

Netherworld Spoiler List

Abysmal Absorber

Type: Character

Subtitle: Netherworld Demon

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸♦3

Resource Provision: ☸

Fighting: 3

When Abysmal Absorber smokes a character in combat, toast the character instead and increase Abysmal Absorber's Fighting by 1.

Artist: Bryon Wackwitz

Set: Netherworld

Rarity: Uncommon

Abysmal Deceiver

Type: Character

Subtitle: Demon Netherworld Infiltrator

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸2

Resource Provision: ☸

Fighting: 2

Unique. Turn to toast a character you own that is controlled by an opponent. You gain Power equal to the character's cost plus 1.

Artist: Ron Rousselle

Set: Netherworld

Rarity: Uncommon

Abysmal Prince

Type: Character

Subtitle: Demon Bureaucrat Mastermind

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸♦3

Resource Provision: ☸

Fighting: 4

Turn and maintain to target an Edge. Target Edge can be affected by any effect that damages characters but cannot be attacked by characters and has no location. Target Edge is smoked if it sustains 2 points of damage.

Artist: Bryon Wackwitz

Set: Netherworld

Rarity: Uncommon 2

Agony Grenade

Type: State

Faction: Architects of the Flesh ☠

Resource Condition/Cost: ☠1

Resource Provision:

Weapon. When you declare an attack with subject character, sacrifice Agony Grenade to choose X characters that may not intercept subject. X = number of damage counters on subject.

Tag: Those arcanowave grenades store your pain and allow you to redirect it at your enemies.

Artist: Mark Tedin

Set: Netherworld

Rarity: Uncommon

Ancestral Sanctuary

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 4

Limited. If one of your feng shui sites is seized or burned, you may immediately play this site face up at no cost. Gain 5 Power if an opponent forces you to discard Ancestral Sanctuary.

Artist: Margaret Organ-Kean

Set: Netherworld

Rarity: Uncommon 2

Avenging Thunder

Type: Event

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯0

Resource Provision:

Play in response to one of your sites' being burned for victory or seized. Toast a character that damaged the site this turn and gain Power equal to that character's cost. You may only play Avenging Thunder once per game.

Tag: Due to his love of fighting, foes tend to forget the Thunder King's vast sorcerous power.

Comment: Play in response to one of your sites' being burned for victory or seized. Toast a character that damaged the site this turn and gain Power equal to that character's cost. You may only play any Avenging Thunder card once per game. [note: still doesn't sto

Artist: Doug Chaffee

Set: Netherworld

Rarity: Uncommon

Bao Chou

Type: Character

Subtitle: Avenging Ghost

Faction: Dragons 

Resource Condition/Cost:    4

Resource Provision:  

Fighting: X

Unique. X = the number of characters in your smoked pile. Cannot turn to heal. Heals when a feng shui site you control is seized or burned.

Artist: Heather Hudson

Set: Netherworld

Rarity: Rare

Biomass Reprocessing Center

Type: Site

Faction: Architects of the Flesh 

Resource Condition/Cost:  2

Resource Provision: 

Power: 1

Body: 6

Every time one of your attacking characters is smoked you may discard a card and draw a card from your deck.

Tag: They can't explain it yet, but the Architects know that certain arcanowave procedures work best in the Netherworld.

Artist: Ron Spencer

Set: Netherworld

Rarity: Uncommon

Blade Freak

Type: Character

Subtitle: Netherworld Mercenary

Faction: Ascended ✦

Resource Condition/Cost: ✦3

Resource Provision:

Fighting: 4

When Blade Freak enters play, he may inflict 1 point of damage on any target.

Tag: His business card is six inches of steel.

Artist: Bryon Wackwitz

Set: Netherworld

Rarity: Uncommon

Blanket of Darkness

Type: Edge

Faction: Four Monarchs ☉

Resource Condition/Cost: ☉2

Resource Provision:

Unique. Turn and maintain to reduce the damage target character inflicts by 3.

Artist: Mike Raabe

Set: Netherworld

Rarity: Rare

Brain Fire

Type: Event

Faction: Four Monarchs ☉

Resource Condition/Cost: ☉☉0

Resource Provision:

Play in response to an Event. Brain Fire changes the target (or targets) of that Event to another legal target (or targets).

Comment: [for events with more than one target, Brain Fire must change all of the targets]

Artist: Nicola Leonard

Set: Netherworld

Rarity: Common

Brain Sucker

Type: Character

Subtitle: Netherworld Abomination

Faction: Architects of the Flesh 

Resource Condition/Cost: 3

Resource Provision: 

Fighting: 4

Special abilities of Masterminds are canceled while Brain Sucker is in play.

Tag: It's eaten the best ideas of our generation.

Artist: L.A. Williams

Set: Netherworld

Rarity: Common

Bronze Sentinel

Type: Character

Subtitle: Righteous Automaton

Faction: Dragons 

Resource Condition/Cost: 2

Resource Provision: 

Fighting: 2

During your turn, toast a feng shui site you have in play to increase Bronze Sentinel's Fighting score until the end of the turn by the number of characters in your smoked pile.


Artist: Richard Kane Ferguson

Set: Netherworld

Rarity: Common

Burn, Baby, Burn!

Type: Edge

Faction: Jammers 

Resource Condition/Cost: 2

Resource Provision:

Limited. At the end of your turn, Burn, Baby, Burn! inflicts 1 point of damage on each damaged site in play.

Artist: Doug Chaffee

Set: Netherworld

Rarity: Uncommon

Butterfly Knight

Type: Character

Subtitle: Thunder Warrior

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸3

Resource Provision: ☸

Fighting: 3

Can make one attack during your turn without turning.

Tag: "Held aloft on gossamer wing / I fight and slay / for my Thunder King."

Artist: Daniel Gelon

Set: Netherworld

Rarity: Common

Capture Squad

Type: Character

Subtitle: Monster Hunters

Faction: Architects of the Flesh ☩

Resource Condition/Cost: ☩3

Resource Provision: ☩

Fighting: 3

If Capture Squad damages a Demon or Abomination, you take control of that Demon or Abomination.

Tag: They do a Marlon Perkins number on slithering demons.

Artist: Edward Beard, Jr.

