

# SHADOWFIST COLLECTABLE CARD GAME

ERRATA, MOST RECENT PRINTINGS AND PROMOS WITHOUT  
TEXT



2016



 **Alchemist Lair**

Site

Requires: 2


Provides:  *You were right, old man. The power of immortality is what I sought and the misery of duality is what I found.*Art: Margaret Organ-Kean

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 **Amulet of the Turtle**

State

Requires:  0




Play on a 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 subject. X = the number of  resources in your pool.

Art: Nicola Leonard

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 **Arcanowave Reinforcer**

Edge

Requires:    2

All Characters you control inflict +1 damage and gain the designator **Abomination**.

*The Buro sees mutation as a small price to pay for world domination.*Art: Ron Spencer

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**Art of War**

Edge

Requires: 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 or fail to predict, the player to your left takes control of Art of War.

Art: Melissa Benson

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 **Avenging Thunder**

Event

Requires:  0

**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 that Character.

*Foes forget the Thunder King's vast sorcerous power.*

Art: Doug Chaffee


[\[Errata applies only to Classic versions.\]](#)


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 **Battlechimp Potemkin**

Subversive Leader

Fighting: 5

Requires:  4Provides:  

**Unique.** Turn and choose any number of  Characters with cost greater than 0 whose combined play cost does not exceed X :: Unturn chosen Characters. X = this card's cost.



Art: Richard Kane Ferguson

[\[Errata applies only to Limited/Standard version.\]](#)

 **Big Bruiser**

Kicker of Butts

Fighting: 5

Requires:   5Provides: **Toughness: 2.** +3 Fighting while not the subject of a State.*"Was that supposed to hurt?"*

Art: Roberto Campus

*[Errata applies only to Red Wedding and Modern versions.]*09/2014: *Added due to subtitle error in Action Pack reprint.* **Bite of the Jellyfish**

Event

Requires:  0

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.)

*The Ascended always have a contingency plan. You won't know your part until it's too late.*

Art: Brian Snoddy

*[Errata applies only to Classic versions.]*04/2014: *Added to errata Limited/Standard version with Netherworld 2 version.* **Booby Trap**

Event

Requires:  1

Play during an attack on a Site you control :: Inflict 3 non-combat damage on that Site and all Characters at its location.

*"I knew we couldn't hold it, so I wired the joint to blow."*

Art: Bryon Wackwitz

 **Bull Market**

Event

Requires:    0**Limited.** Every player gains 5 Power.*Even without their Feng Shui Sites, the Lodge still pull the strings of high finance.*

Art: Phil Foglio

 **Bzzzzt!**

Purist Event

Requires:   2Target a non-**Unique** Character :: Toast that Character.*The purists are still a secret society.*

Art: Pete Venters

**Cave Network**

Feng Shui Site

Power: 1

Body: 6


When an attack is declared against this card and you control no Characters, turn :: Play a Character with a cost of 3 or less at no cost.

Art: Edward Beard, Jr.

02/2014: *Added to correct templating and indicate it is used as a response.*

 **Cellular Reinvigoration**

Event

Requires:  1

Target a Character :: Until the end of the turn, target Character gains **Guts** and is not smoked if its Fighting is 0.

*Arcanotech medicine will get you through the fight. Afterwards is your problem.*

Art: Mark Tedin

 **Chi Sucker**

Netherworld Abomination

Fighting: 1

Requires:    2Provides: 

When Chi Sucker turns to attack, it gains +X Fighting until it leaves play. X = the number of Power-generating Sites controlled by controller of its target.

*Your feng shui is its idea of breakfast.*

Art: Brian Snoddy

**City Park**

Feng Shui Site

Power: 1



Body: 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 if you have not played a Site this turn.

Art: Doug Shuler

 **Cloud Walking**

Event

Requires:   0

Play during an attack :: All Characters gain **Mobility** for the purposes of intercepting an attacker. All Characters gain **Toughness: 1** while intercepting until the end of the attack.

*The Netherworld knows no physical laws.*

Art: Paul "Prof" Herbert

02/2014: *Added to correct templating.* **Confucian Stability**

Event

Requires:   1

Play in response to an Event or State :: Cancel and smoke that card.

*Chance is only for those who have not embraced the Principle of Principles*

Art: Richard Kane Ferguson

[\[Errata applies only to Modern versions.\]](#)

03/2014: *Added to reflect two resource requirements instead of the one found in Action Pack reprints.* **Covert Operation**

Event

Requires:  0

Target an opponent :: Look at target opponent's hand. You may force that opponent to discard one card of your choice.

