

SHADOWFIST DYNAMIC CARD GAME

ERRATA, MOST RECENT PRINTINGS AND PROMOS WITHOUT TEXT

2023



✿ **Abysmal Daughter**

01/2021: Added to change subtitle.

Vampire Demon

Fighting: 1

Requires: ✿✿✿ 4

Provides: ✿

Unique. Whenever a Character is smoked, choose a Site :: Inflict one non-combat damage on the chosen Site.

✿ **Abysmal Horror**

09/2020: Added to fix typo in Bold Faced Abilities.

Demon

Fighting: 4

Requires: ✿✿ 3

Provides: ✿

Regenerate.

✦ **Alchemist Lair**

Site

Power: 1

Body: 5

Requires: 2

Provides: ✦✦

✦ **Amulet of the Turtle**

State

Requires: ✦ 0

Play on a Character. Redirect all damage inflicted on subject to this card. Smoke this card when it accumulates X damage; any damage in excess of X is immediately redirected to subject. X = the number of ✦ resources in your pool.

🏰 **Arcanowave Reinforcer**

Edge

Requires: 🏰🏰✿ 2

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

Art of War

Edge

Requires: 0

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

⚡ Avenging Thunder

Event

Requires: ⚡ 0

One-Shot. Play in response to an opponent seizing or burning-for-victory a Site you control. Choose a Character that damaged that Site this turn :: Gain power equal to that Character's cost and toast that Character.

[Errata does not apply to Reloaded version]

♣ Battlechimp Potemkin

Subversive Leader

Fighting: 5

Requires: ♣ 4

Provides: ♣*

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

[Errata applies only to Limited/Standard version.]

♠ Big Bruiser

09/2014: Added due to subtitle error in Action Pack reprint.

Kicker of Butts

Fighting: 5

Requires: ♠* 5

Provides: ♠*

Toughness: 2. +3 Fighting while not the subject of a State.

[Errata applies only to Red Wedding and Reloaded versions.]

☀ Bite of the Jellyfish

04/2014: Added to errata Limited/Standard version with Netherworld 2 version.

Event

Requires: ☀ 0

Play when a Feng Shui Site is burned :: Steal all the Power of the player who burned that Site. (This includes any Power gained by burning for Power).

[Errata does not apply to the Combat in Kowloon version.]

♠ Booby Trap

Event

Requires: ♠ 1

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

👁️ **Brain Sucker**

08/2021: Added to clarify that “special abilities” means “rules text” in this context.

Abomination

Fighting: 4

Requires: 👁️ 3

Provides: 👁️✖️

All **Masterminds** are cancelled.

☀️ **Bull Market**

Event

Requires: ☀️☀️☀️ 0

Limited. Every player gains 5 Power.

👁️ **Bzzzzt!**

Purist Event

Requires: 👁️👁️ 2

Target a non-**Unique** Character :: Toast target.

Cave Network

07/2020: Timing window for playing a character clarified.

Feng Shui Site

Power: 1

Body: 6

In response to an attack declared against this card, if you controlled no characters at the time the attack was declared, turn :: Play a Character with a cost of three or less at no cost.

👁️ **Cellular Reinvigoration**

Event

Requires: 👁️ 1

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

👁️ **Chi Sucker**

Netherworld Abomination

Fighting: 1

Requires: 👁️☀️✖️ 2

Provides: 👁️

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

🔥 Chinese Doctor

01/2021: Corrected the printing error on Shaolin Showdown version which did not provide resources.

Wise Physician

Fighting: 1

Requires: 🔥 1

Provides: 🔥

Turn and target a Character :: Heal target.

City Park

Feng Shui Site

Power: 1

Body: 8

Heal this card at the end of the turn it is revealed. When a Site you control is burned, you may play this card face up at no cost if you have not played a Site this turn.

⚡ Cloud Walking

02/2014: Added to correct templating.

Event

Requires: ⚡⚡ 0

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

🍃 Confucian Stability

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

Event

Requires: 🍃🍃 1

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

[Errata applies only to the Combat in Kowloon version.]