Set: Netherworld

Rarity: Uncommon

CHAR

Type: Character

Subtitle: BuroMil Cyborg

Faction: Architects of the Flesh 

Resource Condition/Cost: 

Resource Provision: 

Fighting: 6

Damage CHAR inflicts in combat is reduced as his Fighting score decreases but cannot be reduced or redirected by any other means. CHAR takes no damage from Fire cards.

Artist: Richard Kane Ferguson

Set: Netherworld

Rarity: Uncommon

Chi Sucker

Type: Character

Subtitle: Netherworld Abomination

Faction: Architects of the Flesh 

Resource Condition/Cost: 

Resource Provision: 

Fighting: 1

When Chi Sucker attacks, it gains +X Fighting. X = the number of Power-generating sites controlled by controller of its target.

Tag: Your feng shui is its idea of breakfast.

Comment: When Chi Sucker attacks, it gains +X Fighting until the end of the attack. X= the number of Power-generating sites controlled by the controller of its target.

Artist: Brian Snoddy

Set: Netherworld

Rarity: Common

Chimp Shack

Type: Site

Faction: Jammers ♣

Resource Condition/Cost: ♣2

Resource Provision: ♣

Power: 1

Body: 5

You may play Chimp Shack during an attack against you. Turn and maintain to treat Chimp Shack as if it had the rules text of a specific site controlled by an opponent.

Tag: "Dig the MO of your enemy, brothers, and shove it up his snout!"

Comment: [continues copying even if other site leaves play, as long as Shack remains turned]

Artist: Ron Spencer

Set: Netherworld

Rarity: Common

Claws of Darkness

Type: State

Faction: Four Monarchs ♣

Resource Condition/Cost: ♣1

Resource Provision:

Weapon. Subject character gains +1 Fighting. If subject is still in play at the end of a turn in which it smoked one or more characters in combat, you gain 1 Power.

Artist: Heather Bruton

Set: Netherworld

Rarity: Uncommon

Counterfeit Heart

Type: Edge

Faction: Four Monarchs ♣

Resource Condition/Cost: ♣2

Resource Provision:

Unique. No other Edge can become a legal target or subject while Counterfeit Heart is in play.

Artist: April Lee

Set: Netherworld

Rarity: Rare

Dark Traveler

Type: Character

Subtitle: Netherworld Hero

Faction:

Resource Condition/Cost: 2

Resource Provision:

Fighting: 2

Dark Traveler's Fighting score is increased by 2 for each feng shui site in your smoked pile.

Artist: Anson Maddocks

Set: Netherworld

Rarity: Common

Darkness Pagoda

Type: Site

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯4

Resource Provision: ☯

Power: 1

Body: 8

Unique. After you attack, gain X Power. X = the number of intercepting characters smoked by combat damage during the attack.

Tag: The dread sounds of human sacrifice emanate from the Darkness Pagoda.

Artist: Mark Tedin


Set: Netherworld

Rarity: Rare

Darkness Priestess

Type: Character

Subtitle: Netherworld Sorcereress

Faction: Four Monarchs 

Resource Condition/Cost: 1

Resource Provision:  

Fighting: 1

Gain 1 Power for each card sacrificed or toasted by an opponent.

Tag: The Darkness Pagoda gains its power from the bloody ceremonies of these savage ritualists.

Comment: Sorceress misspelled as Sorcereress in subtitle [also clarify that Toast It cards do get you the power]

Artist: Ron Spencer

Set: Netherworld

Rarity: Common

Death Shadow

Type: Character

Subtitle: Netherworld Mercenary

Faction: Ascended 

Resource Condition/Cost:   3

Resource Provision:

Fighting: 2

Unique. Takes no damage from characters that intercept her.

Tag: "I shall slide through your blows as a shadow darts across a wall."

Artist: Kaja Foglio

Set: Netherworld

Rarity: Rare

Death-O-Rama

Type: Event

Faction: Jammers 

Resource Condition/Cost:   0

Resource Provision:

Play during an attack. All characters inflict +2 damage on characters during the attack.

Tag: Lisa shouldn't have taken the extra propane tanks to the rendezvous.

Artist: Pete Venters

Set: Netherworld

Rarity: Common

Demolitions Expert

Type: Character

Subtitle: Rebel Supporter

Faction: Jammers ♣

Resource Condition/Cost: ♣2

Resource Provision: ♣

Fighting: 1

Turn to give target character +3 damage against sites until end of turn.

Tag: "You want things blow up? I give you things blow up."

Artist: Bryon Wackwitz

Set: Netherworld

Rarity: Common

Desire Manipulator

Type: State

Faction:

Resource Condition/Cost: ♣0

Resource Provision:

Play on a character. If subject character is controlled by an opponent and has not turned to attack by the end of its controller's turn, you gain 1 Power.

Tag: It implants new loyalties on the subconscious level.

Artist: John T. Snyder

Set: Netherworld

Rarity: Uncommon

Discerning Fire

Type: Event

Faction:

Resource Condition/Cost: ♠♠X

Resource Provision:

Smoke X target cards that share a designator other than "Netherworld." X must be greater than one. Power-generating sites are not legal targets.

Artist: Brian Snoddy

Set: Netherworld

Rarity: Common

Doomed Lackey

Type: Character

Subtitle: Eunuch Pawn

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸1

Resource Provision: ☸

Fighting: 1

If Doomed Lackey intercepts in a chain, the other interceptors behind him gain Toughness:1 against combat damage during that attack.

Artist: Diana Vick

Set: Netherworld

Rarity: Common

Elevator to the Netherworld

Type: State

Faction:

Resource Condition/Cost: 1

Resource Provision:

Unique. Play on a front-row site. Turn to give target character at subject site's location Independent until end of turn.

Tag: "If you got enough chi happening, you can see the _special_ button."

Artist: Anthony Waters

Set: Netherworld

Rarity: Rare

Enchanted Sword

Type: State

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸2

Resource Provision:

Weapon. Pick an opponent when you play Enchanted Sword. When that opponent controls more Power-generating sites than you, subject character's Fighting is increased by the number of that opponent's Power-generating sites.

Artist: Susan Van Camp

Set: Netherworld

Rarity: Uncommon

Entropy is Your Friend

Type: Edge

Faction: Jammers ♠

Resource Condition/Cost: ♠1

Resource Provision:

Limited. When you burn a site, or when a site you control is burned, place a counter on this card. When your characters damage sites, they inflict +X damage, where X = the number of counters on this card.

