

Netherworld 2: Back Through the Portals

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

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
<i>Monkey House</i> NW	1	7	Netherworld Site. 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.
<i>Phlogiston Mine</i>	1	6	Netherworld Site. 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.
<i>Proving Ground</i> LS	0	6	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.
<i>Sunless Sea Ruins</i>	1	10	Netherworld Site. Your hand size is increased by 1. You cannot discard cards during your Establishing Shot unless you skip Power generation.
<i>Tangram Alley</i>	1	7	Netherworld Site. +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.
Hall of Portals	1	8	Netherworld Site. 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.
Maze of Stairs	1	5	Netherworld Site. Takes no combat damage when only one Character enters combat with it.
Obsidian Mountain	1	13	When this card is damaged, inflict 1 damage on all Sites you control other than "Obsidian Mountain".
Ominous Swamp	1	7	Netherworld Site. +6 Body while in your front row with no Site behind it. You must pay +1 Power when playing a Site behind this one.
Ring of Gates	1	6	Netherworld Site. Turn to cancel an effect that would return one or more cards to any players' hands.
Waterfall Sanctuary	1	7	Turn to smoke a State on a Character at this location. If you controlled the Character at that time, you may draw a card.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Lusignan's Tower	2		1	8	Netherworld Site. 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.
<i>Blood Fields</i>	1		0	5	Netherworld Battleground Site. 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.
<i>Netherworld Portal</i>	1		0	5	Battleground Site. 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 <i>Stealth</i> and <i>Assassinate</i> until the end of the attack.

Edges

Card Name	Cost	Ability
<i>Art of War</i> FP	0	Unique. 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: The word "Unique" has been added back to this card. It was left off by accident.}

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Nine Cuts NEW	3		Shadowy Assassin	3	Unique. Assassinate. When Nine Cuts inflicts combat damage on a Character, smoke that Character.
Man With No Name	2		Mysterious Stranger	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.
The Displaced NW	1		Netherworld Rabble	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.
The Dis-Timed	2		Netherworld Rabble	2	Generates 1 Power during your Establishing Shot if you control more <i>Netherworld</i> cards than any opponent. Only one "The Dis-Timed" may generate Power each turn.

Hi-Tech Resource (Unaligned)

Edges

Card Name	Cost	Ability
<i>Supercomputer</i> FP	2 HH	Unique. During your draw phase, you may choose to draw 3 cards instead of the number of cards you would normally draw.

States

Card Name	Cost	Ability
<i>Fusion Rifle</i> ⁽²⁾ LS	1 H	Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location.
Smart Gun	1 HH	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.

Events

Card Name	Cost	Ability
<i>Big Red Button</i>	0 HHH	Smoke all non-Edge <i>Hi-Tech</i> 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 <i>Hi-Tech</i> resources required and provided by the smoked cards at that location.

Magic Resource (Unaligned)

Events

Card Name	Cost	Ability
<i>Scroll of Incantation</i> LS	1 MM	Immediately search your deck for an Event, then reshuffle. You must immediately either play that Event or toast it.
Cloud Walking	0 MM	Play during an attack :: All Characters gain <i>Mobility</i> for purposes of intercepting that attack. All interceptors gain <i>Toughness:1</i> until the end of the attack.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Duodenum of Yang Luo	4 MMMM	M	Demon Entrails	8	Unique. <i>Guts.</i> Smoke this card when you control no <i>Netherworld</i> Sites. Cannot be declared as an attacker on a card not at the location of an unrevealed or <i>Netherworld</i> Site.
Lusignan's Automaton	4 MM	M	Sorcerous Jester	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.
Lusignan the Fool	3	MM	Mysterious Jester	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.

Chi / Hi-Tech / Magic Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>The Junkyard</i>	3	CHM	1	9	Netherworld Site. Unique. Turn the Junkyard during an attack that targets a card at this location :: Play a Character or a Weapon, Vehicle or <i>Hi Tech</i> State at -1 cost.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Biomass Reprocessing Center <small>NEW</small>	3 fffHH	fH	2	9	Netherworld Site. Unique. Turn a <i>Scientist</i> Character you control and target a <i>Cyborg</i> or <i>Abomination</i> Character :: Target gains +1 Fighting until the end of the turn.

