

Throne War Spoiler List

Once and Future Champion

Type: Character

Subtitle: Netherworld Hero

Faction: Four Monarchs 

Resource Condition/Cost: 5

Resource Provision: 

Fighting: 7

Unique. (no text)

Tag: Coming Christmas 2000: Return with us to the Netherworld for more butt-kicking action! Who's this guy, you ask? Check our website at <http://www.shadowfist.com> for the details...

Artist: Mike Raabe

Set: Throne War

Rarity: Promo

Open a Can of Whupass

Type: Event

Faction: Dragons 

Resource Condition/Cost: 0

Resource Provision:

Limited. Play any time except during an attack. Until the end of the turn, target Character you control gains +X Fighting. X= the number of resources in that Character's resource conditions and resource provisions.

Tag: "Anyone else?"

Artist: Randy Asplund

Set: Throne War

Rarity: Promo

White Ninja vPAP

Type: Character

Subtitle: Assassin

Faction:

Resource Condition/Cost: 6

Resource Provision:

Fighting: 7

Unique. Ambush.Stealth. The rules text of any Character or Site targeted by White Ninja in an attack is canceled until the end of the turn.

Artist: Kaja Foglio

Set: Throne War

Rarity: Promo

Andrea Van de Graaf

Type: Character

Subtitle: Purist Sorceress

Faction: Architects of the Flesh 

Resource Condition/Cost: 4

Resource Provision: 

Fighting: 5

Unique. During any player's Main Shot, you may play [Mag] Events from your smoked pile at +1 cost. Toast any Event you play in this manner.

Artist: Heather Bruton

Set: Throne War

Rarity: Rare

Apes of Wrath

Type: Character

Subtitle: Ornerly Monkeys

Faction: Jammers 

Resource Condition/Cost: 3

Resource Provision: 

Fighting: 3

When a card you control is smoked or burned by an opponent, Apes of Wrath gains +1 Fighting until it leaves play.

Tag: They have an Anger Management problem...

Artist: Jim Pavelec

Set: Throne War

Rarity: Uncommon

Ba-BOOM!

Type: Character

Subtitle: Unstable Monkey

Faction: Jammers ♣

Resource Condition/Cost: ♣♣♣4

Resource Provision: ♣*

Fighting: 7

Unique. Uncopyable. When Ba-BOOM! is smoked by an opponent, smoke all Characters and toast Ba-BOOM!

Tag: "If I'm going, you're all going with me!"

Artist: Paul Carrick

Set: Throne War

Rarity: Rare

Bandit Chief

Type: Character

Subtitle: Hood Scum

Faction:

Resource Condition/Cost: 2

Resource Provision:

Fighting: 3

Bandit Chief inflicts no combat damage on Characters with Fighting higher than his Fighting.

Tag: "Pah! You are no match for me! But wait, what's that behind you?"

Artist: Ron Rousselle

Set: Throne War

Rarity: Uncommon

Bandit Hideout

Type: Site

Faction:

Resource Condition/Cost: 0

Resource Provision:

Power: 0

Body: 5

If Bandit Hideout is in your front row, you may turn Bandit Hideout in response to the end of a successful attack you declared to gain 1 Power. You may not turn more than one Bandit Hideout in response to the same attack.

Artist: Thomas Manning

Set: Throne War

Rarity: Uncommon

Black Flag Rebels

Type: Character

Subtitle: Grim Supporters

Faction: Guiding Hand 

Resource Condition/Cost:   2

Resource Provision: 

Fighting: 1

All Rebel, Rabble and Bandit Characters you control gain +1 Fighting.

Tag: "We must restore China to glory. Death to the eunuchs!"

Artist: Jim Pavelec

Set: Throne War

Rarity: Common

Blade of Darkness

Type: Character

Subtitle: Netherworld Killer

Faction: Four Monarchs 

Resource Condition/Cost:   4

Resource Provision: 

Fighting: 6

When Blade of Darkness smokes an interceptor by inflicting combat damage, you gain Power equal to the number of resources that interceptor provides.