Artist: Anthony Waters

Set: Netherworld

Rarity: Uncommon

Eugene Fo

Type: Character

Subtitle: Sorcerous Hood

Faction:

Resource Condition/Cost: 5

Resource Provision: ♠

Fighting: 6

Unique. At the end of each turn, you may remove one damage counter from Eugene Fo for each Hood card in play. He takes no damage from Cop and Police cards.

Artist: L.A. Williams

Set: Netherworld

Rarity: Rare

Festival Circle

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 6

Turn Festival Circle when it is in your front row and inflict two points of damage on it to cancel an Event that targets characters you control. Damage may only be removed from Festival Circle when it is seized.

Artist: Nicola Leonard

Set: Netherworld

Rarity: Common

Field of Tentacles

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 8

Turn and maintain to cancel the effects of target non-feng shui site controlled by an opponent. Treat target site's rules text as if it were blank. Target site can still generate Power.

Tag: Tentacles coming up through the floorboards can really drive down property values.

Artist: Mark Tedin

Set: Netherworld

Rarity: Common

Fire and Darkness Pavilion

Type: Site

Faction: Four Monarchs 

Resource Condition/Cost: 2

Resource Provision: 

Power: 1

Body: 8

Unique. Toughness: 2 against damage inflicted by Netherworld cards. You may ignore resource conditions when playing Netherworld Mercenary or Triumvirate cards.

Tag: It houses the Molten Heart.

Artist: Anthony Waters

Set: Netherworld

Rarity: Rare

Fire Assassin

Type: Character

Subtitle: Netherworld Killer

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸3

Resource Provision: ☸

Fighting: X

Pick an opponent and resource when you play Fire Assassin. X = resources of that type in the opponent's pool. Fire Assassin cannot turn to attack sites.

Comment: Pick an opponent and a resource when Fire Assassin enters play. X= the resources of that type in the opponent's pool. Fire Assassin cannot turn to attack sites.

Artist: Rob Alexander

Set: Netherworld

Rarity: Uncommon

Fire Martyr

Type: Character

Subtitle: Netherworld Assassin

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸☸3

Resource Provision: ☸

Fighting: 2

When Fire Martyr turns to attack, he gains +4 Fighting until end of turn.

Tag: Exposure to fire magic has burned away their instinct for self-preservation.

Artist: Melissa Benson

Set: Netherworld

Rarity: Uncommon

Fire Pagoda

Type: Site

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯3

Resource Provision: ☯

Power: 1

Body: 8

Unique. Each opponent who starts his or her turn with four or fewer cards in hand must show you his or her hand. Fire Pagoda provides 2 [Mag] resources for each Fire character you control.

Artist: Anthony Waters

Set: Netherworld

Rarity: Rare

Fire Warriors

Type: Character

Subtitle: Netherworld Soldiers

Faction: Four Monarchs ☯

Resource Condition/Cost: 2

Resource Provision: ☯

Fighting: 2

Gains +1 Fighting for each feng shui site you own that is controlled by an opponent or that is in a burned-for-victory pile.

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

Artist: Heather Hudson

Set: Netherworld

Rarity: Common

Flying Bladder

Type: Character

Subtitle: Netherworld Abomination

Faction: Architects of the Flesh ☩

Resource Condition/Cost: ☩☩☩2

Resource Provision: ☩

Fighting: 2

Can only be intercepted by characters intercepting in chains.

Tag: There are some Things That Man Just Doesn't Want To Know.

Artist: Christopher Rush

Set: Netherworld

Rarity: Uncommon

Flying Crescent

Type: State

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸1

Resource Provision:

Weapon. Whenever subject character engages in combat with an intercepting character, Flying Crescent inflicts 1 point of damage on the target of the subject character's attack.

Comment: [damage is inflicted when attacker damages the interceptor (simultaneous)]

Artist: Ron Rousselle

Set: Netherworld

Rarity: Uncommon

Flying Kick

Type: Event

Faction: Dragons ☯

Resource Condition/Cost: ☯1

Resource Provision:

Target character gains Superleap until end of turn.

Tag: "Yeah, yeah, we'll give it back to the Hand when we're done with it."

Artist: Margaret Organ-Kean

Set: Netherworld

Rarity: Common

Fortress of Shadow

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 8

If Fortress of Shadow is seized or burned by an opponent who controls more Power-generating sites than you, you gain Power equal to the highest cost among characters who attack the site this turn.

Artist: Margaret Organ-Kean

Set: Netherworld

Rarity: Common

Foul Hatchling

Type: Character

Subtitle: Netherworld Abomination

Faction: Architects of the Flesh 

Resource Condition/Cost: 1

Resource Provision: 

Fighting: 1

If you control Foul Hatchling at the beginning of your turn, it may inflict 1 point of damage on a target site.

Tag: Kill it before it grows.

Artist: Phil Foglio

Set: Netherworld

Rarity: Common

Furious George

Type: Character

Subtitle: Flying Monkey

Faction: Jammers 

Resource Condition/Cost: 5

Resource Provision: 

Fighting: 9

Unique. Guts. Cannot intercept. If Furious George turns to attack, no other characters you control can turn to attack with him.

Tag: He's too much monkey business.

Artist: Richard Kane Ferguson

Set: Netherworld

Rarity: Rare

Garden of Bronze

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 8

Gain 3 Power whenever an opponent burns one of your other feng shui sites for Power.

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

Artist: Nicola Leonard

Set: Netherworld

Rarity: Common

Gearhead

Type: Character

Subtitle: Netherworld Saboteur

Faction: Jammers ♣

Resource Condition/Cost: ♣2

Resource Provision: ♣*

Fighting: 2

After Gearhead damages a site in an attack, inflict 2 points of damage on each of the site's controller's turned sites.

Tag: Their slogan: "Lean, mean, sand in the Vaseline."

Artist: Quinton Hoover

Set: Netherworld

Rarity: Uncommon 2

Ghost Assassin

Type: Character

Subtitle: Deadly Spirit

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸♦3

Resource Provision: ☸

Fighting: 3

Toast a character in your smoked pile to give Ghost Assassin that character's special abilities until the end of the turn.

