

# Netherworld 2 Spoiler List

## **Adrenaline Junkie**

Type: Character

Subtitle: Crazy Bastard

Faction: Jammers

Cost: [Jam] [Jam] 4

Provides: [Jam]

Fighting: 5

Characters with Fighting equal to or greater than Adrenaline Junkie's current Fighting cannot be declared as interceptors against him.

Tag: Even by Jammer standards, these guys are wacked!

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Uncommon

## **Arcanorat**

Type: Character

Subtitle: Hideous Monster

Faction: Architects of the Flesh

Cost: [Arch] [Arch] 2

Provides: [Arch]

Fighting: 3

Ambush. Ceases attacking when no other Characters are attacking.

Tag: "As promised, the Buro defenses were offline. However, we didn't expect the rats."

Artist: Paul Carrick

Set: Netherworld 2

Rarity: Common

### **Arcanotechnician**

Type: Character

Subtitle: Buro Scientist

Faction: Architects of the Flesh

Cost: [Arch] 2

Provides: [Arch] [Mag] [Tech]

Fighting: 1

Turn Arcanotechnician, toast a Character in your smoked pile, and choose a card in your smoked pile :: Return that card to your hand.

Artist: Anson Maddocks

Set: Netherworld 2

Rarity: Uncommon

### **Art of War**

Type: Edge

Subtitle: Edge

Cost: 0

Your hand size is increased by 2. When the player to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, the player to your left takes control of Art of War.

Artist: Melissa Benson

Set: Netherworld 2

Rarity: Uncommon

### **Atourina Baktiari**

Type: Character

Subtitle: Fire Mastermind

Faction: Four Monarchs

Cost: [Mon] 3

Provides: [Mon] [Mag]

Fighting: 4

Unique. When Atourina Baktiari is damaged by an interceptor, you may inflict 1 damage on all other Characters controlled by that interceptor's controller.

Artist: Lissanne Lake

Set: Netherworld 2

Rarity: Rare

### **Avenging Fire**

Type: State

Subtitle: State

Faction: Four Monarchs

Cost: [Mon] 0

Limited. Play on a Site controlled by an opponent when that opponent seizes or burns a Site you control. At the start of each player's turn, inflict 1 damage on each Character and Site at this location.

Tag: Li Ting's ire is more controlled than his brother's, but no less final.

Artist: Carisa Swanson

Set: Netherworld 2

Rarity: Uncommon

### **Avenging Thunder**

Type: Event

Subtitle: Event

Faction: Four Monarchs

Cost: [Mon] 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 it.

Tag: Foes forget the Thunder King's vast sorcerous power.

Artist: Doug Chaffee

Set: Netherworld 2

Rarity: Uncommon

**Back for Seconds**

Type: Event

Subtitle: Event

Faction: Dragons

Cost: [Dra] 1

Unturn target Character.

Tag: "Okay pal, this time the gloves are off!"

Artist: Nene Thomas

Set: Netherworld 2

Rarity: Common

**Big Red Button**

Type: Event

Subtitle: Event

Cost: [Tech] [Tech] [Tech] 0

Smoke all non-Edge [Tech] cards you own. Inflict X damage on all Characters and Sites at the location of any card smoked in this manner. X= the number of [Tech] resources required and provided by the smoked cards at that location.

Artist: Ron Rousselle

Set: Netherworld 2

Rarity: Uncommon

## **Biomass Reprocessing Center**

Type: Site

Subtitle: Netherworld Site

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Arch] [Tech] [Tech] 3

Provides: [Arch] [Tech]

Generates: 2

Body: 9

Unique. Turn a <Scientist> Character you control and target a <Cyborg> or <Abomination> Character :: Target gains +1 Fighting until the end of the turn.

Tag: Safe behind guns, walls, and sensors, the Architects prepared to reshape the Netherworld in their image.

Artist: Thomas Gianni

Set: Netherworld 2

Rarity: Rare

## **Bite of the Jellyfish**

Type: Event

Subtitle: Event

Faction: Ascended

Cost: [Asc] 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.)

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

Artist: Brian Snoddy

Set: Netherworld 2

Rarity: Uncommon

### **Blood and Thunder**

Type: Event

Subtitle: Event

Faction: Four Monarchs

Cost: [Mon] [Mon] 1

Play during an attack. Until the end of the attack, all attackers you control inflict +1 damage, and all <Thunder> attackers cannot have their damaged reduced or redirected, and inflict an additional +1 damage.

Tag: Huan Ken does not go to war halfheartedly.

Artist: Bryant Griffin

Set: Netherworld 2

Rarity: Common

### **Blood Fields**

Type: Site

Subtitle: Netherworld Battleground Site

Cost: 1

Generates: 0

Body: 5

Unique. Once per turn, if Blood Fields is in your front row, you may copy the rules text of target Site controlled by an opponent to Blood Fields until the end of the turn. Any player who seizes Blood Fields gains 2 Power.

Artist: Thomas Gianni

Set: Netherworld 2

Rarity: Uncommon

### **Blue Senshi Chamber**

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. When this card enters play, choose a designator. Turn during your Main Shot :: Change the chosen designator. Turn when you declare an attack :: Target Character cannot be intercepted by Characters with the chosen designator until the end of the attack.

Artist: Pamela Eklund

Set: Netherworld 2

Rarity: Uncommon

### **Bounty**

Type: Edge

Subtitle: Killer Edge

Faction: Ascended

Cost: [Asc] [Asc] 1

Limited. When one or more Characters you control with Assassinate smoke a Character that is the target of their attack during combat, you gain Power equal to half (round up) the target's cost.

Artist: Ron Rousselle

Set: Netherworld 2

Rarity: Uncommon

### **Brain Fire**

Type: Event

Subtitle: Event

Faction: Four Monarchs

Cost: [Mon] [Mon] 0

Play in response to an Event. Choose an equal number of new and different legal targets for that Event :: These targets replace the original targets of that Event.

Artist: Nicola Leonard

Set: Netherworld 2

Rarity: Common

### **Butterfly Knight**

Type: Character

Subtitle: Thunder Warrior

Faction: Four Monarchs

Cost: [Mon] 3

Provides: [Mon]

Fighting: 3

If unturned, Butterfly Knight may attack without turning once during your Main Shot.

Tag: The elite guardians of the Thunder Pagoda

Artist: Daniel Gelon

Set: Netherworld 2

Rarity: Common

### **Chiu Fa**

Type: Character

Subtitle: Fire Sorcerer

Faction: Four Monarchs

Cost: [Mon] [Mon] 3

Provides: [Mon] [Mag]

Fighting: 4

Unique. You may ignore resource conditions when playing <Demon> Characters. Turn to play a <Demon> Character at -1 cost.

Tag: Li Ting considers demons a necessary evil.

Artist: Lissanne Lake

Set: Netherworld 2

Rarity: Rare

### **Claws of Darkness**

Type: State

Subtitle: Triumvirate State

Faction: Four Monarchs

Cost: [Mon] 1

Weapon. Subject Character gains +1 Fighting. If subject is still in play at the end of any turn in which it smoked one or more Characters by inflicting combat damage, you gain 1 Power.

Tag: It only takes one scratch.

Artist: Heather Bruton

Set: Netherworld 2

Rarity: Common

### **Cloud Walking**

Type: Event

Subtitle: Event

Cost: [Mag] [Mag] 0

Play during an attack :: All Characters gain Mobility for purposes of intercepting that attack. All interceptors gain Toughness:1 until the end of the attack.

