

Dark Future

Expansion to Shadowfist

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Key:

Promo cards are shown in bold italic text.

Rare cards are shown in bold text.

Uncommon cards are shown in italicized text.

Common cards are shown in normal text.

a = Ascended, **d** = Dragons, **e** = Eaters of the Lotus, **f** = Architects of the Flesh

g = Guiding Hand, **j** = Jammers, **m** = Four Monarchs, **p** = Purists

C = Chi, **H** = High-Tech, **M** = Magic

Some cards have entries (LS, NW, FP) to indicate that they are simply reprints of cards from earlier expansions.

Some cards have the entry "NEW" to indicate that while it has the same name as a previously printed card, it really is a new one.

Feng Shui Sites:

Card Name	Power	Body	Ability
Cataract Gorge	1	7	Unique. Turn to give target Character <i>Independent</i> until the end of the turn.
Mount Makarakomburu	2	8	[<i>Play cost is 3 power</i>] Unique. Cannot be burned. Mount Makarakomburu can be the target of attacks while in the back row.
The Pinnacles	1	8	Unique. Place a counter on this card at the end of a successful attack you declared. Remove 3 counters :: Gain 1 Power.
<i>Identity Chop Shop</i>	1	8	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.)
Coral Reef	1	8	Turn when you declare an attack :: Draw a card, then discard a card. This ability is not cumulative.
Hot Springs	1	6	Turn and maintain and target a Character :: Target takes no damage from Sites, and is not affected by effects generated by other Sites.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Motor Pool</i>	2		1	5	Generates no Power while turned. Turn to play a Vehicle on a Character you control at -2 cost.
<i>Training Camp</i>	1		0	5	Battleground Site. 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.
Killing Ground	FP	0	0	5	Battleground Site. Any player who seizes this Site gains 2 Power. If Killing Ground is in your front row, all 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.
No Man's Land	1		0	5	Battleground Site. 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.

High-Tech Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Secret Laboratory	2	HH	1	5	

Edges

Card Name	Cost	Ability
Smart Missile	1 H	Enters play turned. Turn and sacrifice to inflict 6 damage on target turned Site or target Character that is the subject of a Vehicle .

States

Card Name	Cost	Ability
Mark IV Fusion Rifle	1 HHHH	Weapon. Play on a Character. Turn 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.
MegaTank	5 HHH	Vehicle. Subject Character gains +7 Fighting and <i>Toughness: 2</i> . Subject cannot be damaged or removed from play by <i>Architects of the Flesh</i> Events.
Jet Pack	1 HH	Vehicle. Subject Character gains <i>Mobility</i> and +1 Fighting. Turn and flip a coin :: Heads: Subject gains <i>Superleap</i> and +2 Fighting until the end of the turn. Tails: Inflict 3 damage on subject.
Newest Model	0 HH	Not cumulative. The values of all numbers not written as words in the rules text of subject Vehicle or <i>High-Tech</i> State are increased by one. Any opponent's effect that would directly remove subject from play smokes Newest Model instead.
Replacement Parts	1 H	Remove up to three damage on subject Character when you play this card. Subject gains +1 Fighting and the designator Cyborg .

Events

Card Name	Cost	Ability
IFF Missiles	1 H	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.
Orbital Laser Strike	1 H	Inflict X damage on target Site. X= the number of <i>High-Tech</i> resources in your pool.
Spit and Bailing Wire	0 H	Return a Vehicle , Weapon , or <i>High-Tech</i> 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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Marauder Lord	4 HH	H	Ruthless Cyborg	5	When Marauder Lord turns to attack, he gains +1 Fighting until he leaves play.
Marauder Gang	2 H	H	Renegade Cyborgs	3	At the end of your turn, smoke this card if it did not attack this turn.

Magic Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Alchemist's Lair	FP 2	MM	1	5	

Edges

Card Name	Cost	Ability
<i>Spirit Guardian</i>	2 MM	Limited. Turn when an opponent smoke a Character you control to inflict 2 damage on a Character he or she controls.