Artist: Rob Alexander

Set: Netherworld

Rarity: Uncommon

Gnarled Attuner

Type: Character

Subtitle: Netherworld Abomination

Faction: Architects of the Flesh ™

Resource Condition/Cost: ™4

Resource Provision: ™

Fighting: 6

Unique. Damage that Gnarled Attuner inflicts in combat can never be removed.

Tag: So far the Architects have produced only one of these things, in their Netherworld lab.

Comment: [damage inflicted by GA cannot be removed even if GA leaves play]

Artist: Anson Maddocks

Set: Netherworld

Rarity: Rare

Gorilla Warfare

Type: Edge

Faction: Jammers ♣

Resource Condition/Cost: ♣2

Resource Provision:

Limited. When you target a site with an attack, combat damage in excess of the site's Body is inflicted on the site behind it. Gorilla Warfare is the source of this damage.

Artist: Pete Venters

Set: Netherworld

Rarity: Rare

Green Senshi Chamber

Type: Site

Faction: Guiding Hand ♠

Resource Condition/Cost: ♠2

Resource Provision: ♠

Power: 1

Body: 6

Unique. Turn and inflict X damage on Green Senshi Chamber to give target character Toughness: X until end of turn. X cannot exceed 2.

Tag: The turtle lends his shell. Prosperity.

Artist: Mike Raabe

Set: Netherworld

Rarity: Rare

Grenade Posse

Type: Character

Subtitle: Netherworld Punks

Faction: Jammers ♣

Resource Condition/Cost: ♣*2

Resource Provision: ♣

Fighting: 1

Turn to inflict 1 point of damage on all characters at target location. Grenade Posse is not a legal subject of weapon States.

Tag: "Fore!"

Artist: Heather Hudson

Set: Netherworld

Rarity: Common

Guiya Zui

Type: Site

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸3

Resource Provision: ☸

Power: 1

Body: 9

Unique. Turn to look at the top three cards in your deck. Discard as many of the three as you choose. Shuffle any remaining cards and place them atop your deck.

Tag: The entranceway from the Netherworld to the Underworld is itself a gigantic demon.

Artist: Jesper Myrfors

Set: Netherworld

Rarity: Rare

Gunrunner

Type: Character

Subtitle: Netherworld Hood

Faction: Jammers ♣

Resource Condition/Cost: ♣3

Resource Provision: ♣

Fighting: 3

Ambush against Cops. Turn to move target weapon State from its subject character to another character at the target's location.

Tag: They smuggle weapons from juncture to juncture to fund Jammer operations.


Artist: Mark Poole

Set: Netherworld

Rarity: Uncommon

Heat of Battle

Type: Event

Faction: Guiding Hand 

Resource Condition/Cost: 0

Resource Provision:

Play when attacked by an opponent who controls more Power-generating sites than you. Gain Power equal to the cost of the target attacking character. You can play only one Heat of Battle during an attack.

Artist: Margaret Organ-Kean

Set: Netherworld

Rarity: Common

House of Mirrors

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 6

If an opponent controls more Power-generating sites than you, you may play a feng shui site at a cost of 1 less than normal. Effects of multiple House of Mirrors are not cumulative.

Artist: Melissa Benson

Set: Netherworld

Rarity: Common

Ice Courtier

Type: Character

Subtitle: Netherworld Sorceress

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯1

Resource Provision: ☯❖

Fighting: 1

Turn and maintain to cancel an effect that takes control of a character. If Ice Courtier is in your smoked pile, she may not be toasted.

Artist: Crystal Smith

Set: Netherworld

Rarity: Uncommon

Ice Diadem

Type: State

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯❖1

Resource Provision:

Turn Ice Diadem to heal subject character.

Tag: Pi Tui's healing kiss brushes your forehead.

Artist: Diana Vick

Set: Netherworld

Rarity: Uncommon

Ice Falcons

Type: Character

Subtitle: Netherworld Spirits

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯❖1

Resource Provision: ☯❖

Fighting: 1

Independent. (no text)

Tag: Pi Tui's ferocious pets are as hard to stop as an ice storm.

Artist: Susan Van Camp


Set: Netherworld

Rarity: Common

Ice Healer

Type: Character

Subtitle: Netherworld Sorceress

Faction: Four Monarchs 

Resource Condition/Cost: 1

Resource Provision:  

Fighting: 1

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


Artist: Daniel Gelon

Set: Netherworld

Rarity: Common

Ice Pagoda

Type: Site

Faction: Four Monarchs 

Resource Condition/Cost: 3

Resource Provision: 

Power: 1

Body: 8

Unique. Remove 1 damage counter from each of your cards at the start of your turn.

Tag: Secret warriors with justice in their hearts find solace at the Ice Pagoda.

Artist: Mark Poole

Set: Netherworld

Rarity: Rare

Ice Shards

Type: Character

Subtitle: Elite Bodyguards

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸5

Resource Provision:

Fighting: 7

Unique. When Ice Shards damages a character in combat, you may smoke any State in play.

Tag: Fear their silk-handled blades.

Artist: Kumi Yamashita

Set: Netherworld

Rarity: Rare

Ice Tiger

Type: Character

Subtitle: Netherworld Spirits

Faction: Four Monarchs ☸

Resource Condition/Cost: 3

Resource Provision: ☸

Fighting: 3

While Ice Tiger is in play, Unique Ice characters cannot be targeted by attacks.

Tag: The Ice Queen breeds these fierce guardians.

Artist: Melissa Benson

Set: Netherworld

Rarity: Common

IKTV Rebroadcast Link

Type: State

Faction:

Resource Condition/Cost: ✨2

Resource Provision:

Turn IKTV Rebroadcast Link and flip a coin. Heads: subject site unturns.

Tails: each opponent gains 1 Power.

Tag: IKTV News: Always dramatic! Sometimes reliable!

Artist: Rob Alexander

Set: Netherworld

Rarity: Uncommon

Jamal Hopkins

Type: Character

Subtitle: Netherworld Mastermind

Faction: Jammers 

Resource Condition/Cost: 2

Resource Provision: 

Fighting: 1

Unique. Except during an attack, turn Jamal Hopkins and pay 1 Power to rearrange a player's sites; you cannot change the number of columns in the site structure.