*The Ascended prefer to neutralize you before you even hit the field.*

Art: Mike Kimble

 **Dance of the Centipede**

Event

Requires:  1

Target a card in play, which cannot be turned in response :: Turn and cancel target card until the end of the turn.

*The Centipede Dance, with its many thirsty blades, stopped even the bravest champions in their tracks.*

Art: Richard Thomas

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 **Dangerous Experiment**

Event

Requires:  0

**Limited. Toast It.** 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.

*Pressure from the Buro led to quality control problems at the CDCA.*

Art: Heather Hudson

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 **Darkness Priestess**

Netherworld Sorceress

Fighting: 1

Requires: 1

Provides:  

When an opponent sacrifices or toasts a card :: Gain 1 Power.

*The Darkness Pagoda gains its power from the bloody ceremonies of these savageritualists.*

Art: Ron Spencer

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 **Deathtrap**

State

Requires:  1

When any Character enters combat with subject Site, inflict 1 non-combat damage on that Character (before combat damage is dealt).

*Watch where you step.*

Art: Richard Thomas

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 **Difficulty at the Beginning**

Event

Requires:  1

Play when an opponent plays a card :: Toast that card. That opponent may pay 1 Power in response to cancel this card.

Art: Kaja Foglio

[\[Errata applies only to Classic versions.\]](#)

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 **Dirk Wisely's Gambit**

Event

Requires:  0Provides:  

**Limited.** 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 the attack, gain 2 Power.

Art: Mark Poole

**⊕ Dog Soldiers**

Thunder Braves

Fighting: 4

Requires: ⊕ 3

Provides: ⊕

Once per turn, when Dog Soldiers attack, you may unturn a Power-generating Site you control.

Art: Christian Saksida

*11/2009: Added.**03/2014: Restricted to once-per-turn and relaxed to not require the card to turn, rather just attack, to trigger its effect.***⊕ Earthbound Warriors**

Event

Requires: ⊕ ⊕ O

**Limited.** Play during an attack. Until the end of the attack, Characters you control gain: "When this card is smoked, put a "Spirit" Character token into play. It has a printed Fighting of 1 and a printed cost of 1."

Art: Diego Candia

*04/2016: Added to limit to only Characters in play when the Event is played.***✖ Ejector Seat Malfunction**

Hacker Event

Requires: ✖ ✖ O

**Limited.** Target an attacking Character :: Smoke target, then return it to play under its owner's control.*"What does this button do?"*

Art: Bryan Syme

*05/2016: Added to specify owner's control.***⊕ Eunuch Underling**

Sorcerer Bureaucrat

Fighting: 2

Requires: 2

Provides: ⊕ ✨

*These attendants to the Emperor are the outer edges of a sorcerous conspiracy that rules ancient China.*

Art: Kaja Foglio

**⊕ Evil Twin**

Sinister Sibling

Fighting: \*

Requires: ⊕ 3

Provides: ⊕

**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)."

Art: Kaja Foglio

*[Errata applies only to Classic versions.]**11/1995: Added.**03/2014: Updated to reflect rules text from Reloaded printing.***Explosives**

State

Requires: 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.

*"Will that be nitro or C-4 today, Potemkin?"*

Art: Dan Frazier

**▼ FAE Schwartz**

Incendiary Fanatic

Fighting: 3

Requires: ▼▼▼ 3

Provides: ▼

04/2002: *Added.*02/2014: *Templating updated.*03/2014: *Corrected typo on cost.*

**Unique.** When this card is smoked, inflict X damage on each Character and Site at his last location. X = this card's Fighting unmodified by damage.

*"Boom, baby, boom!"*

Art: Randy Asplund

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**🍌 Fatty Cho**

Chubby Cop

Fighting: X

Requires: 🍌🍌 2

Provides: 🍌

**Unique.** X= the number of cards you discard when Fatty Cho enters play.

*"He looks heavy, but man, can he move!"*

Art: Patrick McEvoy

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**Field of Tentacles**

Netherworld Feng Shui Site

Power: 1

Body: 8

11/1996: *Added.*02/2014: *Templating updated.*03/2014: *Corrected typo on missing Netherworld designator.*

Turn and maintain and target a non-Feng Shui Site :: Cancel target Site.