States

Card Name	Cost	Ability
Helix Scrambler	1 ffH	Weapon. Subject Character gains the designator <i>Abomination</i> . 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.

Events

Card Name	Cost	Ability
Expendable Unit <small>LS</small>	0 f	Redirect all damage from one source to a Character you control.
Imprisoned <small>LS</small>	1 f	Return target Character to its owner's hand.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Colonel Griffith FP	3 ff	f	BuroMil Mastermind	3	Unique. Turn and maintain to give target Character +X Fighting and <i>Tactics</i> . X=the total number of resources required and provided by that Character.
Colonel Richtmeyer	3 ff	f	BuroMil Intelligence Officer	3	Unique. Characters you control at this location that have <i>Ambush</i> use the ability when intercepting, as well as attacking. Opponents cannot play <i>Operation</i> or <i>Gambit</i> Events.
Dr. Ally Matthews	3 fff	fHH	Brilliant Scientist	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 <i>Hi-Tech</i> resources in your pool. This cannot reduce X below 0.
Dr. Curtis Boatman	3 fff	fHHMM	CDCA Scientist Mastermind	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 <i>Arcano</i> or <i>Scientist</i> Character in play onto this card until the end of turn.
Jeroen Becker	3 fff	fM	Purist Mastermind	4	Unique. Your hand size is increased by 3.
Paradox Beast	4 ffH	M	Purist Prototype Construct	9	Unique. Your hand size is reduced by 3.
Simon Draskovic	4 fffH	f	Cyborg Monster Hunter	7	Unique. <i>Toughness: 3</i> against <i>Magic</i> cards.
<i>Arcanotechnician</i> LS	2 f	fHM	Buro Scientist	1	Turn <i>Arcanotechnician</i> , toast a Character in your smoked pile, and choose a card in your smoked pile :: Return that card to your hand.
<i>Conversion Drone</i>	5 fffH	fH	Arcanowave Robot	7	<i>Toughness: 1.</i> 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 .
<i>Swarm of Teeth</i>	3 ff	f	Abomination Horde	2	<i>Ambush.</i> 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".
Arcanorat	2 ff	f	Hideous Monster	3	<i>Ambush.</i> Ceases attacking when no other Characters are attacking.
DNA Mage LS	1	fHM	Occult Scientist	1	Cannot turn to attack.
Midnight Whisperer LS	1 f	f	Abomination	1	<i>Ambush.</i>

Ascended

Sites

Card Name	Cost	Res.	Power	Body	Ability
The Hub	3 aaa	a	2	10	Netherworld Site. Unique. Turn and pay 1 Power to look at target opponent's hand.

Edges

Card Name	Cost	Ability
<i>Bounty</i>	1 aa	Killer Edge. Limited. When one or more Characters you control with <i>Assassinate</i> smoke a Character that is the target of their attack during combat, you gain Power equal to half (round up) the target's cost.

Events

Card Name	Cost	Ability
<i>Bite of the Jellyfish</i> LS	0 a	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.)
<i>Cutting Loose Ends</i>	0 a	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.
<i>Pulling Strings</i>	0 aaaa	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.
Playing Both Ends	0 aaa	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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
The Eastern King	7 aaaa	a	Lodge Mastermind	11	
Mr. Red	3 aaa	a	Backstabbing Bastard	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.
Raven Li	5 aaa	a	Lodge Troubleshooter	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.
<i>Military Commandant</i> LS	2 aa	a	Pledged Mastermind	1	Turn and maintain and target a Character :: That Character gains +2 Fighting.
Ninja Interior Decorators	2 a	a	Hood Geomancers	2	<i>Stealth.</i> When you declare an attack with Ninja Interior Decorators, you may reveal one Feng Shui Site controlled by the controller of their target.
Swiss Banker LS	2 a	a	Pledged Financier	1	Turn Swiss Banker to gain 1 Power. When you have no Power, immediately smoke Swiss Banker.

Dragons

Edges

Card Name	Cost	Ability
<i>The New Heroes</i>	1 ddd	Unique. All Unique <i>Dragons</i> Characters you control gain <i>Toughness: 1</i> against combat damage.