Tag: His memory is a map of the Netherworld.

Artist: Ken Meyer, Jr.

Set: Netherworld

Rarity: Rare

Jason X

Type: Character

Subtitle: Redeemed Supersoldier

Faction: Dragons 

Resource Condition/Cost: 4

Resource Provision: 

Fighting: 6

Unique. Guts. The cost of all [Arch] Events is increased by 1 while Jason X is in play.

Tag: "I was Johann Bonengel's personal bodyguard, but all that changed the day I met the Prof."

Artist: Dan Frazier

Set: Netherworld

Rarity: Rare

Jimmy Wai

Type: Character

Subtitle: Netherworld Mastermind

Faction:

Resource Condition/Cost: 2

Resource Provision:

Fighting: 2

Unique. Turn to cancel an effect that is being maintained by a card that turned and maintained.

Tag: He has a way of getting favors out of people.

Artist: Heather Hudson

Set: Netherworld

Rarity: Rare

Jueding Bao-Fude

Type: Character

Subtitle: Eunuch Sorcerer

Faction: Eaters of the Lotus 

Resource Condition/Cost: 4

Resource Provision: 

Fighting: 5

Unique. Turn to inflict 3 points of damage on target Unique character or target Unique site.

Tag: His list of grudges is six feet long.

Artist: Heather Bruton

Set: Netherworld

Rarity: Rare

Kiii-YAAAH!

Type: Event

Faction: Dragons 

Resource Condition/Cost: 0

Resource Provision:

Play during your main shot, and only on target opponent who controls three or more Power-generating sites. Take up to 3 Power from target's pool and add it to your own.

Artist: Douglas Shuler

Set: Netherworld

Rarity: Common

King of the Fire Pagoda

Type: Character

Subtitle: Netherworld Mastermind

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯6

Resource Provision: ☯☆☆☆☆

Fighting: 8

Unique. He inflicts 1 point of damage on any target when you play a Fire card or when you turn one or more characters to attack.

Tag: Li Ting is the calmest and most collected of the Four Monarchs. And the most vicious.

Artist: Rob Alexander

Set: Netherworld

Rarity: Rare

Locksley Station

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 5

Unique. If Locksley Station is in your front row, turn and maintain it to take control of target non-feng shui site.

Tag: "The train stays put, but the station moves around. Kind of an optical collision."

Artist: Susan Stejskal

Set: Netherworld

Rarity: Rare

Lord Shi

Type: Character

Subtitle: Netherworld Warrior

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸4

Resource Provision: ☸

Fighting: 5

Unique. When Lord Shi attacks, he and all characters participating in the attack with him gain +1 Fighting for the duration of the attack.

Artist: April Lee

Set: Netherworld

Rarity: Rare

Mad Bomber

Type: Character

Subtitle: Netherworld Nutcase

Faction: Jammers ♣

Resource Condition/Cost: ♣1

Resource Provision: ♣

Fighting: 1

If Mad Bomber is smoked, inflict 2 points of damage on the front-row site at the location he last occupied.

Tag: He puts the "maniac" in pyromaniac.

Artist: Dan Frazier

Set: Netherworld

Rarity: Common

Marisol

Type: Character

Subtitle: Netherworld Mercenary

Faction: Dragons 

Resource Condition/Cost:   4

Resource Provision:  

Fighting: 6

Unique. Marisol cannot be the target of damage redirection effects. All damage inflicted on Marisol by sources other than characters in combat is reduced to 0.

Tag: Roving fortune wizard gone good.

Comment: Damage may not be redirected to Marisol. All damage inflicted on Marisol by sources other than characters in combat is reduced to zero.

Artist: Margaret Organ-Kean

Set: Netherworld

Rarity: Rare

Mark of Fire

Type: Event

Faction: Four Monarchs 

Resource Condition/Cost:  1

Resource Provision:

Inflict 1 point of damage apiece on any combination of precisely four target characters or sites.

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

Artist: John T. Snyder

Set: Netherworld

Rarity: Common

Molten Heart

Type: Edge

Faction: Four Monarchs 

Resource Condition/Cost:    3

Resource Provision:

Unique. Any site played or seized by an opponent must be placed in his or her front row. Generates 1 Power for each Triumvirate Edge you control.

Artist: Christopher Rush

Set: Netherworld

Rarity: Rare

Monkey House

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 7

Limited. If an opponent controls more Power-generating sites than you, you may turn Monkey House to discard a feng shui site that is neither Unique or Limited. You then gain 1 Power.

Artist: Richard Thomas

Set: Netherworld

Rarity: Uncommon 2

Necromantic Conspiracy

Type: Event

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸2

Resource Provision:

Search target opponent's deck. Remove up to four cards that have the same title and that also have a resource condition. You may only play Necromantic Conspiracy once per game. Reshuffle.

Comment: Search target opponent's deck. Toast up to four cards that have the same title and that also have a resource condition. You may only play a single Necromantic Conspiracy card in any game. Reshuffle that deck.

Artist: Anthony Waters

Set: Netherworld

Rarity: Uncommon

Netherworld Return

Type: Event

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸0

Resource Provision:

Each player randomly selects a character from his or her smoked pile and returns it to play. Toast Netherworld Return after you play it.

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

Comment: Toast It. Each player randomly selects a character from his or her smoked pile and returns it to play.

Artist: Mark Poole

Set: Netherworld

Rarity: Uncommon 2

Netherworld Vet

Type: Character

Subtitle: Portal Crawler

Faction: Dragons ☠

Resource Condition/Cost: ☠3

Resource Provision: ☠

Fighting: 4

Gains +1 Fighting for each Edge controlled by an opponent.

Artist: Rob Alexander

Set: Netherworld

Rarity: Common

New Manifesto

Type: Event

Faction: Jammers ♣

Resource Condition/Cost: ♣0

Resource Provision:

Discard any number of cards from your hand. If one of your feng shui sites is seized, you may return New Manifesto to your hand from your smoked pile.

Tag: The Jammers' whacked-out ideology contains 90% recycled parts.

Artist: Ron Rousselle

Set: Netherworld

Rarity: Common

Operation Green Strike

Type: Event

Faction: Ascended ✨

Resource Condition/Cost: ✨1

Resource Provision:

Limited. Play only during your main shot. Inflict 3 points of damage on target non-feng shui site. If Operation Green Strike reduces target site's Body to 0, you may seize that site.

