attack, you may turn non- Unique Characters you control that have a cost of 2 or less to attack with her as if they had Independent .	R	TW
Li Sen-Hao	Master of the Mantis Style	Hand	☉☉☉ 5 / ☉☉	8			Unique. Discard a ☉ card from your hand :: Remove 1 damage from Li Sen-Hao, or Li Sen-Hao inflicts +1 damage to Characters until the end of the turn.	R	SS
Little Grasshopper	Energetic Kid	Hand	1 / ☉☉	1			You cannot play States on this card. +1 damage while you control any Master Characters.	C2	RW
Lui Man Wai	Master of the Chambers	Hand	☉☉☉ 3 / ☉☉☉	4			Unique. +1 Fighting for each Senshi Chamber Site in play. All Senshi Chamber Sites you control gain +2 Body.	R	N2
Lui Yu Min	Shaolin Master	Hand	☉☉ 5 / ☉☉	8			Unique. His damage cannot be reduced or redirected. Superleap against opponents who control a Site you own or have a Site you own in their burned for victory pile.	R3	7M
Master Blacksmith	Industrious Peasant	Hand	☉☉ 2 / ☉	2			You may ignore resource conditions when playing Sword States. Turn to return a Sword State from your smoked pile to your hand.	U2	SS
Master Gardener	Elderly Geomancer	Hand	☉☉ 2 / ☉☉	2			Turn and maintain to cancel target Feng Shui Site's effects and rules text.	U	DF
Master Hao	Superior Martial Artist	Hand	☉☉☉☉ 4 / ☉☉	6			Unique. You may choose a Character once per turn while Master Hao is attacking. He takes no damage from that Character until the end of the turn.	R	DF
Master Swordsman	Righteous Warrior	Hand	☉☉ 3 / ☉☉	4			+1 Fighting while the subject of a Sword State. While the subject of a Weapon , his damage cannot be reduced.	C2	SS
Master Yuen	Teacher of the Red Principle	Hand	☉☉ 3 / ☉☉	4			Unique. Toughness: 1. Turn two Sites you control :: Target ☉ Character gains Superleap until the end of the turn.	R	CS
Miu Tsui Fa	Butt-Kicking Mom	Hand	☉☉ 3 / ☉	3			Unique. +X fighting. X= the number of damage counters on other ☉ Characters you control.	R	SS
Old Man Wu	Master of the Monkey Style	Hand	☉☉ 5 / ☉☉	6			Unique. You may redirect exactly 1 damage from each source that would damage Old Man Wu to any Character in play.	R	SS
Old Master	Kung Fu Master	Hand	☉☉ 5 / ☉☉	5			Turn and maintain to give all ☉ characters +1 Fighting.	R	Ltd
One Hundred Names	Legion of Followers	Hand	☉☉ 3 / ☉	6			Cannot turn to attack.	U	Ltd
One-Eye Chan	Chinatown Elder	Hand	☉☉ 3 / ☉☉	4			Unique. Select State, Edge, Event, or Character when this card enters play. Once during your Main Shot, you may play one card of that type from an opponent's smoked pile at regular cost, ignoring resource conditions. Events played in this manner are Toast It .	R	S&SG
Orange Master	Martial Artist	Hand	☉ 3 / ☉☉	X			X= The number of different faction resources in your pool.	U	7M
Orange Monk	Martial Artist	Hand	☉ 5 / ☉☉	3			Superleap. Orange Monk gains +1 Fighting for each State that is placed on him.	U	Ltd
Orange Sage	Wise Monk	Hand	☉☉ 3 / ☉☉	2			Turn to return a card that is neither ☉ nor ☉ from your smoked pile to your hand.	U	RW
Peasant Agitator	Disgruntled Commoner	Hand	☉ 1 / ☉	1			+1 Fighting while you control any other Peasant Characters.	C2	SS
Peasant Leader	Disgruntled Commoner	Hand	☉☉ 1 / ☉	1			Turn and maintain to take control of target Character with Fighting equal to or less than Peasant Leader's.	C2	SS
Peasant Mob	Angry Rabble	Hand	☉☉ 3 / ☉	4			Inflicts +2 damage on any Site with a printed Body of 7 or more and -2 damage on any Site with a printed Body of 5 or less, even if the Site is unrevealed.	C2	SS
Quai Li	Spy	Hand	☉☉ 2 / ☉	1			Unique. Turn Quai Li to inflict 2 points of damage to any unrevealed site.	R	Ltd
Quan Lo	The Perfect Master	Hand	☉☉☉☉☉ 6 / ☉☉☉☉☉	6			Unique. All ☉ characters you control gain Superleap .	R	Ltd
Quan Lo	The Perfect Master	Hand	☉☉☉☉☉ 6 / ☉☉☉☉☉	6			Unique. All ☉ Characters you control gain Superleap .	R	SS
Railroad Workers	Steel-Driving Rabble	Hand	1 / ☉	1			You may sacrifice exactly one "Railroad Workers" when you play a Site :: Gain 1 Power.	C	S&SG
Rebel Consumer	Freedom Fighter	Hand	3 / ☉☉	3			+3 damage against cards controlled by a player who is closer to victory than you.	C	DF
Red Master	Martial Artist	Hand	☉☉ 4 / ☉☉	6			Superleap while undamaged.	U	7M
Red Monk	Martial Artist	Hand	☉ 3 / ☉☉	4			Red Monk has Superleap if a card you control has been targeted by an Event played by an opponent since Red Monk entered play. ERRATA: When an opponent plays an Event that targets a card you control, Red Monk gains Superleap until he leaves play. (YotD-074)	U2	FP

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Red Monk v2	Martial Artist	Hand	☉ 3 / ☯	4			When an opponent plays an Event that targets a card you control, Red Monk gains Superleap until he leaves play.	F	YotD
Redeemed Pirate	Shaolin Sailor	Hand	☉ 4 / ☉	6			Once per turn, you may discard X cards :: Heal X damage from this card. Reload: Discard your hand.	U	S&SG
Righteous Bro	Shaolin Brother	Hand	☉☉ 3 / ☉	3			Superleap. When an opponent generates 6 or more Power, steal 1 Power from that player.	C	BCL
Righteous Fist	Martial Artist	Hand	2 / ☉	2			Sacrifice Righteous Fist to smoke a State on a card you own.	C2	FP
Righteous Fist	Martial Artist	Hand	2 / ☉	2			Sacrifice Righteous Fist to smoke a State on a card you own.	F	YotD
Righteous Protector	Heroic Monk	Hand	3 / ☯	3			Turn to redirect the damage from a single source inflicted on target Character to Righteous Protector.	C	TW
Shan Tsu	Shaolin Master	Hand	☉☉ 5 / ☯	7			Unique. Damage inflicted on Shan Tsu by intercepting characters that have fewer than two resource conditions is reduced to 0.	R	FP
Shan Tsu	Shaolin Master	Hand	☉☉ 5 / ☯	7			Unique. Takes no damage from interceptors that have fewer than two resource conditions.	F	YotD
Shao the Killer	Master of Dim Mak	Hand	☉☉☉ 3 / ☯	2			Unique. Uncopyable. Not a legal subject for States. Once per turn, you may smoke a Character when he enters combat with it. (Before combat damage is dealt.)	R	S&SG
Shaolin Agent	Undercover Monk	Hand	☉ 2 / ☯	2			When Shaolin Agent turns to attack, he gains +X Fighting until he leaves play. X= the number of opponents' cards at his target's location minus 3. X cannot be less than 0.	C	DF
Shaolin Defender	Guardian Monk	Hand	☉ 3 / ☯	3			When an attack is declared against a Garden Site you control, you may play this card at -1 cost. Superleap while you control a Garden Site.	C	7M
Shaolin Master	Martial Arts Master	Hand	☉☉☉ 5 / ☯	8			(no text)	U	Ltd
Shaolin Monk	Martial Artist	Hand	3 / ☯	3			+1 damage if you also control a Shaolin Master.	VC	Ltd
Shaolin Saboteur	Agent of the Blue Principle	Hand	☉ 1 / ☯	1			Turn and maintain :: When target card unturns, it takes 2 damage.	C	CS
Shaolin Student	Fledgling Monk	Hand	1 / ☉	1			Sacrifice Shaolin Student when an opponent burns a Feng Shui Site you control :: Play a Martial Artist Character at -3 cost.	C2	SS
Shaolin Swordsman	Martial Artist	Hand	2 / ☯	2			Superleap while the subject of a Sword or ☯ State.	C	7M
Shaolin Warrior	Martial Artist	Hand	☉ 1 / ☯	1			Pay 1 Power to give all Shaolin Warriors you control Superleap until the end of turn.	C	Ltd
Shih Ho Kuai	Martial Arts Master	Hand	☉☉☉ 3 / ☯	X			Unique. X = the number of ☯ resources in your pool.	R	Ltd
Shih Ho Kuai	Martial Arts Master	Hand	☉☉☉ 3 / ☯	X			Unique. X = the number of ☯ resources in your pool.	F	10kB
Sun Chen	Legendary Archer	Hand	☉☉☉ 5 / ☉	8			Unique. Superleap. You cannot play States on Sun Chen, but your opponents may.	R	Ltd
Sun Chen	Legendary Archer	Hand	☉☉☉ 5 / ☉	8			Unique. Superleap. You cannot play States on Sun Chen.	F	CWOS
Sword Saint	Spiritual Warrior	Hand	☉☉ 3 / ☉	7			Not a legal subject for non- Weapon States. When he smokes a Character by inflicting combat damage while attacking, that Character's controller gains Power equal to the smoked Character's cost.	U	7M
Swords of Heaven	Secret Society	Hand	☉☉ 2 / ☯	2			+1 Fighting for each ☉ or ☯ State this card is the subject of. Heal them when a ☉ or ☯ State is played on them.	C	2FT
Swordsman	Foot Soldier	Hand	1 / ☉	1			(no text)	VC	Ltd
Swordsman	Foot Soldier	Hand	1 / ☉	1			(no text)	C2	SS
Taiko Drummer	Martial Arts Student	Hand	☉ 2 / ☯	2			Sacrifice :: All your Characters gain +X Fighting until the end of the turn. X= the number of Feng Shui Sites you control minus the number of cards in your Burned for Victory pile.	C	CS
The General	Military Mastermind	Hand	☉☉ 4 / ☉	3			Tactics. If The General participates in an attack, all attacking characters gain Tactics for the duration of the attack.	U	Ltd
The Iron Monkey	Masked Hero	Hand	☉☉ 4 / ☯	5			Unique. Superleap. When The Iron Monkey inflicts combat damage on the target of his attack, steal half the Power (round down) of his target's controller and give that Power to any player you choose.	F	YotD
The Iron Monkey	Masked Hero	Hand	☉☉ 4 / ☯	5			Unique. Superleap. When The Iron Monkey inflicts combat damage on the target of his attack, steal half the Power (round down) of his target's controller and give that Power to any player you choose.	F	10kB
The Silent Cowboy	Six-Gun Shaolin	Hand	☉☉ 4 / ☉	6			Unique. Pay 1 Power :: This card takes no damage from interceptors until the end of the turn.	R	S&SG
Tong Su Yin	Master of the Snake Style	Hand	☉☉☉ 5 / ☯	4			Unique. Tong Su Yin's Fighting is increased by the number of cards in your hand.	R	SS
Tranquil Persuader	Mastermind	Hand	☉☉ 3 / ☯	1			Turn and maintain to take control of target character. Character comes to your side unturned. Lose control of character if the Power in your pool does not exceed character's play cost.	R	Ltd
Tranquil Persuader	Mastermind	Hand	☉☉ 3 / ☯	1			Turn and maintain to take control of target Character. This ability ceases to be maintained if the Power in your pool is less than or equal to the Character's cost.	U	7M
True Son of Heaven	Shaolin Emperor	Hand	☉☉☉ 3 / ☉	3			Unique. If unturned, generates 1 Power during your Power generation phase. Turn :: All attacking ☉ Characters inflict +2 damage until the end of the attack.	R	TW
Tsung Jin	Master of the Crane Style	Hand	☉☉☉ 5 / ☯	7			Unique. When Tsung Jin turns to attack, choose up to X Characters :: The chosen Characters may not intercept Tsung Jin during this attack. X= the number of States on Tsung Jin.	R	SS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Violet Monk	Martial Artist	Hand	☯☯ 3 / ☯	3			You may seize any non-feng shui site damaged by Violet Monk in combat. 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)	U2	NW
Virtuous Hood	Martial Artist	Hand	☯☯ 4 / ☯	6			When Virtuous Hood turns to attack, take a point of Power from the pool of the player with the most Power and give it to the player with the least Power.	U2	FP
Virtuous Hood	Martial Artist	Hand	☯☯ 4 / ☯	6			When Virtuous Hood turns to attack, take a point of Power from the pool of one of the players with the most Power and give it to one of the players with the least Power.	F	10kB
Wandering Monk	Martial Artist	Hand	2 / ☯	3			Unique. If you are closer to fulfilling victory conditions than all of your opponents at the end of a turn, Wandering Monk is smoked.	U2	FP
Wandering Monk	Martial Artist	Hand	2 / ☯	3			Unique. If you are closer to victory than all opponents at the end of a turn, smoke Wandering Monk.	U	7M
Wandering Teacher	Shaolin Agent	Hand	☯☯☯ 3 / ☯	5			Any opponent may pay 1 Power to heal Wandering Teacher. Any opponent may pay 1 Power to unturn Wandering Teacher.	U	TW
Wei Fong-yi	Master of the Fox Style	Hand	☯☯☯ 4 / ☯	7			Unique. When Wei Fong-Yi enters combat with a Character, you may choose one State on that Character, and either smoke it or take control of it and place it on Wei Fong-Yi.	R	SS
Wong Fei Hong	Kung Fu Master	Hand	☯☯☯☯ 6 / ☯	11			Unique.	R	Ltd
Wong Fei Hong (PAP)	Kung Fu Master	Hand	☯☯☯☯ 6 / ☯	11			Unique. Once during each of your Main Shots, you may play a ☯ State on this card at -3 cost. Toast a ☯ State on this card to cancel the effect generated by the turning of a Feng Shui Site.	F	YotD
Xiaoyang Yun	Spy Mastermind	Hand	☯☯ 3 / ☯	3			Unique. During your turn, opponents may not play Events that require resources you have in your pool.	R	FP
Xiaoyang Yun	Spy Mastermind	Hand	☯☯ 3 / ☯	3			Unique. During your turn, opponents cannot play Events that require resources in your pool.	R3	RW
Yellow Geomancer	Crafty Monk	Hand	☯ 1 / ☯	1			Turn to redirect one damage inflicted on a Site to any other target.	F	10kB
Yellow Monk	Martial Artist	Hand	☯ 3 / ☯	2			Once per turn when damage is inflicted on Yellow Monk, you may redirect 1 point of that damage to any character in play.	U2	NW
Yen Fan	Pledged Traitor	Hand	☯☯☯ 4 / ☯	6			Unique. Superleap. Not affected by Stealth .	R	SS
Yung Chang	Master of the Gardeners	Hand	☯☯☯ 5 / ☯	8			Unique. Choose a Site you control when Yung Chang enters play. That Site generates an additional Power until you lose control of it. Pay 1 Power to heal a Site.	P	Promo
Zhu Maichen	Martial Arts Mastermind	Hand	☯☯ 4 / ☯	6			Unique. When this card enters combat with a Character, you may inflict damage equal to that Character's cost on any other Character at this location.	R	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Charge of the Righteous	Edge	Hand	☉☉ 0				Limited. Put a counter on this card when an attacker you control is smoked. Turn and remove all counters to give an attacker +X Fighting until the end of the turn. X= the number of counters removed.	U	2FT
Chinese Connection	Edge	Hand	☉☉ 0				Once per turn you may give an opponent 1 Power to heal target card.	U	BCL
Defiant Bloom	Edge	Hand	☉☉ 1 / ☯				Limited. Turn to remove 1 damage each from up to 3 cards you control.	U	DF
Dragon Boat Festival	Edge	Hand	☉☉☉ 1				Limited. Comes into play turned. While this card is unturned, each player's hand size is increased by 2.	P	Promo
Everybody Was Kung Fu Fighting	Edge	Hand	☉☉ 0				Play if you control a <i>Martial</i> , <i>Monk</i> , or <i>Temple</i> card. All Characters inflict +1 damage. Smoke this card when you turn a non-Character card.	U	BCL
Fire in the Lake	Edge	Hand	☉☉ 3				Gain 1 Power whenever an attack is declared against your side.	U	Ltd
For China!	Edge	Hand	☉☉☉ 2				At the end of any turn that any opponent is closer to victory than you, you may unturn one non-Site card.	U	TW
Hill of the Turtle	Edge	Hand	☉ 2				Each player must spend 1 Power at the start of each of his or her turns or one ✖ card of his or her choice that he or she controls is smoked.	U	Ltd
Shield of Pure Soul	Edge	Hand	☉☯ 0				Limited. If a site you control is seized or burned, you gain 1 Power and may search through your deck and select a card. Reshuffle your deck and place the card selected on top of the deck.	U	NW
Shield of Pure Soul	Edge	Hand	☉☯ 0				Limited. When a Site you control is seized or burned, you gain 1 Power and may search your deck and select a card. Reshuffle your deck, then place the selected card on top of your deck.	F	YotD
Shield of Pure Soul	Edge	Hand	☉☯ 0				Limited. When a Site you control is seized or burned, you gain 1 Power and may search your deck and select a card. Reshuffle your deck, then place the selected card on top of your deck.	F	10kB
Shifting Tao	Edge	Hand	☉☉ 1				Whenever an opponent declares an attack against your side, you may remove one damage counter from cards you control for each character participating in the attack.	U	Ltd
Superior Mastery	Edge	Hand	☉ 1				You may play States on cards you control during any Main Shot.	U	DF