☀️ Covert Operation

Event

Requires: ☀️ 0

Target an opponent :: Look at their hand. You may force them to discard one card of your choice.

🌀 Dance of the Centipede





Event

Requires: 🌀 1

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

Dangerous Experiment

Event

Requires:     0

Limited. Toast It. You gain 5 Power, and the opponent to your left may immediately toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.

Darkness Priestess

Netherworld Sorceress

Fighting: 1

Requires: 1

Provides:  

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

Deathtrap

State

Requires: 1

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

Delay The Inevitable

07/2020: Added as “play normally” is not defined in the rulebook. Text updated to reflect new standard wording.

Event

Requires:   1

Play in response to an Event, State, or Edge :: Cancel that card, and put it face up in front of the player who played it. They may play it as if it was in their hand at no cost and ignoring resource conditions, but cannot do so this turn.

Difficulty at the Beginning

Event

Requires:  1

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

[Errata does not apply to the Reloaded version.]

Dirk Wisely’s Gambit

Event

Requires:  0

Provides:  

Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during the attack, gain 2 Power.

✦ **Dog Soldiers**

11/2009: Added.

03/2014: Restricted to once-per-turn and relaxed to not require the card to turn, rather just attack, to trigger its effect.

Thunder Braves

Fighting: 4

Requires: ✦ 3

Provides: ✦

Once per turn, when this card attacks, you may unturn a Power-generating Site you control.

✦ **Earthbound Warriors**

04/2016: Added to limit to only Characters in play when the Event is played.

Event

Requires: ✦✦ 0

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

✧ **Ejector Seat Malfunction**

05/2016: Added to specify owner’s control.

Hacker Event

Requires: ✧✧ 0

Limited. Target an attacking Character :: Smoke target, then return it to play under its owner’s control.

✨ **Embrace of the Snake**

08/2021: Added to specify bold-faced abilities.

State

Requires: ✨ 0

Subject Character loses, and cannot gain, all bold-faced abilities. All other States on subject are canceled.

✦ **Eunuch Underling**

Sorcerer Bureaucrat

Fighting: 2

Requires: 2

Provides: ✦ ✨

❁ **Evil Twin**

11/1995: *Added.*

03/2014: *Updated to reflect rules text from Reloaded printing.*

Sinister Sibling

Fighting: *

Requires: ❁ 3

Provides: ❁

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

[Errata does not apply to the Reloaded version.]

Explosives

State

Requires: 1

Play on an unturned Character. Subject's controller may sacrifice this card during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack.

♣ **FAE Schwartz**

04/2002: *Added.*

02/2014: *Templating updated.*

03/2014: *Corrected typo on cost.*

Incendiary Fanatic

Fighting: 3

Requires: ♣♣ 3

Provides: ♣

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

♣ **Faceless Minions**

07/2021: *Added.*

Cultist Swarm

Fighting: 2

Requires: 2

Provides: ♣ ✨

When this card is smoked, inflict 1 non-combat damage on all opponents' Characters at this card's last location.

Family Restaurant

09/2020: *Added to fix typo in Bold Faced Abilities.*

Feng Shui Site

Power: 1

Body: 4

Regenerate. This card's Body is reduced to 0 if damaged by a **Hood** card.

 **Fatty Cho**

Chubby Cop

Fighting: X

Requires:   2

Provides: 

Unique. X= the number of cards you discard when this card enters play.

Field of Tentacles

11/1996: Added.

02/2014: Templating updated.

03/2014: Corrected typo on missing Netherworld designator.

Netherworld Feng Shui Site

Power: 1

Body: 8

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

 **Fighting Spirit**

Event

Requires:  0

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

 **Fire Acolytes**

Netherworld Disciples

Fighting: 1

Requires: 1


Provides:  

When this card is smoked while you control another **Fire** Character, you may target a Character at its last location :: Inflict 1 non-combat damage on target.

 **Fire Assassin**

Netherworld Killer

Fighting: X

Requires:  3

Provides: 

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

🔥 Fire Sled

08/2021: Added to clarify that “special abilities” means “rules text” in this context.