Tag: "By the time we got back, Kar Fai's crib was crawling with ninjas."

Artist: L.A. Williams

Set: Netherworld

Rarity: Uncommon

Orange Senshi Chamber

Type: Site

Faction: Guiding Hand 🍊

Resource Condition/Cost: 🍊2

Resource Provision: 🍊

Power: 1

Body: 6

Unique. The cost to play Orange characters is reduced by 1. For each faction among the resources in your pool, your maximum hand size increases by one.

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

Artist: John T. Snyder

Set: Netherworld

Rarity: Rare

Orango Tank

Type: Character

Subtitle: Ground-Assault Monkey

Faction: Jammers 🍌

Resource Condition/Cost: 🍌🍌🍌🍌🍌6

Resource Provision: 🍌🍌

Fighting: 9

Unique. Toughness: 1. All characters at location of target that Orango Tank attacks must intercept. Can't turn to heal.

Artist: Randy Gallegos

Set: Netherworld

Rarity: Rare

Perpetual Motion Machine

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 7

You may discard an additional card of your choice whenever you discard.

Tag: "If it's impossible in the real world, you can bet it exists somewhere in the Inner Kingdom."

Artist: Daniel Gelon

Set: Netherworld

Rarity: Common

Pinball Hall

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 8

If this site is seized or burned, or if it is smoked by an Event card played by an opponent, you may inflict 6 points of damage on any character in play.

Tag: You don't wanna be the triple-flipper light-up.

Artist: Quinton Hoover

Set: Netherworld

Rarity: Common

Pocket Demon

Type: Event

Faction:

Resource Condition/Cost: ✧0

Resource Provision:

Limited. Play at the start of your turn. No other card generates Power during your establishing shot this turn. Instead, Pocket Demon generates Power equal to the number of Power-generating sites controlled by target opponent, plus the number of cards in his or her hand.

Artist: Ron Spencer

Set: Netherworld

Rarity: Common

Queen of the Darkness Pagoda

Type: Character

Subtitle: Netherworld Mastermind

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸6

Resource Provision: ☸☆☆

Fighting: 10

Unique. Any character that damages her is toasted.

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

Artist: Kaja Foglio

Set: Netherworld

Rarity: Rare

Rah Rah Rasputine

Type: Character

Subtitle: Netherworld Cyborg

Faction: Jammers ♣

Resource Condition/Cost: ♣*4

Resource Provision: ♣*

Fighting: 6

Unique. Damage inflicted on Rah Rah Rasputine by Cyborgs and Abominations is reduced to 0.

Artist: L.A. Williams

Set: Netherworld

Rarity: Rare

RedGlare Chapel

Type: Site

Faction:

Resource Condition/Cost: *2

Resource Provision:

Power: 1

Body: 6

Unique. Turn to unturn Reverend RedGlare, or turn to inflict 1 point of damage on every other turned site in play.

Tag: Thanks to its onboard computers, the Reverend's deadly chapel is smarter than he is.

Artist: Anson Maddocks

Set: Netherworld

Rarity: Rare

Repulsor Beams

Type: State

Faction: Dragons 

Resource Condition/Cost: 2

Resource Provision:

Limited. When subject site is attacked, turn subject site to reduce damage that target attacking character inflicts to 0 until the end of the attack.

Tag: One of the Prof's most useful inventions.

Artist: Heather Bruton

Set: Netherworld

Rarity: Uncommon

Resistance Squad

Type: Character

Subtitle: Techie Guerrillas

Faction: Jammers 

Resource Condition/Cost: 2

Resource Provision: *

Fighting: 2

If an opponent attempts to look at your hand or force you to discard Resistance Squad, cancel that effect and put Resistance Squad into play at no cost.

Tag: "Lookin' for us?"

Artist: Heather Hudson

Set: Netherworld

Rarity: Common

Reverend RedGlare

Type: Character

Subtitle: Netherworld Mercenary

Faction: Ascended 

Resource Condition/Cost: 3

Resource Provision:

Fighting: 3

Unique. Select a designator when Reverend RedGlare is brought into play. Turn Reverend RedGlare to inflict 3 points of damage on a target character bearing that designator.

Artist: Anson Maddocks

Set: Netherworld

Rarity: Rare

Ring of Gates

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 6

Turn to cancel an effect that would return a card or cards to one or more player's hands.

Tag: The Netherworld is the land of dead ends.

Artist: Richard Thomas

Set: Netherworld

Rarity: Common

Rust Garden

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 7

If an opponent seizes or burns Rust Garden, inflict 2 points of damage on every other site he or she controls.

Tag: "Right after we blew it up, we found old mufflers in the Sacred Grove and a junked robot in the Lily Pond."

Artist: Matt Wilson

Set: Netherworld

Rarity: Common

Serena Ku

Type: Character

Subtitle: Vengeful Hero

Faction: Dragons 

Resource Condition/Cost:   3

Resource Provision: 

Fighting: 4

Unique. Select a designator when Serena Ku is brought into play. She has Toughness: 2 and Ambush in combat with characters with that designator.

Artist: Christopher Rush

Set: Netherworld

Rarity: Rare

Sergeant Blightman

Type: Character

Subtitle: Mutating Soldier

Faction: Architects of the Flesh 

Resource Condition/Cost:   4

Resource Provision: 

Fighting: 9

Unique. Inflict 3 points of damage on Sergeant Blightman at the start of each of your turns. Cannot turn to heal. Sergeant Blightman is toasted if he leaves play.


Artist: Pete Venters

Set: Netherworld

Rarity: Rare

Shield of Pure Soul

Type: Edge

Faction: Guiding Hand 

Resource Condition/Cost:   0

Resource Provision:

Limited. If a site you control is seized or burned, you gain 1 Power and may search through your deck and select a card. Reshuffle your deck and place the card selected on top of the deck.

Artist: Mike Kimble

Set: Netherworld

Rarity: Uncommon

Shields of Darkness

Type: State

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸0

Resource Provision:

Play on a back-row site. Subject site's Body is increased by the number of Triumvirate cards you control.

Tag: One of the contributions of Ming I to the Triumvirate was darkness magic to protect the Molten Heart.