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Bear vs. Fox	Event	Hand	☉ 1				Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may play one Event this turn, at no cost and ignoring resource conditions, from the loser's smoked pile.	U2	SS
Beneficial Realignment	Event	Hand	☉ 1				Heal target character or site.	C	Ltd
Blood of the Valiant	Event	Hand	☉☉ 1 / ☉				Play during an attack. Until the end of the attack, target attacking character takes no damage from intercepting characters.	C	FP
Blood of the Valiant	Event	Hand	☉☉ 1 / ☉				Play during an attack. Until the end of the attack, target attacker takes no combat damage from interceptors.	F	YotD
Breath of the Dragon	Event	Hand	☉☉☉☉ 1				Limited. Until the end of the turn, target attacker gains Toughness: 2 and +3 damage.	C	2FT
Confucian Stability	Event	Hand	☉ 1				Cancel and smoke an Event or State as it is being played. Does not affect cards already in play.	C	Ltd
Confucian Stability	Event	Hand	☉ 1				Play in response to an Event or State :: Cancel and smoke that card.	F	YotD
Confucian Stability	Event	Hand	☉ 1				Play in response to an Event or State :: Cancel and smoke that card.	F	10kB
Difficulty at the Beginning	Event	Hand	☉ 1				Play when an opponent is playing a card. Your opponent must pay 1 Power in addition to the card's play cost or the card being played is toasted. ERRATA: Play when an opponent plays a card. Toast that card unless its controller pays 1 Power. (2FT-023)	U	Ltd
Difficulty at the Beginning v2	Event	Hand	☉ 1				Play when an opponent plays a card. Toast that card unless its controller pays 1 Power.	U	2FT
Eagle vs. Snake	Event	Hand	☉☉ 1				Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may draw three cards.	U2	SS
Eight Pillars of Heaven Array	Event	Hand	☉☉☉ X				Limited. Target X Characters you control that share a designator. Each Character gains +2 damage and Toughness: 1 until the end of the turn. X must be at least 2.	U	7M
Festival of Giants	Event	Hand	☉ 0				All Characters gain Toughness: 2 until the end of the turn.	C	TW
Heat of Battle	Event	Hand	☉ 0				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.	C	NW
Heat of Battle	Event	Hand	☉ 0				Play during an attack on a card you control by an opponent who controls more Power-generating Sites than you. Gain Power equal to the cost of target attacking Character. You can play only one "Heat of Battle" each attack.	F	10kB
High Noon	Event	Hand	☉☉ 1				Limited. Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. Put the loser's Character in the winner's burned-for-victory pile.	U	S&SG
Into the Light	Event	Hand	☉ 1				Take any card from your smoked pile and place it into your hand.	U	Ltd
Into the Light	Event	Hand	☉ 1				Return one card from your smoked pile to your hand.	C2	SS
Iron and Silk	Event	Hand	☉ 0				Until the end of the turn, any damage inflicted on subject character when it intercepts other characters is reduced to 0. ERRATA: Reprint has clarified wording: Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting. (YotD-051)	C	Ltd
Iron and Silk	Event	Hand	☉ 0				Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting.	F	YotD
Iron and Silk	Event	Hand	☉ 0				Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting.	F	10kB
Laughter of the Wind	Event	Hand	☉☉ 3				Play immediately after a successful attack. All characters who entered combat with the target of the attack return.	U	FP
Mysterious Return	Event	Hand	☉☉ 1				Bring a character from your smoked pile into play for purposes of intercepting an attack against you. Return target character to the smoked pile when combat is over. ERRATA: Play during an attack against a card you control. Return a Character to play for purposes of intercepting that attack. That Character cannot be sacrificed. Smoke that Character at the end of the turn. (YotD rulebook)	C	Ltd
Natural Order	Event	Hand	☉☉ 1				Cancel and smoke a ✳ card.	C	Ltd
Onslaught of the Turtle	Event	Hand	☉ 2				All ✳ cards in play are returned to their owner's hands.	U	Ltd
Orange Divination	Event	Hand	☉☉☉☉ 0				Look through the top X cards of your deck, where X = the number of ☉ resources in your pool. Select two cards and set them aside, reshuffle, and place the two cards on top of your deck in any order.	U	CS
Orange Meditation	Event	Hand	☉ 0				Target character gains +X Fighting until end of turn and you may discard up to X cards. X = the number of States this character is the subject of when Orange Meditation is played.	C	FP
Order Out of Chaos	Event	Hand	☉☉☉☉ 0				Limited. Look at the top 5 cards of your deck. You may toast as many of these cards as you wish. Return the remaining cards to the top of your deck in any order.	U2	SS
Peasant Uprising	Event	Hand	☉☉ 1				Take control of all non- Unique 1-cost Characters until the end of the turn.	C	TW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Positive Chi	Event	Hand	☯☯ 1				Each player may take any one card, except a feng shui site, from his or her smoked pile and play it at no cost. ERRATA: Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost. (SS-098)	U	Ltd
Positive Chi v2	Event	Hand	☯☯ 1				Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost.	U2	SS
Progress of the Mouse	Event	Hand	☯ 1				For the duration of this turn, any Power that target player spends goes into your pool. No characters or sites may be played in response to this card. ERRATA: Target an opponent. Characters and Sites may not be played in response to this card :: Until the end of the turn, you gain Power equal to any Power spent by that opponent. (YotD rulebook)	U	Ltd
Rigorous Discipline	Event	Hand	☯ 0				For the duration of this turn, target character gains the special abilities of any character in play. This does not include the effects of States. ERRATA: Copy the printed rules text from any Character to target Character until the end of the turn. (YotD-077)	C	Ltd
Rigorous Discipline v2	Event	Hand	☯ 0				Copy the printed rules text from any Character to target Character until the end of the turn.	F	YotD
Robust Feng Shui	Event	Hand	☯☯ 2				Redirect any damage done to target feng shui site from a single source to any target in play.	U	Ltd
Robust Feng Shui	Event	Hand	☯☯ 2				Redirect all damage done to target Feng Shui Site by a single source to any target in play.	U3	SS
Secrets of Shaolin	Event	Hand	☯ 0				Play during any Main Shot in response to a 0-cost Event :: Cancel that Event.	C2	RW
Shaolin Hoedown	Event	Hand	☯☯☯ 0				Toast It :: Every player, starting with you and going clockwise, may choose a Character he or she controls. All chosen Characters are taken control of by the player to the left. Each player who gave away a Character gains Power equal to its cost.	U	S&SG
Shaolin Surprise	Event	Hand	☯☯ 0				If you don't already control target State, pay 1 Power to take control of it. You may remove target State from its current subject and place it on any legal subject in play. If the original subject is still in play at the end of the turn, the State returns to it. ERRATA: If you don't control target State, pay 1 Power :: Take control of that state and place it on any legal subject. If the original subject is in play at the end of the turn, return control of the State and place it on the original subject. (SS-110)	C	FP
Shaolin Surprise v2	Event	Hand	☯☯ 0				If you don't control target State, pay 1 Power :: Take control of that state and place it on any legal subject. If the original subject is in play at the end of the turn, return control of the State and place it on the original subject.	C2	SS
Shaolin vs. Wudang	Event	Hand	☯☯ 1				Turn any number of Characters you control. Each Character enters a Faceoff with target Character whose Fighting is no lower than two less than its own. All these Faceoffs are simultaneous, and no Character may be in more than one. The winner of each Faceoff gains 1 Power.	U	7M
Shattering Jade	Event	Hand	☯ 1				All Abominations in play are toasted.	U	Ltd
Smoke on the Water	Event	Hand	☯ 0				Play when you declare an attack. No player may turn more than one Character to change location this attack.	C	BCL
Storm of the Just	Event	Hand	☯ 0				Limited. Until end of turn, all characters you control gain +3 Fighting if an opponent who controls more Power-generating sites than you controls a feng shui site you own or has a card you own in his or her burned-for-victory pile.	C	NW
Superior Kung Fu	Event	Hand	☯☯ 0				Not cumulative. Target a Character that is about to enter combat with a Character with a higher Fighting :: Target gains +2 Fighting until the end of the turn.	C2	SS
Swinging With the Hand	Event	Hand	☯☯ 1				Redirect all damage inflicted by an opponent's non-Character card to target card.	C	BCL
Sword Dance	Event	Hand	☯☯ 1				You may move each Weapon from Characters you control to any other Character you control. All Swordsman Characters who are now the subject of a Sword State gain +1 Fighting until the end of the turn.	U2	SS
The Dragon Unyielding	Event	Hand	☯☯☯☯ 0				Limited. Play when a Unique Character you control smokes a Unique Character by inflicting combat damage :: Gain 3 Power.	R	SS
The Orange Principle	Event	Hand	☯☯ 1				Shuffle X cards from your hand into your deck :: Draw X+1 cards.	C2	RW
The Red Harvest	Event	Hand	☯ 0				Limited. Play during your Main Shot. Until the end of the turn, gain 1 Power and discard a card (if possible) when an opponent smokes a Character you control.	U	2FT
The Willow Bends...	Event	Hand	☯ 0 / ☯				Play when a card is damaged, but not removed from play :: Heal that card.	C	S&SG
"Try My Kung Fu!"	Event	Hand	☯☯ 0				Not cumulative. Target Monk , Master , or Martial Character gains +1 Fighting and Toughness: 1 until the end of the turn.	C2	SS
Wind on the Mountain	Event	Hand	☯☯ X				Return X Event cards of your choice in your smoked pile to your hand. Toast Wind on the Mountain after use. ERRATA: Reprint has clarified wording: Toast It. Return X Events from your smoked pile to your hand. (N2-143)	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Wind on the Mountain	Event	Hand	☠☠ X				Toast It. Return X Events from your smoked pile to your hand.	U	N2
"You Have Offended Shaolin!"	Event	Hand	☠☠ 1				Target Character gains Superleap until the end of the turn. When a Site you control is seized, you may return this card to your hand.	C	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Cave of a Thousand Banners	Feng Shui Site	Hand	☯☯☯ 2 / ☯		7	1	Unique. Play face up at the printed cost in your front row. When any Rebel or Rabble Character you control turns to attack, it gains +1 Fighting until the end of the turn.	U	TW
Temple of Boundless Meditation	Netherworld Feng Shui Site	Hand	☯☯☯ 3 / ☯☯☯		7	1	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.	R	N2
Temple of the Jade Dragon	Feng Shui Site	Hand	☯☯☯ 2 / ☯		6	1	Unique. Turn and discard two cards of the same type to return a card of the type discarded from your smoked pile to your hand.	R3	2FT
Temple of the Shaolin Dragon	Feng Shui Site	Hand	☯☯☯ 3 / ☯☯☯		8	1	Unique. Uncopyable. All ☯ Characters you control gain +1 Fighting. If you have another Feng Shui Site in your front row, players who do not control a Netherworld Site cannot attack this card.	R	SS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Blue Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	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.	U	N2
Green Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	Unique. Turn and inflict X damage on Green Senshi Chamber to give target character Toughness: X until end of turn. X cannot exceed 2.	R	NW
Green Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	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.	U	N2
Orange Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	Unique. The cost to play Orange characters is reduced by 1. For each faction among the resources in your pool, your maximum hand size increases by one.	R	NW
Orange Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	Unique. Your hand size increases by 1 for each faction in your resource pool. Orange Characters are -1 cost for all players.	U	N2
Red Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	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.	U	N2
Shaolin Sanctuary	Site	Hand	2 / ☉		5	1	Shaolin Sanctuary provides you with one ☹ resource for each Shaolin or Monk character you control.	C	Ltd
Shaolin Sanctuary	Site	Hand	2 / ☉		5	1	Shaolin Sanctuary provides one ☹ resource for each Shaolin Character and each Monk Character you control.	F	YotD
Shaolin Sanctuary	Site	Hand	2 / ☉		5	1	Shaolin Sanctuary provides one ☹ resource for each Shaolin Character and each Monk Character you control.	F	10kB
The Inner Garden	Site	Hand	☹☹☹ 2 / ☹		7	1	Turn :: Return a ☹ State you own to your hand. Turn :: Play a ☹ State at -1 cost.	U	CS
Violet Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	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.	U	N2
White Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	Unique. White Senshi Chamber provides ☹☹ for each Senshi Chamber you control. All Senshi Chambers in play gain Regeneration . ERRATA: Unique. Provides ☹☹ for each Senshi Chamber Site you control. All Senshi Chamber Sites gain Regenerate . (N2-142)	R	NW
White Senshi Chamber v2	Netherworld Site	Hand	☉ 2 / ☉		6	1	Unique. Provides ☹☹ for each Senshi Chamber Site you control. All Senshi Chamber Sites gain Regenerate .	U	N2
Yellow Senshi Chamber	Netherworld Site	Hand	☉ 2 / ☉		6	1	Unique. Turn to redirect 1 point of damage from any source to any target in play.	R	NW
Yellow Senshi Chamber (AltArt)	Netherworld Site	Hand	☉ 2 / ☉		6	1	Unique. Turn to redirect 1 damage from any source to any target.	U	N2

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
18 Bronze Men	State	Hand	☯☯ 2				Limited. Play on a front-row Site. All non- Unique Shaolin , Martial , and Kung Fu Characters you control gain +1 Fighting.	U2	SS
Crane Stance	State	Hand	☯☯ 0				The next time subject Character would take damage, reduce the damage to zero and sacrifice this card instead.	C	CS
Deadly Hands	Kung Fu State	Hand	☯☯ 1				Play on a Character. Discard a card :: Subject gains +1 Fighting until the end of the turn.	C	2FT
Elephant Style	State	Hand	☯☯☯ 1				Subject Character gains Toughness: X . X= 1 + the number of ☯ provided by subject.	C	CS
Essence-Absorbing Stance	Kung Fu State	Hand	☯☯ 1				Schtick. Turn to heal subject Character and inflict X damage on target Character that is about to enter combat with subject. X= the amount of damage healed.	U	7M
Know Your Enemy	Kung Fu State	Hand	☯☯ 0				Schtick. Play on a Character. Prior to combat, you may turn this card to copy the rules text of a Character subject is about to enter combat with onto subject until the end of the turn.	C	7M
Kung Fu Prodigy	State	Hand	☯ 0				Subject Character gains the designators Martial and Artist . You may turn any ☯ State on subject to reduce any damage inflicted on subject by 2.	C	BCL
Mad Monkey Kung Fu	State	Hand	☯☯ 2				Subject Character gains +3 Fighting. Subject gains Toughness: 2 against damage from non-Character cards.	C	BCL
Master Killer	State	Hand	☯☯☯ 2				Unique. Subject Character gains +1 Fighting and cannot be intercepted by non- Unique Characters. When subject is smoked by one or more Characters, return Master Killer to play on one of those Characters.	U2	SS
Ornamental Garden	State	Hand	☯☯☯ 1				Subject Site generates an additional Power if it is in the front row. Any damage inflicted on subject is doubled.	U	RW
Power of the Great	State	Hand	☯☯ 2				Play on any feng shui site you control. At the beginning of each of your turns, place one counter on Power of the Great for each Mastermind you control. The number of feng shui sites you need for victory is reduced by one for every 4 counters on Power of the Great.	R	Ltd
Righteous Heaven Stance	State	Hand	☯☯ 2				Subject Character gains Mobility, Superleap, and +2 Fighting.	C	7M
Scales of the Dragon	State	Hand	☯☯ 0				Schtick. No Character may be the subject of more than one "Scales of the Dragon". Turn to reduce the damage inflicted on subject Character by a single source by 2.	C	2FT
Simple Paper Fan	State	Hand	☯ 0				Weapon. Play on a Character. Once per turn, you may redirect one damage that would be inflicted on subject to another Character at this location.	C	S&SG
The Jade Dragon	State	Hand	☯ 3				Unique. Schtick. Play on a front-row Site. Subject gains Toughness: 1 and cannot be burned. Generates 2 Power during your Establishing Shot.	R3	2FT
Thunder on the Mountain	State	Hand	☯ 1				Play on a site you control. All ☯ cards come into play turned.	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
\$10,000 Man	Jury-rigged Cyborg	Jammers	✳ 4 / ♣✳	6			Toughness: 1. Cannot turn to heal.	U	Ltd
401k Squad	Mutated Soldiers	Jammers	♣♣ 4 / ♣	6			Toughness: 1. When this card comes into play, discard a card. Target opponent must discard X cards at random. X= the cost of the card you discarded.	U	7M
Adrenaline Junkie	Crazy Bastard	Jammers	♣♣ 4 / ♣	5			Characters with Fighting equal to or greater than Adrenaline Junkie's current Fighting cannot be declared as interceptors against him.	U	N2
Ape Nuts	Crazy Cyborg Monkeys	Jammers	1 / ♣	1			Takes no damage from Sites. If you attack, Ape Nuts must be declared as an attacker if possible.	C	7M
Apes of Wrath	Ornery Monkeys	Jammers	♣♣✳ 3 / ♣✳	3			When a card you control is smoked or burned by an opponent, Apes of Wrath gains +1 Fighting until it leaves play.	U	TW
Ba-BOOM!	Unstable Monkey	Jammers	♣♣ 4 / ♣✳	7			Unique. Uncopyable. When Ba-BOOM! is smoked by an opponent, smoke all Characters and toast Ba-BOOM!	R	TW
Battlechimp Potemkin	Subversive Leader	Jammers	♣ 4 / ♣✳	5			Unique. Turn to unturn any number of ♣ characters whose combined play cost does not exceed 4.	R	Ltd
Battlechimp Potemkin (PAP)	Subversive Chimp Mastermind	Jammers	♣♣✳ 4 / ♣♣✳	6			Unique. Once during each opponent's Main Shot, you may play a ♣ or ✳ Event from any player's smoked pile, ignoring resource conditions, and <i>toasting the Event immediately</i> .	R	DF
Big Macaque Attack	Monkey Horde	Jammers	2 / ♣	1			+1 Fighting for each Monkey Character in play. Not a legal subject for States.	C	DF
Black Ophir	Gorilla Bartender	Jammers	♣♣♣ 5 / ♣	7			Unique. Cannot be intercepted by Characters whose Fighting is lower than this card's.	R	S&SG
Blasting Crew	Railroad Workers	Jammers	♣ 3 / ♣	4			When this card turns to attack, inflict 2 damage on all Sites at the location of its target.	C	S&SG
Botzilla	Behemoth Mechanical Lizard	Jammers	♣♣♣♣♣ 6 / ♣✳	10			Unique. Guts. Inflict 2 damage on any opponent's card that turns while Botzilla is attacking.	R	CS
Brass Monkey	Simian Automaton	Jammers	♣♣♣✳ 4 / ♣✳	6			Opponents cannot intercept Brass Monkey unless they pay one Power for each interceptor they declare against him. Reload: 2.	U	RW
Buffalo Soldier	Rasta Rebel	Jammers	♣ 2 / ♣	2			+3 damage against Buro Characters. Other Characters you control with a cost of 2 or less are not affected by opponents' Events.	U	BCL
Che Gorilla	Rebel Mastermind	Jammers	♣♣♣ 5 / ♣	X			Unique. X= the number of cards in target opponent's smoked pile at the time Che Gorilla enters play.	P	Promo
Chimpanzer	Cyborg Monkey Tank	Jammers	♣✳ 3 / ♣	4			Characters intercepting as part of a chain cannot intercept Chimpanzer.	C	FP
Chromosome Screamer	Escaped Abomination	Jammers	✳ 4 / ♣	4			Guts. Inflicts +2 damage against ♣ characters and ♣ sites.	U	Ltd
Curtis Graham	Urban Revolutionary	Jammers	♣ 2 / ♣✳	1			Unique. Turn to inflict 3 damage on target Site.	R	BCL
Cyborg Mermaid	Aquatic Saboteur	Jammers	♣♣ 4 / ♣✳	5			Guts. Once per turn, you may inflict 1 damage on all your Sites :: This card gains +2 Fighting until the end of the turn.	U	CS
Dallas Rocket	Fanatic Guerrilla	Jammers	♣ 3 / ♣	3			Ambush against PubOrd and Buro characters. Dallas Rocket inflicts +3 damage on the target of her attack.	C	FP
Dallas Rocket	Fanatic Guerrilla	Jammers	♣ 3 / ♣	3			Ambush against PubOrd or Buro Characters. Dallas Rocket inflicts +3 damage on the target of her attack.	C	N2
Dallas Rocket	Fanatic Guerrilla	Jammers	♣ 3 / ♣	3			Ambush against PubOrd or Buro Characters. Dallas Rocket inflicts +3 damage on the target of her attack.	F	10kB
Deep-Cover Rebels	Subversive Operatives	Jammers	♣♣ 5 / ♣	8			You may attack back-row Sites. You may return a Character with a cost of 2 or less from your smoked pile to play when this card is smoked.	U	7M
Demolitions Expert	Rebel Supporter	Jammers	♣ 2 / ♣	1			Turn to give target character +3 damage against sites until end of turn.	C	NW
Doctor Zaius	Weird Monkey Scientist	Jammers	♣♣ 3 / ♣	3			Unique. When Doctor Zaius smokes a Character by inflicting combat damage, flip a coin. Heads: return the Character to play under your control.	R	BCL
Dr. Ivan Vasilovich	Mad Scientist	Jammers	♣♣♣ 3 / ♣✳	4			Unique. Heal all ♣ Characters when he enters play. Turn to gain 2 Power when an opponent plays an Event.	R3	2FT
Dr. Quentin Higginsbotham	Weirder Scientist	Jammers	♣♣ 1 / ♣✳	1			Unique. Turn :: Reveal all front-row Sites and rearrange each player's front-row Sites. This may change the target of an attack.	R	S&SG
Dump Scrounger	Netherworld Scavenger	Jammers	♣ 2 / ♣✳	2			Turn this card and toast a Character in your smoked pile to gain 1 Power.	C	DF
Dump Warrior	Scavenger/Scrapper	Jammers	2 / ♣✳	2			You can ignore resource symbols when playing weapons or vehicles on Dump Warrior.	C	Ltd
Edge Warrior	Subversive Op	Jammers	1 / ♣	1			Cannot be intercepted by Buro, PubOrd, or Cop characters.	C	Ltd
Edge Warrior	Subversive Op	Jammers	1 / ♣	1			Cannot be intercepted by Buro , PubOrd , or Cop Characters.	F	10kB
FAE Schwartz	Incendiary Fanatic	Jammers	♣♣ 3 / ♣	3			Unique. When this card is smoked, inflict X damage on each Character and Site at his location. X= his Fighting as if he were undamaged.	U	DF
Fire Woman	Crazed Pyromaniac	Jammers	♣ 1 / ♣	1			+1 Fighting for each damaged Feng Shui Site you control.	C	S&SG
Flying Monkey Squad	Guerrilla Gorillas	Jammers	♣♣♣✳ 3 / ♣✳	3			Independent. Superleap.	C2	SS
Funky Monkey	Chimp Pimp	Jammers	♣♣♣ 3 / ♣	5			Unique. ERRATA: Unique. Opponents cannot steal Power from you. Once each turn, you may give another ♣ Character +1 Fighting until the end of the turn. (BCL-032 - BCL FAQ)	P	Promo

