

Legend of the Burning Sands Spoiler List

name	type	edition	rarity	strength	ka	water	copper	influence	city_points	fate	text
A Better World	actions	4-AW	R			0	0			6	
A Call to Arms	actions	4-AW	C			0	0			1	Open: Allying Heroes gain +1S/+1K while in a battle, until the end of the turn. Draw a card.
A Coming Storm	actions	4-AW	C			0	0			1	Open omen: at the beginning of each dawn phases, any player with more than one city section with the same name must pay water equal to the number of such city sections he or she controls this does not apply to jewels of the desert.
A Moment's Hesitation	actions	4-AW	C			0	0			1	Open Omen: No player can play Reactions from any hand or card in play.
Al Ashwa!	actions	4-AW	U			0	0			3	Reaction: play this card immediately before you begin the battle action segment of a battle in which you are the attacker. If the City Section is destroyed in the battle, gain 3 water on one of your city sections.
An Avatar Enraged	actions	4-AW	U			0	0			4	Event Reaction: Play this card when a City Section is destroyed. Send a Story in play to its controller's hand.
Assassin Gathering Well	actions	4-AW	U			0	0			2	Open: Move any number of followers or Items from one of your unbowed Heroes to one or more of your other unbowed Heroes, without bowing the Heroes. Flavor:"For all his faults my queen, Hekau was right. The voice of Lady Sun has been snuffed out, and the Daughters of the Mountain follow." - Ramontet
Augury	actions	4-AW	R			0	3			2	Buried Reaction: Play this card immediately after raiding Heroes are assigned to a raid in which you are a defender. Switch the places of two of your City Sections.
Away With You!	actions	4-AW	U			0	0			3	Council Open: Bow a number of your cards whose total Influence is 10 or more. Send a Council or Omen card in play to its owner's Saved pile.
Bitter Shadows	actions	4-AW	C			0	0			2	Reaction: Play this card when a hero successfully raids one of your city sections. The hero carries one less Water from the City Section.
Black Earth	actions	4-AW	C			0	0			3	Reaction: Play this card immediately before a Battle Action Segment in which you have at least one unit. Move one of your unbowed units from another battle into the battle.
Blessing of the Prophet	actions	4-AW	R			0	1			2	Buried Reaction: Play this card immediately after you produce an effect from one of your Holdings by destroying the Holding. Return the Holding to play bowed.
Blockade	actions	4-AW	C			0	0			1	Open Omen: Heroes with more than 3 strength cannot be committed to or move into a battle.
Blood Calls for Blood	actions	4-AW	R			0	0			2	If you play this card as a thrust and it is not successfully parried, the duel immediately ends in a tie.
Blood Money	actions	4-AW	U			1	0			2	Reaction: Play this card when paying Copper cost for bringing a card into play. Bow one of your Heroes. The card's cost is reduced by the Hero's Influence.
Borrowed Time	actions	4-AW	R			4	0			1	Reaction: Play this card when bringing a Hero into play. Bow and destroy one of your Heroes of the same Faction. Reduce the Copper and Water costs of the first Hero by the Copper and Water costs of the destroyed Hero.
Buried Alive	actions	4-AW	U			0	0			2	Council Day: Bow a number of your cards whose total Influence is 7 or more. While this card is in play, all cards normally discarded to Saved piles are buried. This card remains in play until another Council card is brought into play.
By Force of Will Alone	actions	4-AW	U			0	0			2	If you play this card as a parry in a duel, immediately draw three cards.
By My Blood	actions	4-AW	C			0	2			2	Reaction: play this card when an unaligned hero enters play under your control. The hero permanently gains +1s/ +1k and the trait of your faction.

By Order of the Caliph	actions	4-AW	C	0	1	2	Day: the player with the Caliph's blessing must bow one of his or her hero's to gain 1 water. If that is not possible, the player must discard 2 water.
By Royal Edict	actions	4-AW	U	0	0	1	Day omen: beginning w/ the turn after this Omen enters play, each Copper-producing Holding produces twice as much copper as usual.
Captured!	actions	4-AW	C	0	0	1	Battle: bow all of the cards in one of your units. target an opposing unit w/ total strength less than double the total strength of your unit. send the target unit home from the battle, bowed.
Casualties of Fate	actions	4-AW	R	1	0	1	Open: Target a Hero. Until the end of the turn, other players cannot target the Hero in battle.
Charity	actions	4-AW	U	0	*	3	Reaction: Play this card immediately before you play a Council card. You are considered to have additional Influence for playing the card equal to half of the Copper you pay to bring this card into play (rounded down)
City of Flames	actions	4-AW	R	0	*	2	Reaction: Play this card when a player declares an attack. Target one of your unbowed units. Pay Copper equal to the total Strength of the unit's Followers. The unit gains the Flying trait until the end of the turn.
Convening the Twelve	actions	4-AW	C	0	0	3	Council: Bow a number of your cards whose total Influence is 9 or more. Target a City Section in play. Heroes gain +1S while attacking the City Section while this card is in play. This card remains in play until a City Section is destroyed.
Counter Attack	actions	4-AW	C	0	0	3	Reaction: Play this card immediately after a battle in which you were the defender. Straighten all of your Heroes who were in the battle. Each straightened Hero permanently loses 1 Ka.
Dangerous Manuevers	actions	4-AW	U	0	0	2	Reaction: Play this card when an Archery engagement targets one of your cards. The engagement is reduced to 0.
Dark Disgrace	actions	4-AW	C	1	0	2	Open: Target a Hero. The Hero gains the Sahir trait until end of turn.
Death by Scarab	actions	4-AW	R	0	0	3	Day: Destroy one of your Heroes. Gain Water equal to the Hero's printed Water cost on any of your City Sections. Day: Destroy one of your Stories. Gain 5 Water on any of your City Sections.
Death of a Butcher	actions	4-AW	R	2	0	3	Reaction: Play this card when one of your heroes is destroyed in a duel. If the duel's winner had more starting influence than your hero, that hero is also destroyed.
Dehydration	actions	4-AW	U	0	0	4	Open Omen: Water produced or gained through card effects is reduced to 0.
Desert Ambush	actions	4-AW	U	0	0	2	Reaction: Play this card when one of your defending units engages. All of your City Sections' Water is considered in the battle for the purpose of absorbing damage.
Desperate Prayer	actions	4-AW	U	0	0	1	Reaction: Play this card when a Champion is brought into play. Get your Champion from your deck, show it to the other players, and add him or her to your hand. When you bring your Champion into play, he or she cost 0 Water and 5 less Copper.
Diversion	actions	4-AW	C	0	0	3	Reaction: Play this card when another player's City Section is destroyed in battle. Return the City Section to play with 1 Water on it. Target one of the player's Holdings. Destroy the Holding.
Druken Stupor	actions	4-AW	C	0	0	2	Open: Target a follower whose Strength is greater than its Hero's Strength. Reduce the Follower's Strength to its Hero's Strength.
Enemy of My Enemy	actions	4-AW	U	0	0	2	Battle: Every allying Hero in your army gains +2S until the end of the battle.
Every Man's Army	actions	4-AW	C	0	0	1	Day Omen: Each Hero and Follower with more than 3 Strength has its Strength reduced to 3. Maximus stood his ground, prepared to defend the canyon to the last. He could feel the air whispering of his glory around him, and the earth seemed to rumble in applause.

Face of a Child	actions	4-AW	C	0	0	1	Day Omen: At the beginning of the Dawn Phase, beginning with the Blessed player, each player must discard 1 Water.
Forbidden	actions	4-AW	R	0	0	2	Open: Destroy one of your Heroes or Followers. Destroy 1 Water token in play.
Forgiveness	actions	4-AW	U	0	5	2	Open: Straighten your Stronghold
Gazing into the Rift	actions	4-AW	R	0	0	3	Reaction: Play this card immediately before an Omen replaces another Omen of a different name in play. Both Omens remain in play. Any new Omen put into play will remove all Omens in play.
Guardian of the Rift	actions	4-AW	U	0	0	1	Battle Omen: Your Heroes have -2S and gain the Berserk trait.
Guerilla Tactics	actions	4-AW	C	0	1	3	Open: Bow one of your Heroes with the Archery trait. Target a Water token in play. Destroy the token.
Hanif Escapees	actions	4-AW	U	0	0	2	Buried Reaction: Play this card when a Hero successfully raids a City Section. Target the Hero. The Hero permanently gains an additional Raid +1 or Carry +1 (your choice).
Heartless Moon	actions	4-AW	C	0	0	0	Open omen: the water cost to return khadi heroes back into play is reduced by 2.
Hearts of the Khadi	actions	4-AW	C	0	0	2	Reaction: play this card when an opponent engages you. Discard water equal to the engagements strength. the engagements strength is reduced to 0.
Hidden Shame	actions	4-AW	C	0	0	2	Reaction: play this card when an engagement destroys one or more of your water tokens. Put a -1 ka token on the engaging hero.
Immortal Council	actions	4-AW	U	2	0	1	Open: Bow one of your Heroes. Straighten another of your Heroes.
Immortality's End	actions	4-AW	C	0	0	3	Battle omen: heroes without attached followers cannot engage
Inhuman Condition	actions	4-AW	C	0	1	2	Open: until the end of her turn, heroes cost 1 additional copper to return or bring into play.
Inner doubt	actions	4-AW	C	0	0	2	Reaction: Play this card when an opposing army with more than one unit engages. The engagement is negated, and the engaging unit straightens. The engaging player can immediately engage different cards, if possible.
Interrogation	actions	4-AW	C	0	0	1	Open Omen: No Omens can be played until next turn. Destroy this Omen at the end of this turn.
Ivory Boxes	actions	4-AW	C	0	0	1	Reaction: Play this card when paying an Influence cost to produce 3 Influence.
J'li'lu's Fire	actions	4-AW	R	0	0	2	Reaction: Play this card when one of your Heroes initiates an Archery engagement. The Hero can target the City Section's Water with the engagement (but not the city section itself).
Just Business	actions	4-AW	C	0	0	2	Battle omen: archery engagements in this battle have -2 strength.
Kara's Training	actions	4-AW	R	0	3	3	Open: Target a Hero with more than 1 Influence. The Hero gains the Tactician Trait until the end of the turn. Flavor:"When can I return to my people?" Kara asked. "Do you understand yet why you are here?" Maymun responded. "No," she answered truthfully. "Then we still have much work." - Kara's Tale, Part Six
Khadi Command	actions	4-AW	U	1	0	1	Reaction: Play this card when a Hero accepts a challenge from one of your heroes. Thrust. The thrust becomes two thrusts, each with strength equal to the thrust cards fate value. The opposing hero must parry them separately. The duel then continues as normal.
Khadi Overlord	actions	4-AW	R	0	0	3	Council day: Bow a number of your cards whose total influence is 8 or more. While this card is in effect, players must pay 3 copper when playing a night action or declaring a raid, in addition to any other costs. this card remains in play until another council card enters play.
Let None Interfere	actions	4-AW	R	0	0	2	Reaction: Play this card immediately after an attack is declared in which you are the attacker or defender, but before anyone commits units. Each non-engagement action taken during this Attack Phase costs 1 additional Water.
Love of Siblings	actions	4-AW	U	0	0	1	Open: Bow and destroy one of your Heroes. Get a Hero of the same Faction from your Buried pile and add it to your hand.

Manhunt	actions	4-AW	U	*	*	2	Open: Target an Item attached to a bowed Hero. The Copper and Water costs of this card equal double the Copper and Water costs, respectively, of that Item. Destroy the Item. Open: Pay 2 Copper. Target a Water token on a bowed Hero. Destroy the token.
Message from the Dead	actions	4-AW	U	1	0	1	Open: Target a Hero. The Hero gains +1S/+1K until the end of the turn for each Hero in your Buried pile.
Milk of the Scorpion	actions	4-AW	R	0	0	2	Reaction: Play this card when one of your Heroes enters a duel. Both Heroes in the duel have their Ka replaced by their Influence for the duel. The duel's results remain the same.
Narrow Escape!	actions	4-AW	U	0	0	3	Reaction: Play this card when one of your Heroes is destroyed in battle. Move another of your units in the same battle to another of the defender's City Sections where the battle has not yet resolved.
Never Look Back	actions	4-AW	C	0	0	1	Open omen: when a hero loses a duel, the heroes controller must pay 1 water in addition to any other effects of losing the duel.
New Allies	actions	4-AW	R	0	3	3	Battle: Play this card at a battle in which you are the defender and have no units. This card enters play at this battle as a 2S/2K Unaligned Hero. Destroy the Hero at the end of the battle.
New Beginnings	actions	4-AW	R	0	0	1	Open Omen: All Jinn gain the ability "Jinn Open: Bow this Jinn. Increase the Copper Production of one of your holdings by 2
Nursed Back to Health	actions	4-AW	C	0	0	1	Reaction: Reduce the Strength of an opposing engagement by 1. You can play this card even if you are the defender and have no units in the battle. Flavour: The Grandmother inspected the wound again, then fell into another long night of telling yarns from ages past. She spoke of heroes who had come before and those that were yet to come, but she failed to speak of the boy before her, the wound that would change history, and the darkness that would follow.
Old Friends	actions	4-AW	R	0	0	3	Day Omen: Bow a number of your cards whose total Influence is 15 or more. Any player who produces 30 Influence this way as a Day action wins the game at the end of the turn.
Onaja	actions	4-AW	U	0	0	1	Open Omen: Each Player gains 2 Water on one of his or her City Sections at the beginning of each Dawn Phase.
Poisoning the Well	actions	4-AW	C	0	3	0	Reaction: Play this card when you successfully raid a City Section. Destroy Water on that City Section equal to double the Water the raiding Hero can steal. The raiding Hero carries no Water from the raid.
Political Maneuver	actions	4-AW	F	0	0	4	Council Day: Bow a number of your cards whose total Influence is 10 or more. Until the end of the turn, all Heroes bowing to engage cannot straighten next turn.
Precious Cargo	actions	4-AW	U	0	0	1	Reaction: play this card when a city section is destroyed by an army containing one of your heroes. Attach 2 water to the Hero.
Promise of the Young Ones	actions	4-AW	U	0	0	1	Battle: MOve to this battle one of your Heroes with more than 2 Ka not currently in a battle.
Purity of Conquest	actions	4-AW	C	0	0	1	Battle: send a hero with out attached followers home from this battle, bowed. if you are the defender you can play this card without a unit at the battle. Favor: Aurelian was swif in his response: "We were sent here to observe the heathens' resources and defenses, but they have proved as savage as any we have seen. Let them burn in conquest's purifying fire!" -"The Tale of Soraph the Free Man," Part Five

Qolat Machinations	actions	4-AW	C	0	4	2 Day: If you have not taken an action this turn put a Qolat token on your stronghold. At the beginning of each dawn phase, if a Qolat token is on the Stronghold, put another token on it. You can, as a reaction to one of your thrusts or engagements, bow the stronghold and destroy all of it's Qolat tokens to increase the thrust or engagement damage by 1 point for every token destroyed. Flavor:
Quick Justice	actions	4-AW	R	1	1	3 Reaction: Play this card immediately after the Night Phase but before the End Phase. All other players must discard until their hand size is equal to or less than yours.
Retribution	actions	4-AW	R	0	1	2 Reaction: Play this card immediately after a Holding bows to produce an effect other than Copper. Destroy the Holding.
Rite of Assassination	actions	4-AW	R	0	6	3 Unique This card costs 2 less Copper for Assassin players. Reaction: Play this card when you destroy another player's Unique Hero through an engagement or duel. This card enters play as your rightmost City Section with 1 Strength, 3 Water and Water Capacity of 3.
Routed	actions	4-AW	R	1	0	2 Reaction: Play this card when an action (or Reaction) is played in battle. Bow and destroy one of your Holdings. The action is negated.
Ruminations	actions	4-AW	C	0	1	3 Open: Announce a number. Draw and discard a card. If the card's Fate value equals the number, look at an opponent's hand and discard one of the cards in the hand.
Secret Passage	actions	4-AW	C	0	0	2 Reaction: Play this card when you bow one of your Heroes in battle. After the effect for which the Hero is bowing resolves, move the Hero to a battle that has not resolved at an adjacent City Section.
Shipwreck!	actions	4-AW	U	0	2	3 Reaction: play this card when a player moves one of his heroes into or out of this battle using an action. destroy the hero.
Show of Force	actions	4-AW	U	0	0	4 Reaction: play this card when you declare an attack on another player. Target one holding the player has in play. During the attack, the holding is considered a city section and can be attacked. The base strength of the city section is the holdings fate value. No water can be attached to the holding.
Tempting Death	actions	4-AW	U	0	0	3 Reaction: Play this card when one of your Heroes is challenged. Target the challenger. Switch the challenger's Ka and Fate values until the end of the duel. Draw a card.
The Cleansing	actions	4-AW	U	1	0	3 Day: Bow one of your Human Heroes. The Hero challenges another player's Nonhuman Hero to an unrefusable duel.
The End of Oppression	actions	4-AW	U	0	0	3 Council Open: Bow a number of your cards whose total Influence is 13 or more. Spells cannot be cast and Khadi Heroes cannot be returned to play until after the end of next turn.
The Face of Evil	actions	4-AW	U	0	0	1 Day: Target another player's Hero with 3 or more Ka or one of your Heroes. The Hero has +2S/-2K until the end of the turn.
The Final Sacrifice	actions	4-AW	R	0	3	2 Jinn Battle: Bow one of your Jinn in this Battle. Bow an opposing Hero. Destroy the Hero if he or she has the Sahir trait.
The Final Strike	actions	4-AW	R	0	0	1 Open: Destroy one of your unbowed Holdings. Destroy another Holding in play with a Fate value equal to or lower than that of the destroyed Holding.
The Goddess Ascendant	actions	4-AW	R	0	4	4 Reaction: If you have played The Goddess Enraged this turn, play this card immediately before the End Phase. If no "Kirin" City Section is in play, add a Unique "Kirin" City Section with 0 Strength, 2 Water, and Water Capacity of 2 to the right of your rightmost City Section. If the "Kirin" City Section is in play at the end of your next turn, you win the game.
The Goddess Enraged	actions	4-AW	U	0	3	3 Buried Night: If you have played the Goddess Reborn this turn, your Heroes gain an additional Raid +1 and Carry +1 until the end of the turn. Discard your hand and draw four cards.