*Unbelievers think they're gross, the Cult is devoted to them, and the reverend is making a few bucks.*

Art: Mark Tedin

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**🔥 Fighting Spirit**

Event

Requires: 🔥 0

**Toast It.** Play when you have at least two 🔥 Events in your smoked pile :: Choose two of them at random. If they have the same title, toast them; otherwise, return them to your hand.

Art: Heather Hudson

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**🔥 Fire Acolytes**

Netherworld Disciples

Fighting: 1

Requires: 1

Provides: 🔥🔥

When Fire Acolytes are smoked while you control another **Fire** Character, you may target a Character at their last location :: Inflict 1 non-combat damage on target Character.

Art: Chris Chuckry

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**🔥 Fire Assassin**

Netherworld Killer

Fighting: X

Requires: 🔥 3

Provides: 🔥

Choose an opponent and resource when Fire Assassin enters play. X = the number of resources of that type in that opponent's pool. Fire Assassin cannot turn to attack Sites.

 **Fortress Omega**

Site

Power: 1

Body: 12

Requires:    \* 3Provides:  \*

**Unique. Toughness: 1.** When a non-**Unique** Character enters combat with this Site, inflict 1 non-combat damage on that Character. (Before combat damage is dealt.) Turn :: Play a **Cyborg** or **Drone** Character at -1 cost.

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**Forty-Story Inferno**

Battleground Site

Power: 0

Body: 5

Requires: 0

Provides: [none]

Any player who seizes this Site gains 2 Power. If Forty-Story Inferno is in your front row, an opponent who is at least as close to fulfilling victory conditions as you are may not declare more interceptors during attacks you declare than the number of Characters with which you are currently attacking.

Art: Ron Spencer

**Fox Pass**

Feng Shui Site


Power: 1

Body: 5

**Unique.** Turn and target an attacking Character :: Change attacker's target to any Character or front-row Site you control.

*Be as the fox, who leads the hounds astray.*

Art: Heather Bruton

 **Friends of the Dragon**

Student Supporters

Fighting: 1

Requires: 1

Provides: 




*"We need to kick some bad-guy butt. Round up your students, Zheng!"*


Art: Douglas Shuler

 **Funky Monkey**

Chimp Pimp

Fighting: 5

Requires:    3Provides: 

**Unique.** Opponents cannot steal Power from you. Once each turn, you may give another  Character +1 Fighting until the end of the turn.

Art: Lissanne Lake

 **Fusion Rifle**

State

Requires: \* 1



**Weapon.** Play on any Character. Turn Fusion Rifle and target any card at subject's location :: inflict 2 non-combat damage on target.

*They still haven't got any fusion power plants on-line, but the armament spin-offs are kicking.*

Art: Brian Snoddy

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### Garden of Bronze

Netherworld Feng Shui Site

Power: 1

Body: 8

When an opponent burns one of your other Feng Shui Sites for Power, gain 3 Power.

*It's both an art installation and chi-feedback resonance enhancer, Johnny.*


Art: Nicola Leonard

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### Gnarled Attuner

Netherworld Abomination

Fighting: 6

Requires:  4

Provides: 

**Unique. Corrupted.**

*So far the Architects have produced only one of these things in their netherworld lab.*



Art: Anson Maddocks

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### Gnarled Marauder

Demon

Fighting: 3

Requires:   3

Provides: 

When Gnarled Marauder inflicts combat damage on a front-row Site, it simultaneously inflicts an equal amount of combat damage on the back-row Site at that location.

Art: Quinton Hoover

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### Going Out in Style

Event

Requires:   0

Play when a Character you control is smoked by combat damage. Toast the Character :: Inflict X damage, divided any way you choose, on Characters at toasted Character's last location. X = the toasted Character's cost.

*Real heroes try not to go down alone.*

Art: Ron Roussele

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### Hall of Portals

Netherworld Feng Shui Site

Power: 1

Body: 8

Turn and maintain and choose a Site :: Character, whether turned or unturned, at this location and that of the chosen Site, may change location between the two without turning.

*The Netherworld is also the land of new beginnings.*

Art: Melissa Benson

*09/2014: Added due to missing Netherworld designator in Reloaded reprint.*

 **Hands Without Shadow**

State


Requires:  0

**Schtick.** 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.

Art: Edward Beard, Jr.

 **Heroic Conversion**

State

Requires:  0

If subject Character attacks a card you control, at the end of the turn, take control of subject until it leaves play (even if Heroic Conversion is later removed).