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Funky Monkey	Chimp Pimp	Jammers	☞☞☞ 3 / ☞	5			Unique. Opponents cannot steal Power from you. Once each turn, you may give another ☞ Character +1 Fighting until the end of the turn.	R	BCL
Furious George	Flying Monkey	Jammers	☞☞☞☞ 5 / ☞☞	9			Unique. Guts. Cannot intercept. If Furious George turns to attack, no other characters you control can turn to attack with him.	R	NW
Furious George	Flying Monkey	Jammers	☞☞☞☞ 5 / ☞☞	9			Unique. Guts. Cannot intercept. If Furious George turns to attack, other Characters you control cannot turn to attack with him.	R	N2
Furious George (PAP)	Flying Monkey	Jammers	☞☞☞☞ 6 / ☞☞	10			Unique. Guts. When Furious George enters combat, inflict 1 damage on each Character he is in combat with. (Before combat damage is dealt.)	F	10kB
Gearhead	Netherworld Saboteur	Jammers	☞ 2 / ☞☞	2			After Gearhead damages a site in an attack, inflict 2 points of damage on each of the site's controller's turned sites.	U2	NW
Gorilla Fighter	Flying Monkey	Jammers	☞☞☞ 4 / ☞☞	6			Independent. The cost to play Gorilla Fighter is reduced by the total number of feng shui sites and characters you own that are controlled by opponents or in burned-for-victory piles.	U	FP
Gorilla Fighter	Flying Monkey	Jammers	☞☞☞ 4 / ☞☞	6			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.	U	N2
Gorilla Fighter	Flying Monkey	Jammers	☞☞☞ 4 / ☞☞	6			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.	F	10kB
Grenade Posse	Netherworld Punks	Jammers	☞☞ 2 / ☞	1			Turn to inflict 1 point of damage on all characters at target location. Grenade Posse is not a legal subject of weapon States.	C	NW
Gunrunner	Netherworld Hood	Jammers	☞ 3 / ☞	3			Ambush against Cops. Turn to move target weapon State from its subject character to another character at the target's location.	U	NW
Jack of All Trades	Resourceful Techie	Jammers	☞ 1 / ☞☞	1			Turn this card and sacrifice a State :: Search through your deck for a State with a different title. Show it to your opponents and put it in your hand.	C	DF
Jamal Hopkins	Netherworld Mastermind	Jammers	☞ 2 / ☞	1			Unique. 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.	R	NW
Junkyard Crawler	Netherworld Scavenger	Jammers	☞ 2 / ☞☞	2			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.	C	N2
Just Another Consumer	Scrappy Rebel	Jammers	1 / ☞	1			Gains +1 Fighting until the end of the turn if he turns to attack a site that shares a designator with another site in play.	C	FP
Just Another Consumer	Scrappy Rebel	Jammers	1 / ☞	1			When Just Another Consumer turns to attack a Site that shares a designator with another Site in play, he gains +1 Fighting until the end of the turn.	C	TW
Just Another Consumer	Scrappy Rebel	Jammers	1 / ☞	1			When Just Another Consumer turns to attack a Site that shares a designator with another Site in play, he gains +1 Fighting until the end of the turn.	F	10kB
K'tongo	The White Ape	Jammers	☞☞☞ 3 / ☞	X			Unique. When he enters play, immediately toast any number of cards in your smoked pile at random. X= the number of cards toasted.	R3	2FT
Kamikaze Cosmonauts	Outer-Space Saboteurs	Jammers	1 / ☞	1			When this card turns to attack a Site, immediately turn that Site.	C	CS
King Kung	Cyborg Gorilla	Jammers	☞☞☞☞☞ 6 / ☞	12			Unique. If King Kung enters combat with a Site, he enters combat with all Sites at that location simultaneously. (Divide his combat damage among the Sites.)	R	DF
Koko Chanel	Master of Monkey Style	Jammers	☞☞☞ 4 / ☞	5			Unique. Not a legal subject for States. Can attack during an opponent's turn. Unturns at the start of the turn of any player who is closer to victory.	R	SS
Low-Rent Cyborg	Self-Made Man	Jammers	3 / ☞☞	3			Inflicts +2 damage on Sites.	C	N2
Mad Bomber	Netherworld Nutcase	Jammers	☞ 1 / ☞	1			If Mad Bomber is smoked, inflict 2 points of damage on the front-row site at the location he last occupied.	C	NW
Mad Scientist	Unorthodox Techie	Jammers	1 / ☞☞	1			(no text)	C2	RW
Major Hottie	Ex-Buro Operative	Jammers	☞☞ 4 / ☞	5			Unique. All ☞ Characters gain Toughness: 1 against combat damage. Turn during an attack :: All ☞ Characters inflict +2 damage until the end of the attack.	R	DF
Marmojet	Flying Monkey	Jammers	2 / ☞☞	2			Mobility. Once per turn, you may give another Character at this location Mobility until the end of the turn.	C	2FT
Monkey Boy	Flying Chimp	Jammers	☞ 3 / ☞☞	4			Draw a card when a Battleground Site is played or has its Body reduced to 0.	U	N2
Monkey Pirates	Simian Scalawags	Jammers	☞☞ 4 / ☞	5			Once per Main Shot, you may play an Event from an opponent's smoked pile at +1 cost, ignoring resource conditions. The Event is considered to be Toast It .	U	S&SG
Napalm Addict	Pyromaniac Anarchist	Jammers	☞☞ 4 / ☞	6			Guts while attacking. When he smokes a Site by inflicting combat damage, you gain Power equal to that Site's printed cost, or 2 Power if it has no printed cost.	U	TW
Napalm Addict	Pyromaniac Anarchist	Jammers	☞☞ 4 / ☞	6			Guts while attacking. When he smokes a Site by inflicting combat damage, gain Power equal to that Site's printed cost, or 2 Power if it has no printed cost.	F	10kB
Nitro Jack	Unsavoury Demolitions Expert	Jammers	☞☞☞ 3 / ☞	3			Unique. Uncopyable. Stealth. When he inflicts combat damage on a Site, and its Body is not reduced to 0, smoke it. When he is smoked while at a location you control, smoke a Site at that location.	R	S&SG
Orango Tank	Ground-Assault Monkey	Jammers	☞☞☞☞ 6 / ☞☞	9			Unique. Toughness: 1. All characters at location of target that Orango Tank attacks must intercept. Can't turn to heal.	R	NW
Outlaw Bikers	Easy Riders	Jammers	☞☞ 2 / ☞	2			Mobility. Once during your Main Shot, you may play a Weapon or Vehicle from your smoked pile on Outlaw Bikers.	C	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Portal Jockey	Redeemed Timewalker	Jammers	2 / ♣	2			Anytime Portal Jockey is in your hand when an opponent plays a character at reduced cost, you may put Portal Jockey into play at no cost. Has Ambush during the turn in which he enters play.	C2	FP
Portal Jockey	Redeemed Timewalker	Jammers	2 / ♣	2			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.	C	N2
Portal Rat	Netherworld Saboteur	Jammers	♣♣ 3 / ♣	4			You may declare an Edge as the target of an attack. Only "Portal Rat" Characters may attack it, and it is considered to be at your choice of its controller's locations until the end of the attack. Smoke the Edge if combat damage is inflicted on it.	U2	SS
Professional Killer	Mercenary Hood	Jammers	♣ 3 / ♣	4			Stealth while attacking alone.	F	10kB
Punks	Anarchist Rebels	Jammers	1 / ♣	1			+2 damage against Unique cards.	C	BCL
Rah Rah Rasputine	Netherworld Cyborg	Jammers	♣♣ 4 / ♣♣	6			Unique . Damage inflicted on Rah Rah Rasputine by Cyborgs and Abominations is reduced to 0.	R	NW
Rebel Without a Cause	Disaffected Saboteur	Jammers	2 / ♣♣	2			If you have ♣ in your pool, you may discard this card when an opponent's effect causes one or more cards to be returned to play or played from a smoked pile :: Toast one of those cards.	C	CS
Red Don	Techie Mastermind	Jammers	♣♣ 3 / ♣♣	4			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.	R	N2
Reentry Squad	Space Monkeys	Jammers	♣♣♣ 3 / ♣	3			Mobility . Once per attack, you may pay 1 Power when this card is declared as an attacker :: Until the end of the attack, this card gains +4 Fighting, Guts , and is not smoked when its Fighting is reduced to zero. Smoke it at the end of the attack.	U	CS
Resistance Fighters	Partisan Rebels	Jammers	♣ 3 / ♣	4			Takes no damage from non-Character cards. Damage cannot be redirected to this card.	C	2FT
Resistance Squad	Techie Guerrillas	Jammers	2 / ♣♣	2			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. 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)	C	NW
Resistance Squad	Techie Guerrillas	Jammers	2 / ♣♣	2			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.	C	TW
Resistance Squad	Techie Guerrillas	Jammers	2 / ♣♣	2			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.	F	10kB
Rocket Scientist	Techie Guerrilla	Jammers	♣ 3 / ♣♣	4			Mobility . If an opponent targets Rocket Scientist with an Event, you may inflict 4 points of damage on a site controlled by that opponent.	C	FP
Rogue Scientist	CDCA Defector	Jammers	♣ 2 / ♣♣	2			Turn and discard two cards :: Look at the top three cards of your deck. Put one in your hand and the others on either the top or the bottom of your deck in any order.	U	7M
SAM Simian	Destructive Primate	Jammers	♣♣ 2 / ♣	2			Once during your Main Shot you may inflict 2 damage to a Site you control :: SAM Simian gains +2 Fighting until the end of the turn.	U	DF
Shaolin Monkey	Simian Martial Artist	Jammers	♣ 3 / ♣	4			When Shaolin Monkey enters play, he gains one of the following: Independent , Guts , or Mobility .	C	7M
Silverback	Revolutionary Monkey Leader	Jammers	♣♣♣ 5 / ♣♣	8			Unique . Pay Power equal to the cost of a Character this card is about to enter combat with :: Take control of that Character.	R	CS
Simian Liberation Army	Anarchist Apes	Jammers	♣♣ 1 / ♣	1			+3 damage during the turn they enter play. Gain 2 Power when this card smokes a Character with a printed Fighting greater than 7.	C	BCL
Simian Sneaker	Primate Saboteur	Jammers	♣ 1 / ♣	1			+1 damage to Sites. Return this card to play when a Site you own is seized.	C	DF
Street Gang	Young Hoods	Jammers	2 / ♣	2			Mobility . Once per turn, you may redirect damage inflicted on this card by an opponent's non-Character card to any Site in play.	C	BCL
The Gimp	Nanotech Mutant	Jammers	♣♣ 5 / ♣	7			Unique . All Sites at the location of the target of this card's attack are canceled until the end of the turn. Any Character intercepting this card is canceled until the end of the turn.	P	Promo
The Monkey Who Would Be King	Guerrilla Emperor	Jammers	♣♣♣ 2 / ♣	3			Unique . Turn :: Swap every front-row Site with the back-row Site behind it and inflict 1 damage on those Sites. Does not affect locations with only one Site. This may change which Site is targeted by an attack.	R	TW
Titanium Johnson	Cyborg Bruiser	Jammers	♣♣♣ 5 / ♣♣	8			Unique . Toughness: X . X= the total number of all cards in all opponents' burned-for-victory piles.	R	TW
Tunnel Ganger	Netherworld Hood	Jammers	♣ 2 / ♣	2			Characters controlled by a player with 3 or more Power in his or her pool cannot intercept Tunnel Ganger.	C	NW
Turing Machine	Chi-Hating Silicon	Jammers	♣ 3 / ♣	4			When a Site is smoked or burned, this card gains +1 Fighting until it leaves play.	C	CS
Two-Face	Punk Anarchists	Jammers	♣ 3 / ♣	3			Unique . Turn to take control of exactly two non- Unique Characters you do not control. They must each either cost 1 or neither require nor provide resources.	R3	RW
Violence Junkies	Crazy Rabble	Jammers	♣♣ 2 / ♣	5			When you play Violence Junkies from your hand, sacrifice an unturned Character. Must intercept attacks at their location.	U	RW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Wild Gorillas	Primitive Monkeys	Jammers	♣ 3 / ♣	4			When this card is smoked, you may return a Monkey card other than "Wild Gorillas" from your smoked pile to your hand.	C	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Black Market Connections	Edge	Jammers	☛☛ 1				Limited. Toast your deck if you play or seize a Limited or Unique Site, or if one you own is revealed. When an opponent reveals or turns a Limited or Unique Site, turn to either draw four cards or gain two Power.	R3	RW
Bouncing the Rubble	Edge	Jammers	☛☛ 0				Limited. Put a counter on this card when a Site's Body is reduced to 0. Turn and remove all counters :: Inflict damage on target Site equal to the number of counters.	U	CS
Burn, Baby, Burn!	Edge	Jammers	☛ 2				Limited. At the end of your turn, Burn, Baby, Burn! inflicts 1 point of damage on each damaged site in play.	U	NW
Burn, Baby, Burn!	Edge	Jammers	☛ 2				Limited. At the end of your turn, inflict 1 damage on each damaged Site.	U	BCL
Entropy is Your Friend	Edge	Jammers	☛ 1				Limited. When you burn a site, or when a site you control is burned, place a counter on this card. When your characters damage sites, they inflict +X damage, where X = the number of counters on this card.	U	NW
Entropy is Your Friend	Edge	Jammers	☛ 1				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.	U	N2
Frag the G!	Edge	Jammers	☛ 1				Limited. When an opponent's Site becomes turned, inflict 1 damage on it.	U	RW
Friends in Low Places	Edge	Jammers	☛☛ 2				Limited. Gain 1 Power when an opponent plays a 0-cost Event.	R3	RW
Gorilla Warfare	Triumvirate Edge	Jammers	☛ 2				Limited. 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.	R	NW
Hordes of Saboteurs	Edge	Jammers	☛☛☛ 2				Smoke a Feng Shui Site you control if this card leaves play. Turn this card and a Character you control to cancel an ability maintained by or an effect generated by turning a Site.	U	7M
Mo' Monkeys, Mo' Problems	Edge	Jammers	☛☛ 0				Limited. Draw a card when you play a Monkey , Ape , Chimp , Gorilla , or Simian card.	U2	SS
Payback Time	Edge	Jammers	☛ 0				Limited. When an opponent reduces the Body of a Site you control to 0, you gain 1 Power and you may inflict 1 damage each on up to 3 Sites controlled by that opponent.	U	TW
Payback Time	Edge	Jammers	☛ 0				Limited. When an opponent reduces the Body of a Site you control to 0, you gain 1 Power and may inflict 1 damage each on up to 3 Sites controlled by that opponent.	F	10kB
Rampage!	Edge	Jammers	☛☛ 0				Limited. All Characters you control inflict +1 damage while attacking and -1 damage otherwise.	U	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Ape Shall Kill Ape	Event	Jammers	☹☹ 0				Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may blank the text of a Site controlled by the loser until it leaves play.	U	CS
Blow Things Up!	Event	Jammers	☹ 2				Smoke target Site.	C2	RW
Close Call	Event	Jammers	☹☹ 1				Redirect up to 3 damage from a single source that would damage a Character to a Site controlled by that source's controller.	C	DF
Close Call	Event	Jammers	☹☹ 1				Redirect up to 3 damage from a single source that would damage a Character to a Site controlled by that source's controller.	F	10kB
Death-O-Rama	Event	Jammers	☹☹ 0				Play during an attack. All characters inflict +2 damage on characters during the attack.	C	NW
Death-O-Rama	Event	Jammers	☹☹ 0				Play during an attack. All Characters inflict +2 damage on Characters during the attack.	F	10kB
Disco Inferno	Event	Jammers	☹☹☹ 1				Inflict 4 damage on target Site.	U	BCL
"Do You Feel Lucky, Punk?"	Event	Jammers	☹☹ 1				Flip a coin until you get a total of two Heads :: Inflict X damage on target Character. X= the number of flips minus 1.	U	BCL
Far Too Much Dynamite	Event	Jammers	☹☹ 1				Play when a Character you control is smoked by target Character that was intercepting or attacking it :: Smoke target.	C	2FT
Hosed	Event	Jammers	☹ 1				Play during an attack. Until the end of the attack, each attacking character inflicts 1 point of damage on each of its interceptors immediately before entering combat with that interceptor.	U2	FP
In Your Face Again	Event	Jammers	☹ 0				Play only during your turn. Put a random character from your smoked pile into play. This character cannot be sacrificed, and is smoked at the end of the turn if it is still in play.	C	FP
In Your Face Again	Event	Jammers	☹ 0				Play during your Main Shot :: Randomly choose a Character in your smoked pile and return it to play. That Character cannot be sacrificed. At the end of the turn, smoke that Character if it is in play.	C	N2
Isothermal Zodiac	Weird Science Event	Jammers	☹ 0				Choose a player who controls a copy of the first card in alphabetical order by title, ignoring everything but letters :: That player gains 1 Power.	C	S&SG
Kick 'em When They're Down	Event	Jammers	☹☹ 1				Inflict 2 damage on every damaged Character and 1 damage on every damaged Site.	C	7M
Monkey vs. Robot	Event	Jammers	☹ 1				Faceoff. 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.	U	RW
Monkeywrenching	Event	Jammers	☹ 0				Play during your turn. Turn up to X sites. X = the number of ☹ resources in your pool. Sites turned by Monkeywrenching unturn at the end of the turn.	C	FP
Monkeywrenching	Event	Jammers	☹ 0				Play during your turn. Turn up to X Sites. All Sites turned by this card unturn at the end of the turn. X= the number of ☹ resources in your pool.	C	7M
New Manifesto	Event	Jammers	☹ 0				Discard any number of cards from your hand. If one of your feng shui sites is seized, you may return New Manifesto to your hand from your smoked pile.	C	NW
Nuked	Event	Jammers	☹☹ 1				Choose an opponent and flip a coin. Heads: smoke a site of your choice controlled by that opponent. Tails: you must flip this coin again, this time for the player sitting to the left of the last player the coin was flipped for.	C	FP
Nuked	Event	Jammers	☹☹ 1				Choose an opponent and flip a coin. Tails: repeat the coin flip with the next player to the left. Heads: choose a Site controlled by that player :: Smoke the chosen Site.	C	DF
Parting Gift	Event	Jammers	☹☹ 1				Play when an attack you declared on a Site ends if you did not reduce the Site's Body to 0. Inflict 2 damage on the Site and all Characters at that location. (Including any remaining attackers.)	C	DF
Potlatch	Event	Jammers	☹☹☹ 0				One-Shot. Put a Feng Shui Site you control in another player's burned-for-victory pile :: Gain 3 Power.	R	S&SG
Revenge on the Patent Office!	Weird Science Event	Jammers	☹ 1				Inflict 2 damage on target Character and 2 damage on the front-row Site at its location.	C	S&SG
Safety Third!	Event	Jammers	☹ 0				Target a Character and flip a coin :: Heads: smoke target. Tails: inflict 1 damage on all Characters you control. ☹ cards are not affected by this card.	C	CS
Scrounging	Event	Jammers	☹ 0				Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.	C	TW
Scrounging	Event	Jammers	☹ 0				Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.	F	10kB
Scrounging (AltArt)	Event	Jammers	☹ 0				Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.	P	Promo
Stick it to The Man!	Event	Jammers	☹☹ 0				Cancel an effect that cancels.	U	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Stolen Plans	Event	Jammers	☉☉ 0				Limited. Play when an opponent is closer to victory than you and an opponent gains, generates, or steals Power due to an Event he or she played :: Gain an equal amount of Power.	U	2FT
Street Riot	Event	Jammers	☉ 0				Play during an attack you declared on a Site. Inflict X damage, divided any way you choose, on non-attacking Characters at the location of the attack. X = the number of attackers.	F	10kB
The Ape is Loose!	Event	Jammers	☉☉ 1				Target an attacking Character :: Until the end of the attack, target gains +2 damage and is not affected by Events that would damage it or remove it from play.	C	2FT
The Underground	Event	Jammers	☉☉ 1 / ☉				Play when you declare an attack. Pick a designator. Characters with that designator may not intercept this attack.	U	FP
The Underground	Event	Jammers	☉☉ 1 / ☉				Play when you declare an attack. Choose a designator. Characters with that designator cannot intercept this attack.	U	2FT
"There's Always One More...."	Event	Jammers	☉☉ 1				Toast It. Randomly return a Character from your smoked pile to play.	C2	RW
Too Much Monkey Business	Event	Jammers	☉ 0				Limited. Play any time during your turn in response to an Event played by an opponent. You may play a character at -2 cost; that character gains Guts and Independent until the end of the turn.	C2	FP
"Torch the Place!"	Event	Jammers	☉☉ 1				Play during an attack against a Site :: Inflict X damage on that Site. X= the number of Characters attacking it.	C	2FT
"Trust Me, I've Got a Plan"	Event	Jammers	☉☉ 1				Play when you declare an attack against a target whose controller is at least as close to fulfilling victory conditions as you are. Attacking characters you control gain Stealth until the end of the attack.	C	FP
Turbo Boost	Event	Jammers	☉☉ 0				Limited. Until the end of the turn, target Character gains Mobility and +2 damage.	C	CS
Weird Science	Event	Jammers	☉☉ 0				Toast It. Until the end of the turn, the printed Body of all Feng Shui Sites is considered to be equal to the number of letters in the first word of their titles.	U	TW
Who's the Monkey Now?	Event	Jammers	☉☉ 1				Play in response to an Event played by an opponent that would damage or smoke a card you control :: Cancel that Event, and you may immediately smoke a card controlled by that opponent of the same type that would have been damaged or smoked.	U	TW
Who's the Monkey Now?	Event	Jammers	☉☉ 1				Play in response to an Event played by an opponent that would damage or smoke a card you control :: Cancel that Event, and you may smoke a card controlled by that opponent of the same type as a card that would have been damaged or smoked by the Event.	F	10kB
Year of the Monkey	Event	Jammers	☉☉☉ 2				One-Shot. Target opponent sets aside his or her hand. Look through target's deck for an equal number of cards, put them in target's hand, and reshuffle. At the start of that player's turn, target must discard either his or her hand or the set-aside hand; the other becomes his or her hand.	R3	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Ape City	Jungle Site	Jammers	☹ 1 / ☹		8	1	Unique. All Characters you control that are not <i>Monkey</i> , <i>Ape</i> , <i>Gorilla</i> , <i>Simian</i> , or <i>Chimp</i> inflict -1 damage.	R3	2FT
Boiler Room	Mad Science Site	Jammers	☹ 2 / ☹		5	1	Limited. If this Site is in your front row, turn it and discard a card at random :: Gain 1 Power.	U	S&SG
Bomb Factory	Site	Jammers	2 / ☹☹		5	1	Turn and maintain to give target Character +1 damage to Sites.	F	10kB
Bomb Factory	Site	Jammers	2 / ☹☹		5	1	Turn and maintain to give target Character +1 damage to Sites.	C2	RW
Chimp Shack	Site	Jammers	☹ 2 / ☹		5	1	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.	C	NW
Free Fire Zone	Battleground Site	Jammers	☹ 1		5	0	Limited. Any player who seizes this Site gains 2 Power. If this Site is in your front row, gain 1 Power when you smoke a Site.	U	DF
Genocide Lounge	Netherworld Site	Jammers	☹☹ 2 / ☹		5	1	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.	R	N2
Gorilla Encampment	Site	Jammers	☹ 2 / ☹		5	1	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.	C	N2
Project Apocalypse	Doomsday Site	Jammers	☹☹☹☹ 3 / ☹		5	1	Unique. Toughness: X. Enters play with one counter. Add a counter at the start of your turn if this card is in your front row. When there are four counters, you win the game. X= the number of counters.	R	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Abysmal Absorber	Netherworld Demon	Lotus	☹️ 3 / ☹️	3			When Abysmal Absorber smokes a character in combat, toast the character instead and increase Abysmal Absorber's Fighting by 1.	U	NW
Abysmal Absorber (AltArt)	Netherworld Demon	Lotus	☹️ 3 / ☹️	3			When Abysmal Absorber smokes a Character by inflicting combat damage, toast that Character instead and Abysmal Absorber gains +1 Fighting until it leaves play.	F	YotD
Abysmal Daughter	Vampiric Demon	Lotus	☹️☹️ 4 / ☹️	1			Unique. Place one damage counter on a site of your choice whenever a character is smoked	R	Ltd
Abysmal Deceiver	Demon Netherworld Infiltrator	Lotus	☹️ 2 / ☹️	2			Unique. Turn to toast a character you own that is controlled by an opponent. You gain Power equal to the character's cost plus 1.	U	NW
Abysmal Horror	Demon	Lotus	☹️ 3 / ☹️	4			Regenerates.	C	Ltd
Abysmal Prince	Demon Bureaucrat Mastermind	Lotus	☹️☹️ 3 / ☹️	4			Turn and maintain to target an Edge. Target Edge can be affected by any effect that damages characters but cannot be attacked by characters and has no location. Target Edge is smoked if it sustains 2 points of damage.	U2	NW
Abysmal Spirit	Ghost Assassin	Lotus	☹️ 3 / ☹️☹️	2			Assassinate.	U	Ltd
Agathon's Deputies	Demon Cops	Lotus	☹️ 2 / ☹️	3			Regenerate. If you control no other Demon , Police , or Cop cards at the end of your Main Shot, smoke this card.	C	S&SG
Ang Dao the Corrupt	Demon Warrior	Lotus	☹️☹️ 4 / ☹️	6			Unique. Regenerate. When Ang Dao the Corrupt enters play you may move any Weapons onto him.	P	Promo
Big Brother Tsien	Demon Hood	Lotus	2 / ☹️	2			Unique. Once per turn, you may pay 1 Power to give Big Brother Tsien +3 Fighting until the end of the turn.	R	Ltd
Big Brother Tsien	Demon Hood	Lotus	2 / ☹️	2			Unique. Once per turn, you may pay 1 Power to give Big Brother Tsien +3 Fighting until the end of the turn.	F	10kB
Bloody Herd	Vampire Cattle	Lotus	☹️☹️ 3 / ☹️	4			Toughness: 1. Prior to combat with a Character, you may copy the rules text of that Character onto this card until it leaves play or until it copies another card this way.	U	S&SG
Bloody Horde	Demon Trouble	Lotus	3 / ☹️	3			Bloody Horde's Fighting score is increased by the number of other Demon Hordes you control, plus the number of Demon Hordes in your smoked pile.	C2	FP
Bloody Horde	Demon Trouble	Lotus	3 / ☹️	3			Bloody Horde's Fighting is increased by the number of other Demon Hordes you control, plus the number of Demon Hordes in your smoked pile.	C	7M
Cannibal Army	Albino Horde	Lotus	2 / ☹️	2			When an opponent plays a Site, you may inflict 1 damage on a card that he or she controls.	C	CS
Cenotaph	Undead Assassin	Lotus	☹️☹️ 3 / ☹️	X			Unique. Assassinate. X= the number of Characters in your smoked pile.	R3	7M
Chang	Red Scorpion Hood Martial Artist	Lotus	☹️☹️ 5 / ☹️☹️	7			Unique. When he is damaged, you may inflict 1 damage on any Character at his location. When he smokes a Character by inflicting combat damage, remove X damage from him. X= half (round up) the cost of the smoked Character.	R3	2FT
Claw of Fury	Shadowy Assassin	Lotus	2 / ☹️	2			Assassinate. Any time Claw of Fury is in your hand when an opponent targets you (as opposed to one of your cards or locations) with an Event, you may put Claw of Fury into play at no cost.	C2	FP
Claw of Fury	Shadowy Assassin	Lotus	2 / ☹️	2			Assassinate. When an opponent targets you (not a card or location you control) with an Event, you may play Claw of Fury from your hand at no cost.	F	10kB
Cloaca	Demon King of the Hong Kong Sewers	Lotus	☹️☹️☹️ 5 / ☹️☹️	8			Sacrifice a Character and choose Event, Site, or Edge :: This card is not affected by cards of the chosen type until the end of the turn.	R	CS
Demon Emperor	Wicked Impersonator	Lotus	☹️☹️ 4 / ☹️	6			Unique. Regenerate. When Demon Emperor turns to attack, it gains Stealth until the end of the attack if any Demon Character you control turns to attack with it.	R	TW
Demon Whiskey	Rotgut Horde	Lotus	3 / ☹️	3			When an opponent burns a Site, you may return this card to play from your smoked pile.	C	S&SG
Desolation	Underworld Demon King	Lotus	☹️☹️☹️ 7 / ☹️☹️☹️	16			Unique. Uncopyable. Opponents cannot take control of Desolation. Any Event targeting this card costs 1 extra Power to play.	R3	7M
Destroyer	Demon Martial Artist	Lotus	☹️☹️ 4 / ☹️	4			Unique. Cannot be sacrificed. If Destroyer is in your smoked pile at the start of your turn, Destroyer returns to play.	U	FP
Destroyer	Demon Martial Artist	Lotus	☹️☹️ 4 / ☹️	4			Unique. Cannot be sacrificed. If Destroyer is in your smoked pile at the start of your turn, return Destroyer to play.	R	DF
Doomed Lackey	Eunuch Pawn	Lotus	☹️ 1 / ☹️	1			If Doomed Lackey intercepts in a chain, the other interceptors behind him gain Toughness:1 against combat damage during that attack.	C	NW
Earth Poisoner	Eunuch Geomancer	Lotus	2 / ☹️☹️	2			Inflict 2 damage on any Site turned by an opponent while Earth Poisoner is attacking.	C	TW
Eater of Fortune	Hungry Demon	Lotus	☹️☹️ 2 / ☹️	2			+1 Fighting for each Edge controlled by any opponent. When Eater of Fortune enters play, you may target an Edge :: Smoke that Edge.	U	TW
Elite Guards	Competent Pawns	Lotus	☹️ 2 / ☹️	2			Eunuch Characters are not legal targets for attacks or Events while Elite Guards is in play. Inflicts +1 damage for each Unique ☹️ Character you control.	C	TW
Eunuch Underling	Sorcerous Bureaucrat	Lotus	2 / ☹️☹️	2			(no text) ERRATA: Subtitle: Sorcerer Bureaucrat (YotD-026)	VC	Ltd
Eunuch Underling v2	Sorcerer Bureaucrat	Lotus	2 / ☹️☹️	2			(no text)	F	YotD