States

Card Name	Cost	Ability
<i>Energy Flail</i>	1 MM	Weapon. Play on a Character. Turn and discard a card :: Inflict X damage on target Character at this location. X= the number of <i>Magic</i> resources provided and required by the subject.

Events

Card Name	Cost	Ability
<i>Memory Reprocessing</i>	FP 1 MM	Toast It. Immediately play an event from target opponent's smoked pile at normal cost; that player gains 1 Power.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Chaos Spirit	2 MM	M	Volatile Construct	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.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Fortress Omega	3 fffH	fH	1	12	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.

States

Card Name	Cost	Ability
<i>BuroMil "Savage"</i>	4 ffH	Tank State. Vehicle. Subject Character gains <i>Mobility</i> , +6 Fighting, and <i>Toughness: 1</i> .
<i>Combat Veteran</i>	1 f	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.
BK97 Attack Chopper	2 ffH	Vehicle. Subject Character gains +3 Fighting. Damage subject inflicts cannot be reduced.
Buro Blue Spear	1 f	Gun State. Weapon. Subject Character gains +1 Fighting. Turn to inflict 1 damage on target Character at this location.
Spirit Shield Generator	1 ff	Subject Character gains <i>Toughness: 1</i> . Reduce all non-combat damage inflicted on subject to 0. Damage cannot be redirected to subject.

Events

Card Name	Cost	Ability
<i>Vivisection Agenda</i>	0 ff	Limited. Until the end of the turn, gain 1 Power when you sacrifice a card.
Cellular Reinvigoration ⁽²⁾ LS	1 f	Until the end of the turn, target Character gains <i>Guts</i> and is not smoked if its Fighting is 0.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Desdemona Deathangel ^{NEW}	5 fff	f	Abomination	6	Unique. <i>Ambush.</i> Sacrifice a Character to give Desdemona Deathangel +1 Fighting until the end of the turn.
General Olivet	4 fff	ff	BuroMil Military Mastermind	6	Unique. <i>Tactics.</i> You may play <i>Soldier</i> , <i>BuroMil</i> , or <i>Military</i> Characters during opponents' turns. May attack during opponents' turns, and <i>Soldier</i> , <i>BuroMil</i> , or <i>Military</i> Characters may attack with him.
Jason X ^{NEW}	4 fff	fd	Brainwashed Supersoldier	6	Unique. <i>Guts.</i> The cost of all <i>Dragons</i> Events is increased by 1.
Johann Bonengel ^{LS}	3 fffff	ff	BuroPresident	5	Unique. Opponents cannot play States on cards you control while this card is unturned. Turn to gain 2 Power.
Sergeant Blightman ⁽²⁾ ^{NW}	4 ff	f	Mutating Soldier	9	Unique. <i>Toast It.</i> Cannot turn to heal. Inflict 3 damage on Sergeant Blightman at the start of your turn.
Thing with a 1000 Tongues ^{NEW}	6 fHHHH	f	Abhorrent Abomination	11	Unique. <i>Toughness: 2. Regenerate.</i> At the beginning of your Main Shot, sacrifice another Character. If you cannot, turn this card.
<i>Assault Drone</i>	5 ffH	fH	Arcanowave Robot	7	<i>Toughness: 1.</i> 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 1 damage on any target at this location.
<i>Destroyer Drone</i>	5 ffH	fH	Arcanowave Robot	7	<i>Toughness: 1.</i> Cannot attack Characters. +4 damage against Sites.
<i>Spawn of the New Flesh</i> ^{FP}	3 f	f	Unstable Abomination	X	Unique. <i>Ambush.</i> X= the number of columns in your Site structure.
<i>Tank Commander</i>	3 ff	f	BuroMil Officer	4	You may play <i>Tank</i> States on this card at -1 cost. +1 Fighting and <i>Tactics</i> while the subject of a <i>Tank</i> state.
<i>Tunneler Drone</i>	5 ffH	fH	Arcanowave Robot	7	<i>Toughness: 1.</i> 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.
Beta Beast	2	fH	Early Model Abomination	2	<i>Toughness: 1</i> against Characters who provide only one resource.
BuroMil Grunt ^{FP}	1	f	Brutal Soldier	2	Uncopyable. You may play BuroMil Grunt during an attack against you. Smoke BuroMil Grunt at the end of the turn he is played.
The Dogs of War	3 f	f	Veteran Soldiers	4	+1 Fighting while you control a <i>Battleground</i> Site.
Raptor Squad	3 f	fH	Blood-Thirsty Abominations	4	<i>Ambush.</i> If Raptor Squad attacks, it does not unturn during your next Establishing Shot.

