

# Year of the Dragon

## Expansion to Shadowfist

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Key:

F# = Occurs # times appearing among the 5 decks.

**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	
Birdhouse Cafe	F3	1	7	At the end of your turn, if any opponent is at least as close to victory as you are, return all Characters that participated in attacks this turn.
Blessed Orchard	F2	1	7	When an opponent declares an attack that targets Blessed Orchard, you may steal 1 Power from that opponent.
Cave Network	F3	1	6	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.
City Park	F6	1	8	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.
City Square	F1	1	6	<b>Unique.</b> Turn to redirect the damage inflicted by a single source on target Site to any Site you control.
Curio Shop	F4	1	7	Takes no damage from cards that have a cost of 1 that are controlled or played by an opponent.
Festival Circle	F3	1	6	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.
Field of Tentacles	F2	1	8	<b>Netherworld Site.</b> Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent.
Floating Restaurant	F3	1	8	When an opponent plays an Event, you may remove 1 damage from any card you control.
Fox Pass <sup>(2)</sup>	F1	1	5	<b>Unique.</b> Turn to change one attacker's target to any Character or front-row Site you control.
Gambling House	F3	1	6	<b>Limited.</b> 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.
Inner Sanctum	F1	1	11	If Inner Sanctum is revealed, you may not place another Feng Shui Site at this location.
Jade Valley	F5	1	7	<b>Limited.</b> 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.
Jagged Cliffs	F2	1	8	When Jagged Cliff's Body is reduced to 0, inflict 3 damage on all Characters at its location.
Kinoshita House <sup>(2)</sup>	F1	1	4	<b>Unique.</b> Turn to unturn target attacker. That attacker ceases attacking.
Nine Dragon Temple	F10	1	7	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.
Perpetual Motion Machine	F2	1	7	<b>Netherworld Site.</b> You may discard an additional card of your choice whenever you discard.
Sacred Heart Hospital	F1	1	6	<b>Unique.</b> Turn to heal target Character.
Stone Garden	F6	1	6	Turn to remove 1 damage from target Site.
Turtle Beach	F1	1	6	<b>Unique.</b> Turn to redirect the damage inflicted by a single source on target Character to Turtle Beach.

# No Resource (Unaligned)

## Sites

Card Name	Cost	Res.	Power	Body	Ability
Secret Headquarters	F1	3	2	10	<b>Limited.</b> When Secret Headquarters is smoked, inflict 2 damage on all Sites you control.

## States

Card Name	Cost	Ability
Explosives <sup>(2)</sup>	F2	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.
Pump-Action Shotgun <sup>(2)</sup>	F5	1 <b>Gun State. Weapon.</b> When a <b>Unique</b> 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.

# Chi Resource (Unaligned)

## States

Card Name	Cost	Ability
Hands Without Shadow <sup>(2)</sup>	F1	0 C <b>Schtick.</b> 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.
Shadowfist	F1	3 CCCC Play on any Character. Subject takes no combat damage.

## Events

Card Name	Cost	Ability
Blade Palm	F1	2 CC Return target card to its owner's hand.
Violet Meditation <sup>(2)</sup>	F3	0 C <b>Limited.</b> 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.

# High-Tech Resource (Unaligned)

## States

Card Name	Cost	Ability
Robot Arm	F2 2 H	Play on any Character. Subject gains +2 Fighting. Subject gains <i>Toughness: 1</i> against damage inflicted by Characters.

## Events

Card Name	Cost	Ability
Satellite Intelligence	F2 1 H	Swap the positions of two target Sites controlled by the same controller. This may change which Site is targeted by an attack.

# Magic Resource (Unaligned)

## Edges

Card Name	Cost	Ability
The Hungry <sup>(2)</sup>	F1 1 MM	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.

## States

Card Name	Cost	Ability
Amulet of the Turtle <sup>(2)</sup>	F2 0 M	Play on any 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 the subject. X = the number of <i>Magic</i> resources in your pool.

## Events

Card Name	Cost	Ability
Discerning Fire	F1 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.
Pocket Demon <sup>(2)</sup>	F3 0 M	<b>Limited.</b> 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	F2 1 M	Inflict X damage on target Character. X = the number of <i>Magic</i> resources in your pool.

# Architects of the Flesh

## Sites

Card Name	Cost	Res.	Power	Body	Ability	
Abominable Lab	F1	2	f	1	5	Abominable Lab provides one <i>High-Tech</i> resource for each Buro Character and each PubOrd Character you control.

## Edges

Card Name	Cost	Ability
Arcanowave Reinforcer	F2	2 ffH All Characters you control inflict +1 damage and gain the designator Abomination.

## States

Card Name	Cost	Ability
Buro Godhammer	F2	1 f <b>Weapon.</b> Subject Character inflicts +3 damage.
Helix Chewer	F2	0 f Play on any Character. Reduce the combat damage inflicted by subject by 1. When subject leaves play, Helix Chewer returns to is owner's hand.
Helix Rethread	F2	0 f Play on a Character controlled by an opponent. When subject is smoked, you gain 1 Power.

