

Shadowfist

Limited / Standard Editions

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Key: **Rare** cards are shown in bold text. **a** = Ascended, **d** = Dragons, **e** = Eaters of the Lotus, **f** = Architects of the Flesh
Uncommon cards are shown in italicized text. **g** = Guiding Hand, **j** = Jammers, **m** = Four Monarchs
 Common cards are shown in normal text. **C** = Chi, **H** = High-Tech, **M** = Magic
Extra common cards are shown in underlined text. **L(*)** = Limited Edition (8 cards removed for Standard), **S(*)** = Standard edition

Limited Edition cards have a goil foil stamped "Ting Ting". Standard Edition cards do not have the stamp.

Feng Shui Sites:

Card Name	Power	Body	Ability
City Square	1	6	Unique. Turn to redirect the damage inflicted on target site from a single source to any site you control.
Dragon Mountain	1	7	Unique. <i>Toughness: 1.</i>
Fox Pass R2	1	5	Limited. Turn to change the target of target attacking character's attack to any character or front-row site you control.
The Hanging Coffins	1	6	Unique. Turn to give a character <i>Tactics</i> until the end of the turn.
Kinoshita House	1	4	Unique. Turn to unturn target attacking character. Target attacking character inflicts and receives no damage during this attack.
Mourning Tree	1	8	Unique. Any player who attacks Mourning Tree may not declare any subsequent attacks this turn.
The Red Lantern Tavern L(R) S(R2)	1	7	Unique. Turn to give target character <i>Assassinate</i> against turned characters until the end of the turn.
Sacred Heart Hospital	1	6	Unique. Turn Sacred Heart Hospital to heal target character.
Turtle Beach	1	6	Unique. Turn Turtle Beach to redirect damage done to target character from a single source to Turtle Beach.
<i>Proving Ground</i> U2	0	6	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.
<u>Ancestral Tomb</u>	1	5	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 its controller's victory conditions.
<u>Ancient Temple</u>	1	5	Any character that is intercepted while attacking Ancient Temple inflicts no damage on Ancient Temple.
<u>Auspicious Termites</u> X2	1	5	Cannot be burned. If smoked, Auspicious Termites returns to its owner's hand.
<u>Blessed Orchard</u>	1	7	Whenever a player declares an attack on Blessed Orchard, transfer 1 Power from his or her pool to yours.
<u>Cave Network</u> X2	1	6	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.
<u>Family Home</u>	1	5	Generates an additional point of Power if the Power of the player to your left is greater than yours.
<u>Family Restaurant</u>	1	4	<i>Regenerates.</i> Body is reduced to 0 if damaged by a Hood card.
<u>Grove of Willows</u>	1	6	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.
<u>Hallowed Earth</u>	1	6	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.
<u>Inner Sanctum</u> X2	1	11	Once Inner Sanctum has been revealed, you may not place new feng shui sites into its column.
<u>Jagged Cliffs</u>	1	8	If Jagged Cliff's Body is reduced to zero, all characters at its location suffer 3 points of damage.
<u>Lily Pond</u>	1	4	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.
<u>Marsh</u>	1	8	Takes no damage from any character that is the subject of a vehicle state.
<u>Mountain Retreat</u>	1	6	Once Mountain Retreat has been revealed, it can't be damaged by more than two characters in an attack. The defending player decides which two characters inflicting damage actually do so.
<u>Sacred Ground</u>	1	9	
<u>Stone Garden</u> X2	1	6	Turn to remove one damage counter from target site.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Drug Lab	R2 1		1	6	Limited. Hood Site. Drug Lab is smoked if damaged by a Cop card.
Police Station	R2 1		0	10	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.
Secret Headquarters	R2 3		2	10	Limited. All sites you control take 2 points of damage if Secret Headquarters is smoked.
Trade Center	3		2	9	Feng shui sites to the immediate right and left of Trade Center generate no Power.

Edges

Card Name	Cost	Ability
The Rackets	3	Hood Edge. Comes into play turned. Turn during your turn to take 1 Power from target player's pool and add it to your own.
Safehouse	4	Turn and maintain; no attacks can be declared against target character.

States

Card Name	Cost	Ability
Water Sword	1	Weapon. Unique. Subject character gains +1 Fighting. If subject character is smoked, return Water Sword to your hand instead of placing it in the smoked pile.
<i>Attack Helicopter</i>	U2 3	Vehicle. Subject character gains <i>Mobility, Tactics</i> , and +2 Fighting.
<i>Explosives</i>	U2 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 on the site.
<i>Grenade Launcher</i>	U2 1	Weapon. Controlling character inflicts +3 damage on characters with vehicles or sites.
<i>Throwing Star</i>	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.
Motorcycle	0	Vehicle. Turn Motorcycle to change location of controlling character.
Netherworld Passageway	2	Play on any site. All characters located in front of subject site gain <i>Mobility</i> . Subject site is considered to be a Netherworld site in addition to any other designators.
Really Big Gun	1	Weapon. Controlling character inflicts +2 damage.
Speed Boat	2	Vehicle. Controlling character gains <i>Mobility</i> and <i>Tactics</i> .
Sports Car	2	Vehicle. Controlling character gains <i>Toughness:1</i> and <i>Mobility</i> .