Artist: Tony Moseley


Set: Throne War

Rarity: Uncommon

Blue Monk

Type: Character

Subtitle: Kung Fu Infiltrator

Faction: Guiding Hand 

Resource Condition/Cost: 3

Resource Provision:  

Fighting: 4

Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.

Tag: The Blue Principle is the Principle of Obscurement.

Artist: Melissa Benson

Set: Throne War

Rarity: Uncommon

Cave of a Thousand Banners

Type: Feng Shui Site

Faction: Guiding Hand 

Resource Condition/Cost:   2

Resource Provision: 

Power: 1

Body: 7

Unique. Play face up at the printed cost in your front row. When any Rebel or Rabble Character you control turns to attack, it gains +1 Fighting until the end of the turn.

Tag: This giant cave is home to Leung Mui and her rebels.

Artist: Val Mayerik

Set: Throne War

Rarity: Uncommon

Competitive Intelligence

Type: Event

Faction: Ascended ✨

Resource Condition/Cost: ✨✨✨0

Resource Provision:

Sites may not be turned or revealed in response to Competitive Intelligence
:: Look at any number of face-down Feng Shui Sites controlled by opponents. You may reveal and turn any of those Sites.

Tag: “Of course we knew about that, too.”

Artist: C. Brent Ferguson

Set: Throne War

Rarity: Common

Darkness Adept

Type: Character

Subtitle: Vicious Sorceress

Faction: Four Monarchs ⚔

Resource Condition/Cost: ⚔2

Resource Provision: ⚔✨

Fighting: 2

When any card is smoked, Darkness Adept gains +1 Fighting until the end of the turn.

Tag: These zealous disciples of the Darkness Queen thrive on destruction and chaos.

Artist: Dan Frazier

Set: Throne War

Rarity: Uncommon

Darkness Priestess v2

Type: Character

Subtitle: Netherworld Sorceress

Faction: Four Monarchs ☸

Resource Condition/Cost: 1

Resource Provision: ☸♦

Fighting: 1

When any opponent sacrifices or toasts a card, you gain 1 Power.

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

Artist: Ron Spencer

Set: Throne War

Rarity: Common

Demon Emperor

Type: Character

Subtitle: Wicked Impersonator

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸♦4

Resource Provision: ☸

Fighting: 6

Unique. Regenerate. When Demon Emperor turns to attack, it gains Stealth until the end of the attack if any Demon Character you control turns to attack with it.

Artist: Mark Poole

Set: Throne War

Rarity: Rare

Desolate Ridge

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 6

Limited. Turn in response to an Event to inflict 2 damage on target Site or Character controlled by the player who played that Event.

Tag: The right combination of geography and geomancy can redirect negative chi toward your enemies.

Artist: Paul "Prof" Herbert

Set: Throne War

Rarity: Uncommon

Die!!!

Type: Event

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸☸0

Resource Provision:

Turn X [Lot] Characters you control to smoke any number of Characters controlled by opponents whose total printed cost is less than X+2. X may be zero.

Tag: Gao Zhang may not control the Throne directly, but he makes his influence felt where appropriate.

Artist: April Lee

Set: Throne War

Rarity: Uncommon

Discerning Fire

Type: Event

Faction:

Resource Condition/Cost: ✧✧

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.

Tag: "Next time, warn me before you do that! I nearly wet my pants when those soldiers around me suddenly burst into flame."

Artist: Brian Snoddy

Set: Throne War

Rarity: Common

Dr. Celeste Carter

Type: Character

Subtitle: Purist Assassin

Faction: Architects of the Flesh 

Resource Condition/Cost: 3

Resource Provision: ✧

Fighting: 3

Unique. Assassinate. +1 Fighting for each [Mag] card in play. -1 Fighting for each [Tech] card in play.

Tag: She's here to terminate a short, furry problem.