Netherworld State

Requires: 🔥 0

Vehicle. Play on a Character. Subject 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.

🏰 Fortress Omega

Site

Power: 1

Body: 12

Requires: 🏰🏰🏰 3

Provides: 🏰🏰

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

Forty-Story Inferno

Battleground Site

Power : 0

Body: 5

Requires: 0

Provides: [none]

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

🔴 Four Mountains Fist

04/2021: Added to clarify interaction with *Unstoppable*.

State

Requires: 🔴🔴 0

Schtick. Subject Character gains +1 damage. When subject enters combat, you may choose to have it inflict no damage this combat. Whether the damage reduction was successful or not, at the time it would have inflicted combat damage, instead inflict half that amount (round down) on all opponents' Characters at this location. (This is not combat damage.)

Fox Pass

Feng Shui Site

Power: 1

Body: 5

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

🔥 Friends of the Dragon

Student Supporters

Fighting: 1

Requires: 1

Provides: 🔥

🍌 Funky Monkey

Chimp Pimp

Fighting: 5

Requires: 🍌🍌🍌 3

Provides: 🍌

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

✳️ Fusion Rifle

State

Requires: ✳️ 1

Weapon. Play on any Character. Turn this card and target any card at this location :: Inflict 2 non-combat damage on target.

Garden of Bronze

Netherworld Feng Shui Site

Power : 1

Body: 8

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

🌀 Ghost Assassin

08/2021: Added to clarify that “special abilities” means “rules text” in this context.

Deadly Spirit

Fighting: 3

Requires: 🌀🌟 3

Provides: 🌀

Toast a Character in your smoked pile :: This card copies the rules text of the toasted Character until the end of the turn.

👹 Gnarled Attuner

Netherworld Abomination

Fighting: 6

Requires: 👹 4

Provides: 👹

Unique. Corrupted.

❁ **Gnarled Marauder**

Demon

Fighting: 3

Requires: ❁ ✨ 3

Provides: ❁

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

🔥 **Going Out in Style**

Event

Requires: 🔥 🔥 0

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

Golden Mile

07/2020: Added. Is now Limited, not Unique.

Power: 1

Body: 8

Feng Shui Site

Limited. Turn when an opponent spends 3 or more Power at one time :: Gain 1 Power.

♠ **Gorilla Warfare**

07/2021: Added.

Triumvirate Edge

Requires: ♠ 2

Limited. When characters you control reduce a Site's body to 0, combat damage in excess of the Site's Body is redirected to the Site behind it. This card is the source of this damage and the damage is now considered non-combat damage.

❁ **Green Snake and White Snake**

07/2021: Added.

Demon Sisters

Fighting: 8

Requires: ❁ ❁ ❁ ✨ 5

Provides: ❁ ✨

Unique. Assassinate. Regenerate. When 3 or more damage is healed from this card at one time, target an opponent's Character :: Smoke target.

☘ Gu Kan

09/2020: Added to fix typo in Bold Faced Abilities.

Poison Demon

Fighting: 4

Requires: ☘ ✨ 3

Provides: ☘

Regenerate. Corrupted.

Hall of Portals

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

Netherworld Feng Shui Site

Power : 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 between the two without turning.

☞ Hands Without Shadow

State

Requires: ☞ 0

Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved.

☠ Heroic Conversion

State

Requires: ☠ 0

Play on a character. If subject declares or joins an attack against a card you control, take control of subject at the end of the turn until it leaves play (even if this card is later removed).

☉ Ho Chen

Master of the Flawless Strike

Fighting: 7

Requires: ☉ ☉ 5



Provides: ☉ ☞ ✨

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

Humble Beginnings

07/2020: Added to change “gain” to “generate.”

Event

Requires:   0

Play at the start of your turn. Generate 2 Power if an opponent controls more Sites than you. Other Events you play during this Establishing Shot generate no Power.

Hydroponic Garden

Martian Feng Shui Site

Power : 1

Body: 7




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

Huang Yi

01/2021: Added to make *Uncopyable*.