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Luis Camacho	4		Vengeful Hood	2	Unique. Gains +1 Fighting for each Hood card in your smoked pile.
Nine Cuts	4		Mercenary Assassin	2	Unique. Assassinate.
White Ninja	5		Assassin	3	Unique. Stealth. Ambush.
<i>Mysterious Stranger</i>	3		Netherworld Outcast	2	The controller of a character who intercepts Mysterious Stranger loses all Power.
Mooks	1		Mercenary Hoods	1	

Chi Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Alchemist's Lair	2	CC	1	5	
Ancient Grove	2	CC	1	5	

States

Card Name	Cost	Ability
Death Touch	2 C	Play on any character. Any character in combat with subject character is smoked. Does not affect characters with <i>Magic</i> or <i>High-Tech</i> in their resource conditions.
Shadowfist	3 CCCC	Play on any character. All damage inflicted on subject character by characters in combat is reduced to 0.
Ultimate Mastery R2	1 C	Play on any character. For the duration of the attack, subject character gains the special abilities of each character it is in combat with until combat with that character is resolved.
<i>Claw of the Tiger</i>	1 CCC	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.
<i>Contract of the Fox</i>	2 C	Play on any character. Turn Contract of the Fox to unturn subject character.
<i>Dim Mak</i>	1 C	Play on any character. Subject character gains +1 Fighting. Damage inflicted by subject character is not reduced by <i>Toughness</i> .
<i>Fortune of the Turtle</i>	1 C	Play on any character. Subject character is not affected by Event cards played by your opponents.
Armored in Life	1 C	Play on any character. Subject character gains <i>Toughness: 1</i> .
Hands Without Shadow	0 C	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.
Whirlwind Strike	1 C	Play on any character. If subject character smokes a character it is intercepting, it may intercept another attacking character once combat is over.

Events

Card Name	Cost	Ability
<i>Blade Palm</i>	2 CC	Return target card to its owner's hand. Does not affect Event cards.
<i>Return to the Center</i> U2	1 C	All States and non-damage tokens on target card are smoked.
Dawn of the Righteous	1 C	Remove up to six damage counters from the cards you control.
Healing Earth	0 C	Remove a number of damage counters from the cards you control up to the number of <i>Chi</i> resources in your pool.

High-Tech Resource (Unaligned)

Sites

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

States

Card Name	Cost	Ability
Floating Fortress L(R) S(R2)	6 HHHH	Vehicle. Subject character gains <i>Mobility</i> and +8 Fighting.
<i>Combat Aircar</i>	4 HH	Vehicle. User gains <i>Mobility</i> , <i>Tactics</i> , and +4 Fighting.
<i>Disintegrator Ray</i>	1 HH	Weapon. Subject character gains +1 Fighting. If subject character inflicts enough damage to smoke a character, subject character toasts that character instead.
<i>Fusion Rifle</i>	1 H	Weapon. Turn Fusion Rifle to inflict 2 points of damage on any target at subject's location.
<i>Fusion Tank</i>	4 H	Vehicle. Subject character gains <i>Mobility</i> and +4 Fighting.
<i>Robot Arm</i>	2 H	Play on any character. Subject character gains +2 Fighting and <i>Toughness: 1</i> against damage inflicted by characters.
Havoc Suit	2 H	Weapon. Add half the number of <i>High-Tech</i> resources in your pool, rounded down, to subject character's Fighting score.

Events

Card Name	Cost	Ability
<i>Salvage</i>	1 H	Return any <i>High-Tech</i> card in your smoked pile to your hand.
<i>Satellite Surveillance</i>	0 H	You may reveal a number of sites up to the number of <i>High-Tech</i> resources in your pool.
Orbital Laser Strike	1 H	Target site takes damage equal to the number of <i>High-Tech</i> resources in your pool.

Magic Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Illusory Bridge	0 M		0	3	May be placed in any legal position on an opponent's side.

Edges

Card Name	Cost	Ability
I Ching	1 M	Turn to look at the top three cards of any one player's deck and arrange them in whatever order you wish.
Soul Maze	1 MM	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.
Spirit Frenzy R2	2 MM	You may turn a <i>Magic</i> character to do 1 point of damage to a character that has just been damaged.
<i>The Hungry</i>	1 MM	Gain 3 Power whenever you burn a site for victory. All your characters and sites suffer 2 points of damage if <i>The Hungry</i> leaves play.