Ascended

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Arachnae	4 aaaHH	a	Reascended Spider	7	Unique. <i>Assassinate. Regenerate.</i>
Dunwa Saleem ^{NEW}	3 aa	aH	Prophet of the Reascension	4	Unique. Generates 1 Power during your Establishing Shot if you control another <i>High-Tech</i> 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.
Louie the Roach	2 aaa	a	Lodge Survivor	2	Unique. <i>Toughness: 2.</i>
Serket	4 aaaHH	a	Reascended Scorpion	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.
Ursus	5 aaaHH	a	Reascended Bear	9	Unique. Takes no damage from damaged cards.
Just a Rat ^{FP}	3 a	a	Lodge Survivor	3	<i>Stealth.</i> Inflict 2 damage on any Character that Just a Rat bypasses using <i>Stealth</i> .

Dragons

States

Card Name	Cost	Ability
Borrowed Nuke	2 ddjH	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.)
Mobile HQ	3 dd	Unique. Vehicle. Subject Character gains +3 Fighting and <i>Mobility</i> . If subject is unturned, turn Mobile HQ to heal target Character.

Events

Card Name	Cost	Res.	Ability
<i>Fake Out</i>	0 dd		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.
<i>Fallen Heroes</i>	0 dd		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.
<i>Kar Fai's Last Stand</i>	1 dd		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 gain <i>Guts</i> and <i>Toughness: 1</i> until it leaves play.
<i>Kar Fai's Legacy</i>	0 ddd		Play when a Unique Character you control is smoked. Toast that Character :: Gain Power equal to half (round up) of that Character's cost.
Got My Mojo Working	1 ddd		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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Concourse Godard	5 ddd	dH	Renegade Supersoldier	9	Unique. Any opponent's effect that would remove this card from play, except by inflicting damage, instead inflicts 3 damage on him.
Dirk Wisely	3 ddd	dH	Man of Action	4	Unique. Once per turn, you may unturn him at the end of a successful attack in which he was the only attacker.
Johnny Badhair ^{FP}	5 ddd	dj	Wild Man	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.
<i>Master Mechanic</i>	3 dd	dH	Renegade Techie	4	Turn during any Main Shot to play a Vehicle from your smoked pile on a card you control at -1 cost.
Consumer on the Brink	1 d	d	Disgruntled Everyman	1	+1 Fighting for each Unique and Limited Site controlled by opponents.

Eaters of the Lotus

States

Card Name	Cost	Ability
<i>Demon Tank</i>	3 eeM	Vehicle. Subject Character gains <i>Toughness: 1, Regenerate</i> , and +3 Fighting. Smoke subject if it is a Demon .
<i>Fearsome Foe</i>	0 ee	If subject Character is attacking, each opponent who intercepts must intercept it if he or she can.
<i>Gloating Laughter</i>	0 ee	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 .
<i>Hell Charger</i>	2 ee	Demon State. 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.