Tag: The Netherworld knows no physical laws.

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Common

### **Colonel Griffith**

Type: Character

Subtitle: BuroMil Mastermind

Faction: Architects of the Flesh

Cost: [Arch] [Arch] 3

Provides: [Arch]

Fighting: 3

Unique. Turn and maintain to give target Character +X Fighting and Tactics. X= the total number of resources required and provided by that Character.

Artist: Pete Venters

Set: Netherworld 2

Rarity: Rare

### **Colonel Richtmeyer**

Type: Character

Subtitle: BuroMil Intelligence Officer

Faction: Architects of the Flesh

Cost: [Arch] [Arch] 3

Provides: [Arch]

Fighting: 3

Unique. Characters you control at this location that have Ambush use the ability when intercepting, as well as attacking. Opponents cannot play <Operation> or <Gambit> Events.

Artist: Ron Rousselle

Set: Netherworld 2

Rarity: Rare

### **Conversion Drone**

Type: Character

Subtitle: Arcanowave Robot

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Arch] [Tech] 5

Provides: [Arch] [Tech]

Fighting: 7

Toughness: 1. You cannot burn Sites whose Body is reduced to 0 by this card. When this card smokes a Character in combat, return it to play under your control. Until it leaves play, its rules text is blank, its printed Fighting and cost are 1, and it gains the designator <Abomination>.

Artist: Thomas Gianni

Set: Netherworld 2

Rarity: Uncommon

### **Cutting Loose Ends**

Type: Event

Subtitle: Event

Faction: Ascended

Cost: [Asc] 0

One-Shot. Play any time except during an attack :: Each player, beginning with you and proceeding clockwise, may smoke 1 card other than a Feng Shui Site or Unique Character, and toast up to 3 non-Character cards in a single player's smoked pile.

Artist: Mark Poole

Set: Netherworld 2

Rarity: Uncommon

### **Dallas Rocket**

Type: Character

Subtitle: Fanatic Guerrilla

Faction: Jammers

Cost: [Jam] 3

Provides: [Jam]

Fighting: 3

Ambush against <PubOrd> or <Buro> Characters. Dallas Rocket inflicts +3 damage on the target of her attack.

Tag: "I was in the Dallas uprisings. This is nothing."

Artist: Mark Poole

Set: Netherworld 2

Rarity: Common

### **Darkness Falls**

Type: Event

Subtitle: Event

Faction: Four Monarchs

Cost: [Mon] [Mon] 1

Play when an attack is declared. When interceptors are declared during the attack, randomly choose which attacker at their location they intercept. Their controller may choose the order of chains. All illegal interceptors do not intercept at all.

Artist: Jim Pavelec

Set: Netherworld 2

Rarity: Uncommon

### **Darkness Pagoda**

Type: Site

Subtitle: Netherworld Site

Faction: Four Monarchs

Cost: [Mon] [Mon] 3

Provides: [Mon] [Mag]

Generates: 1

Body: 8

Unique. At the end of any attack you declared, gain 1 Power for each player who controlled interceptors you smoked by inflicting combat damage that attack. Sacrifice a Character and turn to give target <Darkness>

Character +2 Fighting until it leaves play.

Artist: Susan Van Camp

Set: Netherworld 2

Rarity: Rare

### **Darkness Warriors**

Type: Character

Subtitle: Netherworld Soldiers

Faction: Four Monarchs

Cost: 2

Provides: [Mon]

Fighting: 2

Sacrifice to gain 1 Power.

Tag: They would willingly die for their Queen, and they do; both on the battlefield and on the altar.

Artist: Jim Pavelec

Set: Netherworld 2

Rarity: Common

### **DNA Mage**

Type: Character

Subtitle: Occult Scientist

Faction: Architects of the Flesh

Cost: 1

Provides: [Arch] [Mag] [Tech]

Fighting: 1

Cannot turn to attack.

Tag: He mixes biotech and sorcery, with sinister results.

Artist: Susan Van Camp

Set: Netherworld 2

Rarity: Common

### **Dr. Ally Matthews**

Type: Character

Subtitle: Brilliant Scientist

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Arch] 3

Provides: [Arch] [Tech] [Tech]

Fighting: 2

Unique. Turn and target a Character or Site with X in its rules text

:: Increase or decrease the value of X until the end of the turn by up to half (round down) the number of [Tech] resources in your pool. This cannot reduce X below 0.

Artist: Lissanne Lake

Set: Netherworld 2

Rarity: Rare

### **Dr. Curtis Boatman**

Type: Character

Subtitle: CDCA Scientist Mastermind

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Arch] [Arch] 3

Provides: [Arch] [Mag] [Mag] [Tech] [Tech]

Fighting: 4

Unique. Opponents' Events that target cards you control are +1 cost. At the beginning of each turn, you may copy the rules text of another <Arcano> or <Scientist> Character in play onto this card until the end of turn.

Artist: Stephen Snyder

Set: Netherworld 2

Rarity: Rare

### **Duodenum of Yang Luo**

Type: Character

Subtitle: Demon Entrails

Cost: [Mag] [Mag] [Mag] [Mag] 4

Provides: [Mag]

Fighting: 8

Unique. Guts. Smoke this card when you control no <Netherworld> Sites. Cannot be declared as an attacker on a card not at the location of an unrevealed or <Netherworld> Site.

Artist: Andrew Barlow

Set: Netherworld 2

Rarity: Rare

### **Entropy is Your Friend**

Type: Edge

Subtitle: Edge

Faction: Jammers

Cost: [Jam] 1

Limited. When you burn a Site, or when a Site you control is burned, place a counter on this card. Characters you control inflict +X damage on Sites. X= the number of counters on this card.

Artist: Anthony Waters

Set: Netherworld 2

Rarity: Uncommon

### **Expendable Unit**

Type: Event

Subtitle: Event

Faction: Architects of the Flesh

Cost: [Arch] 0

Redirect all damage from one source to a Character you control.

Tag: No one is indispensable when replacement troops can be grown in a vat.

Artist: Susan Van Camp

Set: Netherworld 2

Rarity: Common

### **Fanaticism**

Type: Edge

Subtitle: Edge

Faction: Four Monarchs

Cost: [Mon] [Mon] 2

Limited. Choose one of <Ice>, <Fire>, <Darkness>, or <Thunder> when you

play this card. All [Mon] Characters you control with that designator gain +1 Fighting while you control no [Mon] cards with any of the other designators.

Artist: Randy Asplund

Set: Netherworld 2

Rarity: Uncommon

### **Feeding the Fires**

Type: Edge

Subtitle: Edge

Faction: Four Monarchs

Cost: [Mon] [Mon] [Mag] 1

Limited. Place a counter on Feeding the Fires when an attack you declared or joined fails. While playing a <Fire> card, you may remove any number of these counters to reduce the Power paid by up to two per counter.

Artist: Jim Pavelec

Set: Netherworld 2

Rarity: Uncommon

### **Fire Acolytes**

Type: Character

Subtitle: Netherworld Disciples

Faction: Four Monarchs

Cost: 1

Provides: [Mon] [Mag]

Fighting: 1

When Fire Acolytes are smoked, you may inflict 1 damage on a Character at their location if you control another <Fire> Character.