Master of the Sapphire Guard

Fighting: 8

Requires:    5


Provides:  

Unique. Uncopyable. This card gains all bold-faced abilities currently possessed by other Characters in play.

Ice Courtier

Netherworld Sorceress

Fighting: 1

Requires:  1

Provides:  


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

Illusory Bridge

Site

Power : 0

Body: 3


Requires:  0

Play into any player’s Site structure. That player controls this card.

Imperial Boon

01/2021: Added to specify “Gao Zhang.”

Edge

Requires:  4

Limited. Turn a **Eunuch** you control :: gain 1 Power. If you control “Gao Zhang,” turn him :: Gain 2 Power. Smoke all **Eunuchs** you control if this card leaves play.

☼ **Inauspicious Return**

08/2000: *Added.*

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

Event

Requires: ☼ 1

Limited. Toast It. Play during any Main Shot. You may play up to three 1-cost non-**Unique** Characters that provide resources from your smoked pile at no cost. These Characters cannot be sacrificed, and gain the designator **Undead** until they leave play.

☼ **Infernal Temple**

Site

Power : 1

Body: 5

Requires: 2

Provides: ☼

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

🔵 **Inoue Oram**

Sorcerer Mastermind

Fighting: 2

Requires: 🔵 2

Provides: 🔵 ✨

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

🌿 **Iron and Silk**

Event

Requires: 🌿 0

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

[Errata does not apply to the Combat in Kowloon version.]

🔴 **Invincible Chi**

08/2021: *Added to clarify that “special abilities” means “rules text” in this context.*

Event

Requires: 🔴🔴🔴 1

Play during your turn and choose States, Edges, or Sites :: Cancel all cards of that type until the end of the turn.

Jagged Cliffs

Feng Shui Site

Power : 1

Body: 8

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

Jimmy Wai

Netherworld Mastermind

Fighting: 2

Requires: 2

Unique. Turn :: Cancel a turn-and-maintain effect.

🔥 Kar Fai's Crib

Site

Power : 1

Body: 7

Requires: 🔥 2

Provides: 🔥🌀

Unique. You may play 🔥 States at -1 cost. Turn :: Play a Character, ignoring one resource condition.

🔥 Khofesh

09/2020: Added to fix typo on bold face abilities.

Avenging Golem

Fighting: 5

Requires: 🔥🔥 4

Provides: 🔥

Unique. Independent. Loyalty. When a Character ✨ enters play, this card gains +1 Fighting until it leaves play. When an opponent plays an Event, you may give this card -1 Fighting :: This card gains **Immunity** to that Event.

🌀 King of the Fire Pagoda

*02/2014: Added to indicate **Identity** restriction.*

Identity: Li Ting.

[Each version gains this text]

🌀 King of the Thunder Pagoda

*02/2014: Added to indicate **Identity** restriction.*

Identity: Huan Ken.

[Each version gains this text]

Kinoshita House

Feng Shui Site

Power : 1

Body: 4

Unique. Turn and target an attacking Character :: Target unturns and ceases attacking.

✿ Kun Kan

09/2020: Added to fix typo on bold face abilities.

Earth Demon

Fighting: 5

Requires: ✿ ✨ 4

Provides: ✿

Regenerate. +1 Fighting for each Feng Shui Site in your burned-for-victory pile.

✨ Larcenous Mist

08/2021: All versions now cancel.

Event

Requires: ✨ ✨ 0

Target a Character :: Until the end of the turn, cancel target and all States on target. (Including States played later this turn).

Lateral Reincarnation

Event

Requires: 1

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

🔥 Life in the Fast Lane

Event

Requires: 🔥 1

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

🔥 Marisol

Netherworld Mercenary

Fighting: 6

Requires: 🔥 🔥 4

Provides: 🔥 ✨

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

♁ Mars Colonist

Expendable Student

Fighting: 1

Requires: 1

Provides: ♁ ♀

✦ Memory Reprocessing

Event

Requires: ✦ ✦ 1

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

☀ Mole Network

Event

Requires: ☀ 0

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

✦ Mobius Portal

01/2021: Added to include Limited.