Events

Card Name	Cost	Ability
<i>Corruption</i>	1 e	All opponents' Characters with a cost or Fighting of 4 or greater take 2 damage and turn.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Destroyer ^{FP}	4 ee	e	Demon Martial Artist	4	Unique. Cannot be sacrificed. If Destroyer is in your smoked pile at the start of your turn, return Destroyer to play.
Fo Shen	2 e	eM	Eunuch Pawn	2	Unique. Turn to look at the top card of an opponent's deck. You may toast that card.
Legion of the Damned	3 ee	e	Undead Soldiers	3	When Legion of the Damned turns to attack, you may inflict 2 damage on a Site.

Four Monarchs

Events

Card Name	Cost	Ability
Battle Cry	1 m	Inflict X damage on target Character. X= 2 plus the number of <i>Battleground</i> Sites in play.
Dark Sacrifice	1 mm	Steal 1 Power from target opponent. If you could not, that player must sacrifice a Character of his or her choice.
Snowblind	0 mm	Limited. Toast It. Target attacker ceases attacking.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Ice Sorceress</i>	2 mm	mM	Geomancer Mastermind	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.
<i>Thunder Swordsman</i>	3 m	m	Netherworld Knight	4	<i>Guts</i> while he is the subject of a <i>Sword</i> state.

Guiding Hand

Edges

Card Name	Cost	Res.	Ability
<i>Defiant Bloom</i>	1 gg	C	Limited. Turn to remove 1 damage from each of up to 3 cards you control.
<i>Superior Mastery</i>	1 g		You may play States on cards you control during any Main Shot.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Yung Chang</i>	5 ggg	gCC	Master of the Gardeners	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.
<i>Master Hao</i>	4 gggg	gC	Superior Martial Artist	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.
<i>Master Gardener</i>	2 gg	gC	Elderly Geomancer	2	Turn and maintain to cancel target Feng Shui Site's effects and rules text.
Blue Mandarin	1 gg	g	Deceptive Bureaucrat	1	Turn and maintain and target a Character. That Character cannot intercept or turn to generate and effect.
Fist of Freedom	3 gg	gC	Rebel Martial Artist	4	+2 damage against the target of his attack if no interceptors were declared against him this attack.
Rebel Consumer	3	gC	Freedom Fighter	3	+3 damage against cards controlled by a player who is closer to victory than you.
Shaolin Agent	2 g	gC	Undercover Monk	2	When Shaolin Agent turns to attack, he gains +X Fighting until he leaves play. X= the number of opponents' cards at his target location minus 3. X cannot be less than 0.

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Free Fire Zone</i>	1 j		0	5	Battleground Site. 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.

States

Card Name	Cost	Ability
<i>Battle-Matic</i>	1 jjH	Vehicle. Subject Character gains <i>Toughness: 1</i> and +X Fighting. X= the number of Vehicles, Weapons , and <i>High-Tech</i> States in your smoked pile.
Homemade Tank ^{FP}	2 jH	Toast It. Vehicle. Subject Character gains <i>Toughness: 1</i> and +4 Fighting. Flip a coin at the start of your turn. Heads: Toast Homemade Tank.
Jury-Rigged Dynamo	1 jH	Limited. Play on a Site you control. When an opponent gains Power outside his or her Establishing Shot, you may either unturn this card, or turn it to gain 1 Power.

Events

Card Name	Cost	Ability
Close Call	1 jj	Redirect up to 3 damage from a single source that would damage a Character to a Site controlled by that source's controller.
Nuked ^{FP}	1 jj	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.
Parting Gift	1 jj	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.)