The Goddess Reborn	actions	4-AW	U	0	2	2	Buried Day: if you have played the goddess unleashed this turn, put 1 water on one of your heroes.
The Goddess Unleashed	actions	4-AW	C	0	1	1	You can have up to six copies of this card in your deck. Open; Target a Hero. The Hero gains +1S or +1K until the end of the turn.
The Last Days	actions	4-AW	C	0	*	1	Battle: If you are the defender, target one of your Heroes in this battle. Bow the Hero. Transfer Water from this City Section to the Hero at a cost of 1 Copper per token.
The Long Silence	actions	4-AW	C	1	0	3	Reaction: Play this card immediately before one of your Heroes is destroyed. The Hero is imprisoned in an opposing player's City Section of the player's choice instead. The Hero slides underneath the City Section as if attached to it. The Hero is not considered in play until the City Section is destroyed, upon which time the Hero returns bowed.
The Mark of Kali	actions	4-AW	R	0	0	2	Reaction: Play this card immediately before the Battle Action Segment of a battle to which you have assigned one of your Heroes. Bow an opposing Hero with an attached Item or Follower.
The Pale Moon's Glare	actions	4-AW	C	0	0	3	Battle: If you are the Blessed player, send a unit home from this battle, bowed. The Caliph's Blessing passes to the player on your left and does not move at the end of the turn.
Tomb-Raiding	actions	4-AW	R	0	0	1	Day: Bow one of your Heroes. Target another player. Draw a card and place it face down, or lay a card from your hand face-up. The other player reveals either the top card of his or her deck or a card from his or her hand. If your card's Fate value is higher than that of the other player's card, the other player must pay you Water equal to the Hero's Fate value, or all of his or her Water if there is not enough. If your Fate value is lower, destroy the Hero. Discard the revealed cards.
Trade Embargo	actions	4-AW	U	1	0	1	Open omen: each player can only straighten one holding without cost during the dawn phase. additional holdings can be straightened in the dawn phase at a cost of 1 water per holding.
Truth of the Prophecy	actions	4-AW	U	0	0	4	Council Day: Bow a number of your cards whose total Influence is 10 or more. Until another Council card enters play, a Story Victory requires 7 Story Points.
Twilight Terrors	actions	4-AW	R	0	0	1	Buried Battle: Target a Hero. The Hero has -2K until the end of the turn.
Ulterior Motive	actions	4-AW	U	0	0	2	Battle: bow one of your heroes in this battle. straighten another of your heroes in this battle.
Unbound	actions	4-AW	U	0	0	2	Reaction: Play this card when one of your Heroes wins a dual. The Hero permanently gain +2S/+2K.
Unexpected Rescue	actions	4-AW	U	0	0	1	Reaction: play this card when an opponent engages. reduce the damage by 2 points. reaction: play this card immediately after you parry in a duel. Your Hero in the duel gains +2k until the end of the duel.
Victim of the East	actions	4-AW	C	0	0	1	Day: target a player. The player must discard a card of his or her choice from their hand. discard this card to the player's saved pile.
Vision of the End	actions	4-AW	U	0	0	2	Reaction: play this card when another player's action targets one of your heroes. the action's cost increases by 1 water. if the player does not pay the additional cost, the action is negated.
Voice of Ten Thousand Gods	actions	4-AW	F	0	0	1	Battle Omen: The Strength of every Follower in this battle is reduced to 0.
Voice of the Star	actions	4-AW	C	0	0	1	Reaction: play this card immediately after a battle in which the city section was destroyed. all heroes who were in the attacking army permanently gain +1s.
Wajh	actions	4-AW	U	0	0	1	Battle: Target one of your Heroes in this battle. This Hero gains a Strength bonus equal to the number of other Heroes in your army.

Waking the Beast	actions	4-AW	C		0	0			2	Day: Target another player's Hero. The player draws and discards a card. If the card's Fate value exceeds the Hero's Fate value, destroy the Hero. Otherwise, the Hero permanently gains +2S/+2K.
War in the Streets	actions	4-AW	C		0	0			3	Reaction: Play this card immediately after an opposing army engages. You can only absorb the damage with Heros and Followers. All opposing cards that participated in the engagement are destroyed.
Water Bags	actions	4-AW	U		0	2			3	Reaction: Play this card when one of your City Sections is successfully raided. Take 1 Water from the raiding Hero and return it to the the City Section from which it was raided. [Note: card really contains the word "the" twice in a row in second sentence]
Withdrawal	actions	4-AW	C		0	0			1	Battle Omen: Heroes without attached followers have -2S/-2K, to a minimum of 1 Ka.
Witheld Fury	actions	4-AW	C		0	0			1	Battle Omen: Followers engage for 2 additional points of damage.
Worth of the Dead	actions	4-AW	C		0	0			3	Reaction: play this card when one of your heroes is destroyed. Gain copper equal to the total fate values of the hero's items and followers. You can spend the copper on any one card before the end of the turn.
Young Love	actions	4-AW	C		0	0			0	Open Omen: If possible, each defending player must assign at least one of his or her units to defend at least one of his or her City Sections with an attacking unit assigned to it.
Ancient Pillars of Qaharaba	city_sections	4-AW	R	1	6				5	Curses cast or played in a battle at the Ancient Pillars of Qaharaba return to their owner's hand. Only one copy of each Curse can be cast of played during a battle at the Pillars.
Desert Outpost	city_sections	4-AW	U	1	4				5	Advanced City Water tokens on the Desert Outpost each absorbs 2 points of damage. Flying Heroes attacking the Desert Outpost gain +1S during the battle.
Tent City of the Yodatai	city_sections	4-AW	R	1	4				4	Only a Yodatai player can bring the Tent City into play. You cannot control more than one Tent City. Day: Bow the Tent City and pay 4 Copper. Put a 2S Yodatai Follower token on one of your unbowed Yodatai Heroes.
The Eleventh Tribe	city_sections	4-AW	U	3	5				7	Water tokens attached to The Eleventh Tribe can each absorb 1 additionnal point of damage for each Fortification attached to The Eleventh Tribe.
The Halls of Reflection	city_sections	4-AW	U	1	9				5	Bow one of your Holdings for each Water you move from the Halls, or use from the Halls to pay for a card.
The Last Stop	city_sections	4-AW	R	1	4				3	No player can control more than one Last Stop. Draw one less card during your End Phase.
The Thoroughfare	city_sections	4-AW	R	1	5				6	Before the Battle Action Segment of a battle at the Thoroughfare, destroy a random card from each army, along with any attached cards and tokens. Flavor:Adnan and the Believer barreled down the thoroughfare, trying to evade the monstrous Ruhmal goddess. The robber was beginning to regret ever having walked into that stable. -"Puja's Tale," Part Three
Thieves Quarters	city_sections	4-AW	F	1	4				3	You cannot control more than two Theives Quarters. You cannot redistribute Water to or from the Theives Quarter during the End Phase.
Catapult Crew	followers	4-AW	U	1	0	0	2	-	1	Battle: Bow the Catapult Crew. Destroy an opposing Fortification. Battle: Bow the Catapult Crew. Reduce the Base Strength of this City Section by 1.
Dahab Translator	followers	4-AW	R	0	1	0	5	1	2	Reaction: Immediately after the Translator's Hero casts a non-Jinn Spell, bow the Translator. Return the Spell to your hand.
Dopplegangers	followers	4-AW	R	*	0	1	9	-	2	Rakshasa Shape Changers - Creature - Nonhuman The Doppleganger's Strength equals their Hero's Strength.
Elite Sentries	followers	4-AW	R	2	0	0	6	-	3	Reaction: Immediately before the Sentries' Hero engages, play a Battle or Open action from your hand.

Jinn Horde	followers	4-AW	R	*	0	0	3	-	3	Only a Sahir, Jinn, or Hero with more than 3 Ka can attach the Jinn Horde. Destroy one of your Sahir to bring the Jinn Horde into play. The Jinn Horde's Strength equals the Ka of the destroyed Sahir.
Masters of the Blood-Red Tiger	followers	4-AW	R	2	1	0	6	-	3	You can attach the Masters of the Blood-Red Tiger to another player's Hero. Any Hero can how to challenge the Master's Hero to an unrefusable duel.
Merchant Caravan	followers	4-AW	C	1	0	0	2	-	2	A Dahab Hero can attach the Merchant Caravan for 1 less copper. Bow the Merchant Caravan to produce 1 Copper. Bow the Merchant Caravan to produce 1 Influence.
Nessid	followers	4-AW	U	3	0	0	6	1	3	"The Forgotten". Janissary. Archery Only a Hero with more than 2 Influence can attach the Nessid. The Nessid gain +1S while defending. Reaction: Immediately before an opposing unit moves out of a battle the Nessid are in, bow the Nessid to engage the unit.
Ra'Shari Dancers	followers	4-AW	U	0	1	0	3	-	2	When you bring the Ra'Shari Dancers into play, draw a card. Open: Discard a card from your hand. The Ra'Shari Dancers gain +1S.
Ra'Shari Mystics	followers	4-AW	C	1	1	1	3	-	2	Reaction: When the Mystics engage, the player absorbing the damage must discard a card from his or her hand, if possible.
Rogue Assassins	followers	4-AW	U	0	1	0	5	-	3	Reaction: Bow the Rogue Assassins immediately before their hero is destroyed in a duel. They are destroyed instead. The Hero goes home bowed. Reaction: When an action targets the Rogue Assassins' Hero, bow and destroy the Rogue Assassins. The action is canceled.
Senpet Trackers	followers	4-AW	R	2	0	0	5	-	2	A Senpet Hero can attach the Senpet Trackers of 2 less copper. Reaction: When a Hero successfully raids one of your City Sections, bow the Senpet Trackers. Draw and discard a card. If the card's Fate Value exceeds the Hero's Fate value, all water on the Hero is destroyed and the Hero cannot straighten next turn.
The Askaree	followers	4-AW	R	2	0	2	4	-	3	Caliphate Guards Battle: Once per battle, if you are the Blessed player, send one opposing unit home from the battle, bowed.
The Blood-Sworn	followers	4-AW	U	3	0	0	6	1	3	Reaction: Bow the Blood-Sworn immediately before their Hero is destroyed. Attach the Blood-Sworn to another of your Heroes. If their Hero is destroyed in a battle, you can only attach the Blood-Sworn to another of your Heroes in the same battle.
The Cursed	followers	4-AW	?	3	0	1	10	-	3	Battle: Bow and destroy The Cursed. Destroy an opposing bowed Follower or an opposing bowed Hero.
The Modari	followers	4-AW	C	1	0	0	2	-	2	Day: Bow the Modari. Move any amount of Water between your City Sections.
The Qadaam	followers	4-AW	C	1	0	0	0	-2	?	Servants of the Blood-Red Tiger
The Senpet Phalanx	followers	4-AW	U	2	0	0	6	-	2	The Senpet Phalanx gains +2S while attacking a non-Advanced City Section.
Tiger Companions	followers	4-AW	U	2	0	1	5	-	3	Reaction: Bow Tiger Companions immediately before they are destroyed in battle. Engage the opposing army for damage equal to the Tiger Companions' Strength.
Yodatai Heavy Cavalry	followers	4-AW	R	2	0	1	5	-	3	If Water absorbs damage engaged by this unit, gains 1 Water on one of your City Sections.
Yodatai Legions	followers	4-AW	F	2	0	0	8	-	2	The Yodatai Legions gain +2S when defending.
Yodatai Medium Infantry	followers	4-AW	U	2	0	0	5	-	2	The Yodatai Medium Infantry's Strength is doubled for absorbing damage from an engagement.
Yodatai Scouts	followers	4-AW	C	1	0	0	3	-	1	Battle: Discard the Scouts. Get a Follower from your deck and show it to the other players. Attach the Follower to the Scouts' Hero, paying the Water cost as usual. The Copper cost is reduced by 2.
Abdul al-Zhayn	heroes	4-AW	F	3	3	1	7	4	3	Unaligned Wanderer - Collector of Fables

Adira	heroes	4-AW	U	2	3	1	7	2	2	Unaligned Adopted Daughter of the Mountain - Slayer Open: When Adira enters a duel, draw and discard a card. If the card's Fate value is more than the opposing Hero's Ka, the Hero has -1K until the end of the turn.
Adnan the Long Winded	heroes	4-AW	U	1	1	1	1	1	1	Unaligned Storyteller - Experienced If Adnan is in your Buried pile, you can pay 1 Copper to return him to play unbowed in the End Phase.
Adrianna	heroes	4-AW	R	2	3	1	9	2	3	Yodatai Strategist - Berserk Reaction: Once per turn, when Adrianna is committed to or moves into battle, draw and discard a card. Add the card's fate value to Adrianna's strength until the end of the battle. Bury the card.
Akhad ibd Kaleel	heroes	4-AW	R	5	5	3	12	3	4	Unaligned Jinn - Kaleel's Legion - Sahir - Unique Day: Once per turn, you gain control of a Jinn in play until the end of the turn.
Al'a the Siege Master	heroes	4-AW	U	3	4	1	8	3	3	Dahab Battle: If Al'a is in the attacking army, reduce this City Section's Base Strength to 0.
Alhena	heroes	4-AW	C	1	3	1	3	2	1	Assassin Apprentice - Elusive Seductess Althena will not challenge a Hero with more Influence
Amahla	heroes	4-AW	F	2	4	1	7	1	2	Ra'Shari Bone-Reader of the Fourth Chronicle Open: Bow Amahla and show your hand to the other players. Target another player. Lekk at the player's hand.
Amber	heroes	4-AW	C	3	3	2	7	2	3	Rogue Assassin Confidant Reaction: When one of your Heroes wins a duel, gain 1 Water on one of your City Sections.
Aurelian	heroes	4-AW	R	7	4	2	16	4	5	Yodatai Champion - Incarnation of Octavius - Berserk - Unique Aurelian will only join a Yodatai player. If you have a Yodatai Sahir in play, Aurelian gains the Sahir trait. Aurelian will only attach Yodatai Followers. Your maximum hand size increases by two while Aurelian is in play.
Avitus	heroes	4-AW	U	1	2	0	6	1	1	Yodatai Diseased Alchemist - Spy Day: Bow Avitus and pay up to 5 copper. Target another player's deck. Look at the top card of the deck. If the card's fate value is less than the Copper you spent, discard the card. If the Fate value equals the Copper you spent, bury the card. If the Fate value exceeds the Copper you spent, the card's owner reshuffle's it into his or her deck.
Badr al Din	heroes	4-AW	U	1	2	1	7	2	2	Qabal Renegade. Spellcrafter. Sahir. Archery +3 Open: Bow Badr al Din. Target a Flying Hero or a Flying Follower. The target loses the Flying trait until the end of the turn.
Bakira	heroes	4-AW	C	2	2	1	6	1	2	Ashalan Birth-Mother of Onaja - Renegade Day: Discard 1 Water. Draw a card.
Balak the Hanif	heroes	4-AW	U	2	4	1	8	2	2	Balak gains +1S for each opposing unit during battle.
Baqiri	heroes	4-AW	C	0	3	0	5	1	1	Ra'Shari Thief of the Eighteenth Chronicle - Sahir Curse Open: Bow Baqiri. Target a Hero in play. The Hero has his or her influence reduced to 1 until the end of the turn.
Beda al Sin	heroes	4-AW	R	3	3	1	8	3	3	Qabal Enlightened One - Hunter Day: Beda al Sin challenges a Jinn in play to an unrefusable duel.
Bekhten	heroes	4-AW	F	2	1	1	5	3	2	Senpet Shield of the Empire Bowed Heroes cannot absorb damage engaged by Bekhten. Reaction: Bow Bekhten. Replace one of your Senpet Heroes in a duel instead of thrusting.
Dairyra	heroes	4-AW	R	5	5	2	13	1	4	Unaligned Advisor - Experienced Eye of Night - Unique - Archery Open: Bow Dairyra to challenge a Hero. If the Hero refuses the duel, you can discard a card from your hand to reduce the Hero's Ka by the card's Fate value until the end of the turn.
Dawn	heroes	4-AW	U	2	3	1	7	1	3	Ashalan Harbinger of Disaster. Flying. Sahir Battle: When Dawn is attacking, bow her. Destroy 1 Water on this City Section.
Dharr	heroes	4-AW	C	2	2	0	5	1	1	Unaligned Fated Orphan - Street Rat Dharr enters play 2 less Copper if you have Adnan in play.
Eda Ishan	heroes	4-AW	C	2	2	1	6	4	2	Dahab Merchant King. Negotiator. Qolat Reaction: When bringing an Unaligned Hero into play, bow Eda. Reduce the Water or Copper cost of the Hero by 2.

Effendi	heroes	4-AW	U	2	2	1	6	5	2	Unaligned Vindictive Son of the Sultan If you are the Blessed player. Effendi will enter play for 2 less Copper. Effendi can remain bowed. Open: Bow Effendi. Target a Holding in play. The Holding cannot straighten while Effendi is bowed. Flavor:
Emiral	heroes	4-AW	R	2	4	2	9	1	4	Unaligned Researcher - Sahir - Khadi - Unique Put a +1K Research token on Emiral each time he wins a duel. Open: Bow Emiral. Draw and discard a card. If the card's Fate value is odd, put a 2S Creature Follower token on one of your Heroes. If the Fate value is even, put a -1K Explosion token on Emiral.
Fazil	heroes	4-AW	U	3	4	2	7	2	1	Ra'Shari Acrobat - Steward of the Coming Age Reaction: Immediately after the End Phase, draw a card. Discard either 1 Water or a card from your hand.
Ferran	heroes	4-AW	U	4	3	1	9	3	3	Dancer of the first chronicle of the flame Ferran's ka cannot be reduced below 1 by another players card effects.
Galerius	heroes	4-AW	U	1	4	1	7	3	4	Yodatai Inquisitor - Sahir - Unique Galerius cannot summon Jinn. Reaction: Immediately after a Sahir bows to cast a Spell, but before the Spell resolves, bow Galerius. Galerius challenges the Sahir to an unrefueable duel.
Galon Trillius	heroes	4-AW	C	0	3	1	4	0	2	Yodatai Amateur Inventor - Scout - Archery +3
Gash	heroes	4-AW	U	2	3	1	8	0	2	Unaligned Ghul - Undead Open: once per turn bury a hero from your hand straighten Gash.
Giya	heroes	4-AW	U	2	3	1	7	2	2	Ivory Kingdoms Deranged Killer - Ruhmal Leader Giya will not attach Weapons. Giya gains +1S for each weapon in the opposing army.
Haja the Twice-Born	heroes	4-AW	U	2	2	1	7	2	3	Cursed Assassin Master Reaction: Bow Haja immediately after another of your Heroes enters a duel, but before the first thrust is played. Without looking at it, thrust from your deck. The opposing Hero must parry this thrust as usual. The duel then begins normally. Flavor:
Haroun	heroes	4-AW	R	3	5	1	11	3	3	Assasin - Houses of Dahab - Qolat - Experienced - Unique Reaction: When Haroun wins a duel, bow him. Target one of his oppenent's Holdings. You gain control of the Holding until Haroun is destroyed.
Hila	heroes	4-AW	C	4	2	3	6	0	1	Dahab Gorilla - Guardian-Pet of the Silver Tongue - Creature
Ishrak ibn Kaleel	heroes	4-AW	U	2	4	2	6	1	2	Celestial Alliance - Shadow-Jinn - Human Sympathizer - Flying - Carry+1
Jaqhabet	heroes	4-AW	C	2	3	1	6	4	2	Senpet Falconer - Foreign Insurgent Battle: Once per battle, attach a Follower to Jaqhabet paying all costs.
Jinn of Virtue	heroes	4-AW	C	0	1	1	5	1	2	Celestial Alliance - Jinn - Flying Every Jinn in play gains +1S/+1K while the Jinn of Virtue is in play
Kabdal Fassal	heroes	4-AW	F	3	5	2	8	3	2	Ebonite Principal of Valor - Templar Kabdar gains Raid +2 while defending against a raid.
Kali-Ma	heroes	4-AW	R	3	4	3	14	1	5	Ivory Kingdoms Champion - Ruhmal Goddess - Berserk - Duelist - Unique Kali-Ma will only join an Ivory Kingdoms player. Destroy one of your Heroes to bring Kali-Ma into play. Reaction: Kali-Ma permanently gains +2S/+2K for each Hero she destroys in an engagement or duel.
Kara	heroes	4-AW	R	3	4	3	10	2	4	Moto - Ashalan - Avatar of the Goddess - Experienced - Unique - Carry +2 - Raid +1 Open: Bow Kara to challenge a Unique Hero to an unrefusable duel.
Kasib al Atif	heroes	4-AW	R	3	5	1	10	5	5	Dahab Champion - Qolat Master - Unique Reaction: When Kasib wins a duel, gain Copper for bringing a card into play this turn equal to the losing Hero's Influence.
Katarine of the Sheel	heroes	4-AW	R	3	2	2	9	3	3	Yodatai Centurion Lieutenant - Berserk - Unique Reaction: When Katarine's Army destroys another player's City Section, target a Holding controlled by the player with a Fate value lower than Katarine's. You gain control of the holding until the end of the game.
Kepsat	heroes	4-AW	U	2	2	0	7	1	2	Senpet brother of the black shield - Lieutenant Battle: double kepsat's strenght destroy kepsat at the end of the battle.

