

Throne War

Expansion to Shadowfist

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Key:

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

Feng Shui Sites:

Card Name	Power	Body	Ability
<i>Desolate Ridge</i>	1	6	Limited. Turn in response to an Event to inflict 2 damage on target Site or Character controlled by the player who played that Event.
<i>Temple of the Angry Spirits</i>	1	8	Unique. Temple of the Angry Spirits inflicts combat damage on Characters as if it had Fighting equal to its current Body.
Eagle Mountain	1	6	No effect if Eagle Mountain is not in your front row. When Characters at this location turn to attack, they gain <i>Toughness: 1</i> 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 <i>Toughness: 1</i> until the end of the attack.
Grizzly Pass	1	7	+5 Body while no two cards you control have the same title.
Mobius Gardens	1	7	Netherworld Site. When one or more opponents generate or gain Power from an Event played by an opponent, you gain 1 Power.
Petroglyphs	1	7	Turn in response to an effect that redirects damage or changes a target :: Cancel that effect.
Puzzle Garden	1	8	No Character inflicts more than 3 damage on Puzzle Garden.
Smiling Heaven Lake	1	8	Turn and choose a resource you have in your pool :: Play a Character ignoring one of the chosen resource conditions.
Whirlpool of Blood	1	5	Netherworld Site. Turn to cancel an effect generated or maintained by the turning of a Feng Shui Site.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Bandit Hideout</i>	0		0	5	Battleground Site. 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.
<i>Rebel Camp</i>	2		1	7	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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Jui Szu	3		Outmaneuvered Empress	2	Unique. All <i>Eaters of the Lotus</i> cards are +1 cost. Turn and maintain to take control of a Feng Shui Site you own that is controlled by an opponent.
<i>Bandit Chief</i>	2		Hood Scum	3	Bandit Chief inflicts no combat damage on Characters with Fighting higher than his Fighting.
Hsiung-nu Mercenaries	2		Hired Killers	3	Uncopyable. Guts. When you have no Power, smoke Hsiung-nu Mercenaries.

Chi Resource (Unaligned)

States

Card Name	Cost	Ability
<i>Twin Thunder Kick</i>	1 CCC	Schtick. Subject Character inflicts +2 damage if it has <i>Superleap</i> . When subject inflicts combat damage on a Character, you may inflict an equal amount of damage on another Character at its location.
Flying Sword Stance	0 CC	Not cumulative. Subject Character gains +1 Fighting. Subject gains <i>Superleap</i> against Characters that lack resource conditions.

Events

Card Name	Cost	Ability
Violet Meditation ^[2]	0 C	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.

Magic Resource (Unaligned)

States

Card Name	Cost	Ability
<i>Sword of the Dragon King</i>	2 MM	Unique. Weapon. <i>Chi</i> Characters and <i>High-Tech</i> Characters cannot intercept subject Character. Subject gains +X Fighting. X = one-half (round down) the number of <i>Magic</i> resources in your pool.

Events

Card Name	Cost	Ability
Discerning Fire	X MM	Smoke X target cards that share a designator other than Netherworld. X must be greater than one. Power-generating Sites are not legal targets.
Farseeing Rice Grains	0 M	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.
Pocket Demon ⁽²⁾	0 M	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.
Shattering Fire	1 M	Inflict X damage on target character. X = the number of <i>Magic</i> resources in your pool.

Architects of the Flesh

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Andrea Van de Graaf	4 ff	fM	Purist Sorceress	5	Unique. During any player's Main Shot, you may play <i>Magic</i> Events from your smoked pile at +1 cost. Toast any Event you play in this manner.
Dr. Celeste Carter	3 ff	fM	Purist Assassin	3	Unique. Assassinate. +1 Fighting for each <i>Magic</i> card in play. -1 Fighting for each <i>High-Tech</i> card in play.