Artist: April Lee

Set: Throne War

Rarity: Rare

Dr. John Haynes

Type: Character

Subtitle: Full-Contact Historian

Faction: Dragons 

Resource Condition/Cost: 4

Resource Provision: 

Fighting: 6

Unique. Stealth.Toughness: 1. When a card you control is targeted by an Event played by an opponent, that opponent must show you his or her hand, and you may force that opponent to discard one card of your choice.

Artist: Dan Frazier

Set: Throne War

Rarity: Rare

Eagle Mountain

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 6

No effect if Eagle Mountain is not in your front row. When Characters at this location turn to attack, they gain Toughness: 1 until the end of the attack. Instead, when Eagle Mountain is revealed during an attack, Characters that were at this location when they turned to attack gain Toughness: 1 until the end of the attack.

Artist: Heather Bruton

Set: Throne War

Rarity: Common

Earth Poisoner

Type: Character

Subtitle: Eunuch Geomancer

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: 2

Resource Provision: ☸♦

Fighting: 2

Inflict 2 damage on any Site turned by an opponent while Earth Poisoner is attacking.

Tag: Sorcery and geomancy combined force the land to betray those who resist the Lotus.

Artist: Paul Carrick

Set: Throne War

Rarity: Common

Eater of Fortune

Type: Character

Subtitle: Hungry Demon

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸♦2

Resource Provision: ☸

Fighting: 2

+1 Fighting for each Edge controlled by any opponent. When Eater of Fortune enters play, you may target an Edge :: Smoke that Edge.

Tag: “Their strength shall be our strength.”

Artist: Jim Pavelec

Set: Throne War

Rarity: Uncommon

Elite Guards

Type: Character

Subtitle: Competent Pawns

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸2

Resource Provision: ☸

Fighting: 2

Eunuch Characters are not legal targets for attacks or Events while Elite Guards is in play. Inflicts +1 damage for each Unique [Lot] Character you control.

Artist: Stephen Snyder

Set: Throne War

Rarity: Common

Evil Twin v2

Type: Character

Subtitle: Sinister Sibling

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸3

Resource Provision: ☸

Fighting: *

Uncopyable. When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)."

Artist: Kaja Foglio

Set: Throne War

Rarity: Uncommon

Farseeing Rice Grains

Type: Event

Faction:

Resource Condition/Cost: ✧0

Resource Provision:

You may ignore resource conditions when playing this card by toasting the top 5 cards in your deck :: Discard any number of cards, then draw an equal number of cards.

Tag: "The wizard said all rice has eyes, you just have to know how to get them open. Gives me the creeps."

Artist: Andrew Barlow

Set: Throne War

Rarity: Common

Festival of Giants

Type: Event

Faction: Guiding Hand ☸

Resource Condition/Cost: ☸0

Resource Provision:

All Characters gain Toughness: 2 until the end of the turn.

Tag: Fighting on stilts involves a lot of falling and bumping, but very few lasting injuries.

Artist: Paul "Prof" Herbert

Set: Throne War

Rarity: Common

Final Sacrifice

Type: Event

Faction: Dragons 

Resource Condition/Cost: 0

Resource Provision:

Play in response to an Event played by an opponent during an attack you declared. Toast an attacker you control whose cost equals or exceeds that Event's cost :: Cancel that Event.

Tag: "Move it, you idiots! What are you waiting for? You want me to die for nothing?"


Artist: Randy Asplund

Set: Throne War

Rarity: Common

Flying Sleeves

Type: Event

Faction: Eaters of the Lotus 

Resource Condition/Cost: 0

Resource Provision:

Toast It. Change one attacker's target to any Character you control.

Tag: Most martial artists block with their arms. Kan Li's students prefer to block with other people.

Artist: Mark Tedin

Set: Throne War

Rarity: Common

Flying Sword Stance

Type: State

Faction:

Resource Condition/Cost: 0

Resource Provision:

Not cumulative. Subject Character gains +1 Fighting. Subject gains Superleap against Characters that lack resource conditions.

Tag: "Focus, balance, determination. These will allow us to win this day."

Artist: Carisa Swenson

Set: Throne War

Rarity: Common

For China!