Kosus of Byrnia	heroes	4-AW	R	2	2	1	5	1	3	Senpet Obsessed Slave Master - Tracker Reaction: When Kosus successfully defends against a raid by a Hero with less Strength, bow Kosus. Destroy the Hero.
Kumpal	heroes	4-AW	U	4	4	2	9	2	3	Ivory Kingdoms Caravan Escort - Archery -1 Battle: If a Fortification is at this City section, Bow Kumpal. Destroy the Fortification and 1 Water at the City Section. Battle: Pay 3 Copper. Kumpal gains the Berserk trait until the end of this battle.
Kyurhi the Wanderer	heroes	4-AW	C	1	5	1	7	2	3	Ivory Kingdoms Jakla Spiritualist - Sahir Every Archery engagement in your army has +1 Strength.
Laqsha	heroes	4-AW	U	2	3	2	7	2	2	Ashalan Desert Guide - Hunter of the Qanon Day: Bow Laqsha and permanently decrease her Ka by 1. Target a player. The player can only spend Water from one of his or her City Sections (of his or her choice) for the rest of the turn.
Lurza	heroes	4-AW	R	6	7	3	14	2	5	Celestial Alliance. Agent of the Quest. Champion. Flying. Unique Lurza cannot attach Items or Followers. Lurza cannot attack a City Section without any defending units assigned. Flavour: Its name means "secret," and it has a thousand to share, all of them dark and deadly.
Malakai	heroes	4-AW	C	3	1	1	3	1	1	Moto Askaree - Royal Informant Malakai cannot be assigned to attack or to raid.
Marayid	heroes	4-AW	R	3	3	2	8	1	3	Unaligned Undead Khadi Traitor - Sahir - Unique Marayid will join a Qabal player for 2 less Copper. Battle: If Marayid is unbowed, make a 2-Strength Archery engagement.
Maymun	heroes	4-AW	F	1	4	1	7	2	4	Ashalan Sandsmith. Sahir. Unique Day: Bow Maymun. Play a Night Action, paying all costs.
Melinda	heroes	4-AW	C	2	3	1	6	3	2	Dancer of the first chronicle of the flame Open: bow melinda. switch a card in your saver pile with a card in your deck. reshuffle the deck.
Mohandis the Enchanter	heroes	4-AW	U	1	4	1	5	1	2	Celestial Alliance - Uncaring Sahir Open: Bow Mohandis and discard 1 Water. Draw two cards. Discard one of them.
Monkey Man	heroes	4-AW	R	2	4	2	8	3	3	Jackal Meddler - Experienced - Unique Draw cards up to your maximum hand size immediately after bringing the Monkey Man into play. Open: Once per turn, look at the top card of another player's deck. Either return the card to the top of the deck or place it at the bottom of the deck.
Nedif Yamen	heroes	4-AW	C	2	4	1	7	2	3	Dahab Reaction: When a Council card is being brought into play, bow Nedif and pay an amount of Copper. The card costs additionnal Influence equal to half of the Copper paid, rounded down. Reaction: When a Council card is being brought into play, bow Nedif and pay an amount of Copper. The card's Influence cost is reduced by half of the Copper paid, rounded down.
Nefir	heroes	4-AW	C	2	3	1	6	2	2	Unaligned Swordsman. Nefir will not join an Ebonite player. Open: Pay 1 Water. Nefir gains the Berserk trait until the end of the turn.
Nepherus	heroes	4-AW	R	1	3	1	6	0	3	Senpet Ambassador to Medinaat al Salaam - Sahir - Experienced - Unique Any Jinn in play can challenge Nepherus to an unrefusable duel. Reaction: When Nepherus wins a duel against a Jinn, gain Water equal to the Jinn's printed Water cost on any of your City Sections.
Nim	heroes	4-AW	R	3	5	1	10	1	3	Celestial Alliance - Free Jinn - Flying - Experienced - Unique Jinn Day: Now Nim. Announce a number. Each player draws and discards a card. You gain Water equal to the number of players whose card's Fate value matches the number. Every other player whose Fate value matches the number gains 1 Water.
Octavius	heroes	4-AW	C	1	1	1	5	1	2	Yodatai Spectral Martyr - Berserk Reaction: Immediately before Octavius engages, he gains +3S. Destroy him after the engagement's resolution.
Omali	heroes	4-AW	U	3	3	1	8	2	1	Ivory Kingdoms - Ruhmal Cultist - Vassal to Kali-Ma - Archery +1 Battle: Bow Omali and one of his followers. Destroy 1Water on this City Section.

Phyrrus	heroes	4-AW	U	2	1	1	6	1	1	Yodatai Centurion - Siege-Master - Berserk Reaction: When Phyrrus is committed to attack, target a fortification at the City Section he is attacking. All the fortification's abilities, effects, and bonuses are negated until the end of the battle.
Puja the Believer	heroes	4-AW	C	2	2	0	5	1	1	Unaligned Whenever another player targets Puja, draw and discard a card. If the card's Fate value odd, the action is negated.
Punjat	heroes	4-AW	R	2	4	2	8	1	3	Ivory Kingdoms Ruhmal Initiate - Shumsee Open: Target a Sahir. Punjat challenges the Sahir. If Punjat wins the duel, the Sahir dies and the Sahir's controller must pay 2 Water. The Sahir's controller can refuse the duel by paying you 1 Water.
Qamus	heroes	4-AW	C	1	3	1	5	2	1	Qabal tavern-master - Sahir Reaction: Immediately after an opposing hero engages, Qamas' strenght becomes equal to the hero's strenght until the end of the battle
Qashima	heroes	4-AW	R	1	5	0	8	1	4	Unaligned Nagah Abomination - Outcast Warlord - Unique Reaction: Bow Qashima when a Jinn effect targets one of your cards. The effect is negated. If the effect came from a Jinn in play, return the Jinn to its owner's hand.
Rabah al Gazi	heroes	4-AW	C	1	1	1	3	2	1	Ebonite Nervous Runaway - Proselyte Rabah absorbs 3 additional points of damage when destroyed by an engagement.
Rahib	heroes	4-AW	C	1	3	1	5	2	2	Qabal Reaver - Sahir Open. Bow Rahib. Bow an Undead card in play.
Rahmid	heroes	4-AW	U	1	3	1	7	3	2	Dahab Mercenary - Nessid Commander - Sahir Open: Discard 2 Water. Target a Hero in play with less than 3 Ka. Draw and discard a card. If the card's Fate value exceeds the Hero's Fate value, you gain control of the Hero until the end of the turn. The Hero will not attack or raid his or her original controller.
Ramonet	heroes	4-AW	F	2	4	1	7	2	3	Senpet Strategist - Archery +1 Day: Bow Ramonet. Give +1S to another of your Senpet Heroes until the end of the turn.
Raniyah	heroes	4-AW	R	3	5	1	9	1	4	Ivory Kingdoms Hunter of Rakshasa. Flying. Unique When Raniyah enters play, each player must pay 1 Water. A Hero opposing Raniyah in a duel has -2K (minimum 1) while in the duel.
Ratib al' Ideem	heroes	4-AW	C	3	2	1	7	3	2	Unaligned Independent Supplier - Street Merchant You can immediately attach a Follower to Ratb when you bring him into play, paying all costs.
Raya	heroes	4-AW	R	3	3	2	8	2	3	Ra'Shari Resurrected Caretaker. Seer of the Second Chronicle At the beginning of each turn, Raya gains one of the following traits until the end of the turn: Duelist, Flying, or Sahir.
Ropp'Cht'Cht	heroes	4-AW	R	2	4	1	6	0	2	Unaligned Ratling Traveler - Experienced - Unique Whenever an item is brought into play, draw and discard a card. If the card's Fate value is odd, attach the Item to Ropp'Cht'Cht if possible.
Samand the Quick	heroes	4-AW	U	1	3	0	5	1	2	Ra'Shari Dancer of the Tenth Chronicle Reaction: When a card is drawn for its Fate value, bow Samand. Draw and discard a card. Change the first card's Fate value to that of the drawn card.
Sarna	heroes	4-AW	C	2	2	1	7	0	3	ivory kingdoms progeny of the destroyer. sahir open: bow Sarna. target a flying hero. the hero has -1s and loses flying trait until the end of the turn.
Sedjem	heroes	4-AW	R	3	3	2	8	3	2	Celestial Alliance - Walking God Spirit Open: Once per turn, discard 1 Water. Put a 1S Follower token on one of your Heroes.
Seff Seven Fingers	heroes	4-AW	R	3	4	2	8	0	3	Jackal Redeemer - Experienced - Unique Undead Followers gain +1S while attached to Seff Seven-Fingers. Open: Bow Seff. You gain control of an Undead Hero until the end of the turn.
Sehai the Healer	heroes	4-AW	U	1	2	0	6	3	1	Celestial Alliance - Sahir Reaction: Bow Sehai when a Hero thrusts. Reduce the thrust's damage by 1 point.
Sha-gir	heroes	4-AW	U	1	3	1	5	1	2	Moto Clan Master Horseman - Spy Night: Sha-gir goes on a raid. No Heroes can join him. This does not replace your normal chance to raid, and Sha-gir can go on this raid even if you have already raided this turn.

Shagala the Damned	heroes	4-AW	C	2	2	1	6	3	2	Ra'Shari Accuser of the First Chronicle - Sahir Curse Open: Bow Shagala. Target another card in play. Draw and discard a card. The target card's Fate value permanently changes to the drawn card's Fate value.
Shalimar	heroes	4-AW	R	2	5	2	8	5	3	Ra'Shari Dancer of the First Chronicle - Archery - Experienced - Unique When Shalimar parries from your deck, you can draw and bury two cards. The best of the two is your parry.
Shosuro Tage	heroes	4-AW	R	1	2	0	6	3	3	Unaligned Scorpion Clan Infiltrator - Experienced - Unique Battle: Bow Tage. Send an opposing Hero home bowed. The Hero's controller can negate this effect by discarding 2 Water.
Soraph	heroes	4-AW	R	0	1	2	0	2	2	Unaligned Escaped Slave. Hanif Idol Discard 1 Water at the beginning of each Dawn Phase. All Heroes you bring into play from your hand have their Water costs reduced by 1.
Sylmun	heroes	4-AW	R	3	2	2	8	2	2	Ashalan Birth-Father of Onaja. Renegade Battle: Once per battle, discard 1 Water. Send a Hero without attached Followers home from this battle, unbowed.
Tareekh Farenkha	heroes	4-AW	C	2	4	1	6	3	2	Dahab Emissary of the Ten - Historian Reaction: Immediately after bringing a Holding into play, bow Tareekh. Draw a card.
The Ferryman	heroes	4-AW	F	0	1	0	6	2	1	Unaligned Conspirator - Carry -1 You can assign the Ferryman to raid with another Hero. When you do, lay a raiding Fate card on each of your Heroes. The total of the two cards is your raiding Fate value. You may divide any raided Water between your two Heroes.
The Jinn of Eternal Beauty	heroes	4-AW	U	1	3	2	3	5	1	Celestial Alliance - Free Jinn of the Qanon Jinn Open: Bow The Jinn of Eternal Beauty. Increase or decrease a Hero's Influence by 2
The Living Memory	heroes	4-AW	R	4	6	3	11	4	5	Ra-Shari Champion - Keeper of the Great Chronicle - Unique The Living Memory will only join a Ra'Shari player. Jinn cannot be committed to or moved into a battle to which the Living Memory is committed. Day: Bow The Living Memory and discard your hand. Redraw to your maximum hand size. Curse Open: Once per turn, select a boldfaced trait on another Hero in play. The Hero loses the trait until the end of the turn.
The Ma'ghul	heroes	4-AW	U	3	3	2	8	0	2	Jackal Ally - Ambassador from Jigoku - Flying Archery engagement cannot target the Ma'ghul. Reaction: Immediately before the Dawn Phase, discard 1 Water. The Ma'ghul copies an ability of a Hero in play until the end of turn. Ma'ghul cannot copy the same ability more than once per game. Flavor:
The Silver Tongue	heroes	4-AW	U	1	4	1	8	5	2	Houses of Dahab Master Manipulator. Merchant King. Sahir While The Silver Tpngue is in play, all council cards require an additionnal 3 Influence to play. This is cumulative with other effects.
The Wounded Man	heroes	4-AW	R	3	3	2	8	1	3	Unaligned Former Prisoner. Idiot-Killer. Unique Day: Bow The Wounded Man and destroy one of your Holdings. The Wounded Man issues a challenge to an opposing Hero that the Hero can only refuse if his or her player destroys one of his or her Holdings.
Truth	heroes	4-AW	C	1	4	1	6	1	2	Ebonite Idiot-Savant - Principal - Sahir Day: Bow Truth. Target a player who has not declared an attack this turn. The player must either declare an attack against you before the end of the Day Phase or discard 1 water.
Valeria	heroes	4-AW	U	3	4	1	9	2	2	Yodatai Daughter of Aurelian - Patrician - Berserk Open: A follower in Valeria's unit gains the Berserk trait until the end of the turn.
Vengeance	heroes	4-AW	C	2	3	0	7	4	1	Ebonite Caretaker of the Shard or the Ancients - Principal Reaction: When a Council card is played, bow Vengeance and discard 2 Water. The effects of the card are negated until the end of the turn.
Vespa	heroes	4-AW	C	0	2	1	5	3	3	Yodatai Bride of Phyrus - Patrician Reaction: bow vespa when a Yodatai card is being brought into play. Reduce the cards water by 1 or the copper by 2.

Wagi al Musakin	heroes	4-AW	C	4	2	1	6	1	1	Houses of Dahab Deformed Enforcer At the beginning of the Dawn Phase, either bury Wagi or give another player 1 Water to attach to a City Section of the player's choice (if possible)
Yuna	heroes	4-AW	C	1	3	0	5	2	2	Ivory Kingdoms Deific Vessel Open: Bow Yuna. Give a Hero in play the Archery trait until the end of the turn.
A Hole in the World	holdings	4-AW	C			1	2		2	Bow A Hole in the World to produce 2 Copper Open: If you are a Celestial Alliance player, bow and destroy A Hole in the World. Permanently remove the Flying trait from a card.
Abdul-Rafi's	holdings	4-AW	U			1	3		2	Bow Abdul-Rafi's to produce 1 Copper for each 0-Influence Hero you have in play. Reaction: When one of your Heroes engages, bow and destroy Abdul-Rafi's. Increase the engagement's Strength by 1.
City Gates	holdings	4-AW	U			0	3		2	Fortification Battle: Bow and destroy the City Gates. This battle ends. All units return home unbowed.
Festival Grounds	holdings	4-AW	C			0	4		2	Bow the Festival Grounds to produce 2 Copper. Bow the Festival Grounds to produce 3 Copper if an Omen is in play. Open: Bow and destroy the Festival Grounds. Destroy an Omen in play.
Ivory Market	holdings	4-AW	C			0	3		2	Bow the Ivory Market to produce 1 Copper. Day: Bow and destroy the Ivory Market. Every Copper-producing Holding in play produces 1 additional Copper until the end of the game.
Jackals' Hall of Souls	holdings	4-AW	C			1	2		2	Bow the Jackals' Hall of Souls to produce 2 Copper. Open: If you are a Jackal player, bow and destroy the Hall of Souls. All Heroes in play have -1K until the end of the turn.
Jandaq Slave Caverns	holdings	4-AW	U			2	0		2	Bow the Jandaq Slave Caverns to produce 2 Copper. At the beginning of each Night Phase, draw and discard a card. If the card's Fate value exceeds that of the Slave Caverns, destroy the Slave Caverns and one other randomly chosen Holding you control.
Olive Groves of Menhir	holdings	4-AW	C			1	2		1	Bow the Olive Groves to produce 2 Copper. Every Bazaar in play produces 1 additional copper. Open: Bow and destroy the Olive Groves. The Copper cost of every Hero and Follower increases by 2 until the end of the turn.
Peddler's Row	holdings	4-AW	U			0	1		2	Bow Peddler's Row to produce 1 Copper. Bow Peddler's Row to produce 3 Copper for bringing an Item into play. Curse Open: If you are a Ra'Shari player, bow and destroy Peddler's Row. Reduce another Holding's Copper production to 0 until the end of the turn.
Portals of Delight and Fancy	holdings	4-AW	C			1	3		0	Den of Iniquity Bow the Portals to produce 2 Copper. Day: If you are a Dahab player, bow and destroy the Portals. Bow two other Holdings in play.
Qasbah	holdings	4-AW	U			1	6		2	Bow the Qasbah to produce 4 Copper. Open: Bow and destroy the Qasbah. Bow a Hero in play with less than 2 Influence.
Rampart	holdings	4-AW	C			0	5		3	Fortification Only a Yodotai player can bring the Rampart into play. This City Section gains +1 Base Strength. Attacking Heroes and Followers with less than 2 Strength are destroyed after they engage at this City Section.
Razed University	holdings	4-AW	R			1	0		4	Day: Bow the Razed University. Put one card from your hand face-down under the Razed University. The card is considered removed from the game. Day: Bow the Razed University and discard a card from your hand. Get a card from under the Razed University and add it to your hand.
Sanctuary	holdings	4-AW	C			1	3		1	Bow the Sanctuary to produce 2 Copper. Day: Bow and destroy the Sanctuary. Put one Spell from your Saved pile into your hand.
Saqr al Fediq	holdings	4-AW	R			1	2		1	Advisor Bow Saqr al Fediq for 2 Copper Open: Bow and destroy Saqr al Fediq. Until the end of the turn, Action cards cost 2 less Copper.
Sentinel Point	holdings	4-AW	R			0	4		2	Fortification - Training Grounds Battle: This City Section gains +2 Base Strength, and each Water token on this City Section can absorb 1 additional point of damage.