Tag: The first step on the path of the Fire Righteous

Artist: Chris Chuckry

Set: Netherworld 2

Rarity: Common

### **Fire Constructs**

Type: Character

Subtitle: Netherworld Automatons

Faction: Four Monarchs

Cost: [Mon] [Mon] [Mag] 3

Provides: [Mon]

Fighting: 5

Takes no damage from <Fire> cards. +1 damage against Characters. If Fire Constructs attack, only Characters that cannot be damaged by <Fire> cards may attack with them or join the attack.

Artist: Bryant Griffin

Set: Netherworld 2

Rarity: Uncommon

### **Fire Pagoda**

Type: Site

Subtitle: Netherworld Site

Faction: Four Monarchs

Cost: [Mon] [Mon] 3

Provides: [Mon] [Mag] [Chi]

Generates: 1

Body: 8

Unique. Turn and maintain and target a <Fire> Character you own :: that Character is not affected by Events played by opponents and is not a legal subject for States played by opponents.

Artist: Paul Carrick

Set: Netherworld 2

Rarity: Rare

### **Fire Sled**

Type: State

Subtitle: Netherworld State

Faction: Four Monarchs

Cost: [Mon] 0

Vehicle. Subject Character is not a legal target for effects generated by Sites or Edges. The rules text of any non-<Netherworld> Site targeted by subject in an attack is canceled until the end of the turn.

Tag: Li Ting employs some of the best geomancers in the business.

Artist: Drew Tucker

Set: Netherworld 2

Rarity: Common

### **Fire Warriors**

Type: Character

Subtitle: Netherworld Soldiers

Faction: Four Monarchs

Cost: 2

Provides: [Mon]

Fighting: 2

+1 Fighting for each Feng Shui Site you own that is controlled by an opponent or in a burned-for-victory pile.

Tag: Li Ting's boys are big on vengeance.

Artist: Heather Hudson

Set: Netherworld 2

Rarity: Common

### **Fist of Shadow**

Type: Character

Subtitle: Netherworld Monk

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand] [Chi]

Fighting: 2

Sacrifice Fist of Shadow and target an Edge :: smoke that Edge and gain 1 Power.

Tag: They strike where you least expect it.

Artist: Ron Roussele

Set: Netherworld 2

Rarity: Common

### **Furious George**

Type: Character

Subtitle: Flying Monkey

Faction: Jammers

Cost: [Jam] [Jam] [Jam] [Tech] 5

Provides: [Jam] [Tech]

Fighting: 9

Unique. Guts. Cannot intercept. If Furious George turns to attack, other Characters you control cannot turn to attack with him.

Tag: He's too much monkey business.

Artist: Richard Kane Ferguson

Set: Netherworld 2

Rarity: Rare

### **Fusion Rifle**

Type: State

Subtitle: State

Cost: [Tech] 1

Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location.

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

Artist: Brian Snoddy

Set: Netherworld 2

Rarity: Uncommon

### **General Fung**

Type: Character

Subtitle: Darkness Warrior

Faction: Four Monarchs

Cost: [Mon] [Mon] [Mon] 4

Provides: [Mon]

Fighting: 7

Unique. Tactics. General Fung inflicts +X damage when attacking. X= the number of <Battleground> Sites in play.

Artist: Susan Van Camp

Set: Netherworld 2

Rarity: Rare

### **Genocide Lounge**

Type: Site

Subtitle: Netherworld Site

Faction: Jammers

Cost: [Jam] [Jam] 2

Provides: [Jam]

Generates: 1

Body: 5

Unique. Cannot be seized. If this card is in your smoked pile at the start of your Main Shot and you control no [Jam] Characters, toast it. Otherwise, return it to play. Turn to immediately play a [Jam]

Event at -1 cost.

Artist: Andrew Barlow

Set: Netherworld 2

Rarity: Rare

### **Going Out in Style**

Type: Event

Subtitle: Event

Faction: Dragons

Cost: [Dra] [Dra] 0

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

Tag: Real heroes try not to go down alone.

Artist: Ron Rousselle

Set: Netherworld 2

Rarity: Uncommon

## **Gorilla Encampment**

Type: Site

Subtitle: Site

Faction: Jammers

Cost: [Jam] 2

Provides: [Jam]

Generates: 1

Body: 5

Sacrifice during an attack that targets a card other than this one ::

All Characters you control inflict +2 damage until the end of the attack.

Tag: When the Lotus and Darkness forces arrived, the Jammers were ready for them.

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Common

## **Gorilla Fighter**

Type: Character

Subtitle: Flying Monkey

Faction: Jammers

Cost: [Jam] [Jam] [Tech] 4

Provides: [Jam] [Tech]

Fighting: 6

Independent. Gorilla Fighter's cost is reduced by the total number of Feng Shui Sites and Characters you own that are controlled by opponents or in burned-for-victory piles.

Artist: Anson Maddocks

Set: Netherworld 2

Rarity: Uncommon

### **Green Senshi Chamber**

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. Turn, inflict X damage on Green Senshi Chamber, and target a Character :: that Character gains Toughness: X until the end of the turn. X cannot exceed 2.

Tag: The turtle lends his shell. Prosperity.

Artist: Mike Raabe

Set: Netherworld 2

Rarity: Uncommon

### **Hall of Portals**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 8

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

Tag: The Netherworld is also the land of new beginnings.

Artist: Melissa Benson

Set: Netherworld 2

Rarity: Common

### **Helix Scrambler**

Type: State

Subtitle: State

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Tech] 1

Weapon. Subject Character gains the designator <Abomination>. Turn Helix Scrambler to inflict 1 damage on a Character at its location. That Character's rules text is considered blank until the end of the turn.

Tag: Quick and dirty genetic engineering.

Artist: Anson Maddocks

Set: Netherworld 2

Rarity: Common

### **Hiro Asataka**

Type: Character

Subtitle: Ninja Hacker

Faction: Dragons

Cost: [Dra] [Dra] 3

Provides: [Dra] [Tech]

Fighting: 4

Unique. Independent. Turn and maintain and target an opponent's card that has Tech in its resource conditions and is a Site, Edge, or non-Unique Character :: Take control of that card.

Artist: Brian Snoddy

Set: Netherworld 2

Rarity: Rare

### **Hung Hei Kwon**

Type: Character

Subtitle: Legendary Martial Artist

Faction: Guiding Hand

Cost: [Hand] [Hand] [Hand] 5

Provides: [Hand] [Chi]

Fighting: 8

Unique. Gains +1 Fighting until the end of the attack when each interceptor is declared against him. Once per turn, you may pay 1 Power to cancel an Event that targets him.

Artist: Val Mayerik

Set: Netherworld 2

Rarity: Rare

### **Ice Commandos**

Type: Character

Subtitle: Elite Strike Force

Faction: Four Monarchs

Cost: [Mon] [Mon] 3

Provides: [Mon]

Fighting: 4

Once during your Main Shot, you may play a Weapon or <Gun> State on Ice

Commandos at no cost and ignoring resource conditions.

Tag: Pi Tui has been quietly upgrading her forces.

Artist: Heather Bruton

Set: Netherworld 2

Rarity: Common

### **Ice Healer**

Type: Character

Subtitle: Netherworld Sorceress

Faction: Four Monarchs

Cost: 1

Provides: [Mon] [Mag]

Fighting: 1

When an opponent turns a Character to heal, you may remove one damage from a Character you control.