*"I have served those butchers all my life! Blind --- I have been blind!"*

Art: Edward Beard, Jr.

 **Ho Chen**

Master of the Flawless Strike

Fighting: 7

Requires:   5Provides:   

**Unique. Superleap** against opponents who have 3 or more cards in their hand. Once per turn, you may discard a card and target a Character about to enter combat with Ho Chen :: Inflict X non-combat damage on target Character. X= the cost of the discarded card.

Art: Brian Rood

**Hydroponic Garden**

Martian Feng Shui Site

Power: 1

Body: 7

When an opponent seizes or burns this card, gain 1 Power and you may play a Feng Shui Site face-up at no cost.

*The terraforming process requires careful management of chi flow.*

Art: Cynthia Cummins

 **Ice Courtier**

Netherworld Sorceress

Fighting: 1

Requires:  1Provides:  

Turn and maintain :: Cancel an effect or continuous ability that takes control of a Character. While Ice Courtier is in your smoked pile, she may not be toasted.

Art: Crystal Smith

 **Illusory Bridge**

Site

Power: 0

Body: 3

Requires:  0

Play into any player's Site structure. That player controls Illusory Bridge.  
*Many have died defending it, yet it does not truly exist.*

Art: Mike Raabe

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### **Inauspicious Return**

Event

Requires:  1

*08/2000: Added.*

*02/2014: Updated templating and indicate it can be played during any Main Shot.*

**Limited. Toast It.** Play during any Main Shot. You may 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**.

*"Arise and do the bidding of your rightful master!"*

Art: Edward Beard, Jr.

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### **Infernal Temple**

Site

Power: 1

Body: 5

Requires: 2

Provides: 

Infernal Temple provides one  resource for each **Demon** Character you control.

*Long through the night, the unearthly cries of tormented spirits echoed through the countryside.*


Art: Anthony Waters

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### **Inoue Oram**

Sorcerer Mastermind

Fighting: 2

Requires:  2

Provides:  

**Unique.** Gain 1 power at the start of your Main Shot if you drew any cards during your Draw Phase and the number of cards drawn was even.

Art: Melissa Benson

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### **Iron and Silk**

Event

Requires:  0

Choose any Character :: Until the end of the turn, all combat damage inflicted on that Character while it is intercepting is reduced to 0.

*Embrace the yin principle, and receive your opponent's blows like gifts of honey.*

Art: Nene Thomas

*[Errata applies only to Classic versions.]*

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### **Jagged Cliffs**

Feng Shui Site

Power: 1

Body: 8

When Jagged Cliffs' Body is reduced to 0, inflict 3 non-combat damage on all Characters that were at its location.

*"The main thing I learned that day was getting caught in a rockfall can be extremely painful to your health."*

**Jimmy Wai**

Netherworld Mastermind

Fighting: 2

Requires: 2

**Unique.** Turn :: Cancel a turn-and-maintain effect.*He has a way of getting favors out of people.*Art: Heather Hudson

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**🔥 Kar Fai's Crib**

Site

Power: 1

Body: 7

Requires: 🔥 2

Provides: 🔥🌀

**Unique.** You may play 🔥 States at -1 cost. Turn :: Play a Character, ignoring one resource condition.*The Dragons remember, and they keep up the fight.*Art: Doug Shuler

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**⊕ King of the Fire Pagoda****Identity:** Li Ting.[\[Each version gains this text\]](#)02/2014: Added to indicate **Identity** restriction.**⊕ King of the Thunder Pagoda****Identity:** Huan Ken.[\[Each version gains this text\]](#)02/2014: Added to indicate **Identity** restriction.**Kinoshita House**

Feng Shui Site

Power: 1

Body: 4

**Unique.** Turn and target an attacking Character :: Target attacker unturns and ceases attacking.*The sublime meditation cottage of the great ninja leader Kinoshita retains the essence of his spirit.*Art: Kumi Yamashita

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**💠 Larcenous Mist**

Event

Requires: 💠💠 0

Target a Character :: Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank.

*The mists rob you of both sight and self.*

Art: Nene Thomas

[\[Errata applies only to Classic versions.\]](#)

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**Lateral Reincarnation**

Event

Requires: 1

**Limited.** You must have at least 3 resources of the same type to play this card. Sacrifice a Character and choose a non-**Unique** Character in an opponent's smoked pile with the same cost or less :: Return the chosen Character to play under your control.