Stairs of Samarrat	holdings	4-AW	C			1	3	2	Bow the Stairs of Samarrat to produce 2 Copper. Reaction: Immediately before taking an action during the Day Phase or the Night Phase, destroy the Stairs of Samarrat. Take two Actions instead of one. Play then passes to the player on your left.
The Parapets	holdings	4-AW	U			0	3	2	Fortification Reaction: When one of your units in a battle engages for archery, bow The Parapets. Increase the engagement's damage by 2 points. Battle: Bow The Parapets for a 2-Strength Archery engagement.
The Royal Throne	holdings	4-AW	R			1	2	2	Bow The Royal Throne to produce 2 Copper. Bow the Royal Throne to produce 3 Copper if you are the Blessed player. Reaction: Immediately after the end of the Dawn Phase, bow and destroy The Royal Throne. Move the Caliph's Blessing one player to the left.
The Scale Man	holdings	4-AW	C			0	0	3	Bow The Scale Man to produce 1 Copper Reaction: When paying a Copper cost, bow The Scale Man and discard 1 Water to produce 2 Copper for paying the cost. Reaction: When paying a Water cost, bow The Scale Man and pay 2 Copper. Reduce the cost by 1.
Barricade Shield	items	4-AW	U	0	1	0	3	4	Reaction: When your opponent engages, bow the Shield and discard a card from your hand. Absorb an amount of damage equal to the card's Fate value.
Bedayah	items	4-AW	F	2	2	1	6	4	Crysteel Weapon - Unique Only an Ebonite Hero can attach the Bedayah. This Hero can have a second Weapon. A Hero with a Weapon can attach the Bedayah. Battle: Once per battle bow an opposing Undead card.
Blade of the Depths	items	4-AW	C	0	2	0	4	1	Weapon - Relic of the Sunken God This Hero gains +1 Influence while the Blade is attached.
Blood of the Caliph	items	4-AW	F	1	1	1	6	4	Poison - Unique Only an Assassin Hero can attach the Blood of the Caliph. This hero gains the archery trait and can target a hero with attached followers with an archery engagement.
Cat of Many Tongues	items	4-AW	R	0	0	0	7	4	Mystic Feline Translator - Unique Jinn effects cannot target this unit. Open: Bow the cat. Straighten this Hero.
Dhul Figar Knife	items	4-AW	F	1	2	0	4	2	Sacred Weapon
Gaijin Broadsword	items	4-AW	C	2	2	0	7	1	Weapon Reaction: When an opponent engages, destroy the Gaijin Broadsword. Absorb up to 4 points of the engagement's damage.
Glass Eye of Qaliq	items	4-AW	R	0	0	1	5	3	Day: Bow this Hero and pay 1 Water. Destroy a Water token in play.
Jeweled Monkey	items	4-AW	R	0	0	0	6	3	Reaction: Immediately after this Hero is destroyed, pay 1 Water. Draw and bury a card. If the card's Fate value equals the Hero's Fate value, return the Hero to play bowed, with only the Jeweled Monkey attached.
Journal of a Madman	items	4-AW	F	0	0	1	8	4	Unique - Dawuud's Diary Only a Qabal Hero can attach the Journal of a Madman. Open: Bow this Hero and discard a Spell from your hand. Make an Archery engagement equal to twice the Spell's Fate value.
Kali-Ma Idol	items	4-AW	F	1	1	2	10	4	Unique Only an Ivory Kingdoms Hero can attach the Kali-Ma Idol. While the Kali-Ma Idol is unbowed, every Hero and Follower in an opposing army has -1S. Open: Bow the Kali-Ma Idol. Reduce a Hero's or Follower's Strength to 0 until the end of the turn.
Knowledge	items	4-AW	F	2	2	0	7	4	Unique Only a Ra'Shari Hero can attach Knowledge. This Hero gains +2 Influence while Knowledge is attached. Reaction: When another player targets one of your Heroes, bow this Hero and pay 1 Water. The effect is negated.
Mummified Jinn Skull	items	4-AW	F	1	3	1	8	4	Unique Only a Jackal Hero can attach the Mummified Jinn Skull. All of your Jinn gain the Undead trait. All Undead Heroes and Followers in this Hero's army destroyed to absorb damage first have their strength increased to the engagement's Strength.

Nehayah	items	4-AW	F	2	2	1	6	4	Crysteel Weapon - Unique Only an Ashalan Hero can attach the Nehayah. This Hero can have a second weapon. A Hero with a Weapon can attach the Nehayah. Battle: Once per battle, bow an opposing Jinn card.
Qaliraq's Mystical Lute	items	4-AW	R	0	1	0	4	2	Open: If you have 1 or more Story Points in play, bow this Hero. One of your Heroes gains a Strength and Ka bonus equal to the number of your Story Points until the end of the turn. Battle: If you have 3 or more Story Points in play, bow this Hero. Send a unit home from the battle, bowed. This Hero does not have to be in the battle to take this action.
Spiritforge	items	4-AW	F	2	2	0	8	4	Weapon - Unique Only a Yodatai Hero can attach the Spiritforge. Reaction: When an opposing Hero is destroyed by an engagement involving this Hero, straighten another one of your units led by a Yodatai Hero in the battle.
Staff of Sumarkhan	items	4-AW	C	1	3	0	5	3	Weapon - Unique Only a Sahir can attach the Staff of Sumarkhan Battle: Bow this Hero. Every other Hero and Follower in your army gains +1S.
Steed of the Goddess	items	4-AW	F	0	1	1	7	4	Mount - Unique Only a Moto Hero can attach the Steed of the Goddess. This hero gains the Flying trait, an additional Carry +2, and an additional Raid +2
The Black Heart	items	4-AW	R	+	+	0	6	4	If this Hero has the Sahir trait, The Black Heart gains +2S/+2K. Battle: Bow and destroy The Black Heart. Destroy an opposing Khadi Hero. Permanently remove the Khadi from play. Until the end of the game, no player can bring copies or other versions of the Khadi into play.
The Crystal Hourglass	items	4-AW	F	0	0	1	8	4	Unique Only a Cestial Alliance Hero can attach the Hourglass. While the Hourglass is in play, each player must discard 1 Water at the beginning of each Dawn Phase. Any action or ability from another player targeting this Hero costs 1 additional Water.
The Fallen Star	items	4-AW	R	1	0	0	6	2	Portent of the Prophecy's Last Days - This Hero gains the Duelist trait Open: Bow this Hero. Another Hero in play gains +2S
The Rod of Dahab	items	4-AW	F	0	0	1	9	4	Unique - Only a Dahab Hero can attach The Rod. The Rod of Dahab gains +1S/+1K for each of your unaligned Heroes. This Hero gains +1 Influence for each of your other Dahab Heroes.
The Tear of Heaven	items	4-AW	F	1	1	1	6	4	Unique - Only a Senpet Hero can attach The Tear of Heaven. You can attach a Follower to this Hero immediately after you declare an attack, paying all costs. Reaction: When this Hero loses a duel, bow the Tear of Heaven. Destroy one of the Hero's Followers instead of the Hero.
Conquest	pantheons	4-AW	R			3	0	0	Yodatai Deity of War Your Heroes can not raid. Pay 1 water for each Hero you assign to defend against a raid. All of your Heros of your Faction gain +1S.
Re the Keeper	pantheons	4-AW	R			3	0	0	Senpet Deity of Truth You cannot play Night actions. All Day actions you play cost 2 less Copper and 1 less Water
Shiva the Destroyer	pantheons	4-AW	R			3	0	0	Ivory Kingdoms Deity of Rebirth you cannot discard from your hand to absorb damage from engagements. Whenever one of your heroes enters a duel, randomly select and discard a card from your hand. The opposing Hero has his or her Ka reduced by the card's Fate value.
The Lure of Kaleel	pantheons	4-AW	R			3	0	0	At the beginning of the Dawn Phase, you may get from your deck a Hero or Action that creates a Night action when bowed or played. Show the Hero or Action to your opponents and add it to your hand. Reshuffle the deck.
The Mighty and Merciless Sea	pantheons	4-AW	R			3	0	0	Yodaitai Deity of Fear All other players have their hand size reduced by one.
The Will of Shilah	pantheons	4-AW	R			3	0	0	Your Heroes each have +1K while The Will of Shilah is in play.
Toth the Trickster	pantheons	4-AW	R			3	0	0	Senpet Deity of Deception Reaction: When you destroy a Holding to use its ability, pay 1 Water and the Holding's printed Copper and Water costs. Bring the Holding back into play bowed.
Vishnu the Preserver	pantheons	4-AW	R			3	0	0	Ivory Kingdoms Deity of Creation Attacking Heroes each have -1S

Ajbar ibn Kaleel	spells	4-AW	R	2	4	2	5	3	Summon Jinn Malignity - Kaleel's Legion - Berserk Day: Bow one of your Sahir to bring Ajbar ibn Kaleel into play. Open: Bow Ajbar ibn Kaleel. Another Hero in play gains the Berserk trait until the end of the turn.
al Amaq	spells	4-AW	R	*	*	2	7	3	Summon Jinn of Lost Hopes. Unique Reaction: When a Hero is destroyed, bow one of your Sahir to bring al Amaq into play. Al Amaq becomes an exact duplicate of the Hero, copying permanent changes and traits, but not attached tokens or cards. Al Amaq retains the Jinn trait. If Al Amaq copies a Unique Hero, only one al Amaq can be in play at a time.
Alakrai	spells	4-AW	U	1	1	1	0	3	Summon Elder Jinn Trickster. For every card destroyed in his army, Alakrai gains +1S/+1K until the end of the turn. Day: Bow one of your Sahir to bring this Jinn into play.
Asifet of the Fleet	spells	4-AW	R	2	2	3	1	1	Summon Jinn of the Desert Tempest - Flying Asifet enters play bowed. Asifet cannot attach more than one Follower. A Follower attached to Asifet gains the Flying trait. Day: Bow one of your Sahir to bring Asifet into play.
Ayna, Jinn of Qanon	spells	4-AW	C	3	0	2	5	3	Summon Jinn of Brutal Harvest Ayna is not destroyed if he has 0 Ka. Card effects do not affect Azyna's Ka. Ayna cannot be challenged or enter a duel. Day: Bow one of your Sahir to bring Ayna into play. Reaction: When a Battle Action Segment begins, destroy Ayna. Play a Battle action. The Battle Action Segment then continues normally.
Blighted Fields	spells	4-AW	U			0	0	2	Open: Bow one of your Sahir. Bow a Holding in play. The holding cannot straighten next turn unless its controller discards one water.
Blinded by Fate	spells	4-AW	R			0	2	3	Curse Reaction: When one of your Heroes enter a duel, bow one of your Sahir. During the duel, the opposing Hero can only parry from his or her deck. Cards discarded this way go to their player's Saved pile.
Ceremony of the Black Heart	spells	4-AW	U			0	5	2	Battle: Bow one of your Sahir in this battle. The next opposing Hero that engages is destroyed at the end of the battle.
Crystals	spells	4-AW	R			0	3	2	Battle: Bow one of your Sahir. Make an Archery engagement against your opponent equal to the Sahir's Ka. You can split up the engagements damage to target multiple cards; each instance of damage is independent of the others and treated separately.
Curse of Eternal Beauty	spells	4-AW	C			0	5	3	Open: Bow one of your Sahir. Target a Hero in play. Draw and discard a card. Add the card's Fate value to the Hero's Influence. The Hero's controller draws and discards a card, adding the card's Fate value to the Hero's Ka. If the Hero's total Influence now exceeds his or her total Ka, destroy the Hero.
Discorporation	spells	4-AW	R			0	5	3	Battle: Bow one of your Sahir. Target an opposing Hero. You and the Hero's controller each draw and discard a card. Add your card's Fate value to the Sahir's Ka. Your opponent adds his or her card's Fate value to the Hero's Ka. If the Sahir's total Ka exceeds the Hero's total Ka, destroy the Hero.
Forget	spells	4-AW	U			0	3	2	Buried Open: Bury the top three cards of a player's deck.
Gathriq	spells	4-AW	U	2	1	2	0	3	Summon Jinn Gatherer. Kaleel's Legion Day: Bow one of your Sahir to bring Gathriq into play. Reaction: When Gathriq engages, increase the engagement's Strength by 2. Destroy Gathriq.
Jinn of a Thousand Midnight	spells	4-AW	C	3	1	2	0	2	Summon Jinn - Flying This Jinn enters play bowed. Day: Bow one of your Sahir to bring this Jinn into play. Jinn Battle: Bow this Jinn. Target an Omen. Destroy the Omen.
Jinn of Destruction	spells	4-AW	R			2	0	3	Summon Jinn - Flying The Jinn of Destruction cannot be assigned to attack or moved into Battle. Jinn, Flying, Carry -1, Raid +1 Day: Bow one of your Sahir to bring the Jinn of Destruction into play. Jinn Reaction: When the Jinn of Destruction successfully raids a city Section, destroy Water tokens on the City Section equal to his Strength. Flavor:

Keeper of the Marble Flame	spells	4-AW	C	0	2	2	0		3	Summon Jinn - Flying Day: Bow one of your Sahir to bring the Keeper into play. Day: Bow the Keeper. Target another Hero in play. Put a 1S Jinn Follower token on the Hero.
Lady Sun's Wrath	spells	4-AW	C			1	3		3	Day: Bow one of your Sahir. One of your City Sections gains the following ability, which replaces any previous abilities and traits: "Battle: Destroy 1 Water on this City Section. Make a 2s Archery engagement."
Ritual of Binding	spells	4-AW	C			?	?		?	Bow one of your Sahir and bury a Jinn from your hand. Put an enchantment token on an Item in play. The token's Strength and Ka bonus equal the Jinn's Fate value.
Ritual of the Awakening	spells	4-AW	R			0	7		4	Day: Bow three of your Sahir. Bury a Pantheon card in play.
Soul Stealing	spells	4-AW	C			0	0		2	Spirit Battle: Bow one of your sahir. Make an Archery engagement equal to the Sahir's Ka.
Sustain Life	spells	4-AW	C			0	0		1	Open: Bow one of your sahir. Target a Hero. All Ka penalties affecting the Hero are negated. Items or tokens causing Ka penalties to the Hero are removed from play.
The Crossroads	spells	4-AW	U			0	0		3	Reaction: Bow one of your Sahir immediately after a Flying Maneuvers Segment, but before the Battle Action Segment of the first battle. Target one of your units. Move the unit from one of the defender's City Sections to another.
The Seed of Qanon	spells	4-AW	U			1	0		3	Battle: Bow one of your Sahir. Target another Hero in this battle. The Hero gains a Strength bonus equal to the Sahir's Strength. If the Hero is destroyed in the battle, so is the Sahir. The Shair need not be in the battle to cast this Spell.
Dark Journey Home	stories	4-AW	R						4	0 Story Points Tale Reaction: Play this card immediately before you lose your last City Section. Reward Open: You remain in the game until the end of the turn. If any other players are also eliminated from the game at the end of the turn, the Blessed player is eliminated first.
The Tale of the Fourth Avatar 1	stories	4-AW	R						4	Tale Reaction: Play this card when every other player has zero cards in his or her hand and this is the last card in your hand. Day: Pay 2 Copper and bow this Story. Get any card from your deck and add it to your hand. Reshuffle the deck.
The Tale of the Fourth Avatar 2	stories	4-AW	R						4	Tale Reaction: Play this card immediately after you destroy more than one City Section in battle in the same turn. Reward Open: Bow this Story. A Hero in play gains +2S/+2K until the end of the turn.
Vendetta	stories	4-AW	U						4	Tale Reaction: Play this card when one of your Heroes raids the last Water token on a City Section. Reward Battle: Bow this Story. Bow an opposing card.
Doomed City of Laramun	strongholds	4-AW	F			4	5	23	2	Faction Restrictions do not apply to you when playing city sections.
Ra'Shari Caravan	strongholds	4-AW	F			3	5	19	4	Your maximum hand size is increased by one. If you have more than three Ra'Shari Heroes in play, draw an additionnal card in the End Phase.
Spirit Keep of the Yodatai	strongholds	4-AW	F			4	3	14	1	Your sahir cannot summon Jinn. Reaction: When one of your armies destroys a City Section in battle, bow the Spirit Keep. Add a "Colony" City Section with 1 Base Strength, 2 Water, and Water Capacity of 2 to the left of your leftmost City Section.
Temple of Kali-Ma	strongholds	4-AW	F			4	1	18	2	Open: Bow the Temple. Target one of your Heroes. The Hero gains the Archery trait until the end of the turn. Reaction: When you engage one of your Heroes, bow the Temple. Increase the engagement's Strength by 1.
The Celestial Alliance	strongholds	4-AW	F			3	4	19	4	You are not eliminated from the game if you end a turn without Water; Unaligned Heroes each cost 1 less Copper. Another Faction's Heroes each cost 3 additionnal Copper instead of 2.
A Dangerous Gift	actions	3-BHBH	R			0	3		2	Open:Target Hero you control gains Carry +2 until the end of the turn.

Blessing of a Thousand Dreams	actions	3-BHBH	U	0	0	1	Reaction: Play immediately after you reveal the Fate value in a raid involving one of your Heroes. Increase your Hero's raiding Fate value by 2.
Blessing of Lady Sun's Mercy	actions	3-BHBH	R	0	5	2	Day: Target A Hero you control. Destroy that Hero to gain Water equal to the Hero's Influence. Immediately distribute this Water in any way you like to your City Sections.
Defending the Innocent	actions	3-BHBH	U	1	6	3	Buried Reaction:Play immediately after another player has destroyed any of your Water tokens through an engagement at an undefended City Section. That player must pay Water equal to the amount he or she destroyed. If that player does not have enough Water, that player must pay all his or her Water. Only one Defending the Innocent can be played per battle.
Dhar-Hama	actions	3-BHBH	R	0	0	2	Event Reaction:Play immediately after one of your Heroes is destroyed in a battle. Any player wishing to perform an engagement must pay1 Water to perform the engagement while this card is in play. This card remains in play until any City Section is destroyed.
Dry Well	actions	3-BHBH	R	0	0	2	Reaction: Play immediately after another player brings a card with a Water cost into play. Pay Copper equal to twice that Water cost. That player must pay the Water cost again, or the card returns to that players hand.
Eclipse	actions	3-BHBH	C	0	0	1	Day Omen: At the beginning of each Dawn Phase, each player must pay 1 Water for each card with the Undead trait that they control or they must destroy that card.
Feast for the Ghuls	actions	3-BHBH	R	0	0	2	Reaction:Play immediately after an opposing Hero without the Archery trait engages your army. Select and destroy a Hero outside of this battle to absorb the engaging damage. Any leftover damage must be absorbed normally.
Genocide	actions	3-BHBH	U	0	0	3	Event Reaction:Play immediately after a Hero you control is destroyed by another player. All Heroes you control gain +1S/+1K whenever facing any Heroes controlled by that player in battles or duels. This card remains in play until any players' City Section is destroyed.
Goods From the East	actions	3-BHBH	C	0	0	1	Open Omen : Once per turn, each player can pay 1 Water to produce 3 Copper for bringing a card into play.
Hekau Captured	actions	3-BHBH	R	0	6	2	Day: Target a bowed Hero in play with less than 4 Strength. The targeted Hero cannot straighten until the controlling player pays Water equal to that Hero's Strength.
Hole in the Sky	actions	3-BHBH	U	0	1	1	Battle Omen: All Jinn in this battle are destroyed at the end of this battle. If you are the Defender, you can play this card if you have no units in the battle.
Leap of Faith	actions	3-BHBH	R	0	0	1	Day: Announce a number. A target opponent cuts his or her deck. If your number matches the Fate value of the cut card, gain 3 Water. If it doesn't match, the target opponent gains 1 Water.The target opponent must reshuffle his or her deck.
Madness	actions	3-BHBH	C	0	3	1	Curse Day: Target a Hero with less than 4 Ka. Until the end of the game, the Hero's controlling player must randomly discard a card from his or her hand every time that Hero is assigned to a battle or raid. The Hero's controller can remove this effect by bowing the Hero and paying 2 Water.
Meeting Your Destiny	actions	3-BHBH	U	0	3	1	Battle: Until the end of the battle, a target Hero gains a Strength bonus equal to his or her printed Strength.
Moving the Constellations	actions	3-BHBH	C	0	0	3	Buried Blessing Open:You can only play this card if you have the Caliph's Blessing. You retain the Caliph's Blessing for the next turn. Until the end of the game, the direction of play is reversed. Clockwise movement is changed to counterclockwise , and vice versa.
Night of the Burning Sky	actions	3-BHBH	U	0	0	2	Open Omen: No Hero with a printed Water cost less than 1 can straighten in the Dawn Phase.