## Events

Card Name	Cost	Ability
Dangerous Experiment <sup>(2)</sup>	F1	0 fff <b>Limited. Toast It.</b> 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.
Nerve Gas	F3	1 f Smoke target Character. Does not affect Characters with <i>Magic</i> or <i>High-Tech</i> resource conditions.
Neutron Bomb	F1	3 ffH Smoke all Characters.

## Characters

Card Name	Cost	Res.	Designator	Fight	Ability
CDCA Scientist	F3	2	fH	Overzealous Researcher	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.
CHAR	F2	4 fH	fH	BuroMil Cyborg	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.
Homo Omega	F1	6 fffH	fHHH	Buro Cyborg	10 <b>Unique. Toughness: 2.</b> 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.
Plasma Trooper	F2	3	fH	BuroMil Cyborg	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.
Prototype X	F1	4 fff	f	Abomination	8 <b>Unique.</b> -1 Fighting for each <i>Chi</i> Character in play.
PubOrd Officer	F4	1	f	Security Cop	1
Test Subjects	F5	1	fH	Abominations	1
Vivisector <sup>(2)</sup>	F2	2 f	fH	Abomination Scientist	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.

# Ascended

## Sites

Card Name	Cost	Res.	Power	Body	Ability
Family Estate	F1 2	aaa	1	5	Turn to play a Pledged Character at -1 cost. When a Lodge Character is smoked, inflict 2 damage on Family Estate.

## Edges

Card Name	Cost	Ability
Paper Trail	F1 2 aaa	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.

## States

Card Name	Cost	Ability
Shadowy Mentor	F2 3 a	Play on any Character. You take control of subject Character. Subject gains the designator Pledged.

## Events

Card Name	Cost	Ability
Bull Market	F1 0 aaa	All players gain 5 Power.
Covert Operation <sup>(2)</sup>	F2 0 a	Look at target opponent's hand. You may force that opponent to discard one card of your choice.
Mole Network <sup>(2)</sup>	F2 0 a	Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.
Operation Killdeer	F3 0 a	Until the end of the turn, target Character inflicts no damage.
Suicide Mission	F1 1 aa	Target a card :: Smoke that card. That card's controller may immediately smoke any card you control.

## Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Draco	F1 6 aaaa	a	Lodge Enforcer	12	<b>Unique.</b> 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.
The Pledged	F4 1	a	Loyal Initiates	1	
Rat Fink	F3 2 a	a	Lodge Infiltrator	2	<b>Stealth.</b> When Rat Fink bypasses an interceptor using <i>Stealth</i> , you may look at the hand of that interceptor's controller and you may force that opponent to discard a card of your choice.
Sam Mallory	F1 5 aaa	a	Lodge Killer	7	<b>Unique.</b> <i>Toughness: X.</i> X = the number of damage counters on Sam Mallory.
Sting of the Scorpion	F3 3 aa	a	Lodge Assassin	4	<b>Assassinate.</b> Has <i>Ambush</i> against the target of her attack until the end of the turn she enters play.
Student of the Bear	F5 1	a	Pledged Martial Artist	1	
Student of the Shark	F3 2	a	Pledged Hood	2	Inflicts +1 damage on damaged Characters and damaged Sites.

# Dragons

## Sites

Card Name	Cost	Res.	Power	Body	Ability	
House on the Hill	F1	2	d	1	5	Characters at this location gain <i>Toughness: 1</i> while intercepting.

## States

Card Name	Cost	Ability
Claw of the Dragon	F2	2 ddd Subject Character gains +2 Fighting and <i>Guts</i> . When a Feng Shui Site you control is seized or burned, you may play <i>Claw of the Dragon</i> at no cost and ignoring resource conditions.

## Events

Card Name	Cost	Res.	Ability
Dirk Wisely's Gambit	F2	0 d	dH <b>Limited.</b> 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.
Final Brawl	F3	0 d	Inflict 2 damage on all Characters.
Golden Comeback	F2	2 d	Choose a Character in your smoked pile :: Return that Character to play.
Surprise, Surprise	F2	0 d	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.

## Characters

Card Name	Cost	Res.	Designator	Fight	Ability	
Bronze Sentinel	F2	2 d	d	Righteous Automaton	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.	
Friends of the Dragon <sup>[2]</sup>	F5	1	d	Student Supporters	1	
Hacker	F3	2	dH	Gun-Totin' Techie	2	Any time Hacker is in your hand when an opponent play 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.
Jane Q. Public	F2	2 d	d	Girl Next Door	2	When Jane Q. Public is smoked by an interceptor or by an Event played by an opponent, you gain 2 Power.
Little Jim	F1	6 ddH	d	Rebel Abomination	10	<b>Unique.</b> When an opponent plays an Event, heal Little Jim.
Maverick Cop	F2	3 d	d	Gun-Toting Hero	4	Takes no damage from Hood Characters.
Netherworld Vet	F2	3 d	d	Portal Crawler	4	+1 Fighting for each Edge controlled by any opponent.
Redeemed Gunman	F4	1	d	Reforming Hood	1	Cannot intercept. When Redeemed Gunman turns to attack a turned Site, he gains +2 Fighting until the end of the turn.
Ting Ting	F1	4 dd	ddC	Martial Artist	6	<b>Unique. Independent.</b> +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of Ting Ting.
Tricia Kwok	F1	4 dd	d	Undercover Cop	6	<b>Unique.</b> Gains <i>Toughness: 1</i> and +1 Fighting while she is the subject of any Weapon State.