States

Card Name	Cost	Ability
<i>Alabaster Javelin</i>	1 M	Weapon. If subject character is smoked, you may inflict 3 points of damage on any target in play.
<i>Amulet of the Turtle</i>	1 M	Any damage inflicted on subject character is inflicted on Amulet of the Turtle instead. Amulet of the Turtle can sustain damage equal to your <i>Magic</i> resources before being smoked.

Events

Card Name	Cost	Ability
<i>Curtain of Fullness</i>	0 MM	Target player must discard 3 cards at random from his or her hand.
<i>Larcenous Mist</i>	0 MM	Any special abilities possessed by target character any 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.
<i>Scroll of Incantation</i>	1 MM	Search through your deck for an Event. Reshuffle your deck afterwards. You must play this Event immediately or it is toasted.
Killing Rain	1 M	All sites in play take 2 points of damage.
Shattering Fire	1 M	Target character takes damage equal to the number of <i>Magic</i> resources in your pool.

Sites

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

Edges

Card Name	Cost	Ability
Probability Manipulator	4 ffH	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: Unique. Turn to increase or decrease the value of any number on target card by 1 until the end of the turn. Probability Manipulator may not change a number to zero. Does not affect play costs or numbers expressed as words.
<i>Arcanowave Reinforcer</i>	2 ffH	All of your characters inflict +1 damage and are considered Abominations.
<i>Reinvigoration Process</i>	1 f	You may play Abominations from your smoked pile. ERRATA: Turn during your turn to play an Abomination from your smoked pile at normal cost.
<i>Seed of the New Flesh</i>	2 f	Each player must spend 1 Power at the start of each of his or her turns or one <i>Chi</i> card of his or her choice that he or she controls is smoked.

States

Card Name	Cost	Ability
Brain Bug EQ3200	1 f	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 is smoked if Brain Bug EQ3200 leaves play.
Helix Chewer	0 f	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.
Helix Rethread	0 f	Play on a character controlled by one of your opponents. If subject character is smoked, you gain 1 Power.

Events

Card Name	Cost	Ability
Dangerous Experiment	0 ffff	You gain 5 Power. The opponent to your left may toast one card of his or her choice that you control.
<i>Arcanowave Pulse</i>	1 f	Cancel and smoke a <i>Guiding Hand</i> card.
<i>Cellular Reinvigoration</i>	1 f	Until the end of the turn, target character gains <i>Guts</i> and is not smoked when damage inflicted on it equals or exceeds its Fighting score.
<i>Neutron Bomb</i>	3 ffH	All characters in play are smoked.
<i>Police State</i>	1 f	Cancel and smoke a <i>Dragon</i> card.
<i>State of Emergency</i>	1 f	Limited. Draw a number of cards necessary to fill your hand to six cards.
Abominable Wave	1 ffH	Cancel and smoke a <i>Chi</i> card.
Code Red	1 f	Play immediately after you have been attacked. You may launch an attack. Characters that have attacked you this turn cannot intercept this attack.
Expendable Unit	0 f	Redirect all damage from one source to any character you control.
Imprisoned	1 f	Target character is returned to its owner's hand.
Nerve Gas	1 f	Target character is smoked. Does not affect characters with <i>Magic</i> or <i>High-Tech</i> in their play costs.
PubOrd Raid	0 f	Play only during your turn. All characters at target location become turned.
Superior Technology	1 f	All you characters inflict +1 damage until the end of the turn.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Desdemona Deathangel	5 fff	f	Abomination	5	Unique. <i>Ambush.</i>
Dr. April Mucosa	3 f	fHHM	Mad Scientist	1	Unique. Turn to reduce the damage target character inflicts by 3 until the end of the turn.
Homo Omega	6 ffff	fHHH	Buro Cyborg	10	Unique. <i>Toughness: 2.</i>
Johann Bonengel	3 ffff	ff	BuroPresident	5	Unique. Turn for 2 Power. While Johann is unturned, your opponents cannot play States on cards you control.
Nirmal Yadav L(R)	4 fff	fH	Supersoldier	7	Unique. <i>Toughness: 1</i> when attacking.
Prototype X	4 fff	f	Abomination	8	Unique. Prototype X's Fighting score is reduced by the number of <i>Chi</i> characters in play.
Tactical Team	4 fff	f	Buro Cops	6	Can be played during an opponent's turn.
<i>Arcanotechnician</i>	2 f	fHM	Buro Scientist	1	Turn Arcanotechnician and toast a character in your smoked pile to return any card in your smoked pile to your hand.
<i>Arcanowave Researcher</i>	1 f	fHM	Scientist	1	Turn to force target player to discard a card at random from his or her hand.
<i>Brain Eater</i> U2	4 ff	f	Abomination	3	<i>Ambush.</i>
<i>Buro Official</i>	2 f	f	Vile Bureaucrat	1	Turn to give <i>Ambush</i> until the end of the turn to a character with a play cost of no greater than 3.
<i>Monster Hunter</i>	3 f	f	Timewalker	3	Turn and maintain to control a demon or spirit.
<i>Mutoid</i>	4 ff	f	Abomination	4	<i>Guts.</i> Mutoid's damage is increased by the number of damage counters on it.
<i>The Reconstructed</i>	3 fff	f	Standard Abomination	5	
<i>Super Soldier</i>	4 ff	f	Fanatic Cop	5	<i>Guts.</i>
<i>Vivisector</i>	2 f	fH	Abomination Scientist	1	Turn Vivisector to sacrifice a character and gain Power equal to its play cost.
Buro Assassin	3 f	f	Covert Operator	2	<i>Ambush.</i>
DNA Mage	1	fHM	Occult Scientist	1	Cannot turn to attack.
Midnight Whisperer	1 f	f	Abomination	1	<i>Ambush.</i>
PubOrd Sniper	2 f	f	Cop	1	Turn to do 1 point of damage to an attacking character
<u>Alpha Beast</u>	2	f	Early Model Abomination	2	
<u>PubOrd Officer</u>	1	f	Security Cop	1	
<u>PubOrd Squad</u>	3	f	Buro Cops	3	
<u>Test Subjects</u>	1	fH	Abominations	1	