Night of the Seven Stars	actions	3-BHBH	C	0	0	1	Open Omen: Any player wishing to cast a Spell must pay 3 additional Copper to do so.
Nim Visits the Stranger	actions	3-BHBH	C	0	0	2	Reaction:Play immediately after a Hero you control successfully raids a City Section, to steal one additional Water token. Reaction:Play immediately after revealing Fate values in a raid to increase your Fate value by 1.
No Way Out	actions	3-BHBH	C	0	0	1	Battle Omen: All Heroes in your army have a minimum of 1 Strength regardless of modifiers or printed Strength.
Plague of Cobras	actions	3-BHBH	C	0	0	1	Battle:A target Hero loses 3 Strength until the end of the battle.
Political Manuever	actions	3-BHBH	C	0	0	4	Council day: Bow at least 10 Influence you control. Until the end of the turn, all Heroes bowing to engage acannot straighten next turn.
Raising the Dead	actions	3-BHBH	C	0	0	3	Night Buried: Take one card from your Buried discard pile and place it in your Saved discard pile.
Redemption's Court	actions	3-BHBH	U	0	2	3	Battle: Each Hero you control at this battle with 0 influence gains +1S/+1K until the end of this battle.
Rogue's Fortune	actions	3-BHBH	U	0	*	2	Battle: Target a bowed Hero you control in this battle. Pay Copper equal to the targeted Hero's Strength plus Ka to straighten that Hero.
Searching the Streets	actions	3-BHBH	R	0	0	2	Event Reaction:Play immediately after a City Section is destroyed. This card remains in play until another City Section is destroyed or until the end of this turn. No raids can be declared while this card is in play.
Stealing From the Dead	actions	3-BHBH	R	0	0	4	Reaction: Play immediately before attaching an Item that can only be attached to a specific Faction. You can attach that Item to a Hero you control from a different Faction.
Stealing Horses	actions	3-BHBH	U	0	0	2	Reaction:Play immediately after successfully raiding a City Section against a Hero with an attached Item or Follower. Instead of taking the Defenders Water tokens, randomly choose an Item or Follower from the defending Hero and attach it to your raiding Hero if it can be legally attached.
Taking You With Me	actions	3-BHBH	R	0	0	3	Reaction:Play immediately after one of your Heroes is destroyed in a duel to attach a -2K token to the opposing Hero.
Test of the Stone	actions	3-BHBH	U	0	1	4	Day: Target a Hero you control and randomly cut your deck. If the Fate value of the cut card is equal to the Fate value of the Hero, the Hero gains a +2S/+2K token permanently; otherwise, discard that Hero to your Saved discard pile and reshuffle your deck.
The City of Bronze	actions	3-BHBH	C	0	0	1	Open Omen: Every Sahir gains a -1S/-1K penalty and every Jinn gains +1S. Jinn cannot be summoned or brought into play.
The Great Hunt	actions	3-BHBH	C	0	0	2	Buried Day: Bow a Hero you control to bow any Holding in play witha Fate value less than the Strength of the Hero. The Hero can remain bowed. In each Dawn Phase, the Holding cannot straighten if your Hero remains bowed and you pay 1 Water.
The Kindness of Strangers	actions	3-BHBH	R	0	0	2	Council Battle: Bow at least 10 Influence you control.Ebonite Heroes produce 1 additional Influence when bowing to put this card into play. This card enters play in your army as a 3S/3K hero with 3 Influence. You can immediately bow this Hero to engage the opposing army. This Hero is removed from play immediately after engaging or after the battle ends.
The Last Oasis	actions	3-BHBH	R	0	0	1	Day Open: At the beginning of the Dawn Phase, any City sections without attached Water tokens are desrtroyed.
The Moto Attack	actions	3-BHBH	U	0	0	4	Council Day: Bow at least 10 Influence you control. Moto Heroes produce 1 additional Influence when bowing to bring this card into play. Until the end of the turn, players can only declare raids during the Day Phase and attacks during the Night Phase. Players that have already attacked this turn do not get additional Attack Phases.

The White Palm	actions	3-BHBH	C		0	0				3	Open: Target a Hero with an Influence greater than 2. Until the end of the turn, this Hero can, as a battle action, bow to send one opposing unit home from the battle, bowed.
The Wrath of the Khadi	actions	3-BHBH	R		0	5				3	Council Day: Bow at least 12 Influence you control. Khadi Heroes produce 1 additional Influence when bowing to bring this card into play. Until the end of the game, each player must pay 1 Water at the beginning of his or her Dawn Phase. A player can destroy this card by destroying his or her rightmost City Section instead of paying the Water.
True Name	actions	3-BHBH	U		0	0				3	Reaction:Play immediately after a Hero you control destroys another Hero in a duel. Your Hero permanently gains all the abilities of the Hero just destroyed.
We Must Prepare	actions	3-BHBH	U		0	1				2	Reaction:Play immediately after one of your Heroes engages. Target and bow another Hero you control in the same battle to increase the Strength of the engagement by the Strength of the targeted Hero.
What Remains	actions	3-BHBH	U		0	0				4	Reaction:Play immediately after a Unique card is put into play or destroyed. even after the Unique card is destroyed, it is considered in play for the purposes of uniqueness.
You Don't Get Away That Easy	actions	3-BHBH	R		0	2				1	Reaction:Play immediately after you engage a Hero with the Archery trait that you control. Target an opposing unit at another one of the Defender's City Sections to absorb the damage.
The Maze	city_sections	3-BHBH	R	2		5			5	-	Every defending Hero with less than 2 Influence gains +1S in a battle at this City Section. No units can be moved into or out of a battle at this City section. Every Jackal Hero gains +1K in a battle at this City Section.
The Sewers	city_sections	3-BHBH	U	1		5			4	-	Every Hero and Follower without the Undead trait has a -1S/-1K penalty while at a battle at this City Section. Ebonite Heroes in a battle at this City section gain the following ability: Battle: Bow this hero to destroy an opposing Undead Follower or an Undead Hero without attached Followers.
Beasts Below	followers	3-BHBH	C	4	0	0	7	-		2	Undead . Ghul This Hero's Influence is 0 while Beasts Below is attached. Attach a -1K token to this Hero whenever Beasts Below straighten.
Brotherhood of the Black Hand	followers	3-BHBH	R	5	0	1	10	1		3	This Hero gains an additional Raid +1
Courtesan	followers	3-BHBH	U	0	0	0	4	2		2	Every harem in play produces 1 additional copper.
Jinn Retainer	followers	3-BHBH	U	2	0	0	4	-		3	Jinn The Jinn Retainer can only attach to a Sahir. Battle:Bow the Jinn Retainer to decrease the Strength of an opposing Hero by 2. Battle:Bow and destroy the Jinn Retainer to destroy an opposing Jinn.
Nagah Abominations	followers	3-BHBH	U	1	0	0	3	-		2	Nagah . Non-Human Every Nagah Abomonations gains 1 Strength for each other card with the Nagah trait in this army.
Shadow Horde	followers	3-BHBH	C	1	0	0	2	-		1	Non-Human . Shadowlands The Shadow Horde gains 2 Strength when attacking a City Section without any attached Water tokens.
Thugs	followers	3-BHBH	C	2	0	0	1	-		1	The Influence of this Hero is 0 while Thugs are attached. Pay 1 Water at the end of each Dawn Phase, or Thugs are destroyed.
Asadhel Jumah	heroes	3-BHBH	U	0	2	1	3	1		1	Jackal Thief Reaction: Immediately before a Hero with an Item in the opposing army engages, bow Asadhel and pay the Copper and Water costs of the Item to attach that Item to Asadhel. Asadhel must be able to legally attach the card.
Ashalla	heroes	3-BHBH	C	2	5	1	7	2		2	Ebonite Sorceress. Sahir Spirit Day:Bow Ashalla and discard one Jinn card from your hand. Target on Hero you caontrol, who gains +2S/+2K until the end of the turn.
Balance	heroes	3-BHBH	R	1	3	1	6	4		2	Ebonite Judge Reaction: Immediately after a Hero successfully completes a raid, bow Balance and target that Hero. The controller of the Hero draws the top card of his or her deck. If the Fate value of that card is higher than the Influence of the Hero, the Hero cannot strighten next turn.

Bayushi Tangen	heroes	3-BHBH	R	3	3	1	7	1	3	Scorpion Clan Martyr . Unaligned . Unique . Experienced Reaction : Immediately before Tangen is destroyed, bow him and draw the top card of your deck. If the Fate value of that card matches Tangen's Fate value, he goes home bowed instead of being destroyed.
Chandra	heroes	3-BHBH	R	2	2	1	8	3	3	Jackal . Assassin . Unique . Experienced Reaction: Immediately after Chandra enters a duel against an opponent with an Item, bow Chandra to negate all effects of that Item for the duration of the duel.
Enala	heroes	3-BHBH	R	5	3	2	12	3	5	Jackal Champion . Duelist . Unique . Enala will only join Jackal players. Undead Followers attach to Enala for 2 less Copper. Spirit Reaction:Immediately before you bring a card into play, bow and destroy an Undead Follower attached to Enala to reduce the Water cost of that card by the Fate value of the destroyed Follower.
Enigma	heroes	3-BHBH	C	1	2	1	6	3	3	Ebonite Reaction: Immediately after one of your Heroes wins a duel of destroys an opposing Hero in a battle, bow Enigma to give your hero a +1S/+1K Valor token. Heroes cannot attach more Valor tokens than their Influence.
Fatima	heroes	3-BHBH	U	2	3	1	7	3	3	Assassin First-Born . Experienced . Unique . Undead Fatima can remain bowed. Day : Bow Fatima and target an unbowed Hero with less than 4 Strength. The target Hero's controller must declare an Attack Phase and attack with that Hero this turn,if possible.
Felah Hassan	heroes	3-BHBH	C	1	1	0	5	0	1	Unaligned Sahir A Qabal or Senpet player must pay an additional 2 Copper to bring Felah into play. Reaction: Immediately after one of your Water tokens is destroyed, bow and destroy Felah to attach a new Water token to the location at which the former one was just destroyed.
Ferryman	heroes	3-BHBH	C	0	1	0	6	2	1	Unaligned . Carry -1 . You can assign the Ferryman to a raid with another Hero. You can assign a raiding Fate-value card to each Hero. The total of the two raiding Fate-value cards is your total raiding Fate value.
Haythum Za'nul	heroes	3-BHBH	C	3	3	1	8	0	2	Unaligned Battle:Once per turn, send one opposing Flying unit Home from this battle, bowed.
Hitomi Tashima	heroes	3-BHBH	R	3	5	2	11	1	4	Dragon Tattooed Man . Experienced . Unaligned . Unique Tashima can attach the Obsidian Mirror without cost. This unit cannot be sent Home from battle or a raid by another players' card effect. Open: Bow to challenge any Hero with an attached Item with a Fate value of 2 or higher to a duel that cannot be refused. An Item token is considered to have a Fate value of 0.
Jangir	heroes	3-BHBH	R	2	4	2	8	1	3	Jackal . Moto . Shugenja . Sahir . Unique . Experienced Reaction: Immediately after the resolution of a raid in which Jangir is involved, return Jangir's raiding fate card to your hand
Jubal the Knife	heroes	3-BHBH	C	3	2	1	8	1	1	Ebonite Reaction: Immediately before engages, Jubal gains +2S.Attach a -1K token to Jubal after the battle.
Judgement	heroes	3-BHBH	R	4	5	3	13	4	5	Ebonite Crusader . Champion . Duelist . Unique Battle: If you are the defender, you can bow Judgement to engage an attacking army. You may do this even if Judgement is not in the defending army or assigned to any battle. Followers in his unit cannot engage in this manner. You must have a unit in the battle to use this action.
Kalib al Asim	heroes	3-BHBH	U	3	2	1	8	1	2	Ebonite Wolf-Master. Reaction:Immediately after an opposing Hero with a lower Strength than Kalib leaves the battle, bow Kalib to destroy that Hero.
Kiyoshi	heroes	3-BHBH	R	4	4	3	13	2	4	Moto Tar-Khan . Experienced . Unique . Raid +1 Kiyoshi will not enter play if you have Gaheris in play. Kiyoshi cannot attach Followers. If Kiyoshi takes a City section's last Water token in a raid, that City Section is destroyed, regardless of its Strength.

Labib al Hatim	heroes	3-BHBH	R	3	3	1	8	1	3	Qabal Sahir Every Event action costs 1 additional Copper to play while Labib is in play. Battle: Bow Labib to straighten another Hero with a lower Strength in this army.
Matishiya	heroes	3-BHBH	C	2	4	1	7	3	2	Sahir. Flying Matishiya cannot summon Jinn. Open: Bow Matishiya and target a Hero with the Flying trait. The target Hero loses the Flying trait until the end of the turn.
Pashal	heroes	3-BHBH	C	2	2	0	5	0	1	Ebonite Squire. Pashal cannot refuse a duel. Battle: Bow Pashal to bow an opposing Follower.
Qer Apet	heroes	3-BHBH	U	3	3	2	9	2	4	Senpet . Berserk . Experienced . Unique Qer Apet gains +1S when attacking Reaction: Immediately before a Hero you control with an attached, unbowed Follower is destroyed in this battle, bow Qer Apet to attach that Follower to Qer Apet.
Ramontet	heroes	3-BHBH	U	3	4	1	9	3	3	Jackal . Senpet Strategist . Unique . Experienced . Battle : Bow Ramontet and target a Hero in the opposing army with a Ka lower than Ramontet's. Cards in that unit cannot engage in this battle.
Rohshem	heroes	3-BHBH	C	2	2	2	7	0	3	Unaligned Panther . Flying . Nonhuman Rohshem cannot attach Followers. Rohshem gains +2S/+2K during the Night Phase.
Seff Seven-Fingers	heroes	3-BHBH	C	2	4	1	7	1	3	Jackal Seff gains 2S if this army has at least one other Hero and all other Heroes in the army are Jackals.
Sibirah	heroes	3-BHBH	C	2	2	1	6	2	2	Jackal Battle: If you control a unit in the current battle, attach a -1K Exhaustion token to Sibirah and move Sibirah into the current battle. Remove the Exhaustion token at the end of the turn.
Templar Master of Stars	heroes	3-BHBH	U	0	3	1	6	2	2	Ebonite . Sahir Spirit Reaction: Immediately before you or one of your cards is targeted by an action from an Undead card, bow Templar to negate the effects of that action.
The Twins Janan	heroes	3-BHBH	U	2	3	1	7	2	2	Ebonite Day: Bow the Twins to draw two cards from the top of your deck. Take one, show it to your opponents, and put it in your hand. Discard the other card to your Buried discard pile.
Wardah the Urchin-Mistress	heroes	3-BHBH	C	2	2	0	5	1	1	Gypsy Jackal Reaction: Immediately after an engagement from an opposing army, bow and destroy Wardah to absorb the damage as if Wardah were in the battle. You can use this action if you have no units in the battle.
Yaminah	heroes	3-BHBH	C	3	4	2	7	2	2	Jackal Battle: Bow Yaminah to move an unbowed Hero you control from another battle to this battle.
Yodajin Templar	heroes	3-BHBH	U	4	4	1	9	3	3	Ebonite Undead cards cannot absorb damage from engagements of Yodajin unless Undead cards are the only targets in the opposing army.
Burning Marketplace	holdings	3-BHBH	U				0	4	1	All Spices in play produce 1 less Copper. Bow to produce 3 Copper. Night: Bow and destroy Burning Marketplace. Target another Holding in play. The targeted holding is destroyed unless its controller pays 1 water.
Gold Merchant	holdings	3-BHBH	C				1	3	1	Bow to produce 3 Copper. Bow to produce 5 Copper when bringing an Experienced Hero into play.
Lady Sun's Temple	holdings	3-BHBH	U				0	4	3	Fortification. Every Non-Human Hero in a battle at this City Section suffers a -2K penalty while in the battle.
Mubarak	holdings	3-BHBH	R				0	4	4	Advisor . Holy Man . Unique Open: Bow Mubarak and pay 1 Water. Until the end of the turn, any player wishing to declare an attack against you must pay 2 Water to do so.
Noble House of al-Haffit	holdings	3-BHBH	R				1	6	3	Unique . Noble House Bow to produce 4 Copper. Open: Bow the Noble House of al-Haffit and pay 1 Copper to give a Hero in play Raid +2 until the end of the turn.