Type: Edge

Faction: Guiding Hand ☯

Resource Condition/Cost: ☯☯☯2

Resource Provision:

At the end of any turn that any opponent is closer to victory than you, you may unturn one non-Site card.

Tag: No rest! We must cleanse China of the eunuch filth!

Artist: Randy Asplund

Set: Throne War

Rarity: Uncommon

Gao Zhang vPAP

Type: Character

Subtitle: Eunuch Mastermind

Faction: Eaters of the Lotus ☯

Resource Condition/Cost: ☯☯☯☯☯6

Resource Provision: ☯☯◆◆◆◆

Fighting: 10

Unique. You may sacrifice a Pawn Character to change the target of an Event. Once per turn, you may play one [Lot] or [Mag] card at -1 cost.

Artist: Melissa Benson

Set: Throne War

Rarity: Rare

Grizzly Pass

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 7

+5 Body while no two cards you control have the same title.

Tag: The pass is isolated and difficult to reach, but the chi of all the nearby mountains flows through it.

Artist: Val Mayerik

Set: Throne War

Rarity: Common

Hall of Brilliance

Type: Feng Shui Site

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸☸2

Resource Provision: ☸✦

Power: 1

Body: 5

Unique. +1 Body for each Power-generating Site you control. If you control a card titled "Imperial Palace," Hall of Brilliance generates Power for you during every player's Power generation phase.

Artist: Jeff Menges

Set: Throne War

Rarity: Rare

Hsiung-nu Mercenaries

Type: Character

Subtitle: Hired Killers

Faction:

Resource Condition/Cost: 2

Resource Provision:

Fighting: 3

Uncopyable. Guts. When you have no Power, smoke Hsiung-nu Mercenaries.

Tag: Truce or no truce, the nomads were always willing to spill a little blood for money.

Artist: Jeff Menges

Set: Throne War

Rarity: Common

Imperial Palace

Type: Site

Faction: Eaters of the Lotus ☯

Resource Condition/Cost: ☯☯☯3

Resource Provision: ☯

Power: 1

Body: 8

Unique. Turn during any player's Main Shot to play a Guard Character or Eunuch Character at -2 cost.

Tag: The Palace never sleeps - intrigue is brewing at all hours.

Artist: Melissa Benson

Set: Throne War

Rarity: Rare

Inauspicious Return

Type: Event

Faction: Eaters of the Lotus ☯

Resource Condition/Cost: ☯1

Resource Provision:

Limited. Toast It. You may play up to three 1-cost non-Unique Characters that provide resources from your smoked pile at no cost. These Characters cannot be sacrificed, and gain the designator Undead.

Tag: "Arise and do the bidding of your rightful master!"

Artist: Edward Beard, Jr.

Set: Throne War

Rarity: Common

Infernal Pact

Type: Event

Faction: Eaters of the Lotus ☯

Resource Condition/Cost: ☯☯☯0

Resource Provision: ☯

One-Shot. Toast an unturned Character you control :: Search your deck for a card and add it to your hand. Reshuffle.

Tag: Gao Zhang is determined to stay in control of the Empire, regardless of the cost.

Artist: Randy Asplund

Set: Throne War

Rarity: Uncommon

Jui Szu

Type: Character

Subtitle: Outmaneuvered Empress

Faction:

Resource Condition/Cost: 3

Resource Provision:

Fighting: 2

Unique. All [Lot] cards are +1 cost. Turn and maintain to take control of a Feng Shui Site you own that is controlled by an opponent.

Artist: Carisa Swenson

Set: Throne War

Rarity: Rare

Just Another Consumer

Type: Character

Subtitle: Scrappy Rebel

Faction: Jammers 

Resource Condition/Cost: 1

Resource Provision: 

Fighting: 1

When Just Another Consumer turns to attack a Site that shares a designator with another Site in play, he gains +1 Fighting until the end of the turn.