Artist: Daniel Gelon

Set: Netherworld 2

Rarity: Common

### **Ice Pagoda**

Type: Site

Subtitle: Netherworld Site

Faction: Four Monarchs

Cost: [Mon] [Mon] 3

Provides: [Mon] [Mag]

Generates: 1

Body: 8

Unique. You may ignore [Tech] resource conditions when playing States on <Ice> Characters. Turn to heal a Character at this location.

Tag: Secret Warriors with justice in their hearts find aid at the Ice Pagoda.

Artist: Heather Bruton

Set: Netherworld 2

Rarity: Rare

### **Ice Shield**

Type: State

Subtitle: State

Faction: Four Monarchs

Cost: [Mon] [Mon] 0

Subject Character gains Toughness: 2. When subject ceases attacking or ceases intercepting, pay 1 Power or toast Ice Shield.

Tag: "It's as temporary as any kind of safety in the Netherworld; it's just more obvious about it."

Artist: Carisa Swanson

Set: Netherworld 2

Rarity: Common

### **Ice Warriors**

Type: Character

Subtitle: Netherworld Soldiers

Faction: Four Monarchs

Cost: 2

Provides: [Mon]

Fighting: 2

Sacrifice Ice Warriors to cancel an Event that targets an <Ice> Character you control.

Tag: They would willingly die for their Queen, but she does not sacrifice them needlessly.

Artist: Jerry Tiritilli

Set: Netherworld 2

Rarity: Common

### **Imprisoned**

Type: Event

Subtitle: Event

Faction: Architects of the Flesh

Cost: [Arch] 1

Return target Character to its owner's hand.

Tag: "Thank goodness Buro prisons are so poorly built 'cause it sure is easy to get thrown into them"

Artist: Quinton Hoover

Set: Netherworld 2

Rarity: Common

### **Inauspicious Reburial**

Type: Event

Subtitle: Event

Faction: Eaters of the Lotus

Cost: [Lot] 1

Choose up to X Characters in one opponent's smoked pile :: Toast those Characters. X= the number of [Lot] resources in your pool.

Tag: Even the dead are not safe from the Lotus' depredations.

Artist: Ron Spencer

Set: Netherworld 2

Rarity: Common

### **In Your Face Again**

Type: Event

Subtitle: Event

Faction: Jammers

Cost: [Jam] 0

Play during your Main Shot :: Randomly choose a Character in your smoked pile and return it to play. That Character cannot be sacrificed. At the end of the turn, smoke that Character if it is in play.

Tag: The Buro has had trouble putting the Jammers down.

Artist: Heather Hudson

Set: Netherworld 2

Rarity: Common

### **Je Pai**

Type: Character

Subtitle: Seductive Ghost Sorceress

Faction: Eaters of the Lotus

Cost: [Lot] [Lot] [Lot] [Mag] 3

Provides: [Lot] [Mag]

Fighting: 4

Unique. Turn during your Main Shot and target an unturned Character :: return that Character to its owner's hand, even if it is now turned.

Tag: Death has its own attraction.

Artist: Pamela Eklund

Set: Netherworld 2

Rarity: Rare

### **Jeroen Becker**

Type: Character

Subtitle: Purist Mastermind

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Arch] 3

Provides: [Arch] [Mag]

Fighting: 4

Unique. Your hand size is increased by 3.

Tag: "We cannot operate in secret forever. If we kill Boatman, we are well on our way to our goals."

Artist: Steve Bryant

Set: Netherworld 2

Rarity: Rare

### **Junkyard Crawler**

Type: Character

Subtitle: Netherworld Scavenger

Faction: Jammers

Cost: [Jam] 2

Provides: [Jam] [Tech]

Fighting: 2

Once during your Main Shot, you may look at the bottom card of your deck. Put that card on the top of your deck or toast it.

Tag: "You wouldn't believe the stuff people throw away."

Artist: Chris Chuckry

Set: Netherworld 2

Rarity: Common

### **King of the Fire Pagoda**

Type: Character

Subtitle: Netherworld Mastermind

Faction: Four Monarchs

Cost: [Mon] 6

Provides: [Mon] [Mag] [Mag] [Chi]

Fighting: 10

Unique. When you declare attackers, you may inflict 1 damage on any card in play, and you may shuffle a <Fire> Event or <Fire> State from your smoked pile into your deck.

Artist: Thomas Gianni

Set: Netherworld 2

Rarity: Rare

### **King of the Thunder Pagoda**

Type: Character

Subtitle: Netherworld Warlord

Faction: Four Monarchs

Cost: [Mon] 6

Provides: [Mon] [Mag] [Mag]

Fighting: 12

Unique. All <Thunder> Characters you control gain +1 Fighting. When a player redirects his damage or changes the target of his attack, you may inflict 3 damage on a card that player controls.

Artist: Melissa Benson

Set: Netherworld 2

Rarity: Rare

### **Low-Rent Cyborg**

Type: Character

Subtitle: Self-Made Man

Faction: Jammers

Cost: 3

Provides: [Jam] [Tech]

Fighting: 3

Inflicts +2 damage on Sites.

Tag: "It's amazing what you can do with the right tools and a little duct tape!"

Artist: Aaron Boyd

Set: Netherworld 2

Rarity: Common

### **Lucius Centares**

Type: Character

Subtitle: Thunder Champion

Faction: Four Monarchs

Cost: [Mon] [Mon] 4

Provides: [Mon]

Fighting: 4

Unique. +1 Fighting for every <Thunder> <Knight> Character you control or have in your smoked pile.

Tag: He and the Baron knew no quarter would be given.

Artist: Mark Poole

Set: Netherworld 2

Rarity: Rare

### **Lui Man Wai**

Type: Character

Subtitle: Master of the Chambers

Faction: Guiding Hand

Cost: [Hand] [Hand] [Hand] 3

Provides: [Hand] [Chi] [Chi]

Fighting: 4

Unique. +1 Fighting for each <Senshi> <Chamber> Site in play. All <Senshi>

<Chamber> Sites you control gain +2 Body.

Tag: The Hand's Netherworld presence is due to him.

Artist: Karen Ann Hollingsworth

Set: Netherworld 2

Rarity: Rare

### **Lusignan's Automaton**

Type: Character

Subtitle: Sorcerous Jester

Cost: [Mag] [Mag] 4

Provides: [Mag]

Fighting: 6

Unique. Your hand size is increased by the Power of the player to your left. You may draw a card when an opponent plays an Event during your turn.

Artist: Randy Asplund

Set: Netherworld 2

Rarity: Rare

### **Lusignan's Tower**

Type: Site

Subtitle: Netherworld Site

Cost: 2

Generates: 1

Body: 8

Unique. You may discard an additional card during your discard phase. When

an opponent plays an Event during your turn, he or she must discard a card at random.

Tag: "I saw him die, but he was waiting for us there."

Artist: Andrew Barlow

Set: Netherworld 2

Rarity: Rare

### **Lusignan the Fool**

Type: Character

Subtitle: Mysterious Jester

Cost: 3

Provides: [Mag] [Mag]

Fighting: 4

Unique. You may draw an additional card during your draw phase. When opponents play Events during your turn, their Events are played into the toasted pile.