Artist: Jesper Myrfors

Set: Netherworld

Rarity: Uncommon

Shinobu Yashida

Type: Character

Subtitle: Pledged Master

Faction: Ascended ✨

Resource Condition/Cost: ✨✨✨4

Resource Provision: ✨

Fighting: 7

Unique. Inflicts +3 damage on characters with Fighting of 8 or more.

Tag: "Only you are worthy of my sharpest blows, Wong Fei Hong."

Artist: Daniel Gelon

Set: Netherworld

Rarity: Rare

Sibling Rivalry

Type: Event

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸1

Resource Provision:

Cancel and smoke a [Mon] card.

Tag: The Four Monarchs are their own worst enemies.

Artist: April Lee

Set: Netherworld

Rarity: Uncommon 2

Soul Diver

Type: Character

Subtitle: Ice Shaman

Faction: Four Monarchs ☯

Resource Condition/Cost: ☯2

Resource Provision: ☯✦

Fighting: 1

Turn and maintain to give target character the special abilities of a character in an opponent's smoked pile.

Tag: They are among the few who can travel from the Netherworld to the Underworld.

Artist: Heather Hudson

Set: Netherworld

Rarity: Common

Soul of the Dragon

Type: Edge

Faction: Ascended ✨

Resource Condition/Cost: ✨✨1

Resource Provision:

Limited. If you reduce a feng shui site's Body to 1 in an attack, you may burn that site for victory.

Artist: Daniel Gelon

Set: Netherworld

Rarity: Uncommon

Storm of the Just

Type: Event

Faction: Guiding Hand ☯

Resource Condition/Cost: ☯0

Resource Provision:

Limited. Until end of turn, all characters you control gain +3 Fighting if an opponent who controls more Power-generating sites than you controls a feng shui site you own or has a card you own in his or her burned-for-victory pile.

Artist: Randy Gallegos

Set: Netherworld

Rarity: Common

Sucker Rounds

Type: State

Faction: Architects of the Flesh 

Resource Condition/Cost: 1

Resource Provision:

Weapon. Subject character's Fighting is increased by the Power in the pool of the opponent to your left.

Tag: Its shells contain foul demonic spoor.

Artist: Mike Raabe

Set: Netherworld

Rarity: Uncommon

Sung Hi

Type: Character

Subtitle: Demon Buro Infiltrator

Faction: Eaters of the Lotus 

Resource Condition/Cost: 2

Resource Provision: 

Fighting: 2

Unique. Turn to cancel an [Arch] Event or smoke an [Arch] State.

Tag: They're new to the secret war so the Lotus are building their intelligence operation.

Artist: Phil Foglio

Set: Netherworld

Rarity: Rare

Surprise, Surprise

Type: Event

Faction: Dragons 

Resource Condition/Cost: 0

Resource Provision:

Play when attacked. Cut your deck and draw a card. Put the card in your hand or discard it, or play it immediately at no cost and regardless of card type. If the card is in play at the end of the turn, toast it.

Comment: [new card replaces Surprise Surprise on generation]

Artist: Quinton Hoover

Set: Netherworld

Rarity: Common

Tanbi Guiawu

Type: Character

Subtitle: Giant Demon

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸☸♦5

Resource Provision: ☸

Fighting: 9

Unique. If Tanbi Guiawu has not participated in an attack during your turn, it is smoked at the end of your turn.

Tag: Without fresh food, it returns to the Underworld.

Artist: Anthony Waters

Set: Netherworld

Rarity: Rare

The Displaced

Type: Character

Subtitle: Netherworld Rabble

Faction:

Resource Condition/Cost: 1

Resource Provision:

Fighting: 1

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

Artist: Richard Kane Ferguson

Set: Netherworld

Rarity: Common

The Faceless

Type: Character

Subtitle: Netherworld Rabble

Faction:

Resource Condition/Cost: 2

Resource Provision:

Fighting: 2

You may take control of States on characters or sites damaged by The Faceless in combat and place the States on any legal subject.

Comment: If The Faceless damage a character or site in combat, you may immediately take control of any States on the character or site and place the States on any legal subject. [note: probably should just say "You may take control of the States even if the charac

Artist: Susan Van Camp

Set: Netherworld

Rarity: Common

The Fox Outfoxed

Type: State

Faction:

Resource Condition/Cost: 2

Resource Provision:

All Power subject card generates or creates goes into your pool. May not be played on a feng shui site.

Tag: You taste prosperity. Your foe tastes air.

Artist: Diana Vick

Set: Netherworld

Rarity: Uncommon

The Golden Gunman

Type: Character

Subtitle: Magic Hero

Faction: Dragons 

Resource Condition/Cost:   5

Resource Provision:  

Fighting: 8

Unique. Independent. The Golden Gunman is not a legal target for Events. If The Golden Gunman turns to attack, no other characters you control can turn to attack with him.

Artist: Mark Poole

Set: Netherworld

Rarity: Rare

The Losers

Type: Character

Subtitle: Netherworld Rabble

Faction:

Resource Condition/Cost: 2

Resource Provision:

Fighting: 1

If The Losers are a legal target or subject of an Event or State being played on a card you control, you may turn The Losers to make them the target or subject.

Artist: Richard Thomas

Set: Netherworld

Rarity: Common

The Prof

Type: Character

Subtitle: Netherworld Mastermind

Faction: Dragons 

Resource Condition/Cost:   3

Resource Provision:   

Fighting: 1

Unique. Turn to unturn target character. The Prof is not affected by Event cards that affect cards in play.

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


Artist: Kaja Foglio

Set: Netherworld

Rarity: Rare

Thunder Pagoda

Type: Site

Faction: Four Monarchs 

Resource Condition/Cost:  4

Resource Provision: 

Power: 1

Body: 8

Unique. Characters you control with a Fighting score of 2 or more gain +1 Fighting. You can only declare one attack per turn.

Tag: The Thunder Knights' battle cry contains no consonants.

Artist: Phil Foglio

Set: Netherworld

Rarity: Rare

Thunder Squire

Type: Character

Subtitle: Netherworld Warrior

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸1

Resource Provision: ☸

Fighting: 1

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

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

Artist: Dan Frazier

Set: Netherworld

Rarity: Common

Thunder Sword

Type: State

Faction: Four Monarchs ☸

Resource Condition/Cost: ☸2

Resource Provision:

Weapon. Subject character gains +4 Fighting and cannot turn to attack sites.