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Evil Twin	Sinister Sibling	Lotus	☹ 3 / ☹	*			When Evil Twin is played, choose any character in play. Evil Twin takes on the Fighting score, name, subtitle, and abilities of that character, but not its resources and resource conditions. ERRATA: Uncopyable . When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)." (YotD-027)	R	Ltd
Evil Twin v2	Sinister Sibling	Lotus	☹ 3 / ☹				Uncopyable . When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)."	F	YotD
Evil Twin v2	Sinister Sibling	Lotus	☹ 3 / ☹				Uncopyable . When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)."	U	TW
Feng Kan	Wind Demon	Lotus	☹☹☹ 4 / ☹☹	5			You may play Feng Kan at -1 cost for each opponent who controls more Characters than you do.	U	SS
Flesh Eater	Bloodthirsty Demon	Lotus	☹ 3 / ☹	4			Regenerate . When this card reduces a Site's Body to 0, you may return a card from your smoked pile to your hand.	C	S&SG
Fo Shen	Eunuch Pawn	Lotus	☹ 2 / ☹☹	2			Unique . Turn to look at the top card of an opponent's deck. You may toast that card.	R	DF
Four Burning Fists	Demon Martial Artist	Lotus	☹☹☹☹ 3 / ☹	5			Unique . You must toast a Feng Shui Site you control when Four Burning Fists enters play, otherwise toast this card. Gains +2 Fighting and Regenerate while any opponent is closer to victory than you.	F	YotD
Four Burning Fists	Demon Martial Artist	Lotus	☹☹☹☹ 3 / ☹	5			Unique . You must toast a Feng Shui Site you control when Four Burning Fists enters play, otherwise toast this card. Gains +2 Fighting and Regenerate while any opponent is closer to victory than you.	F	10kB
Gao Zhang	Center of the Lotus	Lotus	☹☹☹☹☹☹ 6 / ☹☹☹☹☹☹	10			Unique . Turn Gao Zhang to change the target of an Event card.	R	Ltd
Gao Zhang (PAP)	Eunuch Mastermind	Lotus	☹☹☹☹☹☹ 6 / ☹☹☹☹☹☹	10			Unique . You may sacrifice a Pawn Character to change the target of an Event. Once per turn, you may play one ☹ or ☹☹ card at -1 cost.	R	TW
Ghost Assassin	Deadly Spirit	Lotus	☹☹ 3 / ☹	3			Toast a character in your smoked pile to give Ghost Assassin that character's special abilities until the end of the turn.	U	NW
Ghostly Seducer	Demon Sorceress	Lotus	☹☹ 4 / ☹☹	1			Turn to send any turned character back to its owner's hand.	R	Ltd
Gibbering Horror	Disgusting Demon	Lotus	☹☹ 3 / ☹	X			X = the number of Events in the smoked pile of the opponent to your left.	U	FP
Gnarled Horror	Demon	Lotus	☹☹ 2 / ☹	1			Any character damaged by Gnarled Horror is smoked. Does not affect characters with vehicle States.	U	Ltd
Gnarled Marauder	Demon	Lotus	☹☹ 3 / ☹	3			Any damage Gnarled Marauder inflicts on a site in an attack is also inflicted on the back row site behind that site. ERRATA: If Gnarled Marauder inflicts combat damage on a front-row Site, it simultaneously inflicts an equal amount of combat damage on the back-row Site at that location. (YotD rulebook)	U2	Ltd
Hired Bodyguard	Cheap Hood Muscle	Lotus	☹ 2 / ☹	2			While intercepting, gains +2 Fighting and Toughness: 2 .	C	2FT
Hopping Vampire	Ancient Monsters	Lotus	4 / ☹	4			(no text)	C	Ltd
Hopping Vampire (PAP)	Ancient Monster	Lotus	☹ 3 / ☹	4			At the end of any turn in which one or more "Hopping Vampire" you control smoked a Character with combat damage, you may return exactly one "Hopping Vampire" to play. This ability is active while in your smoked pile.	C	7M
Huichen Kan	Dust Demon	Lotus	☹☹☹ 4 / ☹	6			Stealth . While this card is attacking, Characters controlled by its target's controller cannot change location.	U	S&SG
Imperial Guard	Ancient Cop	Lotus	☹ 2 / ☹	1			Imperial Guard's Fighting is increased by the number of Eunuchs you control.	U	Ltd
Je Pai	Seductive Ghost Sorceress	Lotus	☹☹☹☹ 3 / ☹☹	4			Unique . Turn during your Main Shot and target an unturned Character :: return that Character to its owner's hand, even if it is now turned.	R	N2
Jiang Fei	Seductive Ghost	Lotus	☹☹☹ 3 / ☹	4			Unique . Comes into play with two counters on her. Place a counter on her at the start of your turn. Remove a counter and target a Character :: Target cannot intercept her this turn.	R3	7M
Jueding Bao-Fude	Eunuch Sorcerer	Lotus	☹☹☹ 4 / ☹☹	5			Unique . Turn to inflict 3 points of damage on target Unique character or target Unique site.	R	NW
Jueding Shelun	Eunuch Sorcerer	Lotus	☹☹☹ 5 / ☹☹	8			Unique . You may turn any card in play when Jueding Shelun smokes a character in combat.	R	Ltd
Jueding Shelun	Eunuch Sorcerer	Lotus	☹☹☹ 5 / ☹☹	8			Unique . When Jueding Shelun smokes a character in combat, you may turn any card in play.	F	CWOS
Jueding Shelun	Ghost Sorcerer	Lotus	☹☹ 4 / ☹☹	6			Unique . During your Main Shot you may return to play a single one-cost Character that requires or provides resources.	R3	RW
Kan Li	Martial Artist	Lotus	☹☹☹ 4 / ☹	7			Unique . You may smoke any States on characters in combat with Kan Li before combat is resolved.	R	Ltd
Kan Li	Martial Artist	Lotus	☹☹☹ 4 / ☹	7			Unique . When Kan Li enters combat, you may smoke any States on Characters he is in combat with.	F	10kB
Kong Jun She	Master of the Forbidden Stance	Lotus	☹☹ 6 / ☹☹☹☹☹☹	12			Unique. Regenerate . -1 Fighting for every other Character you control. Once per turn, you may discard two cards to toast a card in an opponent's smoked pile.	R3	7M
Kun Kan	Earth Demon	Lotus	☹☹ 4 / ☹	5			Regenerates . Kun Kan's Fighting is increased by the number of feng shui sites in your burned-for-victory pile.	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Kun Kan	Earth Demon	Lotus	♣♦ 4 / ♣	5			Regenerate. +1 Fighting for each Feng Shui Site in your burned-for-victory pile.	F	YotD
Lai Kuang	Eunuch Sorcerer	Lotus	♣♣ 5 / ♣♦	8			Unique. When an opponent smokes Lai Kuang, you may play a Demon Character at -3 cost.	R	SS
Legion of the Damned	Undead Soldiers	Lotus	♣♣ 3 / ♣	3			When Legion of the Damned turns to attack, you may inflict 2 damage on a Site.	C	DF
Li Yu	Fire Demon	Lotus	♣♣♦ 4 / ♣	6			Not affected by opponents' 0-cost Events, States, and Edges.	U2	SS
Long Axe and Short Axe	Martial Artist Assassins	Lotus	♣♣ 4 / ♣♣	6			Unique. Double all damage bonuses from Weapons this card is the subject of. While the subject of a Weapon , cannot be targeted by effects that are generated by turning a card.	R3	7M
Mad Monk	Shaolin Traitor	Lotus	♣♣ 4 / ♣♣	6			Unique. Superleap. May not attack a card controlled by an opponent who has one or more ♣ resources in his or her pool.	R	TW
Madame Yen	The Dragon Lady	Lotus	♣♣ 4 / ♣♦	6			Unique. Assassinate. Once per turn, you may remove one damage from her to inflict two damage on a Character at her location.	R3	2FT
Malachi	Purist Agent	Lotus	♣♣ 1 / ♣♦	1			Unique. Turn to inflict 1 damage on any Character in play, or 3 damage if "Hermes" is in play.	R	SS
Miasma	Stealer of Souls	Lotus	♣♣ 5 / ♣♦	6			Unique. Regenerate. When a Character is smoked, put a counter on Miasma. Remove a counter to inflict one damage on a Character at Miasma's location.	R3	7M
Midnight	Demon Horse	Lotus	♣♣♦ 5 / ♣	8			Unique. All your Characters at this location gain Mobility . Pay 1 Power to change the target of an effect that targets this card or "Reverend Adam Wither".	R	S&SG
Mother of Corruption	Demon Queen	Lotus	♣♣♣♣ 5	13			Unique. Cannot be turned to attack. Cannot be healed.	R	Ltd
Ogre	Ancient Monster	Lotus	3 / ♣	3			+2 damage to Netherworld Sites. Play at no cost when an opponent steals Power from you or takes control of a Character you own.	C2	RW
Palace Guards	Hopeless Pawns	Lotus	1 / ♣	1			If in your smoked pile when an attack is declared against a ♣ card you control, you may return this card to play at the location of the attack and then must declare it as an interceptor against that attack.	C	TW
Petal's Attendant	Eunuch Sorcerer Assassin	Lotus	3 / ♣♦	3			Assassinate. You may inflict two damage on a Character when this card enters play. +1 Fighting while you have more ♦ resources than each opponent.	C	CS
Poison Clan Killers	Mercenary Assassins	Lotus	♣♣♣♣ 6	10			Unique. If Poison Clan Killers are returned, they may attack a Character without turning once during your Main Shot.	R	SS
Poison Clan Warriors	Hood Martial Artists	Lotus	2 / ♣	2			Sacrifice to inflict 2 damage on target Character.	C	7M
Poison Thorns	Dangerous Hoods	Lotus	♣ 3 / ♣	4			Toughness: 2 against Cop and Police cards. When they inflict combat damage on a Site controlled by a player who is closer to victory than you, gain 1 Power.	F	10kB
Purist Sorcerer	Buro Infiltrator	Lotus	♣♣ 2 / ♣♦	2			Turn Purist Sorcerer to inflict 1 point of damage on target character. Turn and maintain Purist Sorcerer to control target Buro character.	U2	FP
Purist Sorcerer	Buro Infiltrator	Lotus	♣♣ 2 / ♣♦	2			Turn Purist Sorcerer to inflict 1 damage on target Character. Turn and maintain to take control of target Buro Character.	U	N2
Ravenous Devourer	Hungry Demon	Lotus	♣♣ 2 / ♣	2			Sacrifice a Character :: Ravenous Devourer gains +2 Fighting until the end of the turn.	C	N2
Red Dragon Troupe	Sinister Acrobats	Lotus	♣ 3 / ♣	4			Cannot be intercepted by damaged Characters.	C2	RW
Red Scorpion Killers	Hood Martial Artists	Lotus	♣♣ 4 / ♣	5			Sacrifice a Character to either inflict 1 damage on target Character or Site or give this card +1 Fighting until it leaves play.	U	2FT
Reverend Adam Wither	Evil Preacher	Lotus	♣♣ 3 / ♣♦	4			Unique. The first time he enters combat during a turn, inflict X damage on one Character he is in combat with. (Before combat damage is dealt.) X= the number of ♦ in your pool.	R	S&SG
Seven Evils	Demon Lord	Lotus	♣♣♣ 6 / ♣	10			Unique. Unturns when any opponent turns a Feng Shui Site. Toast a Character you control to give Seven Evils Independent until the end of the turn.	R	TW
Sewer Demon	Noxious Monster	Lotus	♣♣ 4 / ♣	6			Once per turn, you may sacrifice a Character :: Unturn this card.	U	CS
Shadow Creeper	Eunuch Assassin	Lotus	♣ 1 / ♣	1			Assassinate.	C	Ltd
Shadowy Horror	Demon	Lotus	3 / ♣	3			Regenerates.	VC	Ltd
Shamanistic Punk	Hood Sorcerer	Lotus	1 / ♣♦	1			+1 damage to Cop and Police cards. -1 damage to Demon and Spirit cards.	C2	RW
Sheriff Agathon	Demon Boss	Lotus	♣♣♣ 5 / ♣♦	8			Unique. Regenerate. If you have three or more cards in your hand, during any Main Shot you may discard your hand to return a Character to its owner's hand.	R	S&SG
Shi Zi Hui	Eunuch General	Lotus	♣♣♣ 5 / ♣	8			Unique. Tactics. When Shi Zi Hui turns to attack, draw X cards. X= the number of Characters that turn to attack with him.	R	TW
Shu Kan	Tree Demon	Lotus	♣♣♣ 3 / ♣	7			Unique. Cannot attack unless you pay 1 Power when you declare him as an attacker.	U	7M
Shui Yu	Water Demon	Lotus	♣♣ 4 / ♣♦	6			When an interceptor inflicts combat damage on Shui Yu, all other Characters currently intercepting Shui Yu that share a faction resource with that interceptor inflict no damage until the end of the attack.	U2	SS
Sinister Priest	Macabre Sorcerer	Lotus	1 / ♣♦	1			(no text)	VC	Ltd
Sinister Priest	Macabre Sorcerer	Lotus	1 / ♣♦	1			(no text)	F	YotD
Sinister Priest	Macabre Sorcerer	Lotus	1 / ♣♦	1			(no text)	F	10kB
Snake Fighter	Hood Martial Artist	Lotus	♣ 2 / ♣	2			You may inflict 2 damage on a Character at his location when he smokes a Character by inflicting combat damage.	U	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Snake Man	Demon	Lotus	☉☉♦ 4 / ☉	4			Snake Man heals at the end of each turn.	R	Ltd
Sung Hi	Demon Buro Infiltrator	Lotus	☉♦ 2 / ☉	2			Unique. Turn to cancel an ☉ Event or smoke an ☉ State.	R	NW
Tanbi Guiawu	Giant Demon	Lotus	☉☉☉♦ 5 / ☉	9			Unique. If Tanbi Guiawu has not participated in an attack during your turn, it is smoked at the end of your turn.	R	NW
Ten Thousand Agonies	Demon Lord	Lotus	☉☉☉♦ 4 / ☉	9			Unique. All damage inflicted on Ten Thousand Agonies is increased by 1.	R3	RW
The Bound	Netherworld Horror	Lotus	☉☉☉ 3	3			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.	R	N2
The Burning King	Demon Lord	Lotus	☉☉☉☉ 6	14			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.	R	N2
The Emperor	Imperial Pawn	Lotus	☉☉☉☉ 2 / ☉	1			Unique. Turn to smoke target non- Unique Character. Sacrifice a Eunuch Character to cancel an Event that targets The Emperor.	R	TW
The Hand of the Underworld	Killer Demon	Lotus	☉♦ 2 / ☉♦	4			Unique. Mobility. At the end of the turn in which this card entered play, return it to your hand unless you sacrifice a Character.	U	CS
The Mantis	Martial Artist Assassin	Lotus	☉☉ 3 / ☉	3			Unique. Assassinate. Toughness: 2 against damage that is equal to or less than his Fighting. You may inflict 1 damage on any Character when he smokes a Unique Character.	R	BCL
The Nefarious Master Chin	Hood Mastermind	Lotus	☉☉☉ 4 / ☉	7			Unique. Toughness: 2 while in a Faceoff . Gain 1 Power when you win a Faceoff .	R	BCL
The Strangled Scream	Netherworld Horror	Lotus	☉☉☉ 5	8			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.	R	N2
Thing with a 1000 Tongues	Disgusting Demon	Lotus	☉♦♦♦ 6 / ☉	9			Unique. Sacrifice a character to give Thing with a 1000 Tongues Toughness: 3 until the end of turn.	R	Ltd
Thing with a 1000 Tongues	Disgusting Demon	Lotus	☉♦♦♦♦ 6 / ☉	9			Unique. Sacrifice a Character :: Thing with a 1000 Tongues gains Toughness: 3 until the end of the turn.	F	YotD
Thorns of the Lotus	Fanatical Archers	Lotus	2 / ☉	2			(no text)	VC	Ltd
Thugs	Hoods	Lotus	1 / ☉	1			+1 Fighting while the subject of one or more States.	C	2FT
Ti Kan	Metal Demon	Lotus	☉☉☉♦ 3 / ☉	5			Toughness: 1 against ✖ cards. +1 damage against ✖ cards.	U2	SS
Tomb Spirit	Supernatural Creature	Lotus	☉☉ 3 / ☉	1			Toast one of your characters in your smoked pile to give Tomb Spirit +2 Fighting until the end of the turn.	R	Ltd
Tommy Hsu	Hood Sorcerer	Lotus	☉☉☉ 5 / ☉♦♦	8			Unique. Sacrifice a Hood card to inflict 1 damage on any target. Once per turn, you may inflict 3 damage on him to change the target of an Event.	F	10kB
Tong Hatchetman	Red Scorpion Hood	Lotus	☉☉ 3 / ☉	4			Assassinate. If returned, this card may attack a Character without turning once during your Main Shot .	C	2FT
Two Hundred Knives of Pain	Dangerous Demon	Lotus	☉♦♦♦ 3 / ☉	4			Gains Regenerate while any opponent is at least as close to victory as you. Inflict 1 damage which cannot be redirected or reduced on this card :: Inflict 3 damage on a Character intercepting it.	U	TW
Underworld Tracker	Demon Cop	Lotus	☉♦ 3 / ☉	4			When an effect generated by an opponent removes a card from any opponents' smoked pile and puts it into play or its owner's hand, you may return Underworld Tracker to play.	U	TW
Vassals of Chin	Hood Martial Artists	Lotus	☉ 3 / ☉	4			When Vassals of Chin turn to attack, they gain +X Fighting until the end of the attack. X= the number of other Hood and Punk attackers.	C	BCL
Vassals of the Lotus	Ancient Hoods	Lotus	1 / ☉	1			(no text)	VC	Ltd
Vassals of the Lotus	Ancient Hoods	Lotus	1 / ☉	1			(no text)	F	YotD
Vassals of the Lotus	Ancient Hoods	Lotus	1 / ☉	1			(no text)	F	10kB
Vile Prodigy	Infant Demon	Lotus	☉♦ 2 / ☉	2			Regeneration. Gains +1 Fighting at the end of any turn during which it damages its target in an attack. The Fighting bonus lasts until Vile Prodigy leaves play.	C	FP
Wailing Apparition	Vengeful Ghost	Lotus	1 / ☉♦	1			Turn and maintain and target an opponent's Character :: Target cannot be healed.	C	CS
Walker of the Purple Twilight	Eunuch Sorcerer	Lotus	☉☉ 5 / ☉♦♦	6			Whenever Walker of the Purple Twilight damages a feng shui site in an attack, you may inflict 2 points of damage on any target in play.	U	Ltd
Walking Corpses	Undead Servitors	Lotus	☉ 2 / ☉	4			Cannot turn to change location and cannot be healed.	C	Ltd
Walking Corpses	Undead Servitors	Lotus	☉ 2 / ☉	4			Cannot turn to change location. Damage cannot be removed from Walking Corpses.	F	YotD
Walking Corpses	Undead Servitors	Lotus	☉ 2 / ☉	4			Cannot turn to change location. Damage cannot be removed from Walking Corpses.	F	10kB
White Disciple	Eunuch Sorcerer	Lotus	☉ 2 / ☉♦	2			Turn White Disciple and inflict 1 point of damage on White Disciple to inflict 2 points of damage on any target.	C	Ltd
White Disciple	Eunuch Sorcerer	Lotus	☉ 2 / ☉♦	2			Turn and inflict 1 damage on White Disciple :: Inflict 2 damage on any target.	F	YotD
White Disciple	Eunuch Sorcerer	Lotus	☉ 2 / ☉♦	2			Turn and inflict 1 damage on White Disciple :: Inflict 2 damage on any target.	F	10kB
Wu Ta-Hsi	Eunuch Pledged Infiltrator	Lotus	☉ 2 / ☉	2			Unique. Turn to cancel an ✖ Event or to smoke an ✖ State or an ✖ Edge.	R	NW
Xiang Kai	Poison Clan Chieftain	Lotus	☉☉☉ 4 / ☉♦	4			Unique. When Xiang Kai turns to attack, you must inflict 2 damage each to target Character and target Site.	R3	7M
Xin Ji Yang	Evil Princess	Lotus	☉☉ 4 / ☉♦♦	5			Unique. When this card turns to attack, inflict 1 damage each on up to X target cards. X= the number of ♦ cards you control.	R	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Xin Kai Sheng	Sorcerer Emperor Mastermind	Lotus	☸☸☸ 6 / ☸☸	7			Unique. At the end of your turn, return to play under your control all Characters in any smoked pile that were smoked by combat damage inflicted by this card while he was attacking this turn.	R	TW
Xiu Xie Jiang	Triumvirate Infiltrator	Lotus	☸ 2 / ☸	2			Unique. Turn to redirect damage inflicted on a character by a single source to a Darkness, Fire, Pledged or Triumvirate character controlled by an opponent.	R	NW
Yuen Sheng	Red Scorpion Mastermind	Lotus	☸☸ 2 / ☸	2			Unique. Stealth. When this card enters play, look at every opponent's hand and choose a card from each one. Set these cards aside. They are still part of those players' hands, but cannot be played or discarded while he is in play.	R4	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Box of Bones	Edge	Lotus	☉☉♦ 1				Turn when a Character is healed :: Inflict X damage on a Character. X= the amount of damage healed.	U	CS
Chains of Bone	Edge	Lotus	☉☉ 2				☠ cards do not unturn during their controller's establishing shot.	U	Ltd
Demonic Alliance	Edge	Lotus	☉☉☉ 1				Turn and maintain :: Target Character gains Regenerate .	P	Promo
Feast of Souls	Edge	Lotus	☉☉ 4				Gain 1 Power whenever a character you control is smoked. If this card leaves play, the player to your left gains all the Power in your pool.	R	Ltd
Feast of Souls	Edge	Lotus	☉☉ 4				Gain 1 Power when a Character you control is smoked. When this card leaves play, the player to your left steals all your Power.	R3	7M
Flood on the Mountain	Edge	Lotus	☉☉ 2				☠ characters suffer 1 point of damage at the start of each of your turns.	U	Ltd
Imperial Boon	Edge	Lotus	☉☉ 4				Limited. You may turn any Eunuch you control for 1 Power. If you control Gao Zhang, you may turn him for 2 Power. All Eunuchs you control are smoked if Imperial Boon leaves play.	R	Ltd
Insidious Plan	Edge	Lotus	☉☉☉ 1				Limited. Put a counter on this card at the end of your turn. Sacrifice to either gain X Power or draw X cards. X= the number of counters on this card.	U	2FT
Spies Everywhere	Edge	Lotus	☉☉☉☉ 0				Unique. When an opponent targets you, or targets or attacks a card you control, you may look at his or her hand.	U	BCL
Throne of Skulls	Edge	Lotus	☉☉♦ 1				Unique. Gain 1 Power when a Unique Character is smoked.	R3	RW
Twelve Thousand Skulls	Edge	Lotus	☉☉☉ 2				Unique. When an opponent's Character is smoked, you may give a Character you control +1 Fighting until it leaves play.	U	CS
Underworld Contract	Edge	Lotus	☉☉☉☉ 0				Limited. Place a counter on Underworld Contract when an attack declared against you fails. Turn and remove X counters to play a Demon card at -X cost.	U2	SS
Underworld Presence	Edge	Lotus	☉☉ 1				No character may turn to heal itself.	U	FP
Wasting Curse	Edge	Lotus	☉☉☉ 1				Characters with a cost of 4 or more take 1 damage when they unturn.	U	RW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Banish	Event	Lotus	☯ 2				All ☯ characters in play return to their owners' hands.	R	Ltd
Bribery	Event	Lotus	☯☯ 0				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.	C2	RW
Cannibal's Banquet	Event	Lotus	☯♦ 0				Limited. Play when a Character you control is smoked by an opponent. You gain Power equal to half (round down) that Character's cost.	C	CS
Chin's Criminal Network	Hood Event	Lotus	☯ 0				Limited. Gain 1 Power for every three Hood cards in play.	U	BCL
Corruption	Event	Lotus	☯ 1				All opponents' Characters with a cost or Fighting of 4 or greater take 2 damage and turn.	U	DF
Cyclone of Knives	Event	Lotus	☯ 0				You may look through your deck and toast up to five cards of your choice. Reshuffle your deck afterwards.	U	FP
Dance of the Centipede	Event	Lotus	☯ 1				Cancel and turn target card. ERRATA: Target a card. That card cannot be turned in response :: Turn that card and cancel any effect generated by turning it. (Z-Man FAQ 1)	C	Ltd
Demonic Plague	Event	Lotus	☯☯ 0				Limited. 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.	C2	RW
Detonating Corpses	Event	Lotus	☯♦ 1				Play when a Character you control is smoked by combat damage. All opponents' Characters at that location take damage equal to the smoked Character's printed Fighting.	C	S&SG
Die!!!	Event	Lotus	☯☯☯ 0				Turn X ☯ Characters you control to smoke any number of Characters controlled by opponents whose total printed cost is less than X+2. X may be zero.	U	TW
Die!!!	Event	Lotus	☯☯☯ 0				Turn X ☯ Characters you control to smoke any number of opponents' Characters whose total cost is less than X+2. (X may be zero.)	F	10kB
Dust Storm	Event	Lotus	☯ 1				Play during an attack :: The first interceptor currently assigned to each attacker ceases intercepting.	C	S&SG
Evil Chanting	Event	Lotus	☯♦♦ 1				Either inflict 4 damage on target ☯ Character, or all ☯ Characters gain +2 damage until the end of the turn. Reload: Discard a non-Character ♦ card.	C	7M
Evil Whispers	Event	Lotus	☯☯♦ 0				Limited. Play when an opponent spends 2 or more Power at one time :: Gain 1 Power.	C2	RW
Flying Sleeves	Event	Lotus	☯☯ 0				Toast It. Change one attacker's target to any Character you control.	C	TW
Flying Sleeves	Event	Lotus	☯☯ 0				Toast It. Change one attacker's target to any Character you control.	F	10kB
Glimpse of the Abyss	Event	Lotus	☯☯☯ 0				Toast It. You gain X Power. X = the number of feng shui sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of feng shui sites you need for victory is increased by one.	U2	FP
Glimpse of the Abyss (AltArt)	Event	Lotus	☯☯☯ 0				Toast It. You gain X Power. X= the number of Feng Shui Sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of Feng Shui Sites you need for victory is increased by one.	F	YotD
Glimpse of the Abyss (AltArt)	Event	Lotus	☯☯☯ 0				Toast It. Gain X Power. X= the number of Feng Shui Sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of Feng Shui Sites you need for victory is increased by one.	F	10kB
Hypnotized!	Event	Lotus	☯ 1				Turn target Character. Until the end of the turn, target cannot intercept, and its rules text is blank.	C	2FT
Inauspicious Reburial	Event	Lotus	☯ 1				You may toast a number of characters of your choice in an opponent's smoked pile up to the number of ☯ resources in your pool.	C	Ltd
Inauspicious Reburial	Event	Lotus	☯ 1				Choose up to X Characters in one opponent's smoked pile :: Toast those Characters. X= the number of ☯ resources in your pool.	C	N2
Inauspicious Return	Event	Lotus	☯ 1				Limited. Toast It. You may play up to three 1-cost non-Unique Characters that provide resources from your smoked pile at no cost. These Characters cannot be sacrificed, and gain the designator Undead.	C	TW
Infernal Pact	Event	Lotus	☯☯☯ 0 / ☯				One-Shot. Toast an unturned Character you control :: Search your deck for a card and add it to your hand. Reshuffle.	U	TW
Infernal Plague	Event	Lotus	☯ 1				All characters positioned at target location suffer 1 point of damage.	U	Ltd
Infernal Plot	Event	Lotus	☯☯☯ 3				One-Shot. Play during your Main Shot. Target opponent discards his or her hand. Choose X cards from that player's smoked pile, and put them in his or her hand. X= the number of cards discarded.	U2	SS
Involuntary Embalming	Event	Lotus	☯☯♦ 1				Target a Character and toast X cards from your smoked pile at random :: Target gains +X Fighting until it leaves play. X= half (round up) the number of toasted cards.	U	S&SG
Necromantic Conspiracy	Event	Lotus	☯ 2				Search target opponent's deck. Remove up to four cards that have the same title and that also have a resource condition. You may only play Necromantic Conspiracy once per game. Reshuffle. ERRATA: One-Shot. Search target opponent's deck for up to four cards with the same title that require resources. Toast those cards and reshuffle. (2FT-064)	U	NW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Necromantic Conspiracy v2	Event	Lotus	☸ 2				One-Shot. Search target opponent's deck for up to four cards with the same title that require resources. Toast those cards and reshuffle.	U	2FT
Poisoned!	Event	Lotus	☸ 1				Inflict 1 damage on all interceptors. They also inflict -1 damage until the end of the attack. Reload: ☸ ☸ ☸ 1	C	2FT
Rend Chi	Event	Lotus	☸☸♦ 1				Remove X damage from target Character you control and inflict X damage on an opponent's Character at target's location. X= all damage on target.	U2	SS
Shifting Loyalties	Event	Lotus	☸☸ 2				You become the controller of all Mercenary and all Pledged characters in play. They come to your side unturned.	R	Ltd
Shrieking Witch Heads	Event	Lotus	☸ 1				Inflict X damage on target Character. X= the number of Characters in your smoked pile.	C	7M
Throwdown in Chinatown	Event	Lotus	☸☸ 0				Play during your Main Shot. Each player, starting with you and proceeding clockwise, may inflict up to 2 damage, divided any way they choose, on Characters.	U	BCL
Tortured Memories	Event	Lotus	☸ 2				Take control of target character until end of turn. Character comes to your side unturned.	C	Ltd
Tortured Memories	Event	Lotus	☸ 2				Take control of target Character until the end of the turn.	F	YotD
Tortured Memories	Event	Lotus	☸ 2				Take control of target Character until the end of the turn.	F	10kB
Verminous Rain	Event	Lotus	☸♦ 0				Cancel the effects and rules text of target Site until the end of the turn. Reload: Toast two random cards in your smoked pile.	C2	RW
"You Fell Into My Trap!"	Event	Lotus	☸ 0				Play when an opponent declares an attack against a Site you control and you control no Characters :: Play a Character with a cost of 3 or less at no cost.	C	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Hall of Brilliance	Imperial Feng Shui Site	Lotus	☸☸☸ 2 / ☸☸		5	1	Unique. +1 Body for each Power-generating Site you control. If you control "Imperial Palace," Hall of Brilliance generates Power for you during every player's Power generation phase.	R	TW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Death Ring	Underground Hood Site	Lotus	☹️ 2 / ☹️		8	1	Unique. Turn this card and a Character you control, and target an opponent's Character with Fighting no lower than two less than your Character's :: The two Characters enter a Faceoff .	R	BCL
Guiyu Zui	Netherworld Demon Site	Lotus	☹️☹️☹️ 3 / ☹️		9	1	Unique. Turn to look at the top three cards in your deck. Discard as many of the three as you choose. Shuffle any remaining cards and place them atop your deck.	R	NW
Haunted Forest	Site	Lotus	☹️ 2 / ☹️		4	1	Haunted Forest copies the rules text of any Site to the immediate left of it.	U	7M
Imperial Palace	Site	Lotus	☹️☹️☹️ 3 / ☹️		8	1	Unique. Turn during any player's Main Shot to play a Guard Character or Eunuch Character at -2 cost.	R	TW
Infernal Temple	Site	Lotus	2 / ☹️		5	1	Infernal Temple produces one ♦ resource for each Demon you control. ERRATA: Infernal Temple provides one ♦ resource for each Demon Character you control. (YotD-049)	C	Ltd
Infernal Temple v2	Site	Lotus	2 / ☹️		5	1	Infernal Temple provides one ♦ resource for each Demon Character you control.	F	YotD
Registry of the Damned	Site	Lotus	☹️☹️♦ 1		4	0	Limited. Place a counter on this site when an opponent plays a 0-cost Event. During your turn, you may turn Registry of the Damned and remove a number of counters equal to the cost of a character in Registry of the Damned's owner's smoked pile to put that character in play in your control. Character gains the designator "Ghost."	U	FP
The Dragon Throne	Imperial Site	Lotus	☹️☹️☹️ 1 / ☹️		5	0	Unique. Choose a designator when this Site enters play or when you seize this Site. +2 Body while you control any Emperor or Empress Character. If this Site is in your front row, you may play Characters, States, and Edges with the last chosen designator at -1 cost.	U	TW
The Library of Souls	Site	Lotus	☹️☹️ 2 / ☹️		5	1	Unique. Once per turn you may target a ☹️ Character in your smoked pile and pay Power equal to its cost plus 1 :: Return target to play.	R	CS
The Twisted Gardens	Netherworld Demon Site	Lotus	☹️☹️ 2 / ☹️		5	1	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.	U	N2
The White Leopard Club	Tacky Hood Site	Lotus	☹️ 2 / ☹️		2	1	Unique. +X Body. X= the number of Hood Characters in your smoked pile. Turn during any Main Shot to cancel a 0-cost Event.	R	BCL