Public Execution Grounds	holdings	3-BHBH	U			1	2	2	Bow to produce 1 Copper. Reaction:If this holding is controlled by a Jackal player, immediately after a Stronghold bows to use its ability, bow and destroy the Public Execution Grounds to negate the effects of that ability. This cannot prevent the Copper production of the Stronghold.
Silver Merchant	holdings	3-BHBH	U			1	2	1	Bow to produce 2 Copper Day: Bow and destroy the Silver Merchant to attach a +1S/+1K Silver token to any weapon in play.
The Circle of Three	holdings	3-BHBH	R			0	6	3	Advisor. Unique Reaction:Immediately after you play an Omen,bow the Circle of Three and pay 1 Water. The Omen cannot be replaced or destroyed until the beginning of next turn. Battle Omens are still destroyed at the end of the battles in which they are played.
The City of Orphans	holdings	3-BHBH	R			1	6	3	Unique Noble House Bow to produce 4 Copper Your hand size is increased by one while you have this card in play.
The House of the Heavens	holdings	3-BHBH	C			1	2	2	Bow to produce 2 Copper. Bow to produce 3 Copper if you put the current Omen in play. Reaction: If the House of Heavens is controlled by an Ebonite player, bow and destroy the House of Heavens to absorb 4 damage from an engagement from the opposing army.
Traitorous Advisor	holdings	3-BHBH	U			0	4	3	Advisor. While this card is in play, draw ine less card at the end of your End Phase. Open:Bow and target a Holding in play. Reduce that Holdings Copper production by its Fate value until the end of the turn. Open: Bow and target a Holding in play. That Holding cannot bow to produce any effects other than to produce Copper until the end of the turn.
Scimitar	items	3-BHBH	C	2	1	0	5	1	Weapon
Shard of the Ancients	items	3-BHBH	F	1	1	1	9	4	Unique . Weapon Shard of the Ancients can only be attached to an Ebonite Hero Shard of the Ancients gains +1S/+1K for each opposing unit this Hero is facing while in battle. Shard of the Ancients gains an additional +1S/+1K for each opposing Undead Hero in battle.
The Obsidian Mirror	items	3-BHBH	R	0	0	0	9	4	Unique Open: Bow this Hero and pay 3 Copper to target another player. That player's maximum hand size is reduced by two to a minimum of one until the end of the turn.
The Soul of the Slayer	items	3-BHBH	F	0	1	1	9	4	Unique Soul of the Slayer can only be attached to a Jackal Hero. Reaction: Immediately after this Hero destroys another Hero in a duel or engagement, bow this Item to take control of the destroyed Hero. The destroyed Hero os returned to your Home, bowed and with the Undead trait, and all Followers attached to that Hero are destroyed.
Words of Glass	items	3-BHBH	R	0	0	1	6	3	Unique This Hero cannot be targeted by another players cards.
Words of Sand	items	3-BHBH	U	0	0	1	6	3	Unique Words of Sand can only be attached to a Sahir. This Hero acn attach one non-Jinn Spell as if it were an Item and bow to cast that Spell. The Spell is not discarded after it is cast, but can be cast only once per turn.
Curse of Lost Youth	spells	3-BHBH	U			0	3	2	Night Curse: Target another Hero in play. Until the end of the game, attach a -1K Curse token to the Hero each time the Hero straightens
Jinn of Reflection	spells	3-BHBH	R			2	0	1	Summon Jinn Day :Bow a Sahir you control to bring this Jinn into play. While this Jinn is unbowed at a battle, the Sahir that summoned this Jinn can cast spells at the battle as if that Sahir were also in the battle.
The Nightmare Devourer	spells	3-BHBH	C			2	0	3	Summon Jinn . Flying Night: Bow a Sahir you control to bring the Nightmare Devourer into play. Jinn Night: Bow the Nightmare Devourer to destroy any non-Water token in play and attacha +1S/-1K Dream token to the Nightmare Devourer.
The Star's Blessing	spells	3-BHBH	U			0	0	999	Battle:Bow a Sahir you control. Your units cannot be targeted with Archery attacks until the end of the battle.

The Tale of Selqet and the Eye of Night	stories	3-BHBH	R							4	2 points . Tale Reaction : Play immediately after each player still in the game loses at least one City Section in the same turn due to engagement. Reward:Attach this card as a new City Section to the right of your rightmost City Section. This City Section has a base strength of 5 but cannot hold any Water tokens. If this City Section is destroyed, remove this card from play.
Ebonite Temple of the Black Stone	strongholds	3-BHBH	F			3	7	21		1	Open: Bow the Temple of the Black Stone. Until the end of the turn, each Water token attached to your City Sections can be discarded to absorb 2 points of damage while you are the defender.
Jackal City of Bones	strongholds	3-BHBH	F			4	4	19		3	If the City of Bones is unbowed, immediately after one of your Heroes destroys one or more opposing Heroes in a duel or battle, attach a 1S Undead Ghul follower token to a hero you control.
Misha	heroes	PRO	PRO	3	3	1	7	4		2	Ra'Shari Trader * You may immediately attach an item for 2 less copper to Misha when you bring him into play.
A Sahir's Doom	actions	2-S&L	U			0	0			4	Reaction: Play immediately after a Sahir summons a Jinn into play. That Sahir is bowed and remains bowed until that Jinn leaves play.
Across the Desert at Midnight	actions	2-S&L	R			1	0			1	Night: Create an Attack phase against your opponents if you have not declared an attack this turn. Day: Create a Raid phase against your opponents. You may not raid again this turn.
Allies in the Crowd	actions	2-S&L	C			0	0			1	Night: Play this card to bring a Hero into play from your hand. All cost must be paid.
Dark Alley	actions	2-S&L	C			0	0			1	Reaction: Play immediately after one of your heroes enters a duel. Until the end of the duel, your opponent may only parry from his deck.
Dharr's Vow	actions	2-S&L	C			0	0			3	Reaction: Play immediately after a Hero you control is destroyed with an attached item or follower. Retrieve that item or Follower from your discard pile and attach it to another one of your unbowed Heroes.
Duel of Wits	actions	2-S&L	U			0	0			2	Day: One of your unbowed Heroes challenges another Hero to a duel, which may not be refused. Compare influence vs. influence instead of Ka (Zero Influence Heroes are considered to have 1 Influence), but otherwise treat this as a normal duel. The loser pays up to 2 water tokens to the winner if possible. The loser does not die as a result of this duel.
Jackal Ambush	actions	2-S&L	R			0	0			4	Reaction: Play immediately after you destroy an opposing Hero. You gain water equal to the Influence of that Hero on to any one of your City Sections.
Kara's Last Stand	actions	2-S&L	U			0	0			2	Reaction: Play immediately after the assignment phase of a battle, but before the actions phase of the battle. Bow one of your units in your army to send an opposing unit of equal or lower strength home from this battle unbowed.
Offensive Terrain	actions	2-S&L	C			0	0			1	Battle Omen: All Ground Heroes in this battle engage for an additional 2 damage.
Patience	actions	2-S&L	U			0	0			2	Open: Play this card as your action. This action produces no effects and does not count as passing your turn.
Poison	actions	2-S&L	R			1	1			3	Reaction: Immediately upon a successful thrust, play this card to double the damage of that thrust.
Praying at the Wall	actions	2-S&L	U			0	0			2	Open Omen: Play immediately after one of your heroes engages to return him home bowed.
Run for your Life	actions	2-S&L	C			0	0			1	Reaction: Play immediately after one of your Heroes engages to return him home bowed.
Sewer Expedition	actions	2-S&L	C			0	0			2	Day: Draw the top card of your deck. If that card's Fate value matches your Stronghold's Fate value then search through your deck, take one card and put it in your hand. Reshuffle your deck.
Shadow Ambush	actions	2-S&L	U			0	0			3	Night: Bow a Ghul you control and target an opponent. Target player draws 2 less cards in his or her end phase, to a minimum of zero.

Slaves of the Senpet Temple	actions	2-S&L	U		0	0			2	Day Omen: As a Day action, each player may pay 2 copper to attach a 1S Slave Follower token on a Hero they control.
Small Betrayals	actions	2-S&L	U		0	2			2	Day: Play this card and target 1 water token on an opponent's City Section. Move that token to any other one of that player's City Sections.
Stand Together	actions	2-S&L	C		0	0			3	Battle: All allies in your army gain 2S.
Strange Bedfellows	actions	2-S&L	C		0	0			1	Open Omen: All Heroes not aligned to their controlling player's Faction gain +1S/+2K
Taja's Lesson	actions	2-S&L	R		0	0			3	Battle: Target opposing Hero must absorb 2 damage. Reaction: Play immediately after one of your Heroes uses Archery to engage. You may split the damage inflicted between two different units.
The Blood of a Jinn	actions	2-S&L	C		1	0			1	Reaction: Play immediately after one of your Heroes is destroyed by engaging damage. Any leftover damage is negated.
The Blood of the Prophet	actions	2-S&L	U		1	1			3	Day: Target a bowed Hero in play. Targeted Hero remains bowed until the controller repays the water cost of that Hero as an Open action.
The Fist of the Scarab	actions	2-S&L	U		0	0			2	Reaction: Play immediately after one of your Heroes engages. Target and bow another Hero of the same Faction in your army. The engaged damage is increased by the Strength of the targeted Hero.
The Sahir and the Goddess	actions	2-S&L	C		0	0			4	Open Omen: All players must pay one water for each Jinn they assign to attack in a battle.
The Wrath of the Black Stone	actions	2-S&L	R		0	0			4	Reaction: Play immediately after a player plays an omen. That player must pay 2 water. If that player does not or is unable to pay the water cost, that player's rightmost City Section is destroyed.
To Avenge the Fallen	actions	2-S&L	U		0	0			1	Battle: Target Hero you control gains 1S for every Hero in your Buried Discard pile.
Visions of Solace	actions	2-S&L	C		0	0			3	Battle: Water tokens absorb an additional point of damage at this battle.
We Have One Chance	actions	2-S&L	U		0	0			3	Reaction: Play immediately before one of your Heroes is destroyed in a duel. Another Hero you control is destroyed instead.
Duqaq's School of Astronomy	city_sections	2-S&L	U	1	6				4	Reaction: Immediately after a Sahir at this battle cast a spell, the controller of that Hero may draw a card from his or her deck into his or her hand.
Underground Lake	city_sections	2-S&L	U	1	6				5	This card may only be put into play by an Ashalan player. No units may be assigned to this City Section in the Flying Phase.
Bandits	followers	2-S&L	R	1	0	0	2		1	Battle: Pay 3 copper to give bandits a 1S bonus until the end of the turn. This may be done more than once per battle.
Bodyguard	followers	2-S&L	R	0	2	0	5		3	Reaction: Immediately after you miss a parry from your deck. Bow the Bodyguard to replace that parry card with another card from your hand.
Eunuchs	followers	2-S&L	C	1	0	0	4		3	No reactions may be played in the duel this Hero is in.
Lakeisha's Sky Raiders	followers	2-S&L	U	3	0	0	6		2	Flying.
Light Cavalry	followers	2-S&L	C	2	0	0	5		1	Reaction: Immediately before a unit is sent home from battle, bow Light Cavalry to cancel the action
Lizard of Water and Fire	followers	2-S&L	R	3	0	1	6		2	Battle: Once per battle, discard on Water to double the Lizard's Strength. This unit is destroyed at the end of the turn.
Sewer Ghuls	followers	2-S&L	U	3	*	1	4		1	Undead Ghul * This unit may not be assigned to a Raid. This Hero losses a -2K penalty while Sewer Ghuls is attached. This penalty does not affect Undead Heroes.
Spearmen	followers	2-S&L	C	2	0	0	4		1	Archery+1. Spearmen gain +1S when Defending.
Spy	followers	2-S&L	C	0	0	0	3	-	2	Reaction: Bow the Spy immediately after this unit is assigned to a battle to randomly select one card from one of your opponent's hand. That card is placed face-down and may not be used in this battle for any reason. That card is returned to your opponent's hand immediately after the battle ends.
Adil	heroes	2-S&L	C	1	3	0	6	1	3	Qabal Earthshaker * Adil gains +1S for every Sahir in this army

Afshan Jarr	heroes	2-S&L	C	2	3	1	6	0	1	Jackal * Curse Open: Bow Afshan Jarr and target a Hero with less than 3 Ka. Target Hero may not use any of his or her abilities until the end of this turn.
Althira	heroes	2-S&L	R	2	2	2	7	3	2	Ashalan Priestess * Sahir * If Althira casts a spell with a water cost, you may pay copper instead. You must pay 2 copper for each water necessary to cast the spell.
Amru	heroes	2-S&L	R	0	2	1	7	1	2	Qabal Avatar * Sahir * Unique * Amru gains a permanent +1S/+1K Avatar token every time she cast a spell.
Anbari Khalil	heroes	2-S&L	R	4	4	3	12	3	5	Ashalan Champion * Council Leader * Carry + 2 * Unique * Will only join an Ashalan player * Open: Bow Anbari and destroy any Holding you control. Gain water on your City Sections equal to the Fate value of the Holding.
Atep	heroes	2-S&L	C	2	2	0	6	1	2	Battle: Bow Atep to give all Followers in this army a 1S bonus.
Barda the Hawk	heroes	2-S&L	C	2	2	1	7	2	3	Qabal Sky Shepherd * Sahir * Flying * Carry +1
Dawuud	heroes	2-S&L	U	1	2	1	6	3	2	Qabal Librarian * Sahir * Day: Bow Dawuud to draw the top card of your deck. If it is a spell, show it to your opponents and you may put it in your hand; otherwise discard it.
Dena	heroes	2-S&L	C	2	2	1	6	1	1	Unaligned Thief * Criminal * Night: Bow Dena and target a Hero with an attached item in play. Draw a card from your deck. If the fate value of that card is higher than the fate value of the target Hero, take the attached item and attach it to Dena.
Eyla the Protector	heroes	2-S&L	C	2	2	1	6	3	2	Ashalan Blood-Sworn * Eyla gains 2S/2K if she is the only Hero in your army.
Golem	heroes	2-S&L	R	*	+1*	2	*	0	4	Berserk * Non-Human * Bow at least one Sahir you control to bring this card into play. Golem gains +1S/+1K for every Sahir you bow while bringing Golem into play. Pay copper cost equal to twice of the number of Sahir bowed. In the Dawn Phase, bow one Sahir you control in order to keep Golem in play.
Gullet	heroes	2-S&L	U	2	3	0	8	0	2	Undead Ghul* May only attach Undead Followers * Night: Bow to attach a 1S/-1K Undead follower token on any other unbowed Hero you control. Undead Heroes are not affected by the -1K penalty.
Hekau	heroes	2-S&L	R	3	5	3	11	3	5	Unique * Sahir * Flying * Duelist * Qabal Champion * Raid +1 * Will only join Qabal players. Hekau may bow to cast two spells at a time. All costs must be paid. Open: Bow Hekau to challenge a Khadi to a duel, which may not be refused.
Hojyn	heroes	2-S&L	C	1	3	1	4	2	1	Ashalan Explorer * Battle: Once per turn, pay one water token to destroy an omen in this battle
Jamilah	heroes	2-S&L	C	2	2	1	6	2	2	Assassin Silken Ghost * Opposing Heroes in a duel may not thrust with a Fate value equal to Jamilah's Influence.
Julianna Barakah	heroes	2-S&L	U	2	4	1	7	2	2	Sand Pirate Wind-Bound * Unaligned * Sahir * Battle: Bow Julianna and move a unit you control from another battle to this battle.
Kalesha Sesh	heroes	2-S&L	R	0	2	0	5	3	4	Jackal * Unique * Day: Bow Kalesha to destroy any number of your water tokens up to Kalesha's Ka. The player with the Caliph's Blessing must destroy an equal number of water tokens. If that player is unable to destroy that
Katani	heroes	2-S&L	R	2	3	1	7	2	3	Ashalan Daughter of Midnight * Sahir * Open: Bow Katani to challenge a Hero with Water tokens attached to a duel. This duel may be refused if that Hero discards water tokens.
Kurrat al-Ayn	heroes	2-S&L	R	2	4	1	8	2	2	Ice Sorceress * Sahir * Qabal All Jinn summoned by Kurrat al-Ayn cost 2 additional water tokens. This Jinn enters play with a permanent +2S/+2K bonus.
Lamassar	heroes	2-S&L	U	2	4	2	6	1	3	Ashalan Heart-Seeker * Archery +1 * If there are any water tokens attached to the City Sections at this battle, Sinjar may not be sent home from battle by another player's action.

Manala Shessim	heroes	2-S&L	C	2	1	0	6	2	2	Ebonite Guardian of the Seven Keys * Reaction: Immediately after Fate cards are revealed in a Raid where Manala is the Defender, bow Manala to reduce the Fate Value of a card used by her Ka as the card is revealed.
Matsu Gohei	heroes	2-S&L	R	0	3	1	7	0	3	Lion Clan Butcher * Samurai * Unique * Unaligned * Tactician * Gohei gains 2S while attacking.
Mirali	heroes	2-S&L	U	2	1	1	5	2	2	Ashalan Guard * Raid + 1 * Reaction: Immediately after Mirali is assigned to defend against a Raider with less Strength than Mirali, bow to send that Raider home bowed.
Moto Marik	heroes	2-S&L	R	2	4	1	8	3	3	Moto Raid Master * Unique * Carry + 2 * Raid +1 * Marik may assign to Raid a City Section after the Defender assigns his or her Defending units
Nizam	heroes	2-S&L	C	1	1	0	4	0	2	Sahir * Qabal Third Apprentice * Nizam may not attach spells with a Fate Value greater than 2.
R'adjir, the Thunderfoot	heroes	2-S&L	U	7	3	4	8	0	1	Giant * Non-Human * In the End Phase, destroy a Follower attached to R'adjir or R'adjir is destroyed
Rahjid	heroes	2-S&L	R	1	3	1	7	3	3	Rakshasa Ambassador * Unaligned * Rahjid may not be targeted with spells. Political Open: Bow Rahjid to move the Caliph's Blessing one player clockwise
Samarhad	heroes	2-S&L	U	3	4	0	8	1	2	Ashalan Sun-Rider * Reaction: Immediately before being assigned to a battle, you may play one action on Samarhad. You may only do this once per turn.
San'a	heroes	2-S&L	R	3	3	1	10	4	4	Khadi Mistress of Mercy * Sahir * Unique * Heroes with Followers are not immune to engagements from San'a.
Shosuro Hametsu	heroes	2-S&L	R	2	2	1	7	1	3	Scorpion Clan Poison Master * Unique * Unaligned * Open: Bow to give a Hero you control a Poison token. Heroes with Poison tokens may perform the action Reaction: Immediately after unsuccessfully defending a Raid at a City Section, bow and destroy one Poison token to replace one of the water tokens on the opposing Hero to a -2K token on the opposing hero.
Tabari	heroes	2-S&L	U	2	3	1	7	1	3	Qabal Shadowmaster * Sahir * Night: Bow Tabari and discard one card from your hand to target an opponent. That opponent must randomly discard from their hand.
Tarya	heroes	2-S&L	C	0	1	1	4	0	1	Ashalan Half-Breed * Reaction: Immediately before bringing a Hero into play, bow Tarya to reduce that Hero's water cost by 1.
Tasir	heroes	2-S&L	R	3	2	2	7	1	4	Khadi Silencer * Sahir * Unique * Battle: Bow Tasir to challenge an opposing Hero to an unrefusable duel. If the opposing Hero loses, he is immediately returned to his controller's hand.
The Caliph	heroes	2-S&L	R	2	3	1	8	5	4	Unique * Sahir * Khadi * Reaction: Immediately before returning a Khadi to play from the Buried Discard pile, bow the Caliph to reduce the water cost to zero. The Caliph gains a -1K exhaustion token.
The Grey Woman	heroes	2-S&L	R	0	4	1	7	2	4	Ra'Shari Grandmother * Unique * Sahir * The Grey Woman may cast Curses for free. * Reaction: Immediately after a curse targets one of your cards, bow the Grey Woman to negate the effects of the curse.
Zenaida	heroes	2-S&L	U	2	3	1	8	3	3	Qabal Bane of Jinn * Sahir * Day: Bow to challenge a Jinn to a duel. Targeted Jinn may refuse the duel if the Jinn's controller pays 2 water. If Zenaida wins a duel against a Jinn, you take control of that Jinn until the end of the game. Zenaida is destroyed if she loses the duel.
Al-Balah	holdings	2-S&L	U			1	3		1	Bow to produce 5 copper for any follower.
Baha al-Din	holdings	2-S&L	R			1	6		4	Advisor * Reaction: Immediately after the Flying Assignment phase, bow Baha al-Din to assign one unit you control to a battle.
Bazaar	holdings	2-S&L	U			1	7		3	Bow for 4 copper
Blacksmith	holdings	2-S&L	U			1	5		3	Bow to produce 2 copper. Open: Bow this Blacksmith and pay 1 copper to attach a 2S/2K weapon token on a Hero you control.
Glass Blower	holdings	2-S&L	R			2	5		1	Advisor