Artist: Randy Asplund

Set: Netherworld 2

Rarity: Rare

### **Man With No Name**

Type: Character

Subtitle: Mysterious Stranger

Cost: 2

Fighting: 2

Unique. Turn to draw a card. Turn to add a faction resource of your choice to your pool until the end of the turn.

Tag: "Everything hinges on him," Lusignan said.

Artist: Mark Poole

Set: Netherworld 2

Rarity: Rare

### **Mark of Fire**

Type: Event

Subtitle: Event

Faction: Four Monarchs

Cost: [Mon] 1

Target exactly four Characters and/or Sites :: Inflict 1 damage on each target.

Tag: "Li Ting's idea of equality is everybody on fire at the same time."

Artist: John T. Snyder

Set: Netherworld 2

Rarity: Common

### **Maze of Stairs**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 5

Takes no combat damage when only one Character enters combat with it.

Tag: "Was that left, down, left, right, up or left, down, right, left, up...? DAMN!!!"

Artist: Steve Bryant

Set: Netherworld 2

Rarity: Common

### **Midnight Whisperer**

Type: Character

Subtitle: Abomination

Faction: Architects of the Flesh

Cost: [Arch] 1

Provides: [Arch]

Fighting: 1

Ambush.

Tag: "I will crawl inssside your sssssoul, and there I will learn the sssssecretsssss that will kill you, my delisssscious prey"

Artist: Susan Van Camp

Set: Netherworld 2

Rarity: Common

### **Military Commandant**

Type: Character

Subtitle: Pledged Mastermind

Faction: Ascended

Cost: [Asc] [Asc] 2

Provides: [Asc]

Fighting: 1

Turn and maintain and target a Character :: that Character gains +2

Fighting.

Artist: Mike Kimble

Set: Netherworld 2

Rarity: Uncommon

### **Molotov Cocktail Party**

Type: State

Subtitle: State

Faction: Jammers

Cost: [Jam] [Jam] [Jam] 1

Schtick. Play on an unturned Character. Sacrifice this card during an attack :: Subject inflicts +2 damage on Sites until the end of the attack. When subject inflicts combat damage on a Site, inflict an equal amount of damage on any other Site at that location.

Artist: Jim Pavelec

Set: Netherworld 2

Rarity: Uncommon

### **Monkey Boy**

Type: Character

Subtitle: Flying Chimp

Faction: Jammers

Cost: [Jam] 3

Provides: [Jam] [Tech]

Fighting: 4

Draw a card when a <Battleground> Site is played or has its Body reduced to 0.

Tag: "Laugh while you can."

Artist: Paul Carrick

Set: Netherworld 2

Rarity: Uncommon

### **Monkey House**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 7

Limited. If any opponent controls more Power-generating Sites than you, you may turn Monkey House :: Discard a Feng Shui Site that is neither Unique nor Limited. If the discard is successful, you gain 1 Power.

Artist: Richard Thomas

Set: Netherworld 2

Rarity: Uncommon

### **Mr. Red**

Type: Character

Subtitle: Backstabbing Bastard

Faction: Ascended

Cost: [Asc] [Asc] [Asc] 3

Provides: [Asc]

Fighting: 4

Unique. When Mr. Red enters combat with a Site during an attack you did not declare, flip a coin. Heads: if Mr. Red reduces the Site's Body to 0, you may seize the Site.

Artist: Jason Millet

Set: Netherworld 2

Rarity: Rare

### **Netherworld Portal**

Type: Site

Subtitle: Battleground Site

Cost: 1

Generates: 0

Body: 5

When this card is played or seized, it may be placed in any player's Site structure, and that player takes control of it. When the player who placed it last attacks a card at this location, he or she may give one attacker Stealth and Assassinate until the end of the attack.

Artist: Jason Millet

Set: Netherworld 2

Rarity: Uncommon

### **Netherworld Return**

Type: Event

Subtitle: Event

Faction: Four Monarchs

Cost: [Mon] 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.

Tag: They weren't dead - they were just visiting the Netherworld!

Artist: Mark Poole

Set: Netherworld 2

Rarity: Common

### **Nine Cuts**

Type: Character

Subtitle: Shadowy Assassin

Cost: 3

Fighting: 3

Unique. Assassinate. When Nine Cuts inflicts combat damage on a Character, smoke that Character.

Tag: "I don't care about money or if I live or die."

Artist: Stephen Snyder

Set: Netherworld 2

Rarity: Promo

### **Ninja Interior Decorators**

Type: Character

Subtitle: Hood Geomancers

Faction: Ascended

Cost: [Asc] 2

Provides: [Asc]

Fighting: 2

Stealth. When you declare an attack with Ninja Interior Decorators, you may reveal one Feng Shui Site controlled by the controller of their target.

Artist: Bryant Griffin

Set: Netherworld 2

Rarity: Common

### **Obsidian Mountain**

Type: Feng Shui Site

Subtitle: Feng Shui Site

Generates: 1

Body: 13

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

Tag: The mountain does not feel the storm, though all around it is laid waste.

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Common

### **Ominous Swamp**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 7

+6 Body while in your front row with no Site behind it. You must pay +1 Power when playing a Site behind this one.

Tag: "Not the sort of place you'd expect to have good chi, but in the Netherworld, it's almost a vacation spot!"

Artist: Mike Kimble

Set: Netherworld 2

Rarity: Common

### **Once and Future Champion**

Type: Character

Subtitle: Netherworld Hero

Faction: Four Monarchs

Cost: [Mon] [Mon] [Mon] [Mag] 5

Provides: [Mon] [Mag]

Fighting: 7

Unique. Heals 1 damage at the start of your turn. Each time he turns to attack, he gains +1 Fighting and may inflict 1 damage on a Character. Once per turn, you may toast a card when he smokes it in combat.

Artist: Mike Raabe

Set: Netherworld 2

Rarity: Rare

### **Orange Senshi Chamber**

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. Your hand size increases by 1 for each faction in your resource pool. <Orange> Characters are -1 cost for all players.

Tag: The Principle of Diversity assimilates influences into balm for all.

Artist: John T. Snyder

Set: Netherworld 2

Rarity: Uncommon

### **Palm of Darkness**

Type: Character

Subtitle: Netherworld Ninja

Faction: Four Monarchs

Cost: [Mon] 2

Provides: [Mon]

Fighting: 2

Tactics. The rules text of any Site targeted by Palm of Darkness in an attack is canceled until the end of the turn.

Tag: Knowing your battlefield is the key to victory.

Artist: Ron Roussele

Set: Netherworld 2

Rarity: Common

### **Paradox Beast**

Type: Character

Subtitle: Purist Prototype Construct

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Mag] 4

Provides: [Mag]

Fighting: 9

Unique. Your hand size is reduced by 3.

Tag: The Purists created this cubist monstrosity to kill Curtis Boatman.

Artist: Mark Evans

Set: Netherworld 2

Rarity: Rare

### **Phlogiston Mine**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 6

Unique. Immediately choose a resource when this card is revealed or seized. Once each time that an opponent plays an Event that requires that resource, you may inflict 1 damage, which cannot be redirected or reduced, on this card :: Gain 1 Power.

Artist: Mark Poole

Set: Netherworld 2

Rarity: Uncommon

### **Playing Both Ends**

Type: Event

Subtitle: Event

Faction: Ascended

Cost: [Asc] [Asc] [Asc] 0

Limited. Play when one opponent declares an attack against another opponent. Predict whether the attack will be successful. At the end of the attack, gain 2 Power if the prediction was correct, otherwise the player who declared the attack may toast a card in your smoked pile.