Sites

Card Name	Cost	Res.	Power	Body	Ability
Family Estate	2	a	1	5	Turn to play a Pledged character at -1 cost. Family Estate takes 2 points of damage whenever a Lodge character is smoked.

Edges

Card Name	Cost	Ability
<i>Monkey King</i>	2 a	Turn Monkey King to return any <i>Eaters of the Lotus</i> card to its owner's hand.
<i>Paper Trail</i>	2 aaa	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.
<i>Political Lock</i>	2 a	No character can turn to change location while Political Lock is in play.
<i>Tomb of the Beast</i>	2 a	Each player must spend 1 Power at the start of his or her turns or one <i>Magic</i> card of his or her choice that he or she controls is smoked.

States

Card Name	Cost	Ability
Seal of the Wheel L(R) S(R2)	2 aa	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 must still seize or burn your final feng shui site.
Marked for Death	1 a	Play on any character. Flip a coin at the start of each of your turns. On a result of heads, subject character is smoked.
Security	1 a	Play on any site. Subject site gains +4 Body.
Shadowy Mentor	3 a	Play on any character. You control subject character; it comes to your side unturned. Subject character is now considered to be a Pledged character.

Events

Card Name	Cost	Ability
Bull Market	0 aaa	All players gain 5 Power.
Roar of the Beast	4 aaaa	Cancel and smoke target card.
Suicide Mission R2	1 aa	Smoke any card in play. Target card's controller may immediately smoke one of your cards of his or her choice.
<i>Bite of the Jellyfish</i>	0 a	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 he or she may have gained from burning for Power.
<i>Cry of the Forgotten Ancestor</i>	1 aa	Cancel and smoke target <i>Magic</i> card.
<i>Hostile Takeover</i>	0 a	Play during an auction. The highest current bidder must give you Power equal to his or her bid. You win the auction.
<i>Subterfuge</i>	0 aaa	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.
Covert Operation	0 a	Look at target player's hand. You may force that player to discard one card of your choice.
Faked Death	0 a	Take a character from your smoked pile and return it to your hand.
Mole Network	0 a	Play only during your turn. Take 1 Power from target player's pool and add it to your own.
Operation Killdeer	0 a	Target character inflicts no damage this turn.
Realpolitik	1 a	Smoke target Edge or State.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Adrienne Hart L(R)	4 aaaa	a	Pledged Martial Artist	8	Unique. No states may be played on Adrienne.
Draco	6 aaaa	a	Lodge Enforcer	12	Unique.
Mr. X	3 aa	a	Lodge Mastermind	1	Unique. Turn and maintain to control a character with a play cost no greater than 3. It comes to your side unturned.
Phillipe Benoit	4 aa	a	Pledged Assassin	5	Unique. Stealth.
Shell of the Tortoise	3 aaa	a	Lodge Mastermind	6	Cannot turn to attack. Turn to redirect damage done to any feng shui site from a single source to Shell of the Tortoise.
Strike Force	6 aaa	a	Pledged Commandos	7	<i>Tactics. Stealth.</i>
Tatsuya Yanai	3 a	a	Lodge Mastermind	1	Unique. Turn Tatsuya Yanai, except during an attack, to switch the locations of any two sites belonging to a single controller.
The Unspoken Name	3 aaaaa	aa	Lodge Chairperson	6	Unique. Cannot turn to attack. Turn to give <i>Stealth</i> until the end of the turn to any number of characters whose combined play cost does not exceed 7.
Vladimir Kovalov	4 aaa	a	Lodge Mastermind	7	Unique. You may discard an additional card at the beginning of your turn.
Web of the Spider	3 aaa	a	Lodge Mastermind	3	Turn, except during an attack, to change the position of target character to any location on its controller's side.
<i>Church Official</i>	2 aaa	a	Pledged Operative	1	Turn and pay 1 Power to cancel and smoke any <i>Magic</i> card as it is played.
<i>Fist of the Bear</i>	4 aa	a	Lodge Enforcer	6	
<i>Might of the Elephant</i>	4	a	Lodge Enforcer	X	X = the number of <i>Ascended</i> resources in your resource pool.
<i>Military Commandant</i> U2	2 aa	a	Pledged Mastermind	1	Turn and maintain to give target character +2 <i>Fighting</i> .
<i>Muckraking Journalist</i>	2 a	a	Pledged Operative	1	Turn and maintain to prevent target character from unturning normally.
<i>Soul of the Shark</i>	3 a	a	Lodge Mastermind	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 of the State is played on its original subject.
<i>Sting of the Scorpion</i>	5 aaa	a	Lodge Assassin	4	<i>Assassinate.</i>
<i>Tooth of the Snake</i>	4 a	a	Lodge Assassin	4	<i>Stealth.</i>
<i>Undercover Cop</i>	2 a	a	Pledged Operatives	X	<i>Stealth.</i> X = the number of Cop characters you control. Can attack back-row sites.
Cabinet Minister	1 a	a	Pledged Politician	1	Turn and maintain to control or cancel target Edge. If target Edge leaves play while under your control, Cabinet Minister is smoked.
Gruff Lieutenant	1 a	a	Pledged Cop	1	<i>Stealth.</i>
Swiss Banker	2 a	a	Pledged Financier	1	Turn for 1 Power. Swiss Banker is smoked if you have no Power in your pool.
<u>Liquidators</u>	3	a	Pledged Enforcers	3	+1 damage if you also control a Lodge character
<u>The Pledged</u>	1	a	Loyal Initiates	1	
<u>Student of the Bear</u>	1	a	Pledged Martial Artist	1	
<u>Swat Team</u>	2	a	Cop Pawns	2	