Artist: Diana Vick

Set: Throne War

Rarity: Common

Kar Fai

Type: Character

Subtitle: Kung Fu Master

Faction: Dragons 

Resource Condition/Cost: 7

Resource Provision: 

Fighting: 11

Unique. Guts. All other [Dra] Characters you control gain Guts and +1 Fighting while Kar Fai is in play.

Tag: The Great Grand Master of Furious Tiger Kung Fu.

Artist: Douglas Shuler

Set: Throne War

Rarity: Rare

Leung Mui

Type: Character

Subtitle: The Black Flag

Faction: Guiding Hand ☯

Resource Condition/Cost: ☯☯☯4

Resource Provision: ☯

Fighting: 7

Unique. Independent. When Leung Mui turns to attack, you may turn non-Unique Characters you control that have a cost of 2 or less to attack with her as if they had Independent.

Artist: Carisa Swenson

Set: Throne War

Rarity: Rare

Mad Monk

Type: Character

Subtitle: Shaolin Traitor

Faction: Eaters of the Lotus ☯

Resource Condition/Cost: ☯☯4

Resource Provision: ☯☯

Fighting: 6

Unique. Superleap. May not attack a card controlled by an opponent who has one or more [Hand] resources in his or her pool.

Tag: “I have chosen the greater of two evils.”

Artist: Ron Roussele

Set: Throne War

Rarity: Rare

Möbius Gardens

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 7

When one or more opponents generate or gain Power from an Event played by an opponent, you gain 1 Power.

Tag: "We have to pay for the gardener's psychiatrist, but it's worth it."

Artist: Melissa Benson

Set: Throne War

Rarity: Common

Napalm Addict

Type: Character

Subtitle: Pyromaniac Anarchist

Faction: Jammers ♠

Resource Condition/Cost: ♠♠♠4

Resource Provision: ♠

Fighting: 6

Guts while attacking. When he smokes a Site by inflicting combat damage, you gain Power equal to that Site's printed cost, or 2 Power if it has no printed cost.

Artist: Heather Bruton

Set: Throne War

Rarity: Uncommon

Obsidian Eye

Type: Edge

Faction: Four Monarchs ♣

Resource Condition/Cost: ♣♦♦♦2

Resource Provision:

Unique. Turn and maintain to treat target Character's rules text as if it were blank.

Tag: Ming I's contribution to Gao Zhang's defense was a handful of troops and this loathsome artifact.

Artist: Heather Bruton

Set: Throne War

Rarity: Uncommon

Oliver Chen

Type: Character

Subtitle: Pledged Saboteur

Faction: Ascended ✦

Resource Condition/Cost: ✦✦✦3

Resource Provision: ✦

Fighting: 4

Unique. When this card inflicts combat damage on a Site, you may look at the top 7 cards of that Site's controller's deck. You may place one of those cards on the bottom of the deck, and rearrange the others in any order.

Artist: Kenneth Waters

Set: Throne War

Rarity: Rare

Palace Guards

Type: Character

Subtitle: Hopeless Pawns

Faction: Eaters of the Lotus ☯

Resource Condition/Cost: 1

Resource Provision: ☯

Fighting: 1

If in your smoked pile when an attack is declared against a [Lot] card you control, you may return this card to play at the location of the attack and then must declare it as an interceptor against that attack.

Artist: Melissa Benson

Set: Throne War

Rarity: Common

Payback Time

Type: Edge

Faction: Jammers ▼

Resource Condition/Cost: ▼0

Resource Provision:

Limited. When an opponent reduces the Body of a Site you control to 0, you gain 1 Power and you may inflict 1 damage each on up to 3 Sites controlled by that opponent.


Artist: Lissanne Lake

Set: Throne War

Rarity: Uncommon

Peasant Uprising

Type: Event

Faction: Guiding Hand 

Resource Condition/Cost: 1

Resource Provision:

Take control of all non-Unique 1-cost Characters until the end of the turn.

Tag: “The Empire has suffered for years under the eunuchs’ yoke. Now they take our beloved Harvest of Jade as well. We must destroy them!”