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Deathtrap	State	Lotus	☉ 1				Play on any site. Characters that attack subject site suffer 1 point of damage before they damage subject site but after combat with intercepting characters is resolved. ERRATA: When any Character enters combat with subject Site, inflict 1 damage on that Character. (Before combat damage is dealt.) (2FT-022)	C	Ltd
Deathtrap v2	State	Lotus	☉ 1				When any Character enters combat with subject Site, inflict 1 damage on that Character. (Before combat damage is dealt.)	C	2FT
Demon Tank	State	Lotus	☉☉♦ 3				Vehicle. Subject Character gains Toughness: 1, Regenerate, and +3 Fighting. Smoke subject if it is a Demon.	U	DF
Devil's Rope	State	Lotus	☉ 1				Schtick. Play on a Site. Once per turn, you may sacrifice a Character at this location to place X counters on Devil's Rope. X= that Character's Fighting. Remove a counter :: Inflict 1 damage on any Character at this location.	P	Promo
Drugged!	State	Lotus	☉☉ 0				Subject Character inflicts -2 damage. Damage inflicted on subject cannot be reduced.	C	2FT
Evil Master	State	Lotus	☉☉☉ 3				Limited. Play on a Character if you control a Martial Character. Subject gains +6 Fighting and the designator Master.	U	BCL
Fearsome Foe	State	Lotus	☉☉ 0				If subject Character is attacking, each opponent who intercepts must intercept it if he or she can.	U	DF
Five Fingers of Death	State	Lotus	☉☉ 1				Subject Character inflicts +2 damage. When subject smokes a Character by inflicting combat damage, toast that Character instead.	C	BCL
Flying Guillotine	State	Lotus	☉ 0				Weapon. If subject character smokes a character in combat, you may inflict 2 points of damage on any other character at its location.	R2	Ltd
Gloating Laughter	State	Lotus	☉☉ 0				Limited. Play on a Character you control when you seize or burn a Site for victory. Subject gains +1 Fighting, or +2 if it is a Eunuch.	U	DF
Haunted	Ghost State	Lotus	☉ 0				All damage inflicted on subject card is increased by 1. You may Reload this card when subject is smoked.	C	CS
Hell Charger	Demon State	Lotus	☉☉ 2				Vehicle. Subject Character gains +3 Fighting. Remove 2 damage from subject at the start of your turn. Turn Hell Charger to change subject's location.	U	DF
Inexorable Corruption	State	Lotus	☉ 0				Play on any character or site. Subject character or site takes 1 point of damage at the beginning of each of your turns. Damage counters on subject card cannot be removed by any means.	C	Ltd
Inexorable Corruption	State	Lotus	☉ 0				Play on any Character or Site. Damage on subject cannot be removed. Inflict 1 damage on subject at the start of each of your turns.	F	YotD
Larcenous Fog	State	Lotus	☉♦ 2				Play on a Site. Treat subject's rules text as if it were blank.	C2	SS
Poison Needles	State	Lotus	☉☉ 2				Play on any card. Subject's controller must pay 1 Power at the end of each of his or her turns or subject is smoked.	U	Ltd
Sinister Accusations	State	Lotus	☉♦ 1				Subject Character gains a designator of your choice other than Eunuch. If you control one or more Eunuch Characters when subject is smoked, you may return Sinister Accusations to your hand.	U	TW
Soul Theft	State	Lotus	☉ 2				If subject Character is smoked due to damage and you did not control subject, return it to play under your control. It gains the designator Undead.	U	7M
Sphere of Defilement	State	Lotus	☉ 2				Play on any site. Whenever subject site is turned, it and all other sites on its controlling player's side suffer 1 point of damage.	U	Ltd
Sword of Biting	State	Lotus	☉ 1				Weapon. If subject character is smoked in combat, Sword of Biting inflicts 4 points of damage on each character subject was in combat with. Sword of Biting then goes to the smoked pile.	C	Ltd
Terracotta Warriors	Ghost State	Lotus	☉☉ 1				Schtick. Play on a front-row Site. Turn to inflict 2 damage on target Character at this location.	C	7M
The Demon Within	State	Lotus	☉♦ 2				Plays on any character. Subject character's Fighting score is increased by 2. Character is now a Demon. If this card is played on a character that is already a Demon, that character is smoked.	C	Ltd
The Mark of Evil	State	Lotus	☉☉♦♦ 0				Unique. Schtick. Play on a Character. Sacrifice a Character :: Until the end of the turn, subject gains +X Fighting and cannot be removed from play by Events or Edges. X= the cost of the sacrificed Character.	P	Promo
Theft of Fortune	State	Lotus	☉ 1				Play on any Edge. At the beginning of each of your turns, you may inflict 1 point of damage on any card that subject Edge's controller also controls.	R	Ltd
Two-Headed Horror	Demon State	Lotus	☉☉ 2				Toast It. Play on a Character and choose another Character with lower Fighting :: Smoke the chosen Character. Subject gains the chosen Character's rules text.	U	S&SG
Underworld Gateway	State	Lotus	☉☉☉ 0				You may play exactly one "Underworld Gateway" on an opponent's Site when you seize or burn a Site that player controls. If you control three "Underworld Gateway", you win the game. Reload: Discard a Feng Shui Site.	U	7M
Vampiric Touch	State	Lotus	☉☉ 2				Play on any character. Place a counter on Vampiric Touch whenever a character is smoked. Subject character gains +1 Fighting for each counter on Vampiric Touch. Subject character is smoked at the end of a turn if no characters were smoked during that turn.	U	Ltd
Veiling of the Light	State	Lotus	☉♦ 2				Play on any feng shui site. Subject site does not count toward a player's feng shui site total for victory purposes.	U	Ltd