Events

Card Name	Cost	Res.	Ability
<i>Going Out in Style</i>	0 dd		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.
<i>The Prof's Gambit</i>	1 dd	H	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.
<i>That Which Does Not Kill Me...</i>	0 dd		Play when target Character is damaged by a single source. Until the end of the turn, that Character gains <i>Guts</i> and inflicts +X damage. X=the amount of damage inflicted on the Character by that source.
<i>Thunder on Thunder</i>	LS 1 d		Toast all Edges.
<i>Back for Seconds</i>	LS 1 d		Unturn target Character.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
The Golden Gunman NW	5 dd	dM	Magic Hero	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.
Hiro Asataka	3 dd	dH	Ninja Hacker	4	Unique. Independent. Turn and maintain and target an opponent's card that has <i>Hi Tech</i> in its resource conditions and is a Site, Edge, or non-Unique Character :: Take control of that card.
The Prof NW	3 dd	ddH	Netherworld Mastermind	1	Unique. Not affected by Events. Turn to unturn target Character.
Suong Xa	4 ddd	d	Netherworld Hero	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 <i>Guts</i> until the end of the turn.
Wu Ming Yi	4 ddd	deM	Repentant Demon	6	Unique. Regenerate. When Wu Ming Yi smokes a Character in combat, it gains +1 Fighting until it leaves play.

Eaters of the Lotus

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>The Twisted Gardens</i>	2 ee	e	1	5	Netherworld Demon Site. 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.

Events

Card Name	Cost	Ability
Inauspicious Reburial LS	1 e	Choose up to X Characters in one opponent's smoked pile :: Toast those Characters. X= the number of <i>Eaters of the Lotus</i> resources in your pool.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
The Bound	3 eee		Netherworld Horror	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.
The Burning King	6 eeee		Demon Lord	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.
Je Pai	3 eeeM	eM	Seductive Ghost Sorceress	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.
The Strangled Scream	5 eee		Netherworld Horror	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.
<i>Purist Sorcerer</i> FP	2 ee	eM	Buro Infiltrator	2	Turn Purist Sorcerer to inflict 1 damage on target Character. Turn and maintain to take control of target Buro Character.
Ravenous Devourer	2 ee	e	Hungry Demon	2	Sacrifice a Character :: Ravenous Devourer gains +2 Fighting until the end of the turn.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Darkness Pagoda NEW	3 mm	mM	1	8	Netherworld Site. 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.
Fire Pagoda NEW	3 mm	mCM	1	8	Netherworld Site. 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.
Ice Pagoda NEW	3 mm	mM	1	8	Netherworld Site. Unique. You may ignore <i>Hi-Tech</i> resource conditions when playing States on Ice Characters. Turn to heal a Character at this location.
Thunder Pagoda NEW	3 mm	mM	1	8	Netherworld Site. 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.

Edges

Card Name	Cost	Ability
<i>Fanaticism</i>	2 mm	Limited. When you play this card choose either Ice , Fire , Darkness , or Thunder . All <i>Monarchs</i> Characters you control with that designator gain +1 Fighting while you control no <i>Monarchs</i> cards with any of the other designators.
<i>Feeding the Fires</i>	1 mmM	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.
<i>Spirit Pole</i> FP	2 mm	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.

States

Card Name	Cost	Ability
<i>Avenging Fire</i>	0 m	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.
Claws of Darkness NW	1 m	Triumvirate State. 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.
Fire Sled FP	0 m	Netherworld State. Vehicle. Subject Character is not a legal target for effects generated by Sites or Edges. The rules text of any non- Netherworld Site targeted by subject in an attack is canceled until the end of the turn.
Ice Shield	0 mm	Subject Character gains <i>Toughness: 2</i> . When subject ceases attacking or ceases intercepting pay 1 Power or toast Ice Shield.
Prisoner of the Monarchs	1 mm	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.
Thunder Lance	2 mm	Weapon. Subject Character inflicts +2 damage. While subject is the only attacker, it gains <i>Ambush</i> .

Events

Card Name	Cost	Ability
<i>Avenging Thunder</i> NW	0 m	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.
<i>Darkness Falls</i>	1 mm	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.
Blood and Thunder	1 mm	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.
Brain Fire NW	0 mm	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.
Mark of Fire NW	1 m	Target exactly four Characters and/or Sites :: Inflict 1 damage on each target.
Netherworld Return NW	0 m	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.