Site

Power: 1

Body: 6

Requires: 2

Provides: ✦ ✦

Limited. Once per turn when you play an Event, target a Character or Site :: Inflict 1 **Unstoppable** non-combat damage on target and heal 1 damage from a card you control.

♁ Mysterious Return

Event

Requires: ♁ ♀ 1

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

♁ Necromantic Conspiracy

Event

Requires: ♁ 2

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

▼ **Netherflitter**

Weird Science State

Requires: ▼▼✱ 1

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

⊕ **Netherworld Return**

Event

Requires: ⊕ 0

Toast It. Starting with the current player and proceeding clockwise, each player randomly selects a Character in their smoked pile and returns it to play.

▼ **Nitro Jack**

Unsavory Demolitions Expert

Fighting: 3

Requires: ▼▼ 3

Provides: ▼

Unique. Uncopyable. Stealth. When this card inflicts combat damage on a Site, and its Body is not reduced to 0, smoke it. If this card is smoked at a location you control, smoke a Site at that location.

🌀 **Northern Long Fist**

04/2021: Added to clarify interaction with Unstoppable.

State

Requires: 🌀🌀 0

Limited. Schtick. When subject Character enters combat with an interceptor, you may choose to have subject inflict no damage this combat. Whether the damage reduction was successful or not, at the time it would have inflicted combat damage, instead inflict 1 plus that amount on the target of the attack. (This is not combat damage).

Obsidian Mountain

Feng Shui Site

Power : 1

Body: 13

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

✱ **On The Wire**

07/2020: Added to change “gain” to “generate.”

Event

Requires: ✱✱ 0

Play at the start of your turn. Generate 2 Power if an opponent has more Power than you. Other Events you play during this Establishing Shot generate no Power.

✚ **Once and Future Champion**

Netherworld Hero

Fighting: 7

Requires: ✚✚✚✚✚ 5

Provides: ✚✚

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

🏰 **Paradox Cube**

Purist Edge

Requires: 🏰✚ 2

Unique. When this card enters play, choose a non-**Limited** Edge in play :: This card copies the text of that Edge.

✚ **Plague of Moths**

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

Event

Requires: ✚✚✚✚ 2

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

✚ **Pocket Demon**

11/1996: *Added.*

02/2014: *Templating updated.*

03/2014: *Removed **Limited** restriction to reflect Modern printings.*

Event

Requires: ✚ 0

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

Police Station

01/2021: *Updated to give the designator "Cop Site".*

Cop Site

Power : 0

Body: 10

Requires: 1

Turn and maintain and target a **Cop** Character :: Target gains +2 Fighting. Turn and target a **Hood** Character or Site :: Inflict 2 non-combat damage on target.

Positive Chi

Event




Requires:   1



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

Primus

Master of Paradox

Fighting: 7




Requires:    4

Provides:   

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

Probability Manipulator


Edge

Requires:    2

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

Progress of the Mouse

Event




Requires:  1

Target an opponent who cannot play Characters or Sites in response to this card :: Until the end of the turn, you gain Power equal to any Power spent by target opponent.


Prototype X

Abomination

Fighting: 8

Requires:    4

Provides: 

Unique. -1 Fighting for each  Character in play.

Proving Ground

Feng Shui Site

Power : 0

Body: 6

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

Pump-Action Shotgun

Gun State



Requires: 1

Weapon. When a **Unique** Character you control is smoked by an opponent, unturn this card. Turn this card :: Subject inflicts +3 damage until the end of the turn.

Purist

Buro Sorcerer

Fighting: 1

Requires:   2

Provides:  

Choose a face-up Feng Shui Site controlled by another player that turns (or turns and maintains), choose a Feng Shui Site you control, and turn and maintain this card :: Your chosen Feng Shui Site copies the text of the other player's chosen Feng Shui Site.

Purist Aspirant

Expendable Lackey

Fighting: 1

Requires: 1

Provides: 

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

Queen of the Darkness Pagoda

02/2014: Added to indicate **Identity** restriction.