 **Life in the Fast Lane**

Event

Requires:  1

Play when a **Vehicle** leaves play :: Inflict 3 non-combat damage on all Characters and Sites at the **Vehicle's** last location.

*"Call the doctor, I think I'm gonna crash."*



Art: Banu Adhimuka

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 **Marisol**

Netherworld Mercenary

Fighting: 6

Requires:   4Provides:  

**Unique.** Damage cannot be redirected to Marisol. All non-combat damage inflicted on Marisol is reduced to zero.

*Roving fortune wizard gone good.*

Art: Margaret Organ-Kean

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 **Mars Colonist**

Expendable Student

Fighting: 1

Requires: 1

Provides:  



*She said she loved the lower gravity, the tang of the hydroponics, and the red earth unspoiled by terraforming. Of course, she knew her geomantic studies would eventually change everything.*

Art: Allan Bednar

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 **Memory Reprocessing**

Event

Requires:   1

**Toast It.** Target an opponent and choose an Event in his or her smoked pile :: The opponent gains 1 Power. Play the chosen Event at normal cost and ignoring resource conditions. (The Event must be resolved normally.)

*The mind is the window to the soul. The Paradox Cube is the brick.*

Art: Anson Maddocks

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 **Mole Network**

Event

Requires:  0

Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from target opponent.


*"There is something you should know. Meet me at the usual place at 9:15 sharp."*

Art: Mike Kimble

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 **Mysterious Return**

Event

Requires:   1

Play during an attack against a card you control :: Return a Character to play at the target's location. That Character must intercept, and cannot be sacrificed or generate a voluntary effect. Smoke that Character at the end of the attack.

 **Necromantic Conspiracy**

Event

Requires:  2




**One-Shot.** Search target opponent's deck for up to four cards with the same title that require resources. Toast those cards and reshuffle.

Art: Anthony Waters

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 **Netherflitter**

Weird Science State

Requires:    1

**Vehicle.** Subject Character gains +1 Fighting and **Mobility**. While attacking, combat damage inflicted on subject by Characters whose Fighting is even is reduced to 0.

*It's not so bad once it gets off the ground.*Art: Kevin Wasden

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 **Netherworld Return**

Event

Requires:  0

**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.




*They weren't dead – they were just visiting the Netherworld!*Art: Mark Poole

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 **Nitro Jack**

Unsavory Demolitions Expert

Fighting: 3

Requires:    3Provides: 

**Unique. Uncopyable. Stealth.** When he inflicts combat damage on a Site, and its body is not reduced to 0, smoke it. If Nitro Jack is smoked at a location you control, smoke a Site at that location.

Art: Chris Quilliams

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**Obsidian Mountain**

Feng Shui Site

Power: 1

Body: 13

**Uncopyable.** When this card is damaged, inflict 1 non-combat damage on all Sites you control other than "Obsidian Mountain."



*The mountain does not feel the storm, though all around it is laid waste.*Art: Paul "Prof" Herbert

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 **Once and Future Champion**

Netherworld Hero

Fighting: 7

Requires:      5Provides:  

**Unique.** Heal 1 damage from this card at the start of your turn. When this card turns to attack, it gains +1 Fighting and may inflict 1 non-combat damage on a Character. Once per turn, you may toast a card when he smokes it via combat damage.

 **Paradox Cube**

Purist Edge

Requires:    2

**Unique.** When Paradox Cube enters play, pick a non-**Limited** Edge in play. Paradox Cube copies the text of that Edge.

Art: Dennis Detwiller

 **Plague of Moths**

Event

*04/2016: Added to include Limited and specify owner's control.*Requires:     2

**Limited.** Smoke all Characters in play with a printed cost of 2 or less. Then, return to play under their owner's control all Characters in smoked piles with a cost of 2 or less that were not smoked in this way. Characters returned by this card cannot be sacrificed.

*One can ruin a sweater. A million can ruin an army.*

Art: Ricky Matthews

 **Pocket Demon**

Event

*11/1996: Added.*Requires:  0*02/2014: Templating updated.**03/2014: Removed Limited restriction to reflect Modern printings.*

Play at the start of your turn and target an opponent :: Generate X Power. X = the number of Power-generating Sites controlled by the target plus the number of cards in their burned-for-victory pile, minus the number of cards in your burned-for-victory pile. No other card you control or play generates Power during this Establishing Shot.