Sites

Card Name	Cost	Res.	Power	Body	Ability
House on the Hill	2	d	1	5	Characters at House on the Hill's location have <i>Toughness: 1</i> when intercepting attackers.

Edges

Card Name	Cost	Ability
<i>Wind Across Heaven</i>	2 d	<i>Eaters of the Lotus</i> characters suffer 2 points of damage whenever they become turned.

States

Card Name	Cost	Ability
Baptism of Fire R2	1 d	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.
Fists of Legend	2 d	Unique. Play on any character. Subject character's Fighting score is increased by the number of Unique characters in your smoked pile.
<i>Bag Full of Guns</i>	2 d	Play on a character you control. Turn to give +1 Fighting until the end of the turn to all characters you control at subject character's location.
<i>Charmed Life</i>	1 d	Play on any character. Subject character is immune to any effects that smoke characters or cards. Character can still be smoked due to damage.
<i>Heroic Conversion</i>	0 d	Play on any character. If subject character attacks you, you take control of it at the end of the turn.
<i>Undercover</i>	1 d	Play on any character. Subject character can attack back-row sites. Subject can still be blocked by characters at the location it is attacking.
Training Sequence	1 d	Play on any character. Subject character gains +1 Fighting. Multiple Training Sequence cards can be played on the same character.