Jenna's Shop of Wonders	holdings	2-S&L	C			1	2	3	Bow to produce 2 Copper
Muhad'di	holdings	2-S&L	U			0	3	3	Advisor * Bow to produce 1 copper plus 2 copper for each Story card you have in play.
Mulah's Coffee House	holdings	2-S&L	U			1	1	1	Bow and pay 1 water token to produce 3 copper.
Small Well	holdings	2-S&L	C			1	2	2	If this holding is brought into play by an Ashalan player, the water cost is zero. Bow to produce 2 copper.
Black Steel Sword	items	2-S&L	R	3	-1	1	7	2	Weapon * Battle: Bow this Hero to challenge a Jinn in play that may not be refused.
Crysteel Sword	items	2-S&L	C	1	1	0	4	2	Weapon * Crysteel Sword gains a +2S/+2K bonus if this Hero is facing a Sahir in a Battle or Duel.
Ntzoze's Amulet of Night	items	2-S&L	C	0	0	0	5	3	This Hero's Influence is increased by 2.
The Khadja	items	2-S&L	S	2	2	1	8	4	Unique * Weapon * May only be attached to an Ashalan Hero. * Reaction: Immediately after this Hero destroys one or more water tokens after engaging without Followers, attach those destroyed water tokens onto this Hero.
The Three-Sided Seal of Sul	items	2-S&L	S	0	0	0	9	4	Unique * May only be attached to an Qabal Sahir. * Day: Bow this Hero to bow target Jinn. Night: Bow this Hero to search your deck for any Jinn card, show it to your opponents and put it in your hand. Reshuffle your deck.
Tome of Summoning	items	2-S&L	U	0	0	0	5	3	May only be attached to a Sahir * Night: Bow this Sahir and destroy this item to search through your deck for one Hero card. Show that card to your opponents and put it in your hand.
Zinan's Flying Carpet	items	2-S&L	C	0	0	0	3	3	Magic Carpet * This Hero gains the trait Flying.
Afshin	spells	2-S&L	R	1	3	2	1	3	Summon Jinn of Earthly Pleasures * Flying * May not Attach Followers. * Day: Bow a Sahir you control to summon Afshin into play. Jinn Open: Bow Afshin and draw and discard a card. If the Fate Value of the card is even, Afshin produces 1 water on one of your City Sections.
Ashim's Rainbow Shield	spells	2-S&L	U			0	4	3	Open: Bow a sahir you control and target a hero in play. This Hero gains a number of rainbow Tokens equal to the casting Sahir's Ka. While absorbing damage from an engagement, this Hero May destroy one Rainbow token for each point of damage. At the end of each End phase, destroy a rainbow token.
Book of 999 Pages	spells	2-S&L	R			0	4	3	Buried Day: Bow one of your Sahir and draw the top card of your deck. If the Focus value of that card is lower than the Focus value of your Sahir, gain 3 Water tokens on the Sahir.
Hakhim's Seal	spells	2-S&L	U			0	0	3	Open: Bow a Sahir you control to give all Jinn you control 1S/1K until the end of the turn.
Heart of the Beast	spells	2-S&L	C			0	3	2	Day: Bow Sahir you control and target a Hero you control. Targeted Hero gains +3S/-2K until the end of the Day.
Jinn of Infinite Eyes	spells	2-S&L	R	*	1*	0	7	4	Summon Jinn * Night: Bow a Sahir to bring this card into play. This Jinn gains +1S/+1K for every other Jinn in play.
Kai	spells	2-S&L	C	0	2	2	2	4	Summon Jinn of Hungry Dreams * Flying * Day: Bow a Sahir you control to bring this card into play. Jinn Open: Bow this Jinn to increase the Strength of a Hero by Kai's Ka until the end of the turn.
Mind Control	spells	2-S&L	U			0	2	2	Curse * Bow a Sahir you control and target a Hero with a Ka less than 4. Targeted Hero must attack this turn if possible.
Spirit Blade	spells	2-S&L	R			0	3	2	Reaction: Immediately when a Hero you control is entering a duel, bow a Sahir you control. Your Hero may play two thrusts at a time instead of one; each thrust must be parried separately. If your Hero dies, this Sahir is also Destroyed.

Tahir	spells	2-S&L	R	3	4	3	1				3	Summon Jinn Lord of the Smokeless Fire * Flying * Archery +3 * May not attach Followers * Tahir enters play bowed. * Night: Bow a Sahir you control to summon Tahir into play.
The Tale of the Four Goddesses	stories	2-S&L	R								4	Play immediately after one of your Sahir destroys another Sahir in a duel or through an engagement. Reward Open: Immediately after one of your Sahir casts a spell, bow to produce 1 water tokens on one of your City Sections.
Qabal Stronghold	strongholds	2-S&L	S				3	4	21		4	You must pay an additional water token for each Hero you bring into play if you control any Khadi Heroes. Water cost for Jinn are reduced by one, to a minimum of one, when you bring them into play.
The City of the Seventh Star	strongholds	2-S&L	S			4	6	20			2	Day: Bow to redistribute as many of your Water tokens between your City Sections as you would like. Night: Bow to declare an Attack in this phase. Pay 1 water token for each unit you assign in this Attack phase.
A Commander's Courage	actions	1-ST	C			0	0				2	Battle: Add 2S to one attacking Hero. Reaction: Play immediately after a Follower attached to a Senpet Hero engages. Double the Strength of that Follower. This Follower is destroyed at the end of the battle.
A Handful of Sand	actions	1-ST	R			0	0				0	When you play this card as your parry in a duel, discard the top card of your deck. Play that card as your next thrust. It may not be parried.
A Vision of Doom	actions	1-ST	C			0	0				1	Open Omen: All Raiding Heroes gain a Raid -1 penalty. This is in addition to all other modifiers.
Alim's Charm of Protection	actions	1-ST	U			0	0				3	Reaction: Play immediately after a spell or innate ability has been cast that targets one of your Heroes. The effects of the spell or innate ability are negated.
Ambush	actions	1-ST	R			1	0				2	Buried Night: One of your unbowed units begins a battle with one target unit. No other units may join the battle, and no City [Section] can be destroyed. Battle actions may be played as normal. Units may not be moved to other City Sections from this battle. The additional Attack Phase does not count as your one Attack for this Turn.
Army Of Ghuls	actions	1-ST	R			0	0				3	Buried Reaction: Play immediately after you engage a Hero you control. The opposing army may not use Fate Values to absorb any of the damage.
Attack at Dawn	actions	1-ST	R			0	0				2	Reaction: Play immediately before the action phase of a battle. The Attacker may perform the first action in this battle. The rest of the battle action phase proceeds normally, beginning with the Defender.
Bad Dates	actions	1-ST	U			0	2				2	Reaction: Target a Hero who has just successfully Raided you. All Water tokens attached to that Hero change into -1 Ka poison tokens. The poisoned Hero may bow as a Day action to remove one poison token.
Badr al Din's Chains of Binding	actions	1-ST	R			0	0				4	Buried Day: Bow a Sahir you control and target a Sahir you do not control. Discard the top card of your deck. Target Sahir may not cast spells or use innate abilities for a number of turns equal to the Fate Value of the discarded card.
Baha al Din's Brass Lamp	actions	1-ST	U			0	0				2	Day: Destroy target Jinn in play.
Belly of the Desert	actions	1-ST	C			0	0				2	Battle Omen: No actions may be played, unless the action destroys or replaces this Omen.
Blind Luck	actions	1-ST	U			0	0				3	Reaction: Play immediately after a Fate value is revealed. Discard that card. Draw and discard your top card on your deck, replacing the revealed Fate value with the Fate value of your discard.
Blood Oath	actions	1-ST	U			0	0				2	Day: All Heroes challenged to a duel gain a 1K bonus until the end of the turn.
Broken Weapon	actions	1-ST	U			0	0				3	Reaction: Play immediately after the printed Fate value of your parry card, that you just played, matches exactly in the printed Fate value of your opponent's last thrust card in a duel. Target an item on your Hero's opponent. Destroy that item and draw a card from your deck into your hand.

Ceremony of the Hidden Heart	actions	1-ST	R	0	6	3	Night: Bow any Sahir you control. This Sahir gains 1S/1K and the Khadi trait permanently.
Contest of Wills	actions	1-ST	U	0	0	2	Battle: Select one of your unbowed Heroes to challenge an opposing Hero to a duel that may not be refused. Reaction: Immediately before the Fate values are revealed in a Raid, your unbowed Hero challenges the opposing Hero to a duel which may not be refused. If the Raiding Hero wins, the Raid continues as if the City were undefended. If the Defending Hero wins, the Raid is unsuccessful.
Desert Spring	actions	1-ST	C	0	0	2	Buried Reaction: Play immediately before you bring a Hero or Follower into play. Reduce the water cost of that card to zero.
Desperate Reserves	actions	1-ST	U	0	0	3	Reaction: Play immediately after a player declares a Raid or an Attack on you. You may straighten as many units as you wish at a cost of one water per unit.
Divided We Fall	actions	1-ST	C	0	0	1	Open Omen: All defending Heroes gain a 1S bonus while this Omen is in play.
Divination	actions	1-ST	U	0	0	3	Day: Flip over the top card of your deck and discard that card. You may look at a number of cards in target player's hand equal to the Fate Value of that card.
Diving Through the Crowd	actions	1-ST	R	0	0	3	When you play this card as a parry during a duel, instead of thrusting, your Hero may bow to cancel the duel.
Faith	actions	1-ST	U	0	0	2	Day: You may discard your entire hand and draw up to your maximum hand size if this is your first action of the turn and you have not brought any other cards into play. [Clarifications: Engaging in a Battle is considered an action. You may play Faith if you have brought cards into play, just not if you have brought cards into play this turn. RL, lbrinfo, 07/31/1998 and 08/10/1998]
Haggling	actions	1-ST	U	0	*	4	Reaction: Play immediately before another player brings a Hero, Item, or Follower into play. Pay copper greater than the printed cost of the card. The copper cost is raised to be equal to the copper you paid. If the new cost is not paid, the card is discarded.
Hisham's Healing Shop	actions	1-ST	R	2	0	2	Reaction: Play immediately before a Hero you control is destroyed. Return him to your home, bowed. All attached cards and tokens are destroyed.
Khadi Justice	actions	1-ST	R	0	0	4	Night: Play this card if a Khadi is in play. Target a Sahir in play without the Khadi trait. Destroy target Sahir.
Knife Fight	actions	1-ST	U	0	0	2	Day: Target one of your unbowed Heroes to challenge any other Hero to a duel. The challenged Hero may decline the fight by paying 3 Water.
Know Your Weakness	actions	1-ST	U	0	0	1	Reaction: Play immediately before you engage one of your Heroes. Bowed Heroes may not absorb any of the damage.
Let Him Bleed	actions	1-ST	U	0	0	1	If this card is played as a parry card, your Hero takes no damage from the thrust.
Lost to the Sands	actions	1-ST	C	0	1	3	Battle: Remove one attacking unit from this battle. It returns to its Home bowed.
Lurking Shadows	actions	1-ST	R	0	*	2	Buried Night: Target a holding. Pay copper equal to twice the printed copper cost of the targeted holding to destroy it.
Martyr	actions	1-ST	U	0	0	3	Reaction: Play immediately after a Hero aligned to your Faction that you control is destroyed by another player. Bring into play from your hand one Hero aligned to your Faction. This Hero's copper cost is halved (rounded down) and all water costs are waived.
Moonless Night	actions	1-ST	U	0	0	3	Reaction: Play immediately before a Night action takes effect. The action is canceled and its effects negated. [Clarification: Raiding is not a Night action and cannot be cancelled by Moonless Night. RL, lbrinfo, 07/29/1998]

No Escape	actions	1-ST	C	0	0	2	Reaction: Immediately before revealing Fate values in a Raid, play this card to create a Battle between the opposing Heroes. The Defender of the Raid becomes the Defender of the Battle, and the Attacker of this Raid becomes the Attacker of this Battle. No water is Raided if the Attacking Hero is destroyed. [Clarification: The Battle is between the opposing Heroes. No water or City Sections may be destroyed. RL, lbsinfo, 08/11/1998]
Nowhere to Run	actions	1-ST	C	0	0	3	Reaction: Immediately after an opposing player engages one or more of his cards. Bow cards in your army at this battle with a combined Strength equal to or greater than the damage inflicted to negate that damage.
One Dinari	actions	1-ST	C	0	0	1	Reaction: Play whenever you are paying a copper cost to produce one copper.
One Water	actions	1-ST	C	0	1	1	Day: Produce one Water token on any of your City Sections.
Position is Power	actions	1-ST	U	0	0	3	Day: If you have the Caliph's Blessing, switch the Strength and Influence of one Hero you control until the end of the turn.
Qolat Assassin	actions	1-ST	R	0	10	3	Buried Night: Destroy target Hero with a Ka less than 4. Buried Night: Destroy one Advisor.
Qolat Master	actions	1-ST	R	1	10	1	Buried Night: Target another player's Hero with a Ka less than 4. All Followers attached to this Hero are destroyed, and this Hero is under your control until the end of the game. This Hero gains the Qolat trait.
Sabotage	actions	1-ST	C	0	0	3	Reaction: Target a Hero immediately after he successfully Raided one of your City Sections. Water on this Hero may not be redistributed at the end of this turn, and the Hero may not straighten next turn.
Sandstorm	actions	1-ST	C	0	0	3	Open Omen: Flying Units are assigned before Ground Units in all battles.
Seduction	actions	1-ST	U	0	0	2	Day: Bow one of your Heroes to bow another Hero in play with a lower Influence.
Sound Planning	actions	1-ST	C	0	0	3	This card may only target one of your unbowed Heroes with a Ka of 3 or higher. Battle: You may move this Hero's unit to a different one of the Defender's City Sections. Battle: Destroy an Omen currently in play.
Sudden Strike	actions	1-ST	R	0	0	2	Reaction: Immediately after the assignment phase but before the action phase of a battle where you have a unit. Play this card and target an opposing player. Target player must randomly discard 2 card from his or her hand.
Sun's Anger	actions	1-ST	R	1	0	2	Open Omen: All cards have their water costs doubled.
Swift Revenge	actions	1-ST	U	0	0	4	Reaction: Play immediately after an attack phase, when you were the Defender. Until the end of the Day phase, you may declare one additional attack even if you already attacked this turn. You may only attack the player who attacked you. [Clarification: If you want to attack twice and you haven't attacked yet this turn, you must attack the player who attacked you both times. RL, lbsinfo, 08/02/1998]
The Arrow's Bite	actions	1-ST	R	0	0	3	Buried Reaction: Play immediately before one of your units engages. Your Hero gains the Archery trait until the end of the battle.
The Heart of the Common Man	actions	1-ST	C	0	0	1	Buried Day: All Heroes in play lose 1S until the end of the turn. All Followers gain a 1S bonus until the end of the turn.
The Sultan's Tithe	actions	1-ST	R	1	0	2	Buried Day: Target player must pay 1 water.
The Weight of Dreams	actions	1-ST	C	0	0	0	Open Omen: During the End phase, each player may take one card from their Saved discard pile and reshuffle it into their deck.
Trials of Desperation	actions	1-ST	C	0	0	3	Battle Omen: For every unit that engages, that player must send home one of his or her unbowed units from that battle (if the player has an unbowed unit to send). These units are sent home bowed.
Umar's Mirror	actions	1-ST	R	0	0	3	Reaction: Play immediately after a spell effect or Jinn effect targets one of your cards. Redirect that effect to any other legal target.
Voice of the Ten Thousand Gods	actions	1-ST	C	0	0	1	Battle Omen: The Strength of all Followers in this battle is reduced to 0.