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Funky Monkey</i>	3 jjj	j	Chimp Pimp	5	Unique.
Battlechimp Potemkin <small>NEW</small>	4 jjH	jjH	Subversive Chimp Mastermind	6	Unique. Once during each opponent's Main Shot, you may play a <i>Jammers</i> or <i>High-Tech</i> Event from any player's smoked pile, ignoring resource conditions, and toasting the Event immediately.
King Kung	6 jjjjH	j	Cyborg Gorilla	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.)
Major Hottie	4 jj	j	Ex-Buro Operative	5	Unique. All <i>Jammers</i> Characters gain <i>Toughness: 1</i> against combat damage. Turn during an attack :: All <i>Jammers</i> Characters inflict +2 damage until the end of the attack.
<i>FAE Schwartz</i>	3 jj	j	Incendiary Fanatic	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.
<i>SAM Simian</i>	2 jj	j	Destructive Primate	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.
Big Macaque Attack	2	j	Monkey Horde	1	+1 Fighting for each <i>Monkey</i> Character in play. Not a legal subject for States.
Dump Scrounger	2 j	jH	Netherworld Scavenger	2	Turn this card and toast a Character in your smoked pile to gain 1 Power.
Jack of All Trades	1 j	jH	Resourceful Techie	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.
Simian Sneaker	1 j	j	Primate Saboteur	1	+1 damage to Sites. Return this card to play when a Site you own is seized.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Nexus Tower	3 pppM	pM	1	8	Unique. The number of Feng Shui Sites you need for victory is reduced by one. Once during your turn, you may play a <i>Magic</i> card at +1 cost from your smoked pile; that card is considered to be Toast It .

Edges

Card Name	Cost	Ability
<i>Quantum Sorcery</i>	1 ppMM	Turn this card and a <i>Magic</i> character you control :: Gain one Power or draw a card.

States

Card Name	Cost	Ability
<i>Portal Nexus</i>	1 pp	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.

Events

Card Name	Cost	Ability
Memory Palace	1 ppp	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.
Temporal Realignment	1 pp	Toast It. Toast X cards from your smoked pile to shuffle X cards from your smoked pile into your deck.
<i>Chi Reconfiguration</i>	1 pp	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.
<i>Déjà vu</i>	1 ppM	Toast It. Immediately play an Event from your smoked pile (at normal cost) and toast that Event.
<i>Paradox Divination</i>	1 pM	Look at the top X cards of your deck, and return them in any order. X= the number of <i>Magic</i> resources in your pool.
Entropy Sphere	1 pp	Smoke target Character and inflict X damage on a front-row Feng Shui Site you control. X= the target's cost.
Entropy Tap	0 pM	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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Esteban Vincente	3 ppp	pM	Geomancer Mastermind	5	Unique. When this card enters play, you may rearrange target player's Site structure; you cannot change the number of columns.
Misery Totelben	3 p	pM	Insane Musician	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.
Primus <small>NEW</small>	4 ppp	pMM	Master of Paradox	7	Unique. When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn.
Rhys Engel <small>NEW</small>	5 pppp	ppM	Purist Mastermind	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.
<i>Hexagram Spirit</i>	4 ppM	pM	Sorcerous Construct	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.
<i>Inoue Oram</i>	2 p	pM	Sorceress Mastermind	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.
<i>Mutator</i>	4 ppMM	pM	Probability Spirit	6	Once per turn, you may raise or lower by one until end of the turn any number not written as words on another card at this location. This cannot change a number to zero.
Arcane Scientist	2	pM	Initiate of Paradox	2	Turn to draw a card during your Main Shot.
Memory Spirit	3 pM	pM	Psychic Construct	4	When any opponent does not discard any cards during his or her Establishing Shot, Memory Spirit gains +1 Fighting until it leaves play.
Purist Aspirant	1	p	Expendable Lackey	1	Sacrifice to reduce to 0 all non-combat damage from a single source to Characters you control.
Purist Initiate	1	pM	Student Sorcerer	1	Your <i>Purist</i> cards in play, your hand, your deck, and your smoked pile require and provide <i>Purist resource</i> instead of <i>Architects of the Flesh</i> and <i>Eaters of the Lotus</i> . This card's rules text is still active in your smoked pile.
Void Sorcerer	3 p	pM	Mysterious Geomancer	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.
Zen Logician	2 p	pM	Esoteric Numerologist	2	Your hand size is reduced by 1. Generates 1 Power during your Establishing Shot.