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Akani Hideo	Ice Steward	Monarchs	☉☉ 2 / ☉	2			Unique. Your effects cannot be canceled by opponents.	R3	RW
Anastasia	Orphan Ice Ward	Monarchs	☉☉☉☉ 4 / ☉☉	7			Unique. When this card smokes a Character by inflicting combat damage, you may heal a card. (Including this one.)	R	S&SG
Arena Warrior	Thunder Knight	Monarchs	☉ 3 / ☉	4			Turn and target an opponent's Character :: The two Characters enter a Faceoff .	U	RW
Atourina Baktiari	Fire Mastermind	Monarchs	☉ 3 / ☉☉	4			Unique. When Atourina Baktiari is damaged by an interceptor, you may inflict 1 damage on all other Characters controlled by that interceptor's controller.	R	N2
Avenging Darkness	Vengeance Spirit	Monarchs	☉ 0 / ☉	2			Unique. Uncopyable. Ambush. Play only when an opponent burns a Feng Shui Site you control. If Avenging Darkness would successfully inflict combat damage on a card, toast that card instead.	U	S&SG
Aztec Mummy	Undead Guardian	Monarchs	☉☉ 3 / ☉	4			Takes double damage from Fire cards. Turn a Temple or Tomb Site you control to give this card +1 Fighting until the end of the turn. Turn a Priest or Priestess Character you control to give this card Toughness: 1 until the end of the turn.	U	2FT
Blade of Darkness	Netherworld Killer	Monarchs	☉☉ 4 / ☉	6			When Blade of Darkness smokes an interceptor by inflicting combat damage, you gain Power equal to the number of resources that interceptor provides.	U	TW
Blade of Darkness	Netherworld Killer	Monarchs	☉☉ 4 / ☉	6			When Blade of Darkness smokes an interceptor by inflicting combat damage, gain Power equal to the number of resources that interceptor provides.	F	10kB
Bonebreaker Jun	Thunder Dome Champion	Monarchs	☉☉☉ 4 / ☉	7			Unique. Toughness: 1. You may play Faceoff Events at -1 cost. Unturn Bonebreaker Jun at the end of a Faceoff he was involved in.	R3	RW
Burning Man	Fire Secret Agent	Monarchs	☉ 4 / ☉☉	6			Stealth. Play only if you control at least one Secret card. +2 damage.	U	CS
Butterfly Knight	Thunder Warrior	Monarchs	☉ 3 / ☉	3			Can make one attack during your turn without turning.	C	NW
Butterfly Knight	Thunder Warrior	Monarchs	☉ 3 / ☉	3			If unturned, Butterfly Knight may attack without turning once during your Main Shot.	C	N2
Butterfly Knight	Thunder Warrior	Monarchs	☉ 3 / ☉	3			If unturned, Butterfly Knight may attack without turning once during your Main Shot.	F	10kB
Chamberlain	Skin and Darkness Zealot	Monarchs	☉☉☉ 5 / ☉	7			Unique. Assassinate. Heals when a Unique 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.	R3	RW
Chiu Fa	Fire Sorcerer	Monarchs	☉☉ 3 / ☉☉	4			Unique. You may ignore resource conditions when playing Demon Characters. Turn to play a Demon Character at -1 cost.	R	N2
Darkness Adept	Vicious Sorceress	Monarchs	☉ 2 / ☉☉	2			When any card is smoked, Darkness Adept gains +1 Fighting until the end of the turn.	U	TW
Darkness Priestess	Netherworld Sorceress	Monarchs	1 / ☉☉	1			Gain 1 Power for each card sacrificed or toasted by an opponent. ERRATA: Subtitle: Netherworld Sorceress (TW-012)	C	NW
Darkness Priestess v2	Netherworld Sorceress	Monarchs	1 / ☉☉	1			When any opponent sacrifices or toasts a card, you gain 1 Power.	C	TW
Darkness Warriors	Netherworld Soldiers	Monarchs	2 / ☉	2			Sacrifice to gain 1 Power.	C	N2
Darkness Warriors	Netherworld Soldiers	Monarchs	2 / ☉	2			Sacrifice to gain 1 Power.	F	10kB
Daughter of Flame	Fire Assassin	Monarchs	☉☉ 4 / ☉	6			Assassinate. When this card attacks, its target's controller must discard two cards at random.	U	S&SG
Dog Soldiers	Thunder Braves	Monarchs	☉ 3 / ☉	4			When this card turns to attack, you may unturn a Power-generating Site you control. (No card can unturn another card more than once a turn.)	C	S&SG
Fakhir-al-Din	Fire Warlord	Monarchs	☉☉ 5 / ☉☉	8			Unique. Toughness: 1 against damaged Characters. When Fakhir-al-Din enters play, inflict two damage on all other Characters.	R3	RW
Fire Acolytes	Netherworld Disciples	Monarchs	1 / ☉☉	1			When Fire Acolytes are smoked, you may inflict 1 damage on a Character at their location if you control another Fire Character.	C	N2
Fire Acolytes	Netherworld Disciples	Monarchs	1 / ☉☉	1			When Fire Acolytes are smoked, you may inflict 1 damage on a Character at their location if you control another Fire Character.	F	10kB
Fire Ants	Deadly Insects	Monarchs	1 / ☉	1			No Max. +X damage to Characters. X= the number of other attacking "Fire Ants".	C	S&SG
Fire Assassin	Netherworld Killer	Monarchs	☉ 3 / ☉	X			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. 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)	U	NW
Fire Constructs	Netherworld Automats	Monarchs	☉☉☉ 3 / ☉	5			Takes no damage from Fire cards. +1 damage against Characters. If Fire Constructs attack, only Characters that cannot be damaged by Fire cards may attack with them or join the attack.	U	N2
Fire Infiltrator	Netherworld Subversive	Monarchs	☉ 2 / ☉	2			+1 Fighting if you have ☉ resources in your pool.	C2	SS
Fire Martyr	Netherworld Assassin	Monarchs	☉☉ 3 / ☉	2			When Fire Martyr turns to attack, he gains +4 Fighting until end of turn.	U	NW
Fire Martyr	Netherworld Assassin	Monarchs	☉☉ 3 / ☉	2			When he turns to attack, he gains +4 Fighting until the end of the turn.	U	2FT
Fire Mystic	Netherworld Sorcerer	Monarchs	☉☉ 3 / ☉☉	4			When an opponent plays an Event, you may inflict 1 damage on a card that player controls.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Fire Warriors	Netherworld Soldiers	Monarchs	2 / ♣	2			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.	C	NW
Fire Warriors	Netherworld Soldiers	Monarchs	2 / ♣	2			+1 Fighting for each Feng Shui Site you own that is controlled by an opponent or in a burned for victory pile.	C	N2
Flambards	Fire Secret Society	Monarchs	♣ 3 / ♣	4			When this card enters or leaves play, inflict 1 damage on all opponents' Sites.	C	CS
Floating Teeth	Darkness Horrors	Monarchs	♣ 3 / ♣	4			When you sacrifice a Character, this card gains +1 Fighting until it leaves play.	C	CS
General Fung	Darkness Warrior	Monarchs	♣♣♣ 4 / ♣	7			Unique. Tactics. General Fung inflicts +X damage when attacking. X= the number of Battleground Sites in play.	R	N2
Harbinger	Secret Herald of the Fire King	Monarchs	♣♣ 5 / ♣	9			Unique. Play only if you control a Secret card. When this card enters combat, inflict 2 damage on every card it is in combat with.	R	CS
Ice Carvers	Netherworld Mystics	Monarchs	♣ 1 / ♣	1			You may remove 1 damage from a card you control at the end of each turn.	C	CS
Ice Commandos	Elite Strike Force	Monarchs	♣♣ 3 / ♣	4			Once during your Main Shot, you may play a Weapon or Gun State on Ice Commandos at no cost and ignoring resource conditions.	C	N2
Ice Courtier	Netherworld Sorceress	Monarchs	♣ 1 / ♣	1			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. ERRATA: Change "...to cancel an effect..." to "...to cancel an effect or continuous ability..." (Kii-Yaaaah! issue 5, April 2004)	U	NW
Ice Falcons	Netherworld Spirits	Monarchs	♣♣ 1 / ♣	1			Independent.	C	NW
Ice Healer	Netherworld Sorceress	Monarchs	1 / ♣	1			When an opponent turns a character to heal, you may remove one damage counter from a character you control.	C	NW
Ice Healer	Netherworld Sorceress	Monarchs	1 / ♣	1			When an opponent turns a Character to heal, you may remove one damage from a Character you control.	C	N2
Ice Healer	Netherworld Sorceress	Monarchs	1 / ♣	1			When an opponent turns a Character to heal, you may remove one damage from a Character you control.	F	10kB
Ice Shaman	Netherworld Sorcerer	Monarchs	♣♣ 2 / ♣	2			Turn to inflict 1 damage on any Character. Turn to remove 1 damage from any Character.	C	BCL
Ice Shards	Elite Bodyguards	Monarchs	♣ 5	7			Unique. When Ice Shards damages a character in combat, you may smoke any State in play.	R	NW
Ice Sorceress	Geomancer Mastermind	Monarchs	♣♣ 2 / ♣	2			Turn and maintain to either add 3 or subtract 2 from target Feng Shui Site's Body. If this would reduce the Site's Body below 1, reduce it to 1 instead.	U	DF
Ice Tiger	Netherworld Spirits	Monarchs	3 / ♣	3			While Ice Tiger is in play, Unique Ice characters cannot be targeted by attacks.	C	NW
Ice Tiger (PAP)	Netherworld Spirits	Monarchs	♣ 3 / ♣	4			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.	C2	RW
Ice Vixen	Stone Cold Fox	Monarchs	♣♣ 4 / ♣	6			Heal Ice Vixen when a State is played on her.	U	BCL
Ice Warriors	Netherworld Soldier	Monarchs	2 / ♣	2			(no text)	C	Ltd
Ice Warriors (PAP)	Netherworld Soldiers	Monarchs	2 / ♣	2			Sacrifice Ice Warriors to cancel an Event that targets an Ice Character you control.	C	N2
Itzcolihqui	Undead King	Monarchs	♣♣♣♣ 5 / ♣	8			Unique. Takes double damage from Fire cards. Turn a Temple or Tomb Site you control to play an Undead Character from your smoked pile. Sacrifice a non- Undead Character to heal Itzcolihqui.	R3	2FT
Jaguar Warriors	Elite Darkness Soldiers	Monarchs	♣♣ 4 / ♣	6			All interceptors inflict -1 damage while this card is attacking.	U	7M
Jiang Xushen	Fire Infiltrator	Monarchs	♣♣ 4 / ♣	6			Unique. You may inflict 1 damage on any card in play when any player plays a ♣ State or ♣ Event.	R	SS
Khalid Al-Haddad	Fire Assassin	Monarchs	♣♣ 4 / ♣	6			Unique. Assassinate. When he smokes the target of his attack, gain 1 Power or draw 2 cards.	R3	2FT
King of the Fire Pagoda	Netherworld Mastermind	Monarchs	♣ 6 / ♣	8			Unique. He inflicts 1 point of damage on any target when you play a Fire card or when you turn one or more characters to attack.	R	NW
King of the Fire Pagoda (PAP)	Netherworld Mastermind	Monarchs	♣ 6 / ♣	10			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.	R	N2
King of the Thunder Pagoda	Netherworld Warlord	Monarchs	6 / ♣	12			Unique. Any player may take control of King of the Thunder Pagoda at any time by paying 8 Power. All Thunder characters you control gain +1 Fighting.	R	Ltd
King of the Thunder Pagoda (PAP)	Netherworld Warlord	Monarchs	♣ 6 / ♣	12			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.	R	N2
Lord Hawksmoor	Thunder Champion	Monarchs	♣♣ 5 / ♣	8			Unique. Guts. Gain 2 Power if he is smoked by an opponent.	F	10kB
Lord Shi	Netherworld Warrior	Monarchs	♣ 4 / ♣	5			Unique. When Lord Shi attacks, he and all characters participating in the attack with him gain +1 Fighting for the duration of the attack.	R	NW
Lord Shi (PAP)	Netherworld Warrior	Monarchs	♣♣ 4 / ♣	6			Unique. When Lord Shi attacks, until the end of the attack, all attackers (including him) gain +1 Fighting and Tactics .	F	10kB
Lord Wolfgang Thaler	Thunder Champion	Monarchs	♣♣ 4 / ♣	6			Unique. Toughness: 1. Not affected by Events. An Event's controller may pay 1 Power to have him be affected by it, either while playing the Event, or at the start of the Event's resolution.	R3	2FT
Lucius Centares	Thunder Champion	Monarchs	♣♣ 4 / ♣	4			Unique. +1 Fighting for every Thunder Knight Character you control or have in your smoked pile.	R	N2

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Mistress of Blotted Moonlight	Darkness Spirit	Monarchs	8 / 8	9			Unique. Play at -X cost. X= the number of Power-generating Sites you control. Inflict 3 damage on a Power-generating Site you control :: Cancel an Event that targets this card.	R	CS
Mouth of the Fire Righteous	Netherworld Master	Monarchs	5 / 5	7			Unique. When Fire Characters at this location turn to attack they gain +1 Fighting until end of turn. Once per turn, you may pay 1 Power to inflict 3 damage on a Character at this location.	R	SS
Naikute	Tribal Chief	Monarchs	3 / 3	5			Unique. When he enters play, you may return a Weapon to play from your smoked pile onto him.	R	S&SG
Once and Future Champion	Netherworld Hero	Monarchs	5 / 5	7			(no text) ERRATA: 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. (N2-088 - Shadowfist.com promo page)	P	Promo
Once and Future Champion	Netherworld Hero	Monarchs	5 / 5	7			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.	R	N2
Palm of Darkness	Netherworld Ninja	Monarchs	2 / 2	2			Tactics. The rules text of any Site targeted by Palm of Darkness in an attack is canceled until the end of the turn.	C	N2
Priestess of Itzcolihqui	Darkness Sorceress	Monarchs	1 / 1	1			When you sacrifice a card, you may turn exactly one "Priestess of Itzcolihqui" to Reload a card in your smoked pile.	C	2FT
Queen of the Darkness Pagoda	Netherworld Mastermind	Monarchs	6 / 6	10			Unique. Any character that damages her is toasted.	R	NW
Queen of the Darkness Pagoda	Netherworld Mastermind	Monarchs	6 / 6	10			Unique. When a Character inflicts damage on Queen of the Darkness Pagoda, immediately toast that Character, even if it has left play.	R	N2
Queen of the Ice Pagoda	Netherworld Mastermind	Monarchs	6 / 6	10			Unique. Place one damage counter on Queen of the Ice Pagoda to smoke a State on any character you control. All Ice characters you control gain +1 Fighting.	R	Ltd
Queen of the Ice Pagoda (PAP)	Netherworld Mastermind	Monarchs	6 / 6	10			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.	R	N2
Queen of the Ice Pagoda	Netherworld Mastermind	Monarchs	6 / 6	10			Unique. All Ice Characters you control gain +1 Fighting. Inflict one damage on this card :: Smoke a State on any Character you control.	P	Promo
Rogue Shaper	Netherworld Mercenary	Monarchs	4 / 4	6			Mobility and cannot be intercepted while at the location of a Netherworld Site.	U	CS
Silver Jet (PAP)	Secret Warrior	Monarchs	5 / 5	8			Unique. ERRATA: Unique. Independent. Toughness: 1. 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. (RW-093 (assumption; not in RW FAQ))	P	Promo
Silver Jet (PAP)	Secret Warrior	Monarchs	5 / 5	8			Unique. Independent. Toughness: 1. 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.	R3	RW
Sir Gawain	Timewalker Knight	Monarchs	4 / 4	6			Unique. Guts. When you play a Weapon on Sir Gawain, draw a card. Reload: 1.	R3	7M
Skin and Darkness Bats	Netherworld Horrors	Monarchs	1 / 1	1			Sacrifice to give target Character -2 damage until the end of the turn.	C	S&SG
Skin and Darkness Ravagers	Netherworld Horrors	Monarchs	3 / 3	3			Stealth. +2 damage against Characters.	C	N2
Skin and Darkness Zealots	Netherworld Horrors	Monarchs	3 / 3	4			Assassinate. 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.	C2	RW
Soul Diver	Ice Shaman	Monarchs	2 / 2	1			Turn and maintain to give target character the special abilities of a character in an opponent's smoked pile.	C	NW
Soul Doctor	Ice Priest	Monarchs	2 / 2	2			Sacrifice to heal a Character you control.	C	BCL
Storm Riders	Thunder Warriors	Monarchs	3 / 3	4			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.	U	N2
Teutonic Knights	Thunder Secret Society	Monarchs	2 / 2	2			+1 damage for each Site and each Edge you control.	C	2FT
The Baron	Masked Avenger	Monarchs	4 / 4	6			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.	R	N2
Thunder Apprentice	Fledgling Sorcerer	Monarchs	1 / 1	1			Turn to give target Character +1 damage until the end of the turn.	C2	RW
Thunder Bird	Mighty Spirit	Monarchs	4 / 4	4			Unique. +X Fighting. X= the number of Feng Shui Sites in play.	R	S&SG
Thunder Bishop	Netherworld Sorcerer	Monarchs	2 / 2	2			Turn and maintain to give target Character Toughness: 1.	F	10kB
Thunder Captain	Netherworld Knight	Monarchs	4 / 4	5			Gain 1 Power if Thunder Captain inflicts combat damage on the target of his attack. Gain 1 Power if Thunder Captain is removed from play by an opponent's Event.	C	7M
Thunder Champion	Netherworld Commandant	Monarchs	4 / 4	5			If a feng shui site takes 3 or more points of damage inflicted by Thunder Champion in combat in an attack you declared, you may seize that site.	U	FP