Characters (part 1 of 2)

Card Name	Cost	Res.	Designator	Fight	Ability
Atourina Baktiari	3 m	mM	Fire Mastermind	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.
The Baron	4 mm		Masked Avenger	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 he or she spent 6 or more Power at once.
Chiu Fa	3 mm	mM	Fire Sorcerer	4	Unique. You may ignore resource conditions when playing Demon Characters. Turn to play a Demon Character at -1 cost.
General Fung	4 mmm	m	Darkness Warrior	7	Unique. Tactics. General Fung inflicts +X damage when attacking. X=the number of Battleground Sites in play.
King of the Fire Pagoda NEW	6 m	mCMM	Netherworld Mastermind	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.
King of the Thunder Pagoda	6 m	mMM	Netherworld Warlord	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.
Lucius Centares	4 mm	m	Thunder Champion	4	Unique. +1 Fighting for every Thunder Knight Character you control or have in your smoked pile.
Once and Future Champion	5 mmmM	mM	Netherworld Hero	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.
Queen of the Darkness Pagoda NW	6 m	mMM	Netherworld Mastermind	10	Unique. When a Character inflicts damage on Queen of the Darkness Pagoda, immediately toast that Character, even if it has left play.
Queen of the Ice Pagoda	6 m	mMM	Netherworld Mastermind	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.

Characters (Part 2 of 2)

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Fire Constructs</i>	3 mmM	m	Netherworld Automaton	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.
<i>Storm Riders</i>	3 mM	mM	Thunder Warriors	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 them to your hand if they are still in play.
<i>Thunder Champion</i> FP	4 mm	m	Netherworld Commandant	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.
<i>Thunder Valkyries</i>	2 mm	m	Warrior Maidens	2	Thunder Valkyries gain +2 Fighting until the end of the turn in which they enter play.
Butterfly Knight NW	3 m	m	Thunder Warrior	3	If unturned, Butterfly Knight may attack without turning once during your Main Shot.
Darkness Warriors	2	m	Netherworld Soldiers	2	Sacrifice to gain 1 Power.
Fire Acolytes	1	mM	Netherworld Disciples	1	When Fire Acolytes are smoked, you may inflict 1 damage on a Character at their location if you control another Fire Character.
Fire Warriors NW	2	m	Netherworld Soldiers	2	+1 Fighting for each Feng Shui Site you own that is controlled by an opponent or in a burned-for-victory pile.
Ice Commandos	3 mm	m	Elite Strike Force	4	Once during your Main Shot, you may play a Weapon or Gun State on Ice Commandos at no cost and ignoring resource conditions.
Ice Healer NW	1	mM	Netherworld Sorceress	1	When an opponent turns a Character to heal, you may remove one damage from a Character you control.
Ice Warriors NEW	2	m	Netherworld Soldiers	2	Sacrifice Ice Warriors to cancel an Event that targets an Ice Character you control.
Palm of Darkness	2 m	m	Netherworld Ninja	2	Tactics. The rules text of any Site targeted by Palm of Darkness in an attack is canceled until the end of the turn.
Skin and Darkness Ravagers	3 mmM	m	Netherworld Horrors	3	Stealth. +2 damage against Characters.
Thunder Initiate	2 m	mM	Netherworld Sorcerer	2	Turn and target a Thunder attacker :: That Character inflicts +2 damage until the end of the turn.
Thunder Knights NEW	2	m	Netherworld Soldiers	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.
Thunder Squire NW	1 m	m	Netherworld Warrior	1	Sacrifice Thunder Squire :: Return a Thunder Knight Character from your smoked pile to play.