Ascended

Events

Card Name	Cost	Ability
Competitive Intelligence	0 aaa	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.
Ultrior Motives	0 aa	Limited. Play if target opponent controls at least one turned non-Character card. You gain one Power, and that opponent may untum one card he or she controls.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Oliver Chen	3 aaa	a	Pledged Saboteur	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.
<i>The Blue Cardinal's Guards</i>	4 aa		Mercenary Timewalkers	6	Once during each attack, you may pay 1 Power to give this card <i>Guts</i> , <i>Stealth</i> , or +3 damage until the end of the attack.
<i>Time Bandits</i>	2 a		Netherworld Mercenary Hoods	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.

Dragons

Events

Card Name	Cost	Res.	Ability
<i>Who Wants Some?</i>	0 ddd		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.
Final Sacrifice	0 ddd		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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Dr. John Haynes	4 ddd	d	Full-Contact Historian	6	Unique. <i>Stealth. Toughness: 1.</i> 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.
Kar Fai	7 ddddd	ddC	Kung Fu Master	11	Unique. <i>Guts.</i> All other <i>Dragon</i> characters you control gain Guts and +1 Fighting while Kar Fai is in play.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Hall of Brilliance	2 eee	eM	1	5	Imperial Feng Shui Site. 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.
Imperial Palace	3 eee	e	1	8	Unique. Turn during any player's Main Shot to play a Guard Character or Eunuch Character at -2 cost.
<i>The Dragon Throne</i>	1 eee	e	0	5	Imperial Site. 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.

States

Card Name	Cost	Ability
<i>Sinister Accusations</i>	1 eM	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.

Events

Card Name	Cost	Ability
<i>Die!!!</i>	0 eee	Turn X <i>Eaters of the Lotus</i> 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.
<i>Infernal Pact</i>	0 eee	One-Shot. Toast an unturned Character you control :: Search your deck for a card and add it to your hand. Reshuffle.
Flying Sleeves	0 ee	Toast It. Change one attacker's target to any Character you control.
Inauspicious Return	1 e	Limited. Toast It. 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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Demon Emperor	4 eeM	e	Wicked Impersonator	6	Unique. <i>Regenerate.</i> When Demon Emperor turns to attack, it gains <i>Stealth</i> until the end of the attack if any Demon Character you control turns to attack with it.
The Emperor	2 eeee	e	Imperial Pawn	1	Unique. Turn to smoke target non- Unique Character. Sacrifice a Eunuch Character to cancel an Event that targets The Emperor.
Gao Zhang	6 eeeee	eeMMM	Eunuch Mastermind	10	Unique. You may sacrifice a Pawn Character to change the target of an Event. Once per turn, you may play one <i>Eaters of the Lotus</i> or <i>Magic</i> card at -1 cost.
Mad Monk	4 ee	eg	Shaolin Traitor	6	Unique. <i>Superleap.</i> May not attack a card controlled by an opponent who has one or more <i>Guiding Hand</i> resources in his or her pool.
Seven Evils	6 eee	e	Demon Lord	10	Unique. Unturns when any opponent turns a Feng Shui Site. Toast a Character you control to give Seven Evils <i>Independent</i> until end of turn.
Shi Zi Hui	5 eee	e	Eunuch General	8	Unique. <i>Tactics.</i> When Shi Zi Hui turns to attack, draw X cards. X = the number of Characters that turn to attack with him.
Xin Kai Sheng	6 eee	eM	Sorcerer Emperor Mastermind	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.
<i>Eater of Fortune</i>	2 eM	e	Hungry Demon	2	+1 Fighting for each Edge controlled by any opponent. When Eater of Fortune enters play, you may target an Edge :: Smoke that Edge.
<i>Evil Twin</i> ⁽²⁾	3 e	e	Sinister Sibling	*	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)."
<i>Two Hundred Knives of Pain</i>	3 eMM	e	Dangerous Demon	4	Gains <i>Regenerate</i> while any opponent is at least as close to victory as you. You may inflict 1 damage which cannot be redirected or reduced on this card :: Inflict 3 damage on a Character intercepting it.
<i>Underworld Tracker</i>	3 eM	e	Demon Cop	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.
Earth Poisoner	2	eM	Eunuch Geomancer	2	Inflict 2 damage on any Site turned by an opponent while Earth Poisoner is attacking.
Elite Guards	2 e	e	Competent Pawns	2	Eunuch Characters are not legal targets for attacks or Events while Elite Guards is in play. Inflicts +1 damage for each Unique <i>Eaters of the Lotus</i> Character you control.
Palace Guards	1	e	Hopeless Pawns	1	If in your smoked pile when an attack is declared against a <i>Eaters of the Lotus</i> 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.