# Eaters of the Lotus

## Sites

Card Name	Cost	Res.	Power	Body	Ability	
Infernal Temple <sup>(2)</sup>	F1	2	e	1	5	Infernal Temple provides one <i>Magic</i> resource for each Demon Character you control.

## States

Card Name	Cost	Ability
Inexorable Corruption	F2	0 e 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.

## Events

Card Name	Cost	Ability
Glimpse of the Abyss	F1	0 eee <b>Toast It.</b> 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.
Tortured Memories	F2	2 e Take control of target Character until the end of the turn.

## Characters

Card Name	Cost	Res.	Designator	Fight	Ability	
Abysmal Absorber	F2	3 eM	e	Netherworld Demon	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.
Eunuch Underling <sup>(2)</sup>	F3	2	eM	Sorcerer Bureaucrat	2	
Evil Twin <sup>(2)</sup>	F1	3 e	e	Sinister Sibling	*	<b>Uncopyable.</b> 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)."
Four Burning Fists	F1	3 eeeM	e	Demon Martial Artist	5	<b>Unique.</b> You must toast a Feng Shui Site you control when Four Burning Fists enters play, otherwise toast this card. Gains +2 Fighting and <i>Regenerate</i> while any opponent is closer to victory than you.
Kun Kan	F2	4 eM	e	Earth Demon	5	<i>Regenerate.</i> +1 Fighting for each Feng Shui Site in your burned-for-victory pile.
Sinister Priest	F5	1	eM	Macabre Sorcerer	1	
Thing with a 1000 Tongues	F1	6 eMMM	e	Disgusting Demon	9	<b>Unique.</b> Sacrifice a Character :: This card gains <i>Toughness: 3</i> until the end of the turn.
Vassals of the Lotus	F4	1	e	Ancient Hoods	1	
Walking Corpses	F2	2 e	e	Undead Servitors	4	Cannot turn to change location. Damage cannot be removed from Walking Corpses.
White Disciple	F2	2 e	eM	Eunuch Sorcerer	2	Turn and inflict 1 damage on White Disciple :: Inflict 2 damage on any target.

# Guiding Hand

## Sites

Card Name	Cost	Res.	Power	Body	Ability
Shaolin Sanctuary F1	2	g	1	5	Shaolin Sanctuary provides one <i>Chi</i> resource for each Shaolin Character and each Monk Character you control.

## Edges

Card Name	Cost	Ability
Shield of Pure Soul F1	0 gC	<b>Limited.</b> 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.

## Events

Card Name	Cost	Res.	Ability
Blood of the Valiant F2	1 gg	g	Play during an attack. Until the end of the attack, target attacker takes no combat damage from interceptors.
Confucian Stability F2	1 g		Play in response to an Event or State :: Cancel and smoke that card.
Iron and Silk F2	0 g		Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting.
Rigorous Discipline <sup>(2)</sup> F2	0 g		Copy the printed rules text from any Character to target Character until end of turn.

## Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Blue Monk F2	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.
Gardener F2	1 g	gC	Devoted Follower	1	Turn to remove 2 damage from target Feng Shui Site.
Golden Candle Society F5	1	gC	Secret Society	1	
The Iron Monkey F1	4 gg	gC	Masked Hero	5	<b>Unique. Superleap.</b> 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.
Kung Fu Student F4	1	g	Fledgling Shaolin	1	+1 Fighting while any non- <b>Unique</b> Feng Shui Site in your front row has a <b>Body</b> of 4 or less.
Red Monk <sup>(2)</sup> F3	3 g	gC	Martial Artist	4	When an opponent plays an Event that targets a card you control, Red Monk gains <i>Superleap</i> until he leaves play.
Righteous Fist F3	2	g	Martial Artist	2	Sacrifice Righteous Fist to smoke a State on a card you own.
Shan Tsu F1	5 gg	gC	Shaolin Master	7	<b>Unique.</b> Takes no damage from interceptors that have fewer than two resource conditions.
Wong Fei Hong F1	6 gggg	gC	Kung Fu Master	11	<b>Unique.</b> Once during each of your Main Shots, you may play a <i>Chi</i> State on this card at -3 cost. Toast a <i>Chi</i> State on this card to cancel the effect generated by the turning of a Feng Shui Site.