Artist: Bryant Griffin

Set: Netherworld 2

Rarity: Common

### **Portal Jockey**

Type: Character

Subtitle: Redeemed Timewalker

Faction: Jammers

Cost: 2

Provides: [Jam]

Fighting: 2

Gains Ambush until the end of the turn he enters play. If Portal Jockey is in your hand when an opponent plays a Character at reduced cost, you may play Portal Jockey at no cost.

Artist: Anthony Waters

Set: Netherworld 2

Rarity: Common

### **Prisoner of the Monarchs**

Type: State

Subtitle: State

Faction: Four Monarchs

Cost: [Mon] [Mon] 1

Subject Character cannot attack, turn or intercept. Subject's controller may toast this card by paying X Power. X= the number of Feng Shui Sites he or she controls plus the number of cards in his or her burned-for-victory pile.

Artist: Mark Poole

Set: Netherworld 2

Rarity: Common

### **Proving Ground**

Type: Feng Shui Site

Subtitle: Feng Shui Site

Generates: 0

Body: 6

When Proving Ground is revealed, immediately turn it for no effect. If Proving Ground is face-up, you may turn it to play a Character at -2 cost.

Tag: "So you think you're tough, eh?"

Let's see how tough you really are."

Artist: John T. Snyder

Set: Netherworld 2

Rarity: Uncommon

### **Pulling Strings**

Type: Event

Subtitle: Event

Faction: Ascended

Cost: [Asc] [Asc] [Asc] [Asc] 0

One-Shot. Play at the start of your turn if the number of cards in your hand is less than your maximum hand size :: Search your deck for a card and add it to your hand. Reshuffle. Skip the discard and draw phases of this turn.

Artist: Jim Pavelec

Set: Netherworld 2

Rarity: Uncommon

### **Purist Sorcerer**

Type: Character

Subtitle: Buro Infiltrator

Faction: Eaters of the Lotus

Cost: [Lot] [Lot] 2

Provides: [Lot] [Mag]

Fighting: 2

Turn Purist Sorcerer to inflict 1 damage on target Character. Turn and maintain Purist Sorcerer to take control of target <Buro> Character.

Tag: They're slowly infiltrating the CDCA.

Artist: Dennis Detwiler

Set: Netherworld 2

Rarity: Uncommon

### **Queen of the Darkness Pagoda**

Type: Character

Subtitle: Netherworld Mastermind

Faction: Four Monarchs

Cost: [Mon] 6

Provides: [Mon] [Mag] [Mag]

Fighting: 10

Unique. When a Character inflicts damage on Queen of the Darkness Pagoda,

immediately toast that Character, even if it has left play.

Tag: Ming I is feared by even the stoutest of warriors.

Artist: Kaja Foglio

Set: Netherworld 2

Rarity: Rare

### **Queen of the Ice Pagoda**

Type: Character

Subtitle: Netherworld Mastermind

Faction: Four Monarchs

Cost: [Mon] 6

Provides: [Mon] [Mag] [Mag]

Fighting: 10

Unique. Opponents cannot play States on cards you control. At the start of each player's turn, you may remove one damage from any other card you control. All <Ice> Characters you control gain +1 Fighting.

Artist: Melissa Benson

Set: Netherworld 2

Rarity: Rare

### **Raven Li**

Type: Character

Subtitle: Lodge Troubleshooter

Faction: Ascended

Cost: [Asc] [Asc] [Asc] 5

Provides: [Asc]

Fighting: 8

Unique. Stealth. When Raven Li inflicts combat damage on a Site, you may look at its controller's hand and force him or her to discard a card of your choice.

Artist: Nene Thomas

Set: Netherworld 2

Rarity: Rare

### **Ravenous Devourer**

Type: Character

Subtitle: Hungry Demon

Faction: Eaters of the Lotus

Cost: [Lot] [Lot] 2

Provides: [Lot]

Fighting: 2

Sacrifice a Character :: Ravenous Devourer gains +2 Fighting until the end of the turn.

Tag: "It's always hungry, and not very discriminating"

Artist: Paul Carrick

Set: Netherworld 2

Rarity: Common

## **Red Don**

Type: Character

Subtitle: Techie Mastermind

Faction: Jammers

Cost: [Jam] [Jam] 3

Provides: [Jam] [Tech]

Fighting: 4

Unique. When an opponent generates an effect by turning a card, Red Don may immediately gain all rules text related to that ability until the end of the scene. If the ability is turn and maintain, it lasts as long as Red Don maintains it.

Artist: Mark Tedin

Set: Netherworld 2

Rarity: Rare

## **Red Senshi Chamber**

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. Characters at this location are not affected by Superleap. Turn Red Senshi Chamber during your Main Shot :: You may declare one attack this turn against a back-row Site.

Tag: "The tiger crouches, full of energy and stillness."

Artist: Jerry Tiritilli

Set: Netherworld 2

Rarity: Uncommon

### **Ring of Gates**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 6

Turn to cancel an effect that would return one or more cards to any players' hands.

Tag: The Netherworld is the land of dead ends.

Artist: Richard Thomas

Set: Netherworld 2

Rarity: Common

### **Scroll of Incantation**

Type: Event

Subtitle: Event

Cost: [Mag] [Mag] 1

Immediately search your deck for an Event, then reshuffle. You must immediately either play that Event or toast it.

Tag: On the scroll is always writ precisely the ritual you need.

Artist: Nicola Leonard

Set: Netherworld 2

Rarity: Uncommon

### **Simon Draskovic**

Type: Character

Subtitle: Cyborg Monster Hunter

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Arch] [Tech] 4

Provides: [Arch]

Fighting: 7

Unique. Toughness: 3 against [Mag] cards.

Tag: I don't care how big it is, or how many teeth, arms, tongues, spleens, or any other body part it has. I can bring it down.

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Rare

### **Skin and Darkness Ravagers**

Type: Character

Subtitle: Netherworld Horrors

Faction: Four Monarchs

Cost: [Mon] [Mon] [Mag] 3

Provides: [Mon]

Fighting: 3

Stealth. +2 damage against Characters.

Tag: Malevolent darkness given form and substance.

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Common

### **Smart Gun**

Type: State

Subtitle: State

Cost: [Tech] [Tech] 1

Weapon. Subject Character inflicts +2 damage. When subject inflicts combat damage on a Character, you may inflict 1 damage on all Characters of your choice that share a designator with that Character.

Tag: "Smart guns, dumb soldiers. You do the math."

Artist: Brian Snoddy

Set: Netherworld 2

Rarity: Common

### **Spirit Pole**

Type: Edge

Subtitle: Edge

Faction: Four Monarchs

Cost: [Mon] [Mon] 2

Once each Main Shot, you may play a State from your smoked pile onto a card you control. States with a printed cost of 0 are +1 cost when played in this manner. Turn Spirit Pole to play a <Pagoda> Site at -1 cost.

Artist: Pete Venters

Set: Netherworld 2

Rarity: Uncommon

### **Storm Riders**

Type: Character

Subtitle: Thunder Warriors

Faction: Four Monarchs

Cost: [Mon] [Mag] 3

Provides: [Mon] [Mag]

Fighting: 4

During an attack that targets a card you control, you may play Storm Riders at -2 cost if you control a <Thunder> Character, or at normal cost otherwise. At the end of that attack, return Storm Riders to your hand if they are still in play.