Artist: Steven Bryant

Set: Throne War

Rarity: Common

Petroglyphs

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 8

Turn in response to an effect that redirects damage or changes a target ::
Cancel that effect.

Tag: The ancient inscriptions point out the true path for any who care to read.

Artist: Melissa Benson

Set: Throne War

Rarity: Common

Pocket Demon v2

Type: Event

Faction:

Resource Condition/Cost: 0

Resource Provision:

Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. Pocket Demon generates Power equal to the number of Power-generating Sites controlled by target opponent, plus the number of cards in his or her burned-for-victory pile, minus the number of cards in your burned-for-victory pile.

Artist: Ron Spencer

Set: Throne War

Rarity: Common

Puzzle Garden

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 7

No Character inflicts more than 3 damage on Puzzle Garden.

Tag: Even the gardeners have a hard time finding their way to the center.

Artist: Alec Keating

Set: Throne War

Rarity: Common

Rebel Camp

Type: Site

Faction:

Resource Condition/Cost: 2

Resource Provision:

Power: 1

Body: 7

Once during each attack that targets Rebel Camp, you may play an Event at -1 cost. When any Character you control joins an attack declared by an opponent, turn Rebel Camp to gain 1 Power.

Artist: Paul "Prof" Herbert

Set: Throne War

Rarity: Uncommon

Resistance Squad

Type: Character

Subtitle: Techie Guerrillas

Faction: Jammers 

Resource Condition/Cost: 2

Resource Provision: 

Fighting: 2

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

Artist: Heather Hudson


Set: Throne War

Rarity: Common

Righteous Protector

Type: Character

Subtitle: Heroic Monk

Faction: Guiding Hand 

Resource Condition/Cost: 3

Resource Provision: 

Fighting: 3

Turn to redirect the damage from a single source inflicted on target Character to Righteous Protector.

Tag: "Tell me before I die...is our Light of Heaven...safe?..."

Artist: Dan Frazier

Set: Throne War

Rarity: Common

Scrounging

Type: Event

Faction: Jammers 

Resource Condition/Cost: 0

Resource Provision:

Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.

Artist: Paul Carrick

Set: Throne War

Rarity: Common

Seven Evils

Type: Character

Subtitle: Demon Lord

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸☸6

Resource Provision: ☸

Fighting: 10

Unique. Unturns when any opponent turns a Feng Shui Site. Toast a Character you control to give Seven Evils Independent until the end of the turn.

Artist: Stephen Snyder

Set: Throne War

Rarity: Rare

Shattering Fire

Type: Event

Faction:

Resource Condition/Cost: ✧1

Resource Provision:

Inflict X damage on target Character. X= the number of [Mag] resources in your pool.

Tag: The first spell any apprentice sorcerer wishes to learn - with good reason.

Artist: Ron Spencer

Set: Throne War

Rarity: Common

Shi Zi Hui

Type: Character

Subtitle: Eunuch General

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸☸5

Resource Provision: ☸

Fighting: 8

Unique. Tactics. When Shi Zi Hui turns to attack, draw X cards. X= the number of Characters that turn to attack with him.

Tag: Now he applies his military genius to the Secret War.

Artist: Mike Kimble

Set: Throne War

Rarity: Rare

Sinister Accusations

Type: State

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸♦1

Resource Provision:

Subject Character gains a designator of your choice other than Eunuch. If you control one or more Eunuch Characters when subject is smoked, you may return Sinister Accusations to your hand.

Tag: Slander is a powerful tool when used properly.

Artist: Lissanne Lake

Set: Throne War

Rarity: Uncommon

Smiling Heaven Lake

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 8

Turn and choose a resource you have in your pool :: Play a Character ignoring one of the chosen resource conditions.

Tag: The lake acts like a feng shui amplifier, reflecting the chi from the surrounding hills.

Artist: Jeff Menges

Set: Throne War

Rarity: Common

Sword of the Dragon King

Type: State

Faction:

Resource Condition/Cost: ♦♦2

Resource Provision:

Unique. Weapon. [Chi] Characters and [Tech] Characters cannot intercept subject Character. Subject gains +X Fighting. X= one-half (round down) the number of [Mag] resources in your pool.