Art: Ron Spencer

**Police Station**

Site

Power: 0

Body: 10



Requires: 1

Turn and maintain Police Station :: Give target **Cop** Character +2 Fighting. Turn :: Inflict 2 non-combat damage on target **Hood** Character or Hood Site.

Art: Mark Poole

 **Positive Chi**

Event

Requires:   1

Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost.

Art: Richard Thomas

 **Primus**

Master of Paradox

Fighting: 7




Requires:    4Provides:   

**Unique.** When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn.

Art: Thomas Gianni

 **Probability Manipulator**

Edge

Requires:    2

**Unique.** Turn and choose any number not written as a word on another card :: Raise or lower by one until the end of the turn that number. This cannot change a number to zero.

Art: Mike Raabe

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 **Progress of the Mouse**

Event

Requires:  1

Target an opponent; Characters and Sites cannot be played in response to this card :: Until the end of the turn, you gain Power equal to any Power spent by target opponent.




Art: Nicola Leonard


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 **Prototype X**

Abomination

Fighting: 8

Requires:    4Provides: 

**Unique.** -1 Fighting for each  Character in play.

*The CDCA still maintains that the Burwell incident was not his fault.*

Art: Brian Snoddy

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**Proving Ground**

Feng Shui Site

Power: 0

Body: 6

When Proving Ground is revealed, immediately turn it for no effect. If Proving Ground is face-up, turn :: Play a Character at -2 cost.

*"So you think you're tough, eh? Let's see how tough you really are."*

Art: John T. Snyder

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**Pump-Action Shotgun**

Gun State

Requires: 1

**Weapon.** When a **Unique** 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.

*"This time..." KA-CHINK "...I'm going for a little redemption action."*

Art: Drew Tucker

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 **Purist Aspirant**

Expendable Lackey

Fighting: 1

Requires: 1


Provides: 

Sacrifice :: Reduce to 0 all non-combat damage from a single source to Characters you control.



Art: Arthur Roberg

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 **Queen of the Darkness Pagoda****Identity:** Ming I.*[Each version gains this text]*02/2014: Added to indicate **Identity** restriction. **Queen of the Ice Pagoda****Identity:** Pi Tui.*[Each version gains this text]*02/2014: Added to indicate **Identity** restriction. **Rabble Rousing**

Event


Requires:   0

Play during any Main Shot. Target X opponents that control a turned Character :: Play a Character a -X cost and each target may unturn a single Character her or she controls.



*"You're not going to let them get away with that, are you?!"*

Art: Dan Snyder

02/2014: Added to indicate it can be played during any Main Shot.

 **Reascension Agenda**

Edge


Requires:   0**Toast It.** Opponent's Events cannot target more than one of your Characters. Sacrifice :: Return a Character from your smoked pile to your hand.*"The Prophet has rejoined his children. It begins."*

Art: Diego Candia

 **Red Monk**

Martial Artist

Fighting: 4

Requires:  3Provides: When an opponent plays an Event that targets a card you control, Red Monk gains **Superleap** until he leaves play.*The Red Principle is the Principle of Movement.*

Art: Randy Gallegos

 **Redeemed Assassin**

Heroic Killer

Requires:    5Provides: You may play Redeemed Assassin during an opponent's Main Shot. Redeemed Assassin has **Toughness: 1** until the end of the turn in which he enters play.

Art: Dennis Detwiller

 **Reinvigoration Process**

Edge

Requires:  1Turn :: Play an **Abomination** Character from your smoked pile at normal cost.*Abominations are the perfect soldiers - able to fight until utterly destroyed.*

Art: Andrew Barlow

**Resistance Squad**

Techie Guerrillas

Fighting: 2

Requires: 2

Provides: 

When Resistance Squad is in your hand and an opponent attempts to look at your hand or force you to discard a card, you may play Resistance Squad at no cost :: Cancel that effect.

Art: Heather Hudson

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**Righteous One**

Loyal Defender

Fighting: 1

Requires:  2

Provides: 

Gains **Lethal** if intercepting while unturned.

Art: Daniel Gelon

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**Rigorous Discipline**

Event

Requires:  0

Target a Character :: Copy the printed rules text from any Character to target Character until the end of the turn.

*"We can learn much from our enemies. Study them well, and embrace that which is useful."*

Art: Jeff Menges

*[Errata applies only to Classic versions.]*

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**Robust Feng Shui**

02/2014: Added to update templating.