Artist: Jerry Tiritilli

Set: Netherworld 2

Rarity: Uncommon

### **Sunless Sea Ruins**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 10

Your hand size is increased by 1. You cannot discard cards during your Establishing Shot unless you skip Power generation.

Tag: A crumbling testament to a forgotten past.

Artist: Karen Ann Hollingsworth

Set: Netherworld 2

Rarity: Uncommon

### **Suong Xa**

Type: Character

Subtitle: Netherworld Hero

Faction: Dragons

Cost: [Dra] [Dra] [Dra] 4

Provides: [Dra]

Fighting: 6

Unique. Independent. Play at -2 cost when an opponent who controls at least 4 Power-generating Sites plays or seizes a Site. Once per turn, you may inflict 3 damage on Suong Xa :: She gains Guts until the end of the turn.

Artist: Mark Evans

Set: Netherworld 2

Rarity: Rare

### **Supercomputer**

Type: Edge

Subtitle: Edge

Cost: [Tech] [Tech] 2

Unique. During your draw phase, you may choose to draw 3 cards instead of the number you would normally draw.

Artist: Drew Tucker

Set: Netherworld 2

Rarity: Uncommon

### **Swarm of Teeth**

Type: Character

Subtitle: Abomination Horde

Faction: Architects of the Flesh

Cost: [Arch] [Arch] 3

Provides: [Arch]

Fighting: 2

Ambush. Cannot be sacrificed. Not a legal subject for States. If this card is in your smoked pile, it is not affected by any effects that would put it in your hand or in play, except that it returns to play when you play a "Swarm of Teeth".

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Uncommon

### **Swiss Banker**

Type: Character

Subtitle: Pledged Financier

Faction: Ascended

Cost: [Asc] 2

Provides: [Asc]

Fighting: 1

Turn Swiss Banker to gain 1 Power. When you have no Power, immediately smoke Swiss Banker.

Tag: The Ascended'd Netherworld operations require immense resources.

Artist: L. A. Williams

Set: Netherworld 2

Rarity: Common

### **Tangram Alley**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Generates: 1

Body: 7

+X Body. When Tangram Alley is revealed or seized, choose an opponent and a resource. X= the number of that resource in that player's pool. X cannot exceed 7.

Tag: "Everytime we went in there, it was different."

Artist: Ellym Sirac

Set: Netherworld 2

Rarity: Uncommon

### **Temple of Boundless Meditation**

Type: Feng Shui Site

Subtitle: Netherworld Feng Shui Site

Faction: Guiding Hand

Cost: [Hand] [Hand] [Hand] 3

Provides: [Hand] [Chi] [Chi]

Generates: 1

Body: 7

Unique. Your hand size is increased by 1 for each <Senshi> <Chamber> Site in play. Turn and maintain to give target <Monk>, <Master>, or <Martial> <Artist> Character +3 Fighting.

Tag: It's the Hand's main stronghold in the Netherworld.

Artist: Paul Carrick

Set: Netherworld 2

Rarity: Rare

### **That Which Does Not Kill Me...**

Type: Event

Subtitle: Event

Faction: Dragons

Cost: [Dra] [Dra] 0

Play when target Character is damaged by a single source. Until the end of the turn, that Character gains Guts and inflicts +X damage. X= the amount of damage inflicted on the Character by that source.

Tag: "...really pisses me off!"

Artist: Lissanne Lake

Set: Netherworld 2

Rarity: Uncommon

### **The Baron**

Type: Character

Subtitle: Masked Avenger

Faction: Four Monarchs

Cost: [Mon] [Mon] 4

Fighting: 6

Unique. Ambush and +2 damage against <Thunder> Characters. When an opponent spends 4 or more Power at once, you may play The Baron at -2 cost, or at no cost if he or she spent 6 or more Power.

Artist: April Lee

Set: Netherworld 2

Rarity: Rare

### **The Bound**

Type: Character

Subtitle: Netherworld Horror

Faction: Eaters of the Lotus

Cost: [Lot] [Lot] [Lot] 3

Fighting: 3

Unique. Mobility. +3 damage. Cannot turn to heal. Inflict 1 damage on any Character that enters combat with The Bound if "The Strangled Scream" is in play.

Artist: Mark Evans

Set: Netherworld 2

Rarity: Rare

### **The Burning King**

Type: Character

Subtitle: Demon Lord

Faction: Eaters of the Lotus

Cost: [Lot] [Lot] [Lot] [Lot] 6

Fighting: 14

Unique. You cannot play this card or return it to play if you are closest to victory. Any opponent may discard two cards with a combined cost no less than his current Fighting to take control of him.

Artist: Thomas Manning

Set: Netherworld 2

Rarity: Rare

### **The Displaced**

Type: Character

Subtitle: Netherworld Rabble

Cost: 1

Fighting: 1

When The Displaced are smoked, you may toast a card in any opponent's smoked pile. When an opponent forces you to discard The Displaced, you may smoke any card that opponent controls.

Artist: Richard Kane Ferguson

Set: Netherworld 2

Rarity: Common

### **The Dis-Timed**

Type: Character

Subtitle: Netherworld Rabble

Cost: 2

Fighting: 2

Generates 1 Power during your Establishing Shot if you control more <Netherworld> cards than any opponent. Only one "The Dis-Timed" may generate Power each turn.

Artist: Mark Poole

Set: Netherworld 2

Rarity: Common

### **The Eastern King**

Type: Character

Subtitle: Lodge Mastermind

Faction: Ascended

Cost: [Asc] [Asc] [Asc] [Asc] 7

Provides: [Asc]

Fighting: 11

Tag: Coming Summer 2001. The Guiding Hand and The Ascended face off in Shaolin Showdown! Find out what happens when this man and his Lodge killers take on Quan Lo and his masters of Kung Fu.

Artist: Melissa Benson

Set: Netherworld 2

Rarity: Promo

### **The Golden Gunman**

Type: Character

Subtitle: Magic Hero

Faction: Dragons

Cost: [Dra] [Dra] 5

Provides: [Dra] [Mag]

Fighting: 8

Unique. Independent. Not a legal target for Events. If The Golden Gunman turns to attack, other Characters you control cannot turn to attack with him.

Artist: Mark Poole

Set: Netherworld 2

Rarity: Rare

### **The Hub**

Type: Site

Subtitle: Netherworld Site

Faction: Ascended

Cost: [Asc] [Asc] [Asc] 3

Provides: [Asc]

Generates: 2

Body: 10

Unique. Turn and pay 1 Power to look at target opponent's hand.

Tag: It would have been burned to the ground by now, except that no one can find it.

Artist: Melissa Benson

Set: Netherworld 2

Rarity: Rare

### **The Junkyard**

Type: Site

Subtitle: Netherworld Site

Cost: 3

Provides: [Mag] [Tech] [Chi]

Generates: 1

Body: 9

Unique. Turn the Junkyard during an attack that targets a card at this location :: Play a Character or a Weapon, Vehicle or [Tech] State at -1 cost.

Tag: Eventually, all things in the Netherworld end up here.

Artist: Ellym Sirac

Set: Netherworld 2

Rarity: Promo

### **The New Heroes**

Type: Edge

Subtitle: Edge

Faction: Dragons

Cost: [Dra] [Dra] [Dra] 1

Unique. All Unique [Dra] Characters you control gain Toughness: 1 against combat damage.