Guiding Hand

Sites

Card Name	Cost	Res.	Power	Body	Ability
Temple of Boundless Meditation	3 ggg	gCC	1	7	Netherworld Feng Shui Site. Unique. Your hand size is increased by 1 for each <i>Senshi Chamber Site</i> in play. Turn and maintain to give target <i>Monk, Master, or Martial Artist Character</i> +3 <i>Fighting</i> .
<i>Blue Senshi Chamber</i>	2 g	g	1	6	Netherworld Site. Unique. When this card enters play, choose a designator. Turn during your <i>Main Shot</i> :: 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.
<i>Green Senshi Chamber</i> NW	2 g	g	1	6	Netherworld Site. Unique. Turn, inflict X damage on Green Senshi Chamber, and target a Character :: That Character gains <i>Toughness: X</i> until the end of the turn. X cannot exceed 2.
<i>Orange Senshi Chamber</i> NW	2 g	g	1	6	Netherworld Site. Unique. Your hand size increases by 1 for each faction in your resource pool. <i>Orange</i> Characters are -1 cost for all players.
<i>Red Senshi Chamber</i>	2 g	g	1	6	Netherworld Site. Unique. Characters at this location are not affected by <i>Superleap</i> . Turn Red Senshi Chamber during your <i>Main Shot</i> :: You may declare one attack this turn against a back-row Site.
<i>Violet Senshi Chamber</i>	2 g	g	1	6	Netherworld Site. 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.
<i>White Senshi Chamber</i> ⁽²⁾ NW	2 g	g	1	6	Netherworld Site. Unique. Provides <i>Chi Chi</i> for each <i>Senshi Chamber Site</i> you control. All <i>Senshi Chamber Sites</i> gain <i>Regenerate</i> .
<i>Yellow Senshi Chamber</i> NW	2 g	g	1	6	Netherworld Site. Unique. Turn to redirect 1 damage from any source to any target.

Events

Card Name	Cost	Res.	Ability
<i>Wind on the Mountain</i> LS	X ggg		Toast It. Return X Events from your smoked pile to your hand.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Hung Hei Kwon	5 ggg	gC	Legendary Martial Artist	8	Unique. Gains +1 <i>Fighting</i> 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.
Lui Man Wai	3 ggg	gCC	Master of the Chambers	4	Unique. +1 <i>Fighting</i> for each <i>Senshi Chamber Site</i> in play. All <i>Senshi Chamber Sites</i> you control gain +2 <i>Body</i> .
Fist of Shadow	2 g	gC	Netherworld Monk	2	Sacrifice Fist of Shadow and target an Edge :: Smoke that Edge and gain 1 Power.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Genocide Lounge	2 jj	j	1	5	Netherworld Site. Unique. Cannot be seized. If this card is in your smoked pile at the start of your Main Shot and you control no <i>Jammers</i> Characters, toast it. Otherwise, return it to play. Turn to immediately play a <i>Jammers</i> Event at -1 cost.
Gorilla Encampment	2 j	j	1	5	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.

Edges

Card Name	Cost	Ability
<i>Entropy is Your Friend</i> NW	1 j	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.

States

Card Name	Cost	Ability
<i>Molotov Cocktail Party</i>	1 jjj	Schtick. Play on an unturned Character. Sacrifice this card during an attack :: Subject inflicts +2 damage on Sites until the end of the attack. When subject inflicts combat damage on a Site, inflict an equal amount of damage on any other Site at that location.

Events

Card Name	Cost	Res.	Ability
In Your Face Again FP	0 j		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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Furious George NW	5 jjjH	jH	Flying Monkey	9	Unique. <i>Guts.</i> Cannot intercept. If Furious George turns to attack, other Characters you control cannot turn to attack with him.
Red Don	3 jj	jH	Techie Mastermind	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.
<i>Adrenaline Junkie</i>	4 jj	j	Crazy Bastard	5	Characters with Fighting equal to or greater than Adrenaline Junkie's current Fighting cannot be declared as interceptors against him.
<i>Gorilla Fighter</i> FP	4 jjH	jH	Flying Monkey	6	<i>Independent.</i> 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.
<i>Monkey Boy</i>	3 j	jH	Flying Chimp	4	Draw a card when a Battleground Site is played or has its Body reduced to 0.
Dallas Rocket FP	3 j	j	Fanatic Guerrilla	3	<i>Ambush</i> against PubOrd or Buro Characters. Dallas Rocket inflicts +3 damage on the target of her attack.
Junkyard Crawler	2 j	jH	Netherworld Scavenger	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.
Low-Rent Cyborg	3	jH	Self-Made Man	3	Inflicts +2 damage on Sites.
Portal Jockey FP	2	j	Redeemed Timewalker	2	Gains <i>Ambush</i> 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.