Event

Requires:  2

Target a card :: Redirect all damage from a single source inflicted on a Feng Shui Site to target.

*"Quan Lo taught the very earth itself the Principle of Redirection."*

Art: Mike Kimble

---

**Scroll of Incantation**

Event

Requires:  1

Search your deck for an Event. Play this Event immediately or toast it. Reshuffle your deck.

*On the scroll is always writ precisely the ritual you need.*

Art: Nicola Leonard

---

**Scrounging**

03/2014: Added to remove **Limited** restriction to reflect changes to Pocket Demon and Violet Meditation.

Event

Requires:  0

Play at the start of your turn, target an opponent and choose State, Edge, Character, Feng Shui Site or non-Feng Shui Site :: Generate X Power. X = the number of cards of the chosen type controlled by the target, minus the number of cards in your burned-for-victory pile. No other card you control or play generates Power during this Establishing Shot.



Art: Douglas Shuler

*[Errata applies only to Classic versions.]*

 **Sergeant Blightman**

Mutating Soldier

Fighting: 9

Requires:   4Provides: 

**Unique. Toast It.** Cannot turn to heal. At the start of your turn, inflict 3 non-combat damage on Sergeant Blightman.

*"A good soldier will volunteer for anything."*

Art: Pete Venters

---

 **Shadowy Mentor**

State

Requires:  4Play on any Character. You take control of subject Character. Subject gains the designator **Pledged**.

*"I have done you many favors in the past, my young friend. Now I have one to ask in return..."*



Art: Dennis Detwiller

[\[Errata applies only to Classic versions.\]](#)

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 **Shaolin Surprise**

State

Requires:   0

Play on a State. If you do not control subject State, pay 1 Power :: Take control of subject State and place it on any legal subject. If the State's original subject is in play at the end of the turn, return control of the State and place it on the original subject.



Art: Anthony Waters

---

 **Shaolin Warrior**

Martial Artist

Fighting: 1

Requires:  1Provides: 

Pay 1 Power :: All **Shaolin Warrior** Characters you control gain **Superleap** until the end of the turn.



Art: Ron Spencer

---

 **Silver Jet**

Secret Warrior

Fighting: 8

Requires:   5Provides: 

**Unique.** Any time during any turn in which an **Ice** Character you control is smoked by an opponent, you may play this card at -X cost. X = the cost of that **Ice** Character.




Art: Melissa Benson

---

 **Silver Jet**

Secret Warrior

Fighting: 8

Requires:   5Provides: 

**Unique. Independent. Toughness: 1.** When you declare Silver Jet as an attacker, name a card, which cannot be played in response :: The attack target's controller must show you his or her hand and discard all cards with that title.

---

### **Slo Mo Vengeance**

Event

Requires:  X

Play during any Main Shot. Play X **Weapon** or **Gun** States at no cost from your smoked pile onto a Character you control.



*This is the moment when it all goes down...*

Art: Heather Hudson

---

### **Soul Maze**

Edge

Requires:   1

When two Characters are about to enter combat, turn :: Swap, until the end of combat, the rules text of the Characters and the rules text of any States they are the subject of.

Art: Bryon Wackwitz

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### **Spin Doctoring**

Edge

Requires:    2

Once per turn, when a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand.




Art: Mike Jackson

---

### **Tactical Team**

Buro Cops

Fighting: 6

Requires:    4

Provides: 

Can be played during an opponent's main shot.

*Their motto: "Respond Rapidly; React Decisively."*

Art: Douglas Shuler

### **Tank Warfare**

Edge

Requires:  1

**Tank** Characters and Characters that are the subject of **Tank** States cannot turn to attack Sites if two or more players control such Characters. Turn :: Play a **Tank** State from your smoked pile at -1 cost.

Art: Doug Chaffee

---

### **The Eastern King**

Lodge Mastermind

Fighting: 11

Requires:     7

Provides: 

**Unique. Uncopyable.** Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target **Lodge** Character until the target leaves play or the end of the turn.

Art: Melissa Benson

**The Faceless**

Netherworld Rabble

Requires: 2

Fighting: 2



Provides: [none]

When The Faceless inflict combat damage on a card, you may take control of any States on that card and place them on any legal subject, or if the card has left play, return any States that were on that card to play onto any legal subject.

Art: Susan Van Camp


 **The Hungry**

Edge

Requires:   1

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 non-combat damage on all Sites and Characters you control.