Identity: Ming I.

[Each version gains this text].

Queen of the Ice Pagoda

02/2014: Added to indicate **Identity** restriction.



Identity: Pi Tui.

[Each version gains this text].

Rabble Rousing

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

Event

Requires:   0

Play during any Main Shot. Target X opponents that control a turned Character :: Play a Character at -X cost and each target may unturn a single Character they control.

☀ **Reascension Agenda**

Edge

Requires: ☀☀ 0

Toast It. Opponent's Events cannot target more than one of your Characters. Sacrifice :: Return a Character from your smoked pile to your hand.

🍃 **Red Monk**

Martial Artist

Fighting: 4

Requires: 🍃 3

Provides: 🍃🌀

When an opponent plays an Event that targets a card you control, this card gains **Superleap** until it leaves play.

🔥 **Redeemed Assassin**

Heroic Killer

Fighting: 8

Requires: 🔥🔥🔥 5

Provides: 🔥

You may play this card during an opponent's Main Shot. This card has **Toughness: 1** until the end of the turn in which it enters play.

👤 **Reinvigoration Process**

Edge

Requires: 👤 1

Turn :: Play an *Abomination* Character from your smoked pile at normal cost.

👁 **Resistance Squad**

Techie Guerrillas

Fighting: 2

Requires: 2

Provides: 👁☀

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

🔥 **Righteous One**

Loyal Defender

Fighting: 1


Requires: 🔥 2

Provides: 🔥

Gains **Lethal** if intercepting while unturned.

Rigorous Discipline

Event

Requires:  0

Target a Character and choose any Character in play :: Target gains the printed rules text of the chosen Character until the end of the turn.

[Errata does not apply to the Reloaded version.]

Robust Feng Shui

02/2014: Added to update templating.


Event

Requires:   2

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

Rope Bridge



Trap State

Requires:  1

Schtick. Play on a Site. Sacrifice :: Inflict 2 non-combat damage on all Characters at this card's last location.

Scroll of Incantation

Event


Requires:   1

Search your deck for an Event and put it face up in front of you. Reshuffle. You must either immediately play that Event or toast it.

Scrounging

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

Event

Requires:  0



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

[Errata does not apply to Combat In Kowloon or Back for Seconds versions.]

Sergeant Blightman

Mutating Soldier

Fighting: 9

Requires:   4

Provides: 

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

❄️ **Shadowy Horror**

09/2020: Added to fix typo on bold face abilities.

Demon

Fighting: 3

Requires: 3

Provides: ❄️

Regenerate.

🌟 **Shadowy Mentor**

State

Requires: 🌟 4

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

[Errata does not apply to the Reloaded version.]

🍃 **Shaolin Warrior**

Martial Artist

Fighting: 1

Requires: 🍃 1

Provides: 🍃🌀

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

🦋 **Silver Jet**

Secret Warrior

Fighting: 8

Requires: 🦋🦋 5

Provides: 🦋⊕

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

[This errata only applies to the Flashpoint version.]

⊕ **Silver Jet**

Secret Warrior

Fighting: 8

Requires: ⊕⊕ 5

Provides: ⊕🦋

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

[This errata only applies to the Boom Chaka Laka and Red Wedding versions.]

Sliding Paper Walls

07/2021: Added.

Battleground Site

Cost: 0

Power: 0

Body: 3

Cannot be seized. Any damage in excess of this Site's Body is redirected to the Site behind it. Turn in response to the declaration of an attack :: Swap the positions of this Site and a Site at an adjacent location, this may change the target of the attack.

☠ Slo Mo Vengeance

Event

Requires: ☠ X

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

⊕ Soul Diver

08/2021: Added to clarify that “special abilities” means “rules text” in this context.

Ice Shaman

Fighting: 1

Requires: ⊕ 2

Provides: ⊕ ✨

Choose a character in an opponent’s smoked pile, target a character, and turn and maintain this card :: Target gains the printed rules text of the chosen Character.