Tag: When you face this sword, it's not the thunder that ends up rolling.

Artist: Mike Kimble

Set: Netherworld

Rarity: Rare

Tick...Tick...Tick...

Type: State

Faction: Jammers ▼

Resource Condition/Cost: ▼▼1

Resource Provision:

Play on a front row site. Flip a coin at the start of your turn. Heads: smoke Tick...Tick...Tick... and inflict 4 points of damage on subject site.

Tag: "Cut the red wire...no, the green wire...no, the red wire!"

Artist: Nicola Leonard

Set: Netherworld

Rarity: Uncommon

Ting Ting

Type: Character

Subtitle: Martial Artist

Faction: Dragons 

Resource Condition/Cost: 4

Resource Provision: 

Fighting: 6

Unique. Independent. Increase Ting Ting's Fighting by 2 for each opponent who controls more Power-generating sites than you. Opponents cannot take control of Ting Ting.

Artist: Brian Snoddy

Set: Netherworld

Rarity: Rare

Triumvirate Dealmaker

Type: Character

Subtitle: Pledged Mastermind

Faction: Ascended 

Resource Condition/Cost: 2

Resource Provision: 

Fighting: 2

Turn to give an attacking character controlled by an opponent +2 Fighting until end of turn. If that character damages its target in the attack, you gain 1 Power.

Tag: "Your new terms are...."

Artist: Matt Wilson

Set: Netherworld

Rarity: Uncommon

Tunnel Ganger

Type: Character

Subtitle: Netherworld Hood

Faction: Jammers ♣

Resource Condition/Cost: ♣2

Resource Provision: ♣

Fighting: 2

Characters controlled by a player with 3 or more Power in his or her pool cannot intercept Tunnel Ganger.

Tag: "Well-fed bellies are soft bellies."

Artist: Richard Kane Ferguson

Set: Netherworld

Rarity: Common

Undercover Agent

Type: Character

Subtitle: Buro Operative

Faction: Architects of the Flesh ♠

Resource Condition/Cost: 3

Resource Provision: ♠

Fighting: 3

Gains your choice of Stealth or Ambush when she turns to attack a target controlled by a player who controls a [Jam] character.

Tag: The Jammers have been heavily compromised by Buro intelligence.

Artist: Ken Meyer, Jr.

Set: Netherworld

Rarity: Common

Violet Meditation

Type: Event

Faction:

Resource Condition/Cost: ♠0

Resource Provision:

Limited. Play at the start of your turn. No other cards generate Power during your establishing shot. Instead, Violet Meditation generates Power equal to the number of Edges and Power-generating sites controlled by target opponent.

Artist: Douglas Shuler

Set: Netherworld

Rarity: Common

Violet Monk

Type: Character

Subtitle: Martial Artist

Faction: Guiding Hand ☯

Resource Condition/Cost: ☯☯3

Resource Provision: ☯☯

Fighting: 3

You may seize any non-feng shui site damaged by Violet Monk in combat.

Tag: "Dirk mispronounced them as 'Violent' Monks. But if the glove fits..."

Comment: You may seize any non-feng shui site damaged by Violet Monk in combat in an attack you declared.

Artist: Douglas Shuler

Set: Netherworld

Rarity: Uncommon 2

Wall of a Thousand Eyes

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 7

Characters attacking sites you control cannot use Ambush, Stealth, Superleap, or Tactics.

Tag: "The place wouldn't be half as creepy if the freaking eyes would just blink in unison."

Artist: Dennis Detwiler

Set: Netherworld

Rarity: Common

Whirlpool of Blood

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 5

Turn to cancel an effect generated by the turning of a feng shui site.

Tag: "When the pirates pushed us in, we found out it wasn't real blood. But by that point being grossed out was the least of our worries."

Artist: Randy Gallegos

Set: Netherworld

Rarity: Common

White Senshi Chamber

Type: Site

Faction: Guiding Hand ☯

Resource Condition/Cost: ☯2

Resource Provision: ☯

Power: 1

Body: 6

Unique. White Senshi Chamber provides [Chi] [Chi] for each Senshi Chamber you control. All Senshi Chambers in play gain Regeneration.

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

Artist: Susan Stejskal

Set: Netherworld

Rarity: Rare

Wu Ta-Hsi

Type: Character

Subtitle: Eunuch Pledged Infiltrator

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸2

Resource Provision: ☸

Fighting: 2

Unique. Turn to cancel an [Asc] Event or to smoke an [Asc] State or an [Asc] Edge.

Tag: His squeaky voice should have been a tip-off.

Artist: Susan Van Camp

Set: Netherworld

Rarity: Rare

Xiu Xie Jiang

Type: Character

Subtitle: Triumvirate Infiltrator

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸2

Resource Provision: ☸

Fighting: 2

Unique. Turn to redirect damage inflicted on a character by a single source to a Darkness, Fire, Pledged or Triumvirate character controlled by an opponent.

Artist: Edward Beard, Jr.

Set: Netherworld

Rarity: Rare

Yellow Monk

Type: Character

Subtitle: Martial Artist

Faction: Guiding Hand ☯

Resource Condition/Cost: ☯3

Resource Provision: ☯☯

Fighting: 2

Once per turn when damage is inflicted on Yellow Monk, you may redirect 1 point of that damage to any character in play.


Artist: Douglas Shuler

Set: Netherworld

Rarity: Uncommon 2

Yellow Senshi Chamber

Type: Site

Faction: Guiding Hand 

Resource Condition/Cost: 2

Resource Provision: 

Power: 1

Body: 6

Unique. Turn to redirect 1 point of damage from any source to any target in play.

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

Artist: Heather Hudson

Set: Netherworld

Rarity: Rare

Ze Botelho

Type: Character

Subtitle: Lodge Outcast

Faction:

Resource Condition/Cost: 3

Resource Provision:

Fighting: 3

Unique. Toughness: 2 against [Asc] characters. While Ze Botelho is in play, any card with an [Asc] symbol in its resource conditions has its cost increased by 1.

Artist: Heather Bruton

Set: Netherworld

Rarity: Rare