Art: Mark Poole

 **Thing with a 1000 Tongues**

Abhorrent Abomination

Fighting: 11

Requires:     6Provides: 

**Unique. Toughness: 2. Regenerate.** At the beginning of your Main Shot, sacrifice another Character. If you cannot, turn this card.

*Omega used him as a trap for the Dragons.*

Art: Paul Carrick

**Throwing Star**

State



Requires: 1

**Weapon.** Play on a Character. When subject inflicts or fails to inflict combat damage and remains in play, subject may inflict 1 non-combat damage on any Character at its location.

Art: Kumi Yamashita

 **Tom Donovan**

Fighting: 4

Requires:   3Provides: 

**Unique. Toughness: 1.** +1 Fighting for each opponent who has Power.

Art: Gil Formosa

 **Twin Thunders**

Event

Requires:   0

**Limited.** Play in response to an Event :: Put this card face up in front of you and copy the title, restrictions, and rules text of that Event onto this card. You may play this card as if it were in your hand. Toast this card at the end of the turn if it is unplayed.


*Charge your enemy with a deafening blow.*

Art: Peter Trudell, Jr.

04/2016: *Added to include copying title and restrictions.*

** Ultimate Mastery**

State

Requires:  1


When about to enter combat, subject Character gains the rules text of each Character it is about to enter combat with until the end of combat.

Art: April Lee

** Unholy Legionnaires**

Undead Soldiers

Fighting: 2

Requires:  2Provides: 

+1 Fighting while you control a **Sorcerer** Character. At the end of an attack in which an opponent's Character was smoked, you may play exactly one Unholy Legionnaires from your hand or smoked pile at -1 cost. This card's rules text is active in your hand and smoked pile.

Art: Fredrick Willy

** Violet Meditation**

Event

Requires:  0


Play at the start of your turn and target an opponent :: Generate X Power. X = the number of Edges and Power-generating Sites controlled by the target, minus the number of cards in your burned-for-victory pile. No other card you control or play generates Power during your Establishing Shot this turn.

Art: Douglas Shuler

*11/1996: Added.**02/2014: Templating updated and corrects Modern printings.**03/2014: Removed **Limited** restriction to reflect Modern printings.*** Vivisector**

Abomination Scientist

Fighting: 1

Requires:  2Provides: 

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.

Art: Anthony Waters

**Water Sword**

State Requires: 1

**Weapon. Unique.** Subject Character gains +1 Fighting. If subject is smoked, you may return Water Sword to its owner's hand instead of placing it in the smoked pile.

Art: April Lee

*[Errata applies only to Classic versions.]*** Whelps**

Young Transformed Wolves

Fighting: 1

Requires: 1

Provides: 

Once per turn, while this card is attacking you may choose a bold-faced ability currently possessed by another attacker :: until the end of the attack this card gains that bold-faced ability, at its current value (if any).

Art: Melani Setyowati



 **White Senshi Chamber**

Netherworld Site

Power: 1

Body: 6



Requires:  2Provides: 

**Unique.** Provides   for each **Senshi Chamber** Site you control. All **Senshi Chamber** Sites gain **Regenerate**.  
*All Six Principles converge to become the White Principle.* Art: Susan Stejskal


---

 **Wind on the Mountain**

Event

Requires:   X**Toast It.** Return X Events from your smoked pile to your hand.

Art: Liz Danforth

 **Wing of the Crane**

Event

Requires:    1

Target a Character :: Smoke Target. Return target to play under its owner's control at the end of the next player's turn if it is still in the smoked pile.

Art: Matt Wilson

11/1996: *Added.*02/2014: *Templating updated.*03/2014: *Corrected typo on missing resource requirement.***Xin's Tome of Knowledge**

Cult Edge

Requires: 0

**Unique.** Turn this card and sacrifice a Character with a cost greater than the number of counters on this card :: Place a counter on this card and draw X cards. X = Twice the number of counters now on this card.

Art: Ikaan Studios

10/2014: *Added to indicate X includes counter placed onto the card.* **Zheng Yi Quan**

Kung Fu Master

Fighting: 10

Requires:     6Provides:  **Unique. Guts.** All **Student** Characters you control gain +1 Fighting.*"I try to pass on what Kar Fai taught me. Not just the fighting, but also why we fight."*

Art: Melissa Benson

*[Errata applies only to Shaolin Showdown version.]*