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Thunder Champion	Netherworld Commandant	Monarchs	⚡⚡ 4 / ⚡	5			When Thunder Champion inflicts 3 or more combat damage on a Feng Shui Site during an attack you declared, you may seize that Site.	U	N2
Thunder Gladiator	Netherworld Warrior	Monarchs	1 / ⚡	1			You may substitute ⚡ for each resource condition of a Faceoff Event. This card's rules text is still active in your smoked pile.	C2	RW
Thunder Initiate	Netherworld Sorcerer	Monarchs	⚡ 2 / ⚡⚡	2			Turn and target a Thunder attacker :: that Character inflicts +2 damage until the end of the turn.	C	N2
Thunder Inquisitor	Netherworld Sorcerer	Monarchs	⚡ 2 / ⚡⚡	2			Turn and maintain and choose a Character :: That Character inflicts -X damage. X= Thunder Inquisitor's Fighting at the time you turned him.	C	7M
Thunder Knights	Netherworld Soldiers	Monarchs	2 / ⚡	2			There is no limit to the number of Thunder Knights you can have in your deck.	C	Ltd
Thunder Knights (PAP)	Netherworld Soldiers	Monarchs	2 / ⚡	2			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.	C	N2
Thunder Squire	Netherworld Warrior	Monarchs	⚡ 1 / ⚡	1			Sacrifice Thunder Squire to return a Thunder Knight to play from your smoked pile.	C	NW
Thunder Squire	Netherworld Warrior	Monarchs	⚡ 1 / ⚡	1			Sacrifice Thunder Squire :: Return a Thunder Knight Character from your smoked pile to play.	C	N2
Thunder Swordsman	Netherworld Knight	Monarchs	⚡ 3 / ⚡	4			Guts while he is the subject of a Sword State.	U	DF
Thunder Valkyries	Warrior Maidens	Monarchs	⚡⚡ 2 / ⚡	2			Thunder Valkyries gain +2 Fighting until the end of the turn in which they enter play.	U	N2
Xitllai	Darkness High Priestess	Monarchs	⚡⚡ 4 / ⚡⚡	6			Unique. Once per turn, you may pay 1 Power to cancel all opponents' Characters and States at this location until the end of the turn.	R3	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Armies of the Monarchs	Edge	Monarchs	☉☉ 2				All Unique Characters inflict -1 damage. All your non- Unique Characters inflict +1 damage.	U	RW
Blanket of Darkness	Netherworld Edge	Monarchs	☉ 2				Unique. Turn and maintain to reduce the damage target character inflicts by 3.	R	NW
Blanket of Darkness	Netherworld Edge	Monarchs	☉ 2				Unique. Turn and maintain to reduce the damage target Character inflicts by 3.	R3	7M
Counterfeit Heart	Triumvirate Edge	Monarchs	☉ 2				Unique. No other Edge can become a legal target or subject while Counterfeit Heart is in play.	R	NW
Fanaticism	Edge	Monarchs	☉☉ 2				Limited. When you play this card choose either Ice , Fire , Darkness , or Thunder . All ☉ Characters you control with that designator gain +1 Fighting while you control no ☉ cards with any of the other designators.	U	N2
Feeding the Fires	Edge	Monarchs	☉☉☉ 1				Limited. Place a counter on Feeding the Fires when an attack you declared or joined fails. While playing a Fire card, you may remove any number of these counters to reduce the Power paid by up to two per counter.	U	N2
Ice Totem	Edge	Monarchs	☉☉ 2				Limited. Turn to heal a Character you control.	U	BCL
Molten Heart	Triumvirate Edge	Monarchs	☉☉☉☉ 3				Unique. Any site played or seized by an opponent must be placed in his or her front row. Generates 1 Power for each Triumvirate Edge you control.	R	NW
Obsidian Eye	Edge	Monarchs	☉☉☉ 2				Unique. Turn and maintain to treat target Character's rules text as if it were blank.	U	TW
Shard of the Molten Heart	Triumvirate Relic Edge	Monarchs	☉ 1				Unique. Uncopyable. Your other ☉ Edges are not affected by Events. Turn and maintain :: Cancel target Edge.	P	Promo
Spirit Pole	Edge	Monarchs	☉☉ 2				Once per turn, you may play a State from your smoked pile, at normal cost, on a card you control. When played with Spirit Pole, 0-cost States cost 1. Turn Spirit Pole to play a Pagoda site at -1 cost.	U	FP
Spirit Pole	Edge	Monarchs	☉☉ 2				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.	U	N2
The Book of Wrath	Thunder Edge	Monarchs	☉☉ 1				Unique. Turn and maintain and target an opponent's Character :: Gain 1 Power when that Character is smoked.	U	7M
The Inner Fire	Edge	Monarchs	☉ 0				All Fire Characters you control provide ☉, and may not be taken control of by opponents.	U2	SS
The Legacy	Edge	Monarchs	☉ 0				Unique. At the end of your turn, put a counter on this card if you control any Thunder cards. Do likewise for Fire , Darkness , and Ice . Remove 4 counters :: Gain 1 Power.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Avenging Thunder	Event	Monarchs	☉ 0				Play in response to one of your sites' being burned for victory or seized. Toast a character that damaged the site this turn and gain Power equal to that character's cost. You may only play Avenging Thunder once per game. ERRATA: Reprint has clarified wording: 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. (N2-007)	U	NW
Avenging Thunder	Event	Monarchs	☉ 0				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.	U	N2
Avenging Thunder	Event	Monarchs	☉ 0				One-Shot . Play when an opponent seizes or burns 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.	F	10kB
Battle Cry	Event	Monarchs	☉ 1				Inflict X damage on target Character. X= 2 plus the number of Battleground Sites in play.	C	DF
Blood and Thunder	Event	Monarchs	☉☉ 1				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.	C	N2
Blood Lust	Event	Monarchs	☉ 0				Limited . Gain Power equal to the number of damaged Characters controlled by opponents.	C2	RW
Brain Fire	Event	Monarchs	☉☉ 0				Play in response to an Event. Brain Fire changes the target (or targets) of that Event to another legal target (or targets).	C	NW
Brain Fire	Event	Monarchs	☉☉ 0				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.	C	N2
Brain Fire	Event	Monarchs	☉☉ 0				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.	F	10kB
Chain Lightning	Thunder Event	Monarchs	☉⚡ 2				Target four Characters :: Inflict 4 damage on one, 3 on another, 2 on another, and 1 on the last.	U	S&SG
Combat Courtship	Event	Monarchs	☉ 1				Faceoff . Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner gains Power equal to the number of resources provided by the loser's Character.	U	7M
Contest of Arms	Event	Monarchs	☉ 1				Toast It. Faceoff . 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.	U	RW
Dark Sacrifice	Event	Monarchs	☉☉ 1				Steal 1 Power from target opponent. If you could not, that player must sacrifice a Character of his or her choice.	C	DF
Darkness Falls	Event	Monarchs	☉☉ 1				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.	U	N2
Earth, Wind, and Fire	Event	Monarchs	☉☉☉ 3				Heal all cards you control. Inflict X damage on target Character. X= the amount of damage healed.	U	BCL
Gathering the Fire	Event	Monarchs	☉ 1				Inflict X damage on target card. X= the number of Fire cards in play.	C	CS
Ice Blessing	Event	Monarchs	☉ 0 / ⚡				Limited . Heal one or two cards controlled by opponents and gain 1 Power per card chosen. (You cannot heal undamaged cards.)	C	CS
Lightning Strike	Thunder Event	Monarchs	☉☉ 2				Each Character at target location takes damage equal to its cost.	U	CS
Mark of Fire	Event	Monarchs	☉ 1				Inflict 1 point of damage apiece on any combination of precisely four target characters or sites.	C	NW
Mark of Fire	Event	Monarchs	☉ 1				Target exactly four Characters and/or Sites :: Inflict 1 damage on each target.	C	N2
Mark of Fire	Event	Monarchs	☉ 1				Target exactly four Characters and/or Sites :: Inflict 1 damage on each target.	F	10kB
Netherworld Return	Event	Monarchs	☉ 0				Each player randomly selects a character from his or her smoked pile and returns it to play. Toast Netherworld Return after you play it. ERRATA: Reprint has clarified wording: 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. (N2-084)	U2	NW
Netherworld Return	Event	Monarchs	☉ 0				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.	C	N2
Plots and Intrigues	Event	Monarchs	☉☉ 0				Reveal X of your face-down Feng Shui Sites to gain X Power.	C	2FT
Ritual of Death	Darkness Event	Monarchs	☉☉ 0				Sacrifice a Character to either smoke target Character with a cost of three or less, or give all of an opponent's Characters -1 damage until the end of the turn.	C	2FT
Sibling Rivalry	Event	Monarchs	☉ 1				Cancel and smoke a ☉ card.	U2	NW
Snowblind	Event	Monarchs	☉☉ 0				Limited. Toast It . Target attacker ceases attacking.	C	DF
Snowfall	Event	Monarchs	☉☉ 2				All Characters cease attacking.	U	RW
The Queen's Wrath	Darkness Event	Monarchs	☉ 0				Smoke target Character with a cost or Fighting of 1. Reload : Sacrifice a Character with a cost or Fighting of 1.	C	7M
Thunder in the West	Event	Monarchs	☉☉☉ 1				Each player must choose one non-Site card he or she controls :: Toast the chosen cards.	U	S&SG

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Transmogrification	Event	Monarchs	♣♣ 0				Smoke a State on target Character, and inflict X damage on that Character. X= the cost of the State.	C2	RW
Wedding Gifts	Event	Monarchs	♣♣ 0				One-Shot. Gain one Power for each unturned Character you do not control.	P	Promo
Wrath of the Monarchs	Event	Monarchs	♣ 1				Cancel and smoke a non-Unique <i>Netherworld</i> card.	C2	RW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Ice Pavilion	Netherworld Feng Shui Site	Monarchs	☉☉ 2 / ☉☉		7	1	Unique. All Characters at this location gain Regenerate .	R3	RW
Tomb of Itzcolihqui	Ancient Feng Shui Site	Monarchs	☉☉☉ 2 / ☉☉☉		8	1	Unique. Turn to play an Edge at -1 cost. +1 Body for each Edge you control.	U	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Darkness Pagoda	Netherworld Site	Monarchs	4 /		8	1	Unique. After you attack, gain X Power. X = the number of intercepting characters smoked by combat damage during the attack.	R	NW
Darkness Pagoda (PAP)	Netherworld Site	Monarchs	3 /		8	1	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.	R	N2
Fire and Darkness Pavilion	Triumvirate Site	Monarchs	2 /		8	1	Unique. Toughness: 2 against damage inflicted by Netherworld cards. You may ignore resource conditions when playing Netherworld Mercenary or Triumvirate cards.	R	NW
Fire Pagoda	Netherworld Site	Monarchs	3 /		8	1	Unique. Each opponent who starts his or her turn with four or fewer cards in hand must show you his or her hand. Fire Pagoda provides 2 resources for each Fire character you control.	R	NW
Fire Pagoda (PAP)	Netherworld Site	Monarchs	3 /		8	1	Unique. Turn and maintain and target a Fire Character you own :: that Character is not affected by Events played by opponents and is not a legal subject for States played by opponents.	R	N2
Ice Pagoda	Netherworld Site	Monarchs	3 /		8	1	Unique. Remove 1 damage counter from each of your cards at the start of your turn.	R	NW
Ice Pagoda (PAP)	Netherworld Site	Monarchs	3 /		8	1	Unique. You may ignore * resource conditions when playing States on Ice Characters. Turn to heal a Character at this location.	R	N2
Sacred Wigwam	Thunder Site	Monarchs	2 /		5	1	Turn to cancel an effect that would return a card to play from any smoked pile.	C	S&SG
Summer Fire Palace	Netherworld Site	Monarchs	2 /		7	1	Unique. When an attack you declared ends, you may inflict 2 damage on any card.	R	CS
The Thunder Dome	Netherworld Site	Monarchs	3 /		8	2	Unique. Turn to look through your deck for a Faceoff Event, show it to your opponents, and put it in your hand. Turn to immediately play a Faceoff Event from your smoked pile. That card is considered to be Toast-It.	R3	RW
Thunder Pagoda	Netherworld Site	Monarchs	4 /		8	1	Unique. Characters you control with a Fighting score of 2 or more gain +1 Fighting . You can only declare one attack per turn.	R	NW
Thunder Pagoda (PAP)	Netherworld Site	Monarchs	3 /		8	1	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.	R	N2

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Avenging Fire	State	Monarchs	☉ 0				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.	U	N2
Butterfly Armor	Thunder State	Monarchs	☉☉☉ 1				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.	U	RW
Claws of Darkness	Triumvirate State	Monarchs	☉ 1				Weapon. Subject character gains +1 Fighting. If subject is still in play at the end of a turn in which it smoked one or more characters in combat, you gain 1 Power.	U	NW
Claws of Darkness	Triumvirate State	Monarchs	☉ 1				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.	C	N2
Claws of Darkness	Triumvirate State	Monarchs	☉ 1				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.	F	10kB
Curse of Itzcolihui	Darkness State	Monarchs	☉☉ 0				Subject Character inflicts -1 damage. When subject is declared as an attacker or interceptor, its controller must discard one card at random.	C	2FT
Enchanted Sword	State	Monarchs	☉ 2				Weapon. Pick an opponent when you play Enchanted Sword. When that opponent controls more Power-generating sites than you, subject character's Fighting is increased by the number of that opponent's Power-generating sites.	U	NW
Fire Sled	Netherworld State	Monarchs	☉ 0				Vehicle. Subject character is not a legal target for effects generated by sites or Edges. Special abilities of any non-Netherworld Site targeted by subject character in an attack are cancelled until the end of the attack.	C	FP
Fire Sled	Netherworld State	Monarchs	☉ 0				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.	C	N2
Fire Sword	State	Monarchs	☉☉ 2				Weapon. Subject Character gains +2 Fighting and +2 damage.	U	RW
Flying Crescent	State	Monarchs	☉ 1				Weapon. Whenever subject character engages in combat with an intercepting character, Flying Crescent inflicts 1 point of damage on the target of the subject character's attack.	U	NW
Ice Diadem	State	Monarchs	☉☉ 1				Turn Ice Diadem to heal subject character.	U	NW
Ice Diadem	State	Monarchs	☉☉ 1				Turn Ice Diadem to heal subject Character.	F	10kB
Ice Shield	State	Monarchs	☉☉ 0				Subject Character gains Toughness: 2 . When subject ceases attacking or ceases intercepting pay 1 Power or toast Ice Shield.	C	N2
Ice Sword	State	Monarchs	☉☉ 2				Weapon. Subject Character gains +3 Fighting. You may remove 2 damage from one of your cards when subject inflicts combat damage.	C	7M
Ming I's Chosen	Darkness State	Monarchs	☉☉ 2				Schtick. Subject Character gains +X Fighting. Toast subject at the end of your turn if it did not attack that turn. X= the number of Characters controlled by opponents.	U	CS
Obsidian Dagger	Darkness State	Monarchs	☉☉☉ 1				Weapon. Subject Character gains Assassinate and +1 damage. Turn when a Character is sacrificed to gain 1 Power.	C	2FT
Path of the Fire Righteous	Netherworld State	Monarchs	☉ 1 / ☹				Play on a Fire Character. Subject gains +1 Fighting, and its damage may not be reduced.	C2	SS
Prisoner of the Monarchs	State	Monarchs	☉☉ 1				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.	C	N2
Ring of Ice	State	Monarchs	☉ 0				Unique. Schtick. 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.	R3	RW
Rope Bridge	Trap State	Monarchs	☉ 1				Schtick. Play on a Site. Sacrifice to inflict 2 damage on all Characters at this location.	C	2FT
Shields of Darkness	Triumvirate State	Monarchs	☉ 0				Play on a back-row site. Subject site's Body is increased by the number of Triumvirate cards you control.	U	NW
The Crystal Skull	Darkness State	Monarchs	☉☉☉ 1				Unique. Schtick. Play on a Site. Sacrifice a Character you control and turn :: All Characters you control gain +1 Fighting until the end of the turn.	R3	2FT
Thunder Lance	State	Monarchs	☉☉ 2				Weapon. Subject Character inflicts +2 damage. While subject is the only attacker, it gains Ambush .	C	N2
Thunder Stick	Gun State	Monarchs	☉☉ 1				Weapon. Subject Character inflicts +3 damage while this card is unturned. Turn and maintain to give +1 damage to all your Characters while they are at this location.	C	S&SG
Thunder Sword	State	Monarchs	☉ 2				Weapon. Subject character gains +4 Fighting and cannot turn to attack sites.	R	NW
Thunder Sword	State	Monarchs	☉ 2				Unique. Weapon. Subject Character gains +4 Fighting and cannot turn to attack Sites.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Aether Spirit	Invisible Construct	Purists	☞☞ 3 / ☞	2			Stealth. +X damage. X = the number of ☞ cards you control.	C2	RW
Arcane Scientist	Initiate of Paradox	Purists	2 / ☞☞	2			Turn to draw a card during your Main Shot.	C	DF
Arcane Scientist	Initiate of Paradox	Purists	2 / ☞☞	2			Turn to draw a card during your Main Shot.	F	10kB
Binary Spirit	Duality Construct	Purists	☞☞ 2 / ☞☞	2			Once each Main Shot, you may either inflict 1 damage, which cannot be reduced or redirected, on Binary Spirit to draw a card, or discard a card to heal 1 damage from Binary Spirit.	C	BCL
Children of the Sharp Knives	Self-Destructive Cultists	Purists	☞ 2 / ☞	4			Cannot turn to heal. Takes 1 damage at the end of your Main Shot.	C	S&SG
Christine Winter	Fractured Sorcerer Prodigy	Purists	☞☞☞ 2 / ☞☞	3			You may sacrifice a Character when this card is smoked :: Return this card to play turned.	U	CS
Cognitive Spirit	Self-Aware Construct	Purists	☞☞☞ 3 / ☞☞	4			Select a Character when this card attacks :: That Character may not intercept until the end of the attack.	F	10kB
Crazed Preacher	Dangerous Zealot	Purists	☞☞☞ 2 / ☞	2			Sacrifice this card and turn two Sites you control :: Smoke all non- Unique Characters at his location.	C	S&SG
Dr. Timbul Damiri	Fugue Sorcerer	Purists	☞☞☞ 2 / ☞☞	1			Unique. 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.	U	RW
Esteban Vicente	Geomancer Mastermind	Purists	☞☞☞☞ 3 / ☞☞	5			Unique. When this card comes into play, you may rearrange target player's Site structure; you may not change the number of columns.	R	DF
Faceless Minions	Cultist Swarm	Purists	2 / ☞☞	2			When this card is smoked, all opponents' Characters at this location take 1 damage.	C	2FT
Father of Chaos	Spirit of Destruction	Purists	☞☞☞☞☞ 6 / ☞☞	11			Unique. Father of Chaos takes no combat damage from Characters whose Fighting is less than the number of cards in their controller's hand.	F	10kB
Fermat's Soldiers	Secret Shock Troops	Purists	☞☞☞ 4 / ☞	6			Ambush against Characters controlled by players who control more cards than you.	U	S&SG
Geomantic Spirit	Sorcerous Construct	Purists	☞☞☞☞☞ 5 / ☞☞	6			When Geomantic Spirit enters play, you may return a Feng Shui Site from your smoked pile to play. (You cannot if you are one Site away from victory.)	U	7M
Hexagram Spirit	Sorcerous Construct	Purists	☞☞☞☞ 4 / ☞☞	6			When this card turns to attack, target an opponent and name a card :: Look at that player's hand, and gain 1 Power for each copy of the named card in it.	U	DF
Impossible Men	Self-Made Paradoxes	Purists	☞☞☞☞ 4 / ☞	6			When this card turns to attack, you may immediately turn 1 card controlled by each opponent.	U	CS
Inoue Oram	Sorcerer Mastermind	Purists	☞ 2 / ☞☞	2			Unique. Gain 1 power at the start of your Main Shot if you drew any cards during your Draw Phase and the number of cards drawn was even.	U	DF
Inoue Oram	Sorcerer Mastermind	Purists	☞ 2 / ☞☞	2			Unique. If you drew any cards during your draw phase, gain 1 Power at the start of your Main Shot if the number of cards drawn was even.	F	10kB
Isomorphic Spirit	Paradox Construct	Purists	☞☞☞ 4 / ☞	6			+2 Fighting while two or more non-Edge cards in play have the same title.	F	10kB
Jenaya Ou	Vengeful Sorcerer	Purists	☞☞☞ 4 / ☞☞	6			Unique. When non-combat damage is inflicted on this card, you may inflict an equal amount of damage on any target in play.	R3	7M
Joshua Norton	Emperor of the USA	Purists	☞☞☞☞ 3 / ☞☞☞	3			Unique. Your Characters cannot be attacked while he is unturned. Turn during your Main Shot :: Look at target opponent's hand. Gain 2 Power if it contains at least three cards with different costs that aren't Feng Shui Sites.	R	S&SG
Kallisti	Daughter of Entropy	Purists	☞☞☞ 5 / ☞☞	8			Unique. Flip a coin when Kallisti smokes a Character by inflicting combat damage. Heads: remove 3 damage from her and you may inflict 3 damage on any Character.	F	10kB
Keeper of Echoes	Recursive Spirit	Purists	☞☞☞ 3 / ☞☞	1			Unique. +X Fighting. You may immediately discard up to two cards when this card enters play. X= the total cost of those cards.	R	CS
Mathemagician	Arcane Student	Purists	1 / ☞☞	1			Provides an additional ☞ while in play.	F	10kB
Memory Spirit	Psychic Construct	Purists	☞☞☞ 3 / ☞☞	4			When any opponent does not discard any cards during his or her Establishing Shot, Memory Spirit gains +1 Fighting until it leaves play.	C	DF
Misery Totelben	Insane Musician	Purists	☞ 3 / ☞☞	3			Unique. Uncopyable. -2 damage. Cannot attack, intercept, or turn. Each of your back-row Sites copies the rules text of the Feng Shui Site in front of it.	R	DF
Morphic Spirit	Sorcerous Construct	Purists	2 / ☞	2			Toughness: 1 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.	C2	RW
Morse Code Poet	Magical Telegraph Operator	Purists	☞ 3 / ☞☞	3			+1 Fighting for every column in your Site structure.	C	S&SG
Mutator	Probability Spirit	Purists	☞☞☞☞☞ 4 / ☞☞	6			Once per turn, you may raise or lower by one until the end of the turn any number not written as words on another card at this location. This cannot change a number to zero.	U	DF
Ordinal Spirit	Mathematical Construct	Purists	☞ 3 / ☞	4			Takes no damage from any card with 14 or more letters in its title.	C	7M
Paradox	Void Entity	Purists	☞☞☞☞ 2	2			Unique. Uncopyable. 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.	R3	RW
Priest of the Unnameable	Cult Leader	Purists	☞ 3 / ☞☞	4			When Priest of the Unnameable attacks, you may immediately name a card. That card cannot be played during the attack.	C	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Primus	Master of Paradox	Purists	4 / 4	7			Unique. ERRATA: Unique. When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn. (DF-096 - DF FAQ)	P	Promo
Primus	Master of Paradox	Purists	4 / 4	7			Unique. When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn.	R	DF
Probability Soldiers	Agents of the Uncertainty Principle	Purists	3 / 3	4			You may flip a coin when this card attacks :: Heads: unturn this card.	C	CS
Prudence Nightingale	Sinister Schoolmarm	Purists	4 / 4	7			Unique. When a Character enters combat with this card, the other Character's printed Fighting becomes equal to its cost until the end of combat.	R	S&SG
Purist Aspirant	Expendable Lackey	Purists	1 / 3	1			Sacrifice to reduce to 0 all non-combat damage from a single source to Characters you control.	C	DF
Purist Aspirant	Expendable Lackey	Purists	1 / 4	1			Sacrifice to reduce to 0 all non-combat damage from a single source to Characters you control. ERRATA: Reprint in 10kB should not have 4 resource provision. Play as if it does not provide 4. (Shadowfist.com)	F	10kB
Purist Initiate	Student Sorcerer	Purists	1 / 4	1			Your Purist cards in play, your hand, your deck, and your smoked pile require and provide 1 instead of 2 and 3. This card's rules text is still active in your smoked pile.	C	DF
Rama Singh	Freaky Sorcerer	Purists	3 / 4	5			Unique. When Rama Singh enters play, return an Edge in your smoked pile to play.	R	BCL
Rhys Engel (PAP)	Purist Mastermind	Purists	5 / 5	9			Unique. Once per turn, you may discard a card to cancel a Feng Shui Site until the end of the turn or reveal a Feng Shui Site.	R	DF
Shadow Legion	Elite Ex-Buro Soldiers	Purists	3 / 3	3			Can be played during any Main Shot. If you played Shadow Legion from your hand during your turn, you may search your deck for any 3 card, show it to all players, put it in your hand, and reshuffle.	C	7M
Shards of Warped Reflection	Fractured Construct	Purists	4 / 3				Unique. Uncopyable. Immediately when this card enters play, its printed Fighting becomes equal to the printed Fighting of any Character, and its printed rules text copies the rules text of a different Character.	R3	7M
Sir Arthur Broome	Eccentric Patron	Purists	2 / 4	2			Unique. Immediately return "Voice of the Unnameable" to its owner's hand when this card enters play. Turn to force an opponent to discard 2 cards at random. Turn to discard up to 2 cards from your hand.	U	2FT
Symphonic Disciples	Insane Orchestra	Purists	1 / 3	1			When this card is smoked by an opponent, you may smoke target Edge.	C	CS
The Blind	Sorcerer Assassin	Purists	3 / 4	2			Unique. Assassinate. +X Fighting. Immediately choose an opponent when this card enters play and at the start of each of your turns. X= the number of cards in the chosen player's hand at that time.	R	CS
The Gray	Spirit of Absence	Purists	5	7			Unique. Uncopyable. The rules text of all Characters you do not control is considered to be blank. Any opponent may pay you 1 Power :: This card's rules text is blank until the end of the turn.	R	CS
The Insidious Dr. Fermat	Mad Mathematician Mastermind	Purists	4 / 4	6			Unique. Independent. When he enters combat, immediately cancel all Characters he is in combat with and States they are the subject of until the end of combat.	R	S&SG
The Unnameable	Spirit of Madness	Purists	5 / 5	7			Unique. Cannot be intercepted. Any player may sacrifice a Character when declaring interceptors to be able to intercept The Unnameable this attack.	R3	2FT
True Believer	Indoctrinated Pawn	Purists	1 / 4	1			When this card leaves play, you may give target Character -1 damage until the end of the turn.	C	CS
Twisted Horror	Madness Spirit	Purists	3 / 3	4			Toughness: 3 against cards controlled by players who control Edges.	U	2FT
Voice of the Unnameable	Maniacal Mastermind	Purists	2 / 4	3			Unique. Immediately return "Sir Arthur Broome" to its owner's hand when this card enters play. Turn and pay X Power :: Smoke all other Characters whose Fighting is less than or equal to X.	U	2FT
Void	Entropy Spirit	Purists	3 / 4	4			Unique. Toughness: 1. 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.	U	RW
Void Sorcerer	Mysterious Geomancer	Purists	3 / 4	4			Target a Site when Void Sorcerer enters play :: Treat that Site's rules text as if it were blank while Void Sorcerer is in play.	C	DF
Void Sorcerer	Mysterious Geomancer	Purists	3 / 4	4			Target a Site when Void Sorcerer enters play :: Treat that Site's rules text as if it were blank while Void Sorcerer is in play.	F	10kB
Wild Spirits	Free-Range Constructs	Purists	2 / 4	2			Turn to exchange the locations of two Sites controlled by one player. This may change the target of an attack.	C	S&SG
Zen Logician	Esoteric Numerologist	Purists	2 / 4	2			Your hand size is reduced by 1. Generates 1 Power during your Establishing Shot.	C	DF