Tag: "Doy you think they're ready for this?"

"No. Nor were we, when it all began."

Artist: Stephen Snyder

Set: Netherworld 2

Rarity: Uncommon

### **The Prof**

Type: Character

Subtitle: Netherworld Mastermind

Faction: Dragons

Cost: [Dra] [Dra] 3

Provides: [Dra] [Dra] [Tech]

Fighting: 1

Unique. Not affected by Events. Turn to unturn target Character.

Tag: The leader of the Dragons is trapped in the Netherworld.

Artist: Kaja Foglio

Set: Netherworld 2

Rarity: Rare

### **The Prof's Gambit**

Type: Event

Subtitle: Event

Faction: Dragons

Cost: [Dra] [Dra] 1

Provides: [Tech]

Play when you are either attacking or being attacked by a player who is closer to victory than you. Target one of his or her Characters :: that Character gains -X Fighting until the end of the turn. X= its current Fighting minus one.

Artist: Mark Evans

Set: Netherworld 2

Rarity: Uncommon

### **The Strangled Scream**

Type: Character

Subtitle: Netherworld Horror

Faction: Eaters of the Lotus

Cost: [Lot] [Lot] [Lot] 5

Fighting: 8

Unique. Turn, target a Character in an opponent's smoked pile, and pay Power equal to its cost :: Return target to play under your control.

Artist: Val Mayerik

Set: Netherworld 2

Rarity: Rare

### **The Twisted Gardens**

Type: Site

Subtitle: Netherworld Demon Site

Faction: Eaters of the Lotus

Cost: [Lot] [Lot] 2

Provides: [Lot]

Generates: 1

Body: 5

Unique. Toughness: 1. All <Demon>, <Ghost> and <Spirit> cards you control

inflict +1 damage. Smoke this card if "Guiyu Zui" leaves play. While you control "Guiyu Zui", this card gains +3 Body.

Artist: Jason Millet

Set: Netherworld 2

Rarity: Uncommon

### **Thunder Champion**

Type: Character

Subtitle: Netherworld Commandant

Faction: Four Monarchs

Cost: [Mon] [Mon] 4

Provides: [Mon]

Fighting: 5

When Thunder Champion inflicts 3 or more combat damage on a Feng Shui Site during an attack you declared, you may seize that Site.

Tag: The mightiest of Huan Ken's warriors.

Artist: Heather Bruton

Set: Netherworld 2

Rarity: Uncommon

### **Thunder Initiate**

Type: Character

Subtitle: Netherworld Sorcerer

Faction: Four Monarchs

Cost: [Mon] 2

Provides: [Mon] [Mag]

Fighting: 2

Turn and target a <Thunder> attacker :: that Character inflicts +2 damage until the end of the turn.

Tag: For subtle manipulations of sorcery, look elsewhere.

Artist: Karen Ann Hollingsworth

Set: Netherworld 2

Rarity: Common

### **Thunder Knights**

Type: Character

Subtitle: Netherworld Soldiers

Faction: Four Monarchs

Cost: 2

Provides: [Mon]

Fighting: 2

No Max. (You may have more than 5 copies of this card in a deck.) When this card is smoked by an opponent, target <Thunder> Character you control gains +1 Fighting until the end of the turn.

Artist: Tony Moseley

Set: Netherworld 2

Rarity: Common

### **Thunder Lance**

Type: State

Subtitle: State

Faction: Four Monarchs

Cost: [Mon] [Mon] 2

Weapon. Subject Character inflicts +2 damage. While subject is the only attacker, it gains Ambush.

Tag: If you see the butterfly knights dive, then it's too late to run.

Artist: Pamela Eklund

Set: Netherworld 2

Rarity: Common

### **Thunder on Thunder**

Type: Event

Subtitle: Event

Faction: Dragons

Cost: [Dra] 1

Toast all Edges.

Tag: The unwise bird flies high, and is brought down by the vengeance of the sky.

Artist: Nicola Leonard

Set: Netherworld 2

Rarity: Uncommon

### **Thunder Pagoda**

Type: Site

Subtitle: Netherworld Site

Faction: Four Monarchs

Cost: [Mon] [Mon] 3

Provides: [Mon] [Mag]

Generates: 1

Body: 8

Unique. Turn when you declare an attack :: Until the end of the attack, either all <Thunder> attackers gain +1 Fighting, or one <Thunder> attacker gains +1 Fighting for each <Thunder> attacker.

Artist: April Lee

Set: Netherworld 2

Rarity: Rare

### **Thunder Squire**

Type: Character

Subtitle: Netherworld Warrior

Faction: Four Monarchs

Cost: [Mon] 1

Provides: [Mon]

Fighting: 1

Sacrifice Thunder Squire to return a <Thunder> <Knight> Character from your smoked pile to play.

Tag: Someday, they will be full-fledged Thunder Knights.

Artist: Dan Frazier

Set: Netherworld 2

Rarity: Common

### **Thunder Valkyries**

Type: Character

Subtitle: Warrior Maidens

Faction: Four Monarchs

Cost: [Mon] [Mon] 2

Provides: [Mon]

Fighting: 2

Thunder Valkyries gain +2 Fighting until the end of the turn in which they enter play.

Tag: They're always the first to charge, singing the joys of battle.

Artist: Edward Beard, Jr.

Set: Netherworld 2

Rarity: Uncommon

### **Violet Senshi Chamber**

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. Turn, target a Character in an opponent's smoked pile and a Character you control :: your Character gains the rules text of the smoked Character until the end of the turn.

Tag: The fox remembers what has been discarded.

Artist: Alec Keating

Set: Netherworld 2

Rarity: Uncommon

### **Waterfall Sanctuary**

Type: Feng Shui Site

Subtitle: Feng Shui Site

Generates: 1

Body: 7

Turn to smoke a State on a Character at this location. If you controlled the Character at that time, you may draw a card.

Tag: As you pass beneath the waters, everything is washed away.

Artist: Val Mayerik

Set: Netherworld 2

Rarity: Common

### **White Senshi Chamber**

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. Provides [Chi][Chi] for each <Senshi> <Chamber> Site you control. All <Senshi> <Chamber> Sites gain Regenerate.

Tag: All Six Principles converge to become the White Principle.

Artist: Susan Stejskal

Set: Netherworld 2

Rarity: Uncommon

### **Wind on the Mountain**

Type: Event

Subtitle: Event

Faction: Guiding Hand

Cost: [Hand] [Hand] X

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

Artist: Liz Danforth

Set: Netherworld 2

Rarity: Uncommon

## **Wu Ming Yi**

Type: Character

Subtitle: Repentant Demon

Faction: Dragons

Cost: [Dra] [Dra] [Dra] 4

Provides: [Dra] [Lot] [Mag]

Fighting: 6

Unique. Regenerate. When Wu Ming Yi smokes a Character in combat, it gains +1 Fighting until it leaves play.

Tag: "Yeah he eats people, but they're the bad guys."

Artist: Paul "Prof" Herbert

Set: Netherworld 2

Rarity: Rare

## **Yellow Senshi Chamber**

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. Turn to redirect 1 damage from any source to any target.

Tag: Balm to friend. Harm to foe. Fortune upon fortune.

Artist: Theodor Black

Set: Netherworld 2

Rarity: Uncommon