Four Monarchs

Edges

Card Name	Cost	Ability
<i>Obsidian Eye</i>	2 mMM	Unique. Turn and maintain to treat target Character's rules text as if it were blank.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Blade of Darkness</i>	4 mm	m	Netherworld Killer	6	When Blade of Darkness smokes an interceptor by inflicting combat damage, you gain Power equal to the number of resources that interceptor provides.
<i>Darkness Adept</i>	2 m	mM	Vicious Sorceress	2	When any card is smoked, Darkness Adept gains +1 Fighting until the end of the turn.
Darkness Priestess ^[2]	1	mM	Netherworld Sorceress	1	When any opponent sacrifices or toasts a card, you gain 1 Power.

Guiding Hand

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Cave of a Thousand Banners</i>	2 ggg	g	1	7	Feng Shui Site. 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.

Edges

Card Name	Cost	Ability
<i>For China!</i>	2 ggg	At the end of any turn that any opponent is closer to victory than you, you may unturn one non-Site card.

Events

Card Name	Cost	Res.	Ability
Festival of Giants	0 g		All Characters gain <i>Toughness: 2</i> until the end of the turn.
Peasant Uprising	1 gg		Take control of all non- Unique 1-cost Characters until the end of the turn.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Leung Mui	4 ggg	g	The Black Flag	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 <i>Independent</i> .
True Son of Heaven	3 ggg	g	Shaolin Emperor	3	Unique. If unturned, generates 1 Power during your Power generation phase. Turn :: All attacking <i>Guiding Hand</i> Characters inflict +2 damage until the end of the attack.
<i>Blue Monk</i>	3 g	gC	Kung Fu Infiltrator	4	Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.
<i>Wandering Teacher</i>	3 ggg	gC	Shaolin Agent	5	Any opponent may pay 1 Power to heal Wandering Teacher. Any opponent may pay 1 Power to unturn Wandering Teacher.
Black Flag Rebels	2 gg	g	Grim Supporters	1	All Rebel, Rabble and Bandit Characters you control gain +1 Fighting.
Righteous Protector	3	gC	Heroic Monk	3	Turn to redirect the damage from a single source inflicted on target Character to Righteous Protector.

Jammers

Edges

Card Name	Cost	Ability
<i>Payback Time</i>	0 j	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.

Events

Card Name	Cost	Res.	Ability
<i>Weird Science</i>	0 jj		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.
<i>Who's the Monkey Now?</i>	1 jj		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.
<i>Scrounging</i>	0 j		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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Ba-BOOM!	4 jj	jH	Unstable Monkey	7	Unique. Uncopyable. When Ba-BOOM! is smoked by an opponent, smoke all Characters and toast Ba-BOOM!.
The Monkey Who Would Be King	2 jjj	j	Guerrilla Emperor	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.
Titanium Johnson	5 jjH	jH	Cyborg Bruiser	8	Unique. Toughness: X. X = the total number of all cards in all opponents' burned-for-victory piles.
<i>Apes of Wrath</i>	3 jjH	jH	Ornery Monkeys	3	When a card you control is smoked or burned by an opponent, Apes of Wrath gains +1 Fighting until it leaves play.
<i>Napalm Addict</i>	4 jj	j	Pyromaniac Anarchist	6	Guts while attacking. When he smokes a Site by inflicting combat damage, you gain Power equal to the Site's printed cost, or 2 Power if it has no printed cost.
Just Another Consumer	1	j	Scrappy Rebel	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.
Resistance Squad	2	jH	Techie Guerrillas	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.