✨ Soul Maze

Edge

Requires: ✨ ✨ 1

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

☀ Spin Doctoring

Edge

Requires: ☀ ☀ ☀ 2

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

✨ Spirit in a Bottle

07/2020: Added to change “gain” to “generate.”

Event

Requires: ✨ ✨ 0

Play at the start of your turn. Generate 2 Power if an opponent controls more Characters than you. Other Events you play during this Establishing Shot generate no Power.

🏰 **Tactical Team**

Buro Cops

Fighting: 6

Requires: 🏰🏰🏰 4

Provides: 🏰

Can be played during an opponent's Main Shot.

✳️ **Tank Warfare**

Edge

Requires: ✳️ 1

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

🌟 **The Eastern King**

Lodge Mastermind

Fighting: 11

Requires: 🌟🌟🌟🌟 7

Provides: 🌟

Unique. Uncopyable. Not a legal target for Events. When you play this card, and at the start of each turn, target a **Lodge** Character :: This card copies the rules text of target until the target leaves play or the end of the turn.

The Faceless

Netherworld Rabble

Requires: 2

Fighting: 2

Provides: [none]

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

The Great Wall

07/2021: Added.

Feng Shui Site

Power: 1

Body: 8

No Max. +2 Body for each Power-generating Site in your front row. Turn in response to an effect that would steal Power from you :: Cancel that effect.

◆ **The Hungry**

Edge

Requires: ◆◆ 1

When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When this card leaves play, inflict 2 non-combat damage on all Sites and Characters you control.

👹 **Thing with a 1000 Tongues**

Abhorrent Abomination

Fighting: 11

Requires: 🗡️🗡️🗡️🗡️🗡️ 6

Provides: 🗡️

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

Throwing Star

State

Requires: 1

Weapon. When subject inflicts combat damage, you may inflict 1 damage on any Character at this location.

🔴 **Tom Donovan**

Fighting: 4

Requires: 🔴🔴 3

Provides: 🔴

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

⊕ **Twin Thunders**

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

Event

Requires: ⊕⊕ 0

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

🌀 **Ultimate Mastery**

State

Requires: 🌀 1

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

☠ **Unholy Legionnaires**

Undead Soldiers

Fighting: 2

Requires: ☠ 2

Provides: ☠

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

☠ **Vile Prodigy**

09/2020: Added to fix typo on bold face abilities.

Infant Demon

Fighting: 2

Requires: ☠ ✨ 2

Provides: ☠

Regenerate. At the end of any turn in which this card damaged the target of its attack it gains +1 Fighting until it leaves play.

🌀 **Violet Meditation**

11/1996: Added.

02/2014: Templating updated and corrects Modern printings.

*03/2014: Removed **Limited** restriction to reflect Modern printings.*

Event

Requires: 🌀 0

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

🦋 **Vivisector**

Abomination Scientist

Fighting: 1

Requires: 🦋 2

Provides: 🦋☠

Turn and choose another Character :: Sacrifice the chosen Character. If the sacrifice is successful, you gain Power equal to that Character's cost.

Water Sword

State

Requires: 1

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

[Errata applies only to the Limited and Standard versions.]

☀ Whelps

Young Transformed Wolves

Fighting: 1

Requires: 1

Provides: ☀

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

🌿 White Senshi Chamber

Netherworld Site

Power: 1

Body: 6

Requires: 🌿 2

Provides: 🌿

Unique. Provides 🌀 for each *Senshi Chamber* Site you control. All *Senshi Chamber* Sites gain **Regenerate**.

🌿 Wind on the Mountain

Event

Requires: 🌿🌿 X

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

🌀 Wing of the Crane

11/1996: *Added.*

02/2014: *Templating updated.*

03/2014: *Corrected typo on missing resource requirement.*

Event

Requires: 🌀🌀🌀 1

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

🔥 Zheng Yi Quan

Kung Fu Master

Fighting: 10

Requires: 🔥🔥🔥🔥 6

Provides: 🔥🌀

Unique. Guts. All *Student* Characters you control gain +1 Fighting.

[Errata applies only to Shaolin Showdown version.]