Water from a Mirage	actions	1-ST	R		0	0			2	Day: Play this card on a Hero you control. This Hero may not be targeted by another player until after this Hero performs an action or is targeted by one of your actions.
Wisdom of the Stars	actions	1-ST	C		0	0			1	Reaction: Play immediately after you engage a Hero. Increase the damage inflicted by the Hero by 2. Reduce this Hero's Ka by one permanently. [Clarification: If the Hero targeted by Wisdom has only 1 Ka, the engagement still continues with the increased damage, but the Hero dies immediately after the damage resolves. Multiple Wisdoms may not be stacked, as the Hero is dead after the first one. RL, lbsinfo, 07/30/1998]
With My Brother Beside Me	actions	1-ST	C		0	0			1	Battle Omen: The Attacker or Defender in the battle may, as a battle action, move a unit into the battle.
With the Sun At Our Back	actions	1-ST	R		0	0			1	Reaction: Play immediately after you engage a Defending Hero with at least 1 strength. The opposing army must destroy at least 1 of their own Heroes or Followers to absorb the damage.
Jewel of the Desert	city_sections	1-ST	S	1	6			5	-	This City Section may hold any number of Water tokens.
Lands of the Senpet	city_sections	1-ST	U	0	6			6	-	All Heroes being assigned or moved into a battle at this City Section must repay their original water costs.
Secret Well	city_sections	1-ST	R	1	5			4	-	Advanced City * May only be brought into play by a Moto player. Day: Bow Secret Well and pay one water from this City Section to draw a card from your deck.
Senpet Garrison	city_sections	1-ST	R	1	7			6	-	Advanced City * May only be put into play by a Senpet player. Reaction: Immediately after you destroy a City Section, gain one water token on this City.
Shadows Within the Walls	city_sections	1-ST	R	0	6			5	-	Advanced City * You may not control more than 2 Shadows Within the Walls. May only be put into play by an Assassin Player. No Raids may be assigned to this City Section.
The Fields of Rolling Grain	city_sections	1-ST	R	1	5			7	-	Advanced City * Battle: Pay one water from this City to send one opposing unit home from this battle without bowing.
The Merchant Quarter	city_sections	1-ST	R	1	4			4	-	Advanced City * Reaction: Immediately before you bow a holding, bow the Merchant Quarter to increase the copper production of targeted holding by one. A holding may not be targeted more than once per turn by a Merchant Quarter.
The River Quarter	city_sections	1-ST	R	1	5			5	-	Advanced City * Day: Bow River Quarter and pay 3 copper to produce one water token on this City.
Thieves Quarter	city_sections	1-ST	U	1	4			3	-	You may not control more than 2 Thieves Quarters. You may not redistribute any water to or from this City section during the end phase.
Advanced Scout	followers	1-ST	C	0	0	0	1	-	1	No Omens may be played at a battle where Advanced Scout is in the attacking or defending army at that battle.
al-Zhayn's Trained Peacocks	followers	1-ST	C	0	0	0	2	-	2	This Hero gains an additional Carry +1.
Archers	followers	1-ST	C	1	0	0	3	-	1	Archery +2
City Guard	followers	1-ST	U	2	0	0	3	-	2	
Desert Warriors	followers	1-ST	U	1	0	0	5	-	2	Immediately after bringing Desert Warriors into play, gain water equal to the water cost of the Hero it is attached to. That water must immediately be placed on one of your City Sections.
Elephant	followers	1-ST	R	4	0	2	6	-	3	All cards in this unit gain the Berserk trait.
Heavy Cavalry	followers	1-ST	R	3	0	1	8	-	2	Heavy Cavalry gains 2S when attacking.
Moto Steeds	followers	1-ST	U	1	0	0	3	-	2	This Hero gains an additional Raid +1.
Yodaitai Legions	followers	1-ST	U	3	0	0	8	-	2	Yodaitai Legions gain 2S when defending.
Abd al-Zhayn	heroes	1-ST	C	3	3	1	7	4	3	Unaligned Wanderer

Abresax	heroes	1-ST	R	4	3	2	9	3	3	Unique * Senpet Fist of the Pharaoh * Abresax's Followers gain 2S when attached to Abresax
Adnan	heroes	1-ST	C	0	1	0	0	0	1	Tomb Raider * Raid -1 * Unaligned * You may not bring Adnan into play unless you control another Hero.
al-Hazaad	heroes	1-ST	C	1	3	1	7	3	2	Unaligned Sahir * Flying * Experienced * Magic Carpets may be attached to al-Hazaad for 4 less copper. Battle: Once per battle, discard a spell. The opposing army must take damage equal to the Fate Value of that spell.
Argoun	heroes	1-ST	C	2	3	0	6	1	2	Moto Clan Youth * If Argoun is assigned to Raid a City Section, the Hero defending the City must play his Fate Card face up before Argoun plays his.
Asori	heroes	1-ST	U	1	2	1	5	4	2	Senpet Courtesan * Reaction: When bringing a Follower into play, bow Asori and discard a card from your hand to produce copper equal to the Fate value of that card.
Bekhten	heroes	1-ST	C	2	1	1	5	3	2	Senpet Shield of the Empire * Bowed Heroes may not be used to absorb damage caused by Bekhten. Reaction: Bow Bekhten to replace any Senpet in a duel instead of thrusting. [Clarification: You must control the Senpet you wish to replace. RL, lbsinfo, 08/02/1998]
Bonepicker	heroes	1-ST	C	2	2	0	6	0	2	Undead Ghul * Unaligned * May only attach Undead followers * Night: Target a card in your opponent's Saved pile. Bow Bonepicker to destroy that card. [Clarification: You may look through the Saved pile and target any card you wish, but you must return the cards to their original order. RL, lbsinfo, 07/31/1998 and 08/02/1998]
Chandra	heroes	1-ST	C	1	2	0	5	2	1	Assassin Bearer of the Black Star * Reaction: Immediately after one of your Heroes wins a duel, you may draw a card from your deck. Chandra may only do this once per turn.
Eyeslicer	heroes	1-ST	C	3	2	0	3	0	2	Undead Ghul * Unaligned * Destroy any one Hero or Follower you control to bring Eyeslicer into play.
Faida	heroes	1-ST	R	1	3	1	5	1	2	Assassin Keeper of the Seventh Gate * Reaction: If Faida is assigned to defend a Raid and her Defending Raid value is higher than the opposing Hero's Raiding Fate value, Faida may bow to initiate a duel with the opposing Hero which may not be refused.
Fatima	heroes	1-ST	U	2	2	1	5	4	2	Assassin First-Born * Fatima may remain bowed * Day: Bow Fatima and target a Hero with less than 4 Ka. Targeted Hero may not be assigned or moved into any attacks as long as Fatima remains bowed. [Clarification: A Hero targeted by Fatima's ability may still Raid and Defend. RL, lbsinfo, 08/02/1998]
Gaheris	heroes	1-ST	R	5	6	3	13	6	5	Moto Clan Khan * Duelist * Raid +2 * Carry +1 * Champion * Unique * Will only join a Moto Player. No Actions may be played from another player's Hand during a battle that Gaheris is in.
Ghiyath	heroes	1-ST	R	4	3	2	9	1	4	Khadi Sculptor of Hearts * Sahir * Unique * Unaligned * Other Heroes may not be moved out of a battle Ghiyath is assigned to.
Haroun	heroes	1-ST	R	4	5	2	9	3	2	Assassin Master of the Blood Red Tiger * Unique * Reaction: If Haroun wins a duel, bow and target one of his opponent's holdings. Destroy that holding.
Hensatti	heroes	1-ST	R	4	5	3	13	5	5	Senpet Pharaoh * Unique * Champion * Raid +1 * Will only join a Senpet player. All other Senpet Heroes gain 1S while in an army with Hensatti. Day: If Hensatti has no attached Followers, one Follower may be attached to Hensatti without cost.
Indira	heroes	1-ST	R							Khadi Mistress of Pain * Sahir * Unaligned * Unique * Cards in this unit may not be targeted by spell effects.
Janan Barakah	heroes	1-ST	R	2	2	1	7	2	3	Sand Pirate Captain * Raid +1 * Unaligned * All Heroes and Followers with less than 3 Strength may engage simultaneously with Janan Barakah as one single unit.

Jangir	heroes	1-ST	U	1	4	1	6	1	2	Moto Clan Shugenja * Sahir * Reaction: Bow Jangir immediately after Fate values are revealed in a Raid. Switch any two of your Raiding Fate values.
Kabdar Fassal	heroes	1-ST	U	3	5	2	8	3	2	Ebonite Defender of the Faithful * Templar * Kabdar gains Raid +2 while defending against a Raid.
Kara	heroes	1-ST	R	2	3	3	9	0	3	Moto Clan Huntress * Unique * Carry +2 * When Raiding, Kara may play 2 cards face down. Add the Fate Values of the 2 cards together to determine her Raiding Value.
Keseth	heroes	1-ST	C	1	2	0	5	3	3	Senpet Seer * Sahir * Khadi Heroes may not cast spells during a battle Keseth is in. Khadi Heroes may not target cards in this unit with spells. [Clarification: If Keseth becomes a Khadi he prevents himself from casting spells during a battle. RL, lbsinfo, 07/28/1998]
Khaidu	heroes	1-ST	C	0	1	1	5	3	3	Moto Clan Trader * Destroy a holding you control if Khaidu dies. Day: Bow Khaidu and pay 1 water to straighten a holding.
Khitai	heroes	1-ST	R	3	2	1	8	3	2	Moto Clan Dunerunner * Archery Khitai may target Heroes with attached followers when using Archery.
Kiyoshi	heroes	1-ST	U	3	3	2	7	0	3	Moto Clan Tar-khan * Carry +1
Marishka	heroes	1-ST	C	2	3	1	6	3	3	Assassin Midwife * Day: Bow Marishka and randomly select and look at one card in your opponent's hand. If that card is a Hero, you may pay copper equal to the focus value of that card to discard the Hero.
Mendi-Duad	heroes	1-ST	C	1	2	1	5	3	1	Ashalan Priest * Sahir
Monkey Man	heroes	1-ST	U	1	2	1	5	4	3	Jackal * Open: Show your opponent the top card of your deck to look at the top card of his or her deck. You may do this once per turn.
Nekhebet	heroes	1-ST	R	2	3	1	7	2	2	Senpet Explorer * Archery * Raid +1 * Reaction: Immediately before Nekhebet uses Archery to engage, discard a card from your hand and add that Fate Value to Nekhebet's Archery until the end of the turn.
Nepherus	heroes	1-ST	U	0	2	1	4	3	2	Senpet Astrologer * Sahir * Battle: Bow Nepherus and draw the top 3 cards of your deck. You may play one of these cards immediately if possible. Discard the other cards. Battle: Bow Nepherus to destroy any Omen currently in play. [Clarification: the types of cards that may be played through Nepherus's action are Battle Actions, Open Actions, and Reactions. RL, lbsinfo, 08/02/1998]
Nim	heroes	1-ST	R	2	2	0	7	0	3	The 999th Jinn * Flying * Unaligned * No Followers may be attached to Nim. Day: Bow Nim and announce a number. Reveal the top card of your deck. If the Fate value matches your announced number, put that card in your hand, otherwise discard the card.
Old Man of the Mountain	heroes	1-ST	R	3	5	2	10	5	5	Assassin Champion * Unique * Duelist * May only join Assassin Players Day: Bow and discard one or more cards from your hand with a total Fate value greater than 2. Target an unbowed Assassin Hero you control. Your Hero bows to challenge another player's Hero to a duel which may not be refused.
Qer Apet	heroes	1-ST	C	3	2	1	7	1	2	Senpet Brother of the Black Shield * Qer Apet gets a +1S when Attacking.
Ramontet	heroes	1-ST	U	2	4	1	7	2	3	Senpet Strategist * Archery +1 * Day: Bow Ramontet to give a 1S bonus to another Senpet Hero you control until the end of the turn.
Roc	heroes	1-ST	R	3	1	1	7	0	3	Flying * Unaligned * May not attach items or followers. Battle: Bow to destroy a Follower in the opposing army.
Sabina	heroes	1-ST	C	3	4	1	7	4	1	Assassin Lady of the Seven Oaths * May only attach Assassin followers * Will not initiate a duel against another Assassin Hero
Shala	heroes	1-ST	U	2	3	1	6	1	2	Assassin Second-Born * May enter play for three less copper if you have the Old Man on the Mountain in play. Gains 3K when facing a Hero with more than 4 Influence in a duel.
Shalimar	heroes	1-ST	U	2	4	1	7	5	2	Ra'Shari Dancer * Archery

Shu-kai	heroes	1-ST	U	1	2	1	4	1	1	Moto Scout * If Shu-kai ties in a Raid, Shu-kai wins. [Clarification: If two Shu-kais tie in a Raid, the raiding Shu-kai returns home with no water. RL, lbsinfo, 08/10/1998]
Takiyah	heroes	1-ST	U	1	2	1	8	5	2	Assassin Watcher of Omens * Sahir * Open: Bow Takiyah to attach a -1S/-1K doom token to another Hero until the end of the turn. Takiyah may not attach more than one doom token per Hero.
The Eye of Night	heroes	1-ST	R	4	5	0	13	0	3	Unique * Ronin * Archery * Duelist * Unaligned * The Eye of Night always thrusts first in a duel.
Yesugai	heroes	1-ST	C	2	2	1	5	1	2	Moto Clan Guide * Archery * Yesugai may not challenge a Senpet Hero to a duel.
Auction Block	holdings	1-ST	U				0	2	1	Bow the Auction Block and discard any item, Follower or spell card to produce copper equal to the fate value of that card. Day: Bow and destroy Auction Block. No Raids may be made against you this turn.
Belly Dancer	holdings	1-ST	C				1	3	2	Bow to produce 2 copper plus one copper for every Den of Iniquity in play. Night: Target an unbowed Hero you control, then bow and destroy Belly Dancer. Targeted Hero initiates a duel against another Hero which may be refused by discarding 3 water.
Burning Oil	holdings	1-ST	C				0	3	3	Fortification * Battle: Bow Burning Oil to engage for 4 damage.
Copper Mine	holdings	1-ST	C				1	2	1	Bow to produce 2 copper. Day: Bow and destroy Copper Mine to reduce the Strength of a Hero by 2 until end of turn.
Den of Iniquity	holdings	1-ST	U				0	3	2	Bow to produce 2 copper plus 1 copper for each Spices you have in play. Open: Bow and destroy the Den of Iniquity to bow a Hero with Zero Influence.
Doctor	holdings	1-ST	R				0	1	4	Advisor * Bow to produce 1 copper. Reaction: Bow and pay 1 copper to reduce the damage of a thrust to zero.
Harem	holdings	1-ST	C				1	2	3	Bow to produce 2 copper. Day: If Harem is controlled by an Assassin player, bow and destroy any number of holdings you control to draw that many from your deck.
Library	holdings	1-ST	R				1	3	2	Bow to produce 2 copper. Day: Bow to draw 2 cards. Discard 2 cards.
Safiyya's Sweetwater	holdings	1-ST	R				1	0	1	Bow and pay one water to produce 2 copper Day: Bow and destroy Safiyya's Sweetwater to produce one water token on a City card you control.
Spices	holdings	1-ST	C				1	2	3	Bow to produce 2 copper. Day: If Spices is controlled by a Senpet player, bow and destroy Spices to attach a 1S Follower token to a Hero you control.
The Prophet's Wall	holdings	1-ST	C				0	2	1	Fortification * This City Section gains 3 Strength.
Trade Route	holdings	1-ST	C				1	2	3	Bow to produce 2 copper. Open: If Trade Route is controlled by a Moto player, bow and destroy Trade Route to give a 1S bonus to a Hero you control until the end of the turn.
Watchtower	holdings	1-ST	U				0	3	2	Fortification * All Raid attempts are at -2 Fate at this City Section. Reaction: Immediately after a Battle action has been played from a player's hand, destroy Watch Tower and pay one water from this City Section to cancel that action.
Wheat Fields	holdings	1-ST	C				0	0	1	Bow to produce 1 copper. Reaction: Bow and destroy Wheat Fields immediately after an opposing card engages to reduce the inflicted damage by one.
Wijdan's Fabulous Carpet Shop	holdings	1-ST	R				1	2	2	Bow to produce 2 copper. Open: Bow and destroy the Carpet Shop to give the Flying trait to one Hero you control until the end of the turn.
Ancestral Sword of the Kirin	items	1-ST	S	0	1	1		9	4	Weapon * Unique * When controlled by a Moto player, Sword gains a 1S/1K bonus for every Moto Hero you control.

Book of the Dead	items	1-ST	S	0	0	0	9	4	Unique * May only be attached to a Senpet Hero. This Hero gains the trait Sahir. Night: Bow this Sahir and pay 2 water to bring a Hero that was destroyed this turn back into play. Targeted Hero gains the Undead trait. This may only be done once per turn.
Camel	items	1-ST	C	0	0	1	0	1	This Hero does not bow after a battle.
Crossbow	items	1-ST	U	0	0	0	2	4	Weapon * Hero gains the Archery Trait.
Dhul Fiqr Knife	items	1-ST	C	1	2	0	4	2	Weapon
Flying Carpet	items	1-ST	R	0	0	1	8	3	Hero gains the trait Flying. Battle: Bow Flying Carpet to move this unit into the current battle. Battle: Bow Flying Carpet to send this unit home without bowing.
Shielded Armor	items	1-ST	C	0	1	0	1	4	Armor * Cards in this unit may not be targeted by Archery.
The Wicked Moon	items	1-ST	S	0	0	1	6	4	Weapon * Unique * May only be attached to an Assassin Hero. All successful thrusts from this Hero cause 1 additional point of damage.
Curse of the Rot Within	spells	1-ST	U	-	-	0	0	1	Curse Day: Bow a Sahir you control to bow a Hero.
Dream Magic	spells	1-ST	R	-	-	1	0	3	Reaction: Play immediately after another player assigns Raiders to any of your City Sections but before Fate cards are played. Bow a Sahir you control to send all Raiding Heroes home bowed.
Dust to Dust	spells	1-ST	U	-	-	0	1	1	Buried Curse Day: Bow a Sahir you control and target an opposing Hero. This Sahir and targeted Hero gain a -2 Ka token.
Harik's Ruby	spells	1-ST	R	-	-	0	3	3	Battle: Bow a Sahir you control in this battle to destroy all Heroes and Followers in this battle with a Strength less than 3.
Jinn of a Thousand Midnights	spells	1-ST	C	3	1	2	0	2	Summon Jinn * Flying * This card enters play bowed. Day: You must bow a Sahir you control to bring this card into play. Jinn Battle: Bow to destroy target Omen.
Jinn of Decay	spells	1-ST	U	2	3	3	0	2	Summon Jinn * Flying * Day: You must bow a Sahir you control to bring this card into play. Jinn Battle: Bow and destroy this Jinn to destroy a Follower or a Hero without Followers in the opposing army.
Jinn of Desire	spells	1-ST	U	2	2	1	0	3	Summon Jinn * Flying * Day: You must bow a Sahir you control to bring this card into play. Jinn Day: Bow this Jinn and target a Hero you control to switch the Strength and Ka of target hero until the end of the turn.
Jinn of the New Moon	spells	1-ST	R	4	1	3	0	4	Summon Jinn * Flying * This card enters play bowed. Day: You must bow a Sahir you control to bring this card into play. Jinn Battle: Bow and destroy this Jinn. Target this battle. This battle ends and all units return home bowed.
A Dying Sahir's Tale	stories	1-ST	U					4	2 Story Points * Tale Reaction: Play when one of your Heroes defeats an opponent in a duel who had more Ka than the Hero you controlled Reward Reaction: Immediately after your opponent reveals his or her parry, once per duel you may adjust your thrust by +1 or -1.
The Tale of Selqet's Capture	stories	1-ST	U					4	2 Points * Tale Reaction: Play when you produce 3 different Night actions in the same turn. Raids and actions performed in Raids do not count for this requirement. Reward Open: Bow this card to look at another player's hand. [Clarification: These Night Actions must come from 3 differently named cards that generate 3 unique effects. 3 copies of Bonepicker won't work. RL, lbsinfo, 07/31/1998]
The Tale of the Last Raid	stories	1-ST	U					4	2 Points * Tale Reaction: Play when one of your Heroes destroys an opposing Hero during a Raid. Reward Open: Bow to give one Hero an additional Raid +2, Carry +1.
The Tale of the Moto and the Senpet	stories	1-ST	U					4	1 Point * Tale Reaction: Play immediately after a battle where you were the Defender against an opposing army and no water tokens or City Sections were lost. Reward Battle: Bow to give a target defending Hero +1S until the end of the battle.

The Tale of the Stolen Heart	stories	1-ST	U					4	1 Point * Tale Reaction: Play when immediately after [you] produce the third Jinn effect in the same turn. Reward Reaction: Bow this card to redirect one spell effect to another legal target. [Clarification: Bringing a Jinn into play does not count as a Jinn effect. RL, lbsinfo, 07/28/1998]
The Empire of the Senpet	strongholds	1-ST	S	4	7	18	1	Battle: Bow to give a Defending Unit a +3 Strength bonus until the end of the turn. [Errata: a Defending Hero, not a Defending Unit, receives the bonus. RL, lbsinfo, 08/11/1998]	
The Hidden Keep of the Assassins	strongholds	1-ST	S	3	5	20	3	Battle: Bow to send any Assassin Hero you control in a Battle home, bowed. Reaction: When one of your Assassin Heroes is in a duel, bow the Hidden Keep instead of playing a thrust or parry to send him or her home, bowed.	
The Moto Oasis	strongholds	1-ST	S	3	6	20	2	You may not have more than one of any Advanced City in play. All Moto Heroes you control gain an additional Raid +1 when raiding another player's City Sections. [Clarification: The Moto player may play up to one of each Advanced City section. RL, lbsinfo, 07/29/1998]	