Tag: “They say you can hear the dragon roar as you die.”

Artist: Matt Cavotta

Set: Throne War

Rarity: Uncommon

Temple of the Angry Spirits

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 8

Unique. Temple of the Angry Spirits inflicts combat damage on Characters as if it had Fighting equal to its current Body.

Tag: The spirits here take their peace and quiet *_very_* seriously.

Artist: Val Mayerik

Set: Throne War

Rarity: Uncommon

The Blue Cardinal's Guards

Type: Character

Subtitle: Mercenary Timewalkers

Faction: Ascended ✨

Resource Condition/Cost: ✨~~4~~

Resource Provision:

Fighting: 6

Once during each attack, you may pay 1 Power to give this card Guts, Stealth, or +3 damage until the end of the attack.

Tag: They adapted quickly after their juncture closed.

Artist: Mark Tedin

Set: Throne War

Rarity: Uncommon

The Dragon Throne

Type: Site

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸☸1

Resource Provision: ☸

Power: 0

Body: 5

Unique. Choose a designator when this Site enters play or when you seize this Site. +2 Body while you control any Emperor or Empress Character. If this Site is in your front row, you may play Characters, States, and Edges with the last chosen designator at -1 cost.

Artist: Randy Asplund

Set: Throne War

Rarity: Uncommon

The Emperor

Type: Character

Subtitle: Imperial Pawn

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸☸☸☸2

Resource Provision: ☸

Fighting: 1

Unique. Turn to smoke target non-Unique Character. Sacrifice a Eunuch Character to cancel an Event that targets The Emperor.

Tag: Harvest of Jade is a mere shadow of his former self.

Artist: Carisa Swenson

Set: Throne War

Rarity: Rare

The Monkey Who Would Be King

Type: Character

Subtitle: Guerrilla Emperor

Faction: Jammers ♣

Resource Condition/Cost: ♣♣♣2

Resource Provision: ♣

Fighting: 3

Unique. Turn :: Swap every front-row Site with the back-row Site behind it and inflict 1 damage on those Sites. Does not affect locations with only one Site. This may change which Site is targeted by an attack.

Artist: Lissanne Lake

Set: Throne War

Rarity: Rare

Time Bandits

Type: Character

Subtitle: Netherworld Mercenary Hoods

Faction: Ascended ✦

Resource Condition/Cost: ✦2

Resource Provision:

Fighting: 2

If Time Bandits is still in play at the end of any turn in which they inflicted combat damage on the target of an attack, you gain 1 Power if you declared the attack, or 2 Power if an opponent declared the attack.

Artist: Ron Rousselle

Set: Throne War

Rarity: Uncommon

Titanium Johnson

Type: Character

Subtitle: Cyborg Bruiser

Faction: Jammers ♣

Resource Condition/Cost: ♣♣♣♣5

Resource Provision: ♣♣

Fighting: 8

Unique. Toughness: X. X= the total number of all cards in all opponents' burned-for-victory piles.

Tag: "A bionic what? I wish!"

Artist: Jonathan Myers

Set: Throne War

Rarity: Rare

True Son of Heaven

Type: Character

Subtitle: Shaolin Emperor

Faction: Guiding Hand ♠

Resource Condition/Cost: ♠♠♠3

Resource Provision: ♠

Fighting: 3

Unique. If unturned, generates 1 Power during your Power generation phase. Turn :: All attacking [Hand] Characters inflict +2 damage until the end of the attack.

Artist: Thomas Manning

Set: Throne War

Rarity: Rare

Twin Thunder Kick

Type: State

Faction:

Resource Condition/Cost: ♣♣♣1

Resource Provision:

Schtick. Subject Character inflicts +2 damage if it has Superleap. When subject inflicts combat damage on a Character, you may inflict an equal amount of damage on another Character at its location.