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Mystical Cosine	Edge	Purists	0				Play under the control of any player. You must play with your hand face-up. When an attack against you succeeds, the player to your left takes control of this card.	U	CS
Quantum Sorcery	Edge	Purists	1				Turn this card and a Character you control :: Gain one Power or draw a card.	U	DF
Quantum Sorcery	Edge	Purists	1				Turn this card and a Character you control :: Gain one Power or draw a card.	F	10kB

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Chi Reconfiguration	Event	Purists	☯☯ 1				Smoke a Feng Shui Site you control, and return a Feng Shui Site in your smoked pile to play in the same position as the smoked Site. This may change the target of an attack.	U	DF
Déjà Vu	Event	Purists	☯☯♦ 1				Toast It. Immediately play an Event from your smoked pile (at normal cost) and toast that Event.	U	DF
Delay the Inevitable	Event	Purists	☯☯ 1				Play in response to an Event, State, or Edge :: Cancel that card, and put it face up in front of the player who played it. He or she may play it normally at no cost, but cannot do so this turn.	C	CS
Echo Cancellation	Event	Purists	☯ 1				Limited. 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.	U	RW
Echo Distortion	Event	Purists	☯ 1 / ☯				Copy a Site's rules text to target Site until the end of the turn.	C	CS
Entropy Sphere	Event	Purists	☯☯ 1				Smoke target Character and inflict X damage on a front-row Feng Shui Site you control. X= the target's cost.	C	DF
Entropy Sphere	Event	Purists	☯☯ 1				Smoke target Character and inflict X damage on a front-row Feng Shui Site you control. X= the target's cost.	F	10kB
Entropy Tap	Event	Purists	☯♦ 0				Limited. Play when a Site you control takes combat damage but its Body is not reduced to 0 :: Gain X Power. X= half (round down) the damage inflicted.	C	DF
Entropy Tap	Event	Purists	☯♦ 0				Limited. Play when a Site you control takes combat damage but its Body is not reduced to 0 :: Gain X Power. X= half (round down) the damage inflicted.	F	10kB
Fermat's Last Stand	Event	Purists	☯☯ 1				All Characters you control gain +1 Fighting until they leave play, then take 1 damage.	U	S&SG
Glimpse of Brief Eternity	Event	Purists	☯☯ 0				Target an opponent :: Reveal the top five cards of that player's deck. You may smoke one non-Site card that shares a designator with any of these cards. Put the revealed cards on the bottom of the deck in any order.	U	7M
Math Bomb	Event	Purists	☯☯♦ 2				Smoke all Characters whose Fighting is odd.	U	S&SG
Memory Palace	Event	Purists	☯☯☯ 1				One-Shot. Lay your entire hand on the table, face up. You may play these cards as if they were in your hand, but cannot discard them. These cards are not in play or in your hand.	R	DF
Nothing Happens	Event	Purists	☯ 0				Cancel target Site until the end of the turn. Any opponent may pay you 1 Power to cancel this effect. Reload this card if they do so.	U	S&SG
Paradox Divination	Event	Purists	☯♦ 1				Look at the top X cards of your deck, and return them in any order. X= the number of ♦ resources in your pool.	U	DF
Ritual of the Unnameable	Event	Purists	☯☯ 0				Limited. Choose a card type :: Reveal and toast the top card of your deck. If the card was of the chosen type, gain 2 Power. If not, inflict 1 damage on all Characters you control.	U	2FT
Strange Magic	Event	Purists	☯☯ 0				Cannot be played during an attack. Change the location of all Characters one column to the left, if possible.	U	BCL
Strange Ore	Event	Purists	☯ 0				Discard X cards and target X unrevealed Sites :: Reveal those Sites. If any of them are Unique , gain 1 Power.	U	S&SG
Temporal Anomaly	Event	Purists	☯☯♦ 1				Choose an Edge in your smoked pile or pay the cost of an Edge in an opponent's smoked pile :: Return that Edge to play under your control.	U	CS
Temporal Realignment	Event	Purists	☯☯ 1				Toast It. Toast X cards from your smoked pile to shuffle X cards from your smoked pile into your deck.	R	DF
The Shattered Mirror	Event	Purists	☯ 0				Until the end of the turn, replace one designator in target Character's rules text with a designator of your choice other than Netherworld .	C	7M
"They Came Out of Nowhere!"	Event	Purists	☯☯ 0				Play during an attack. Your Characters gain Mobility until the end of the attack. You have an additional opportunity this attack to declare interceptors, after all other players have done so.	C	2FT
Time Keeps On Slipping	Event	Purists	☯☯♦♦ 1				Limited. Play at the start of your turn. Your cards generate twice as much Power this Establishing Shot. Skip your Main Shot.	U	BCL
Tortured by Madness!	Event	Purists	☯♦♦ 1				Target player must divide his or her hand into three parts. Look at all the parts, and force target to discard all the cards in one of them.	C	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Mount Erebus	Feng Shui Site	Purists	☠☠☠ 1 / ☠☠		7	1	Unique. Uncopyable. When you seize this Site, and it remains in your front row until the start of your next turn, you win the game.	R3	2FT

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Nexus Tower	Site	Purists	☿☿☿♦ 3 / ☿♦		8	1	Unique. The number of Feng Shui Sites you need for victory is reduced by one. Once during your turn, you may play a ♦ card at +1 cost from your smoked pile, that card is considered to be Toast-It.	R	DF
Paradox Garden	Site	Purists	2 / ☿		5	1	Turn to look at the top card of your deck. You may put it on the bottom.	F	10kB
Paradox Garden	Site	Purists	2 / ☿		5	1	Turn to look at the top card of your deck. You may put it on the bottom.	C2	RW

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Chi Syphon	State	Purists	☯☯ 1				Play on a Feng Shui Site you control and choose an opponent's Feng Shui Site. Subject's rules text is considered to be blank, and it gains the rules text of the other Site.	U	7M
Incarnate Abstraction	State	Purists	☯↔ 1				Subject Edge is also an Uncopyable Spirit Character with a printed Fighting of X. X= twice subject's cost, or 1 if the cost is 0. (The Character is still controlled by the Edge's controller, who must choose a location for it.)	R3	7M
Material Transcendence	State	Purists	☯↔↔↔ 1				Play on a Character. Subject is not a legal subject for other States. Subject is an Edge, not a Character. Damage cannot be redirected to subject.	C	7M
Pain Feedback	State	Purists	☯ 0				One point of subject Character's combat damage is redirected back onto itself.	F	10kB
Paradigm Recoding	State	Purists	☯☯☯ 1				You control subject Edge.	U	RW
Portal Nexus	State	Purists	☯☯ 1				Schtick. Subject non- Unique Site has +3 Body. Turn to exchange the positions of Feng Shui Sites you control. This may change the target of an attack.	U	DF
Spirit of the Gun	State	Purists	☯☯☯ 1				Subject Character's printed Fighting is X. X= the number of Gun States in play and in your smoked pile. Subject's combat damage cannot be reduced or increased.	R3	2FT
Whispers in the Dark	State	Purists	☯ 0				Subject Character gains -4 damage while at the same location as a Character you control.	C	S&SG

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Flashpoint Info Card		Rules					(see card)	U	FP
Red Wedding Rules Card		Rules					(see card)	C1	RW
Shaolin Showdown Rules Card 1 of 2		Rules					(see card)	C	SS
Shaolin Showdown Rules Card 2 of 2		Rules					(see card)	C	SS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Burned For Victory	Former Feng Shui Site	Rules					This card is to be put into your Burned for Victory pile. It counts towards victory.	P	Promo
Who Wants Some	(no text)	Rules					(no text)	P	Promo

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Ghost Wind	Master of the Liquid Sword	7 Masters	66 4 / 6D4	6			Unique. When you smoke an opponent's Character and Ghost Wind is not smoked at the same time, gain 1 Power. You cannot gain more than 2 Power per turn this way. May be played at no cost if an opponent controls 5 or more Characters.	R3	7M
Gold Lion	Master of the Wah-Shan Clan	7 Masters	66 5 / 6D4	8			Unique. Superleap against opponents who have Power in their pool. Once per turn, you may discard a card to heal X damage on him. X= the cost of the discarded card.	R3	7M
Ho Chen	Master of the Flawless Strike	7 Masters	66 5 / 6D4	7			Unique. ERRATA: Unique. Superleap against opponents who have 3 or more cards in their hand. Once per turn, you may discard a card to do X damage to target Character about to enter combat with Ho Chen. X= the cost of the discarded card. (7M-037)	P	Promo
Ho Chen	Master of the Flawless Strike	7 Masters	66 5 / 6D4	7			Unique. Superleap against opponents who have 3 or more cards in their hand. Once per turn, you may discard a card to do X damage to target Character about to enter combat with Ho Chen. X= the cost of the discarded card.	R3	7M
Li Mao (PAP)	Young Master	7 Masters	66 4 / 66D4	6			Unique. When Li Mao enters play, choose a resource. He is not affected by Events that require that resource. Discard a non-Character D or 4 card to give him Superleap until the end of the turn.	P	Promo
Monsoon	Flying Swordsman	7 Masters	66 3 / 6D4	4			Unique. Superleap. May attack back-row Sites.	U	7M
Red Bat	Master of the Kunlun Clan	7 Masters	66 5 / 6D4	4			Unique. Independent. +1 Fighting for each Event in your smoked pile. May be played at no cost if any opponent has 8 or more Events in his or her smoked pile.	R4	7M
Sky Dragon	Master of the Invulnerable Stance	7 Masters	66 7 / 6D4	8			Unique. Takes no combat damage.	R3	7M
Wah-Shan Clan Warriors	Martial Arts Students	7 Masters	1 / 6D	1			(no text)	C	7M
Wu Man Kai	Master of Wudang Mountain	7 Masters	66 5 / 6D4	9			Unique. Once per turn, you may discard a card to cancel a Character until the end of the turn. Once per turn, you may discard 2 cards to cancel a Site, Edge, or State until the end of the turn.	R3	7M
Wudang Monk	Martial Artist	7 Masters	66 3 / 6D	4			Once per turn, you may copy the rules text of a non- Unique Character to this card until the end of the turn.	C	7M

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Balanced Harmonies	Edge	7 Masters	☉☉ 2				Limited. Turn to remove all damage from cards you control. Inflict an equal amount of damage, divided any way you choose, on your cards. This damage cannot be reduced or redirected. You cannot put enough damage on a card to equal or exceed its Fighting or Body.	U	7M
Bridge of Birds	Edge	7 Masters	☉☉ 0				You may play Characters during other players' Main Shots.	U	S&SG

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Beneficent Tao	Event	7 Masters	☉ 0 / ☉				Heal target Feng Shui Site. You may Reload this card when the Body of a Site you control is reduced to 0.	C	7M
Kunlun Clan Assault	Event	7 Masters	2 / ☉☉♣				Infllict 3 damage, divided any way you choose, on target Characters and/or Sites.	C	7M
Kunlun Clan Assault	Event	7 Masters	2 / ☉☉♣				Infllict 3 damage, divided any way you choose, on target Characters and/or Sites.	P	Promo
Monkey Fools the Tiger	Event	7 Masters	☉☉ 0				Give an opponent 1 Power to redirect all damage done to a card you control by a Character that player controls back to that Character.	C	7M
Pao Yeh Pao Lo Mi	Event	7 Masters	☉☉ 1				Either target ☉ Character gains +3 Fighting until the end of the turn, or cancel a ♣ Event. Reload: Discard a non-Character ☉ card.	C	7M
Unexpected Rescue	Event	7 Masters	☉ 0				Play during an attack against a card you control. Reveal cards from the top of your deck until you either reveal a Character or have revealed five cards. Play that Character at no cost if you have sufficient resources. Reshuffle. The Character cannot be sacrificed. Put it on top of your deck at the end of the attack if it is still in play.	C	7M
Wondrous Illusion	Event	7 Masters	☉♣ 2				Heal all Sites you control and smoke all States on them. Turn all Feng Shui Sites you both own and control face-down and rearrange your Sites. This cannot move a Site to a position that was not previously occupied. This may change the target of an attack.	U	7M

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Wudang Mountain	Feng Shui Site	7 Masters	2 / 2		8	1	Unique. Turn to remove one or two damage from a Character you control, and inflict one damage on an opponent's Character.	U	7M

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Occult Kung Fu	State	7 Masters	⚔ 1				Play on a Character and choose a non- Unique Character in your smoked pile. Subject gains +1 Fighting and the rules text of that Character.	U	7M
One Thousand Swords	State	7 Masters	⚔♣ 0				Weapon. Play on a Character. Turn and pay 1 Power to give all Characters you control Mobility until the end of the turn. Turn and pay 1 Power to inflict one damage each on up to four Characters at this location.	C	7M

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Corporate Hacker	Sleep-Deprived Operator	Syndicate	④ 1 / ④*	1			Turn to look at the top three cards of an opponent's deck. You may put one of those cards on the bottom of the deck, and return the other two to the top of the deck in any order.	U	S&SG
Devendra Chalal	The Burning Hand	Syndicate	④④④* 5 / ④	7			Unique. +3 damage. Cannot be intercepted by Characters with a cost of 2 or less.	R	CS
Dimitri Lyapunov	Cybernetics Mastermind	Syndicate	④④ 2 / ④*	2			Unique. Pay 1 Power or turn :: Return any card from your smoked pile to play as a 1-Fighting Toast-It Character with the title "Drone". The rest of the card is treated as if it were printed blank.	R	CS
Echo and Silence	Twin Assassins	Syndicate	④④* 4 / ④	5			Unique. Ambush. If they inflict combat damage during the Ambush period, they also inflict combat damage at the normal time.	R	S&SG
Hirake Kazuko	Corporate Mastermind	Syndicate	④④④④ 3 / ④	3			Unique. Influence: 4. Turn and maintain :: Take control of target non- Unique Character.	R	CS
Inside Man	Connected Hood	Syndicate	④④ 4 / ④	5			Turn X Influence :: This card gains +X Fighting until the end of the turn.	U	CS
Jessica Ng	Corporate Mastermind	Syndicate	④④④ 3 / ④	4			Unique. All opponents play with the top card of their decks face-up. You may play these cards at +1 cost, ignoring resource conditions.	R	S&SG
Junior Executive	Corporate Agent	Syndicate	④ 1 / ④	1			Influence: 2.	C	CS
Mars Colonist	Expendable Student	Syndicate	1 / ④	1			(no text)	P	Promo
Mars Colonist	Expendable Student	Syndicate	1 / ④	1			(no text)	C	CS
Nihilist	Cybernetic Ninja	Syndicate	④④ 4 / ④	6			Gain 2 Power when he reduces a Feng Shui Site's Body to 0. Draw a card when he smokes a Character.	U	S&SG
Rei Okamoto	Hacker Mastermind	Syndicate	④ 2 / ④*	2			Unique. Influence: 4. Turn :: Change the target of an Event.	U	CS
Salaryman	Corporate Killer	Syndicate	④ 3 / ④	4			Ambush while attacking Characters.	C	S&SG
Song, The Little Dragon	Heir Apparent	Syndicate	④④* 4 / ④*	6			Unique. Takes -X damage from any source. X= half the damage inflicted, rounded up.	R	S&SG
Street Sensei	Hood Martial Artist	Syndicate	2 / ④	2			Influence: 1.	C	CS
Street Sweepers	Enhanced Martial Artists	Syndicate	2 / ④*	2			(no text)	C	S&SG
Triad Punks	Wired Hoods	Syndicate	1 / ④*	1			(no text)	C	S&SG
Xu Mei, The Dragon	Cybernetic Martial Arts Master	Syndicate	④④④④* 7 / ④*	8			Unique. Ambush. Other Characters you control cannot be intercepted.	R	CS
Zero-G Sumo	Enhanced Colonist	Syndicate	④* 3 / ④*	4			Toughness: X. X= the number of Unique and Limited Sites controlled by opponents.	U	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Corporate Warfare	Edge	Syndicate	⊕ 1				Influence: 2. Sacrifice :: Smoke target Edge.	U	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Bait and Switch	Event	Syndicate	ⓈⓈ 1				Play during an attack you declared, when you no longer control any attackers. Turn a Character you control :: The attack does not end. Instead, that Character becomes an attacker.	C	S&SG
Catching Bullets	Event	Syndicate	Ⓢ 1				Play in response to an Event that targets a Character you control :: Cancel the Event, and put the card face up in front of you. You may play it, ignoring resource conditions, as if it were in your hand, but cannot discard it. Toast it at the end of your next turn if it is unplayed.	C	CS
Data Theft	Event	Syndicate	Ⓢ 0				Turn a Ⓢ Character you control and target a player :: Reveal the top 3 cards of that player's deck. You may play one of those cards at normal cost, regardless of type, and replacing each resource requirement with ✖.	U	S&SG
Inconvenient Debt	Event	Syndicate	Ⓢ 1				Play when an attack is declared. Target an opponent's unturned Character that could legally attack the target of the attack. That Character cannot turn in response :: Target turns and joins the attack.	U	S&SG
Reprogramming	Event	Syndicate	Ⓢ 0				Target a Character :: Target's controller chooses whether target takes 4 damage or is canceled until it leaves play.	C	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Cybermod Parlor	Site	Syndicate	2 / ④*		6	1	If there is only one Site at a location you control, you may play this card into the front row at that location. (Move the other Site to the back row.)	C	CS

Title	Subtitle	Faction	Cost/Prov	Fgt	Bdy	Pw	Card Text	Rar	Set
Hyper Alloy Blade	State	Syndicate	Ⓢ* 1				Weapon. Subject Character inflicts +2 damage and cannot have its damage reduced or redirected.	C1	S&SG
Wall Running	State	Syndicate	Ⓢ 1				Subject Character cannot be intercepted by Characters whose cost is less than or equal to subject's.	U	S&SG