Events

Card Name	Cost	Ability
Assassins in Love	0 dd	You are now the controller of all Assassins. They come to your side unturned.
The Crucible R2	1 dd	All Demons in play are toasted.
Last Stand	1 dddd	All your characters gain +2 Fighting until the end of the turn if an opponent has more feng shui sites in play than you.
<i>Array of Stunts</i>	1 dd	You may change the locations of all your characters to new locations on your side as many columns right or left as you wish.
<i>"Now You've Made Us Mad"</i> U2	0 dd	Gain 1 Power for each of your characters that is damaged.
<i>Thunder on Thunder</i>	1 d	All Edges in play are toasted.
Back for Seconds	1 d	Unturn target character.
Booby Trap	1 d	Play when one of your sites is attacked. Target site and all characters at its location suffer 3 points of damage.
Final Brawl	0 d	All characters in play suffer 2 points of damage.
Golden Comeback	2 d	You may take a character from your smoked pile and return it to play.
Last Outpost	1 d	All your characters gain <i>Toughness: 1</i> until the end of the turn.
Victory for the Underdog	1 d	Cancel and smoke any <i>Architects of the Flesh</i> card.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Capoeira Master	4 ddd	d	Martial Artist	5	Inflicts +3 damage when intercepting.
Iala Mané L(R)	5 dddd	d	Martial Artist	8	Unique. <i>Independent.</i> Can attack during an opponent's turn.
Jack Donovan L(R)	5 ddd	d	Maverick Cop	8	Unique. <i>Guts.</i> If one of your sites is burned while Jack Donovan is in your smoked pile, return Jack Donovan to your hand.
Johnny Tso	3 ddd	d	Heroic Gunman	4	Unique. <i>Assassinate</i> against <i>Eaters of the Lotus</i> characters. Weapons played on Johnny Tso have no cost.
Kar Fai	7 ddddd	ddC	Kung Fu Master	11	Unique. <i>Guts.</i> All other <i>Dragon</i> characters you control gain <i>Guts</i> and +1 Fighting while Kar Fai is in play.
Mad Dog McCroun L(R)	4 ddd	d	Big Bruiser	6	Unique. <i>Toughness: 1.</i> <i>Guts.</i>
Oscar Balbuena	5 ddd	d	Karate Chop	7	Unique. Oscar Balbuena unturns whenever an attack is declared against you.
Redeemed Assassin L(R) S(R2)	5 ddd	d	Heroic Killer	8	You can play Redeemed Assassin during an opponent's turn. Redeemed Assassin has <i>Toughness: 1</i> for the duration of the turn in which he enters play.
Shamanistic Lieutenant L(R) S(R2)	3 ddd	dM	Magic Cop	4	Any Demon or Abomination in combat with Shamanistic Lieutenant is toasted before it inflicts its damage.
Silver Fist	4 ddd	d	Cosmopolitan Hero	6	<i>Independent.</i>
Zheng Yi Quan	6 dddd	dC	Kung Fu Master	11	Unique.
<i>Big Bruiser</i>	5 dd	d	Kicker of Butts	6	<i>Guts.</i> <i>Toughness: 1.</i>
<i>Dragon Adept</i>	4 dd	d	Versatile Combatant	5	<i>Independent.</i>
<i>Masked Avenger</i>	3 d	d	Vigilante Hero	4	Takes no damage from characters with a Fighting score of 1.
<i>Maverick Cop</i>	3 d	d	Gun-Toting Hero	4	Takes no damage from Hood characters.
<i>Old Hermit</i>	3 d	dCM	Wily Sorcerer	2	Turn Old Hermit and pay 1 Power to unturn any non-character card.
<i>Silver Band</i>	3 ddd	d	Legion of Supporters	5	
Chinese Doctor	1 d	d	Wise Physician	1	Turn to heal target character.
Dragon Fighter	4	d	Streetfighter	4	<i>Guts.</i>
Gadgeteer	2 d	dH	Resourceful Techie	2	Gains +1 Fighting for each <i>High-Tech</i> card placed on her.
Righteous One	2 d	d	Loyal Defender	1	Any character intercepted by Righteous One while Righteous One is unturned is smoked.
<u>Average Joe</u>	3	d	Blue-Collar Hero	2	<i>Toughness: 1.</i>
<u>Everyday Hero</u>	2	d	Brave Scrapper	2	<i>Guts.</i>
<u>Friends of the Dragon</u>	1	d	Dragon Supporters	1	
<u>Ring Fighter</u>	3	d	Martial Artist	3	

Sites

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

Edges

Card Name	Cost	Ability
Feast of Souls	4 e	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.
Imperial Boon	4 e	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.
<i>Chains of Bone</i>	2 e	<i>Ascended</i> cards do not unturn during their controller's establishing shot.
<i>Flood on the Mountain</i>	2 e	<i>Dragon</i> characters suffer 1 point of damage at the start of each of your turns.

States

Card Name	Cost	Ability
Flying Guillotine R2	0 e	Weapon. If subject character smokes a character in combat, you may inflict 2 points of damage on any other character at its location.
Theft of Fortune	1 e	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.
<i>Poison Needles</i>	2 ee	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.
<i>Sphere of Defilement</i>	2 e	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.
<i>Vampiric Touch</i>	2 ee	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.
<i>Veiling of the Light</i>	2 eM	Play on any feng shui site. Subject site does not count towards a player's feng shui site total for victory purposes.
Deathtrap	1 e	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.
The Demon Within	2 eM	Play 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.
Inexorable Corruption	0 e	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.
Sword of Biting	1 e	Weapon. If subject character is smoked in combat, Sword of Biting inflicts 4 damage on each character subject was in combat with. Sword of Biting then goes to the smoked pile.

Events

Card Name	Cost	Ability
Banish L(R) S(R2)	2 e	All <i>Dragon</i> characters in play return to their owners' hands.
Shifting Loyalties	2 ee	You become the controller of all Mercenary and all Pledged characters in play. They come to your side unturned.
<i>Infernal Plague</i>	1 e	All characters positioned at target location suffer 1 point of damage.
Dance of the Centipede	1 e	Cancel and turn target card. <i>ERRATA:</i> Cancel effect generated by turning target card OR turn target card -- target card cannot be turned in response.
Inauspicious Reburial	1 e	You may toast a number of characters of your choice in an opponent's smoked pile up to the number of <i>Eaters of the Lotus</i> resources in your pool.
Tortured Memories	2 e	Take control of target character until the end of the turn. Character comes to your side unturned.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Abysmal Daughter	4 eeM	e	Vampiric Demon	1	Unique. Place one damage counter on a site of your choice whenever a character is smoked.
Big Brother Tsien	2	e	Demon Hood	2	Unique. Once per turn, you may pay 1 Power to give Big Brother Tsien +3 Fighting until the end of the turn.
Evil Twin	3 e	e	Sinister Sibling	*	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. <i>ERRATA:</i> When Evil Twin is played, choose any character in play. Evil Twin takes on the Fighting score, designators, and abilities of that character but not its resources and resource conditions.
Gao Zhang	6 eeeee	eeMMM	Center of the Lotus	10	Unique. Turn Gao Zhang to change the target of an Event card.
Ghostly Seducer	4 eM	eM	Demon Sorceress	1	Turn to send any turned character back to its owner's hand.
Jueding Shelun L(R)	5 eee	eM	Eunuch Sorcerer	8	Unique. You may turn any card in play when Jueding Shelun smokes a character in combat.
Kan Li L(R) S(R2)	4 eee	e	Martial Artist	7	Unique. You may smoke any States on characters in combat with Kan Li, before combat is resolved.
Mother of Corruption	5 eeee		Demon Queen	13	Unique. Cannot be turned to attack. Cannot be healed.
Snake Man	4 eeM	e	Demon	4	Snake Man heals at the end of each turn.
Thing with 1000 Tongues L(R)	6 eMMM	e	Disgusting Demon	9	Unique. Sacrifice a character to give Thing With a 1000 Tongues <i>Toughness:</i> 3 until end of turn.
Tomb Spirit	3 ee	e	Supernatural Creature	1	Toast one of the characters in your smoked pile to give Tomb Spirit +2 Fighting until the end of the turn.
<i>Abysmal Spirit</i>	3 e	eM	Ghost Assassin	2	<i>Assassinate.</i>
<i>Gnarled Horror</i>	2 eM	e	Demon	1	Any character damaged by Gnarled Horror is smoked. Does not affect characters with vehicle States.
<i>Gnarled Marauder</i> U2	3 eM	e	Demon	3	Any damage Gnarled Marauder inflicts on a site in an attack is also inflicted on the back-row site behind that site.
<i>Imperial Guard</i>	2 e	e	Ancient Cop	1	Imperial Guard's Fighting is increased by the number of Eunuchs you control.
<i>Kun Kan</i>	4 eM	e	Earth Demon	5	<i>Regenerates.</i> Kun Kan's Fighting score is increased by the number of feng shui sites in your burned for victory pile.
<i>Walker of the Purple Twilight</i>	5 ee	eMM	Eunuch Sorcerer	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.
<i>Abysmal Horror</i>	3 eM	e	Demon	4	<i>Regenerates.</i>
<i>Hopping Vampire</i>	4	e	Ancient Monsters	4	
<i>Shadow Creeper</i>	1 e	e	Eunuch Assassin	1	<i>Assassinate.</i>
<i>Walking Corpses</i>	2 e	e	Undead Servitors	4	Cannot turn to change location and cannot be healed.
<i>White Disciple</i>	2 e	eM	Eunuch Sorcerer	2	Turn White Disciple and inflict 1 point of damage on White Disciple to inflict 2 points of damage on any target.
<i>Eunuch Underling</i>	2	eM	Sorcerous Bureaucrat	2	
<i>Shadowy Horror</i>	3	e	Demon	3	<i>Regenerates.</i>
<i>Sinister Priest</i>	1	eM	Macabre Sorcerer	1	
<i>Thorns of the Lotus</i>	2	e	Fanatical Archers	2	
<i>Vassals of the Lotus</i>	1	e	Ancient Hoods	1	

Sites

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

Edges

Card Name	Cost	Ability
<i>Fire in the Lake</i>	3 gg	Gain 1 Power whenever an attack is declared against your side.
<i>Shifting Tao</i>	1 gg	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.
Hill of the Turtle	U/C 1 gg	Each player must spend 1 Power at the start of each of his or her turns or one <i>High-Tech</i> card of his or her choice that he or she controls is smoked.

States

Card Name	Cost	Ability
Power of the Great	2 gg	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 four counters on Power of the Great.
<i>Thunder on the Mountain</i>	1 g	Play on a site you control. All <i>Architects of the Flesh</i> cards come into play turned.

Events

Card Name	Cost	Ability
<i>Difficulty at the Beginning</i>	1 g	Play when an opponent is playing a card. Your opponent must pay 1 Power in addition to the card's play cost of the card being played is toasted.
<i>Into the Light</i>	1 g	Take any card from your smoked pile and place it into your hand.
<i>Onslaught of the Turtle</i>	2 g	All <i>High-Tech</i> cards are returned to their owners' hands.
<i>Positive Chi</i>	1 gg	Each player may take any one card, except a feng shui site, from his or her smoked pile and play it at no cost.
<i>Progress of the Mouse</i>	1 g	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. <i>ERRATA:</i> For the duration of this turn, any Power that target opponent spends goes into your pool. No characters or sites may be played in response to this card.
<i>Robust Feng Shui</i>	2 gg	Redirect any damage done to target feng shui site from a single source to any target in play.
<i>Shattering Jade</i>	1 g	All Abominations in play are toasted.
<i>Wind on the Mountain</i>	X gg	Return X Event cards of your choice in your smoked pile to your hand. Toast Wind on the Mountain after use.
Beneficial Realignment	1 g	Heal target character or site.
Confucian Stability	1 g	Cancel and smoke an Event or State as it is being played. Does not affect cards already in play.
Iron and Silk	0 g	Until the end of the turn, any damage inflicted on subject character when it intercepts characters is reduced to 0.
Mysterious Return	1 gC	Bring a character from your smoked pile into play for the purposes of intercepting an attack against you. Return target character to the smoked pile when the combat is over.
Natural Order	1 gC	Cancel and smoke a <i>High-Tech</i> card.
Rigorous Discipline	0 g	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.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Chin Ken	4 gggg	gCC	Kung Fu Master	7	Unique. Gains the abilities of each character he is in combat with until combat with that character is resolved.
Elderly Monk	2 g	gC	Sage	1	Draw an additional card whenever you draw cards.
Fong Sai Yuk	6 gggg	gC	Martial Artist	9	Unique. <i>Superleap.</i>
Old Master	5 gg	g	Kung Fu Master	5	Turn and maintain to give all your <i>Chi</i> characters +1 Fighting.
Quai Li	2 gg	g	Spy	1	Unique. Turn Quai Li to inflict 2 points of damage on any unrevealed site.
Quan Lo	6 ggggg	ggCCC	The Perfect Master	6	Unique. All <i>Guiding Hand</i> characters you control gain <i>Superleap.</i>
Shih Ho Kuai	L(R) S(R2) 3 ggg	gC	Martial Arts Master	X	Unique. X = the number of <i>Chi</i> resources in your pool.
Sun Chen	L(R) 5 ggg	g	Legendary Archer	8	Unique. <i>Superleap.</i> You may not play States on Sun Chen, but your opponents may.
Tranquil Persuader	3 gg	gC	Mastermind	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.
Wong Fei Hong	6 gggg	gC	Kung Fu Master	11	Unique.
<i>Confucian Sage</i>	2 g	gC	Font of Wisdom	1	Turn Confucian Sage to look at target player's hand.
<i>The General</i>	4 gg	g	Military Mastermind	3	<i>Tactics.</i> If The General participates in an attack, all attacking characters gain <i>Tactics</i> for the duration of the attack. { White and black text versions exist. }
<i>Green Monk</i>	4 g	gC	Martial Artist	4	<i>Toughness:1.</i>
<i>One Hundred Names</i>	3 gg	g	Legion of Followers	6	Cannot turn to attack.
<i>Orange Monk</i>	5 g	gC	Martial Artist	3	<i>Superleap.</i> Orange Monk gains +1 Fighting for each State that is placed on him.
<i>Shaolin Master</i>	5 ggg	gC	Martial Arts Master	8	
Gardener	1 g	gC	Devoted Follower	1	Turn to remove two damage counters from target feng shui site.
Shaolin Warrior	1 g	gC	Martial Artist	1	Pay 1 Power to give all Shaolin Warriors you control <i>Superleap</i> until the end of the turn.
Golden Candle Society	1	gC	Secret Society	1	
Instrument of the Hand	2	gC	Martial Artist	2	
Shaolin Monk	3	gC	Martial Artist	3	+1 damage if you also control a Shaolin Master.
Swordsman	1	g	Foot Soldier	1	

Four Monarchs

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
King of the Thunder Pagoda	6	mMM	Netherworld Warlord	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.
Queen of the Ice Pagoda	6	mMM	Netherworld Mastermind	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.
Ice Warriors	2	m	Netherworld Soldier	2	
Thunder Knights	2	m	Netherworld Soldier	2	There is no limit to the number of Thunder Knights you can have in your deck.

Jammers

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Battlechimp Potemkin	4 j	jH	Subversive Leader	5	Unique. Turn to unturn any number of Jammer characters whose combined play cost does not exceed 4.
<i>\$10,000 Man</i> ^{U2}	4 H	jH	Jury-Rigged Cyborg	6	<i>Toughness: 1.</i> Cannot turn to heal.
<i>Chromosome Screamer</i>	4 H	j	Escaped Abomination	4	<i>Guts.</i> Inflicts +2 damage against <i>Architects of the Flesh</i> characters and <i>Architects of the Flesh</i> sites.
Dump Warrior	2	jH	Scavenger / Scrapper	2	You can ignore resource symbols when playing weapons or vehicles on Dump Warrior.
Edge Warrior	1	j	Subversive Op	1	Cannot be intercepted by Buro, PubOrd or Cop characters.