Artist: Tony Moseley

Set: Throne War

Rarity: Uncommon

Two Hundred Knives of Pain

Type: Character

Subtitle: Dangerous Demon

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸♦♦3

Resource Provision: ☸

Fighting: 4

Gains Regenerate while any opponent is at least as close to victory as you. Inflict 1 damage which cannot be redirected or reduced on this card :: Inflict 3 damage on a Character intercepting it.

Artist: Paul "Prof" Herbert

Set: Throne War

Rarity: Uncommon

Ulterior Motives

Type: Event

Faction: Ascended ✨

Resource Condition/Cost: ✨✨0

Resource Provision:

Limited. Play if target opponent controls at least one turned non-Character card. You gain one Power, and that opponent may unturn one card he or she controls.

Tag: “No strings attached. Really. Just sign here.”

Artist: Randy Asplund

Set: Throne War

Rarity: Common

Underworld Tracker

Type: Character

Subtitle: Demon Cop

Faction: Eaters of the Lotus ☸

Resource Condition/Cost: ☸♦3

Resource Provision: ☸

Fighting: 4

When an effect generated by an opponent removes a card from any opponents' smoked pile and puts it into play or its owner's hand, you may return Underworld Tracker to play.

Artist: Snoddy & Norman

Set: Throne War

Rarity: Uncommon

Violet Meditation v2

Type: Event

Faction:

Resource Condition/Cost: 0

Resource Provision:

Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Violet Meditation generates Power equal to the number of Edges and Power-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile.

Artist: Douglas Shuler

Set: Throne War

Rarity: Common

Wandering Teacher

Type: Character

Subtitle: Shaolin Agent

Faction: Guiding Hand

Resource Condition/Cost: 3

Resource Provision:

Fighting: 5

Any opponent may pay 1 Power to heal Wandering Teacher. Any opponent may pay 1 Power to unturn Wandering Teacher.

Tag: These teachers spread Confucian values in AD69.

Artist: Jeff Menges

Set: Throne War

Rarity: Uncommon

Weird Science

Type: Event

Faction: Jammers

Resource Condition/Cost: 0

Resource Provision:

Toast It. Until the end of the turn, the printed Body of all Feng Shui Sites is considered to be equal to the number of letters in the first word of their titles.

Tag: "It works! I don't know what it does, but it works!"

Artist: Paul Carrick

Set: Throne War

Rarity: Uncommon

Whirlpool of Blood

Type: Feng Shui Site

Faction:

Resource Condition/Cost:

Resource Provision:

Power: 1

Body: 5

Turn to cancel an effect generated or maintained by the turning of a Feng Shui Site.

Tag: “Sooner or later, every Innerwalker gets forced to jump in at gunpoint. It’s like destiny or something.”

Artist: Mark Poole

Set: Throne War

Rarity: Common

Who Wants Some?

Type: Event

Faction: Dragons 

Resource Condition/Cost:    0

Resource Provision:

Limited. The next attack you declare this turn may have any number of targets, provided that you attack each target with at least one Character. The number of Feng Shui Sites you need for victory is increased by one.

Tag: “You? You want some? And you? You want some too?”

Artist: Ron Rousselle

Set: Throne War

Rarity: Uncommon

Who's the Monkey Now?

Type: Event

Faction: Jammers 

Resource Condition/Cost:   1

Resource Provision:

Play in response to an Event played by an opponent that would damage or smoke a card you control :: Cancel that Event, and you may immediately smoke a card controlled by that opponent of the same type that would have been damaged or smoked.

Artist: Heather Bruton

Set: Throne War

Rarity: Uncommon

Xin Kai Sheng

Type: Character

Subtitle: Sorcerer Emperor Mastermind

Faction: Eaters of the Lotus 

Resource Condition/Cost:    6

Resource Provision:  

Fighting: 7

Unique. At the end of your turn, return to play under your control all Characters in any smoked pile that were smoked by combat damage inflicted by this card while he was attacking this turn.

Artist: Randy Asplund

Set: Throne